OMNIROLE

The Universal Roleplaying Game

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Prologue

Dear Roleplayers,

This is the result of twelve years of experience with roleplaying games, the game I always dreamt of.

Soon after I began to be interested in roleplaying games as one of my hobbies, the wish to develop my own roleplaying system showed up. In this connection, it was always the thought of a universal roleplaying game, i.e. a set of rules that could be used for all kinds of worlds, regardless if fantasy or science fiction, the present or Old Rome, humans or alien beings, that drove me.

Certainly, there already are some examples for this kind of systems, and good ones among them. Not to mention GURPS by Steve Jackson here would be a great injustice, especially as it was, not at least, this system that inspired me, even if OMNIROLE will most likely never reach the GURPS size. But who knows...

Nevertheless, I wanted to create something that suited my personal preferences, let us say, a system that is located between a heroic and a realistic game with the possibility that each player and master can tailor the system as he likes without any problems or contradictions. Furthermore, it should always be possible to transfer characters from one roleplaying group to another without the necessity for endless discussions about house and optional rules.

By the way, besides the concept of a universal system, it was mainly the fantastic character creation system without random figures that I enjoyed when playing GURPS.

Among the systems that inspired me, the second rank is held by the German fantasy roleplaying game MIDGARD, which is currently the best German roleplaying game for me. Unfortunately, it only covers fantasy (and meanwhile the 19th century), but it has one of the best combat systems ever seen by me, well-balanced magic rules and believable characters without artificial restrictions caused by "classes".

I am sure that there have also been other roleplaying games that had influence on the development of OMNIROLE, but I do not think that it is necessary to mention them all here. Furthermore, OMNIROLE as the result of a four year development process would also not have been possible without the games which I developed before for my personal use (one is a science fiction game, the other a historical one), and without all my experiences in modifying other systems and adventure writing.

To say one thing right now, even OMNIROLE certainly is not the perfect game. In my opinion, it is impossible to develop such a thing as the perfect roleplaying game because everyone has his own taste and preferences. While someone might want rules that are as complex as possible, someone else well will certainly wish very simple rules, someone might want a very realistic simulation, someone else more heroic elements. There are players that want random characters, their friends prefer a point system, etc.

Therefore, OMNIROLE has been designed with the possibility to play it with very few rules. On the other hand, the game can also be a very complex simulation of the fantastic realities of roleplaying.

Consequently, OMNIROLE includes a point system for character creation, but also working random methods in the different world books.

But enough praise. In spite of the long development period and all the long and intensive playtesting sessions for which I wish to thank all participants once again, it is still possible that some errors are still in the rules. After all, this is a first edition.

Therefore, I am always thankful for ideas and comments of all kinds, and, of course, for errors found by you, may they be printing errors, logical errors, factual errors or whatever. Everybody who contacts me and helps to improve OMNIROLE is always welcome.

Many thanks to all the people that helped me during the playtesting sessions. I would especially like to mention Andrew, Lee and Sean, but also Holger, Markus, Stefan, Petra, Timo, Arnold, Oliver and Dana.

But now it is time to finish this long prologue because I do not want to delay you any longer. The rules are there to be explored by you. Enjoy OMNIROLE and its sourcebooks, have as much fun as possible, and may OMNIROLE become your main roleplaying game! (Some optimism is necessary, at least I do like the system...) And never forget one thing: A roleplaying game is only as good as you make it. The rules are just proposals and playing aids, they are not intended to bind you, but to support you.

Soon after publishing the first German version of OMNIROLE on my internet homepage (htttp://www.omnirole.de), I had the wish to provide an English version of the game as well. So, after my tax advisor exam in October 2000, I started to work again, and here it is. Enjoy it!

Frankfurt in March 2003, Robert C. Prätzler and the OMNIROLE-Team.

1. Basic Game Mechanics

1. Basic Game Mechanics

1.1 What is a roleplaying game?

This question should especially be asked by all readers that yet do not have any experience with other roleplaying games and maybe just were curious and made a look into this book.

Roleplaying games are a special kind of hobby that developed in the USA in the 1970s. Different from traditional board games, a roleplaying game does not need a fixed game board. All actions are executed by way of conversation between the participants occurring in their imagination. The name "role"playing game is based on the fact that all players take over the role of a person in the game world, called the character (will be explained later in more detail). This person that could be a dwarven warrior, the first officer of the USS Enterprise or a private investigator in Chicago of the 1930s - just as some examples - is then played with all inherent strengths and weaknesses just as in a movie. However, this movie happens only in the participants' imagination.

There is just one more thing I would like to add: Please, do not worry about the size of this rulebook. Many of the rules are only meant to be game aids to master special situations that might never occur in a fair way and to transform them into the game mechanics. It is absolutely not necessary that each player knows all details of the rules by heart from the very beginning, especially as there are not any Omnirole exams. This is a hobby, not business. Even the master (see below) only needs to be familiar with the basic mechanics of the game. All other things can be looked up in the book if necessary - and you will be surprised how many rules you are going to learn just by playing this game. Thus, enjoy frontierless adventures with Omnirole!

1.2 The master

One of the most frequently used terms in these rules is the term **master**, also called game master. The master has a very important function in a roleplaying game. He can be defined as the script writer of the common movie, but is also the referee and - for the characters - sometimes a minor god. How does this work?

Well, the master, who should normally be an experienced player that knows the basic rules and has an idea where to look up in the book to find an answer, develops a scenario or adventure (see below) before each roleplaying session. His job is to communicate all events to the player as some kind of narrator, to take over the roles of all creatures and persons encountered by the characters and to check all different actions according to the rules. It is not only important to have some imagination and acting ability, but also he must be prepared to improvise. Based on my experience, players have the tendency to do everything, except what the master expected them to do! As the rules cannot be prepared for every possible situation (a 500 MB CD ROM would be exaggerated), the master should be prepared for quick decisions by using known rules to judge the success probability of a certain player action and then to carry it out.

Furthermore, the aforementioned criteria of neutrality is important as well. The master may neither be too much in favor of the players - the game will quickly become boring if the players know that they always win - nor too much biased against them and be unfair. You should never forget that the master has great power. It is very easy to kill the player characters with malicious traps or by other means. But this will quickly result in the need for new players, because they normally do not think it is funny if an experienced and beloved character is removed from the game with words such as "Ha ha ha, you drop 30 meters".

1.3 The adventure / scenario

Besides the term master, the terms **adventure** or **scenario** will often be found in these rules. An adventure is just the game term for the events that happen in the game world (the world in which the player characters act) during a game session.

The adventure is either prepared by the master (as described in the respective chapter of these rules) or has been prepared by someone else. The latter method is especially recommended for inexperienced masters if prepared scenarios are available. In fact, the adventure is a script for the story that includes data about the most important places, events and people and creatures to be encountered by the players. A continuing series of adventures is called a campaign. A successful campaign might take several real years.

1.4 The die in roleplaying games

Likely the most important game aid in a roleplaying game is the die. The die is used as a generator for random numbers, i.e. it assists the master when deciding whether an action of the players or of other creatures is successful or not and is therefore a means to assure fair treatment. Certainly, it were not acceptable if for a chance of 60%, the master had just to decide about success or failure or maybe have the players vote about it.

Die rolls are usually abbreviated by using a "d", followed by the number of sides of the die.

D3: This is not a three-sided die because this is physically impossible. Instead, a d6 (see below) is rolled and the results 1 and 2 are read as 1, 3 and 4 as 2 and 5 and 6 as 3. By the way, it is also possible to buy special six-sided dice that are only printed with the numbers 1 to 3.

D4: A four-sided die that is shaped as a tetraeder. The die result is the number printed on the edges that are lying on the table.

D6: This is the normal six-sided die that should be known from many other games.

D10: A ten-sided die. With a ten-sided die, the zero is to be read as a result of 10 unless the rules directly require something different.

D12: a twelve-sided die.

D100: In general, a hundred-sided die could be used here. However, such dice are rather expensive and also cannot be used for certain special rules as described in the following. Therefore, we recommend to use to d10 with different colors and to use one as the first and one as the second digit. A zero is to be read as a zero unless two zeros are rolled. In this case, the result is 100.

Example: green and blue d10, green as first digit. Rolls are 6 with the green and 8 with the blue die. Result: 68.

D100(-): A special Omnirole rule: This is executed like the normal d100, but the digits cannot be determined in advance. Instead, the lower die result is the first and the higher is the second digit.

Example: green and blue d10, rolls are 8 with the blue and 6 with the green die. Result: 68.

1d100(+): Another special rule: The higher result of the two ten-sided diced is the first digit and the lower one is the second.

Example: green and blue d10, rolled 8 with the blue and 6 with the green die, result: 86.

If several dice have to be rolled, this is expressed by a number in front of the term dX. The results of the dice have to be added unless a different treatment is directly asked for.

1. Basic Game Mechanics

Example: 2d6. Two six-sided dice are rolled.

If the term dX is followed by a number, this number has to be added to the result of the die roll if there is a plus sign. Numbers with a minus have to be subtracted. In some rare cases, a division (shown with a slash "/") or multiplication (shown with an "x") is possible as well.

Example: 3d6-2. Three six-sided dice are rolled, the results are added and 2 is subtracted.

Die modifier (DM): Die modifiers are encountered very often in the rules. They are also additions to or subtractions from the result of a die roll. Usually, they are abbreviated as DM+4 (i.e. add 4) or DM-50 (subtract 50).

Cumulative DM are modifiers that have to be added up if a condition is fulfilled more than once.

Example: cumulative DM - 10. This is DM-10for the first check, DM -20 for the second, DM-30 for the third, etc.

1.5 Checks

One of the main terms of the Omnirole rules and one of the most frequent causes for the use of dice are checks. Checks are made either for attributes or for skills. They are normally mentioned as "check: attribute" or "check: skill". Sometimes, the terms skill roll, success roll, spell roll, attack roll or attribute roll are in use as well. The procedure is always the same:

Checks are made with 1d100 unless a special rule should ask for a different method. To the result of the die roll, a certain number that depends on the checked attribute or skill - called the check value - is added. If the total result is at least 100, the check was successful. Otherwise, it resulted in a failure.

Please note: The check value (also known as skill value, spell value, parry value, attack value) is the calculated value before application of DM, if any.

Example: Check: dexterity, DM + 10, Check value 58. The character rolls a 33 and adds this result to 58+10. The final total is 101 and thus a success.

Special die roll results (only the dice rolled, not the total after modification) are the 11, 22, 99 and 100. The following rules emphasize the unpredictable component (good or bad luck) in the game and leave open the possibility for failure even for characters with check values of +100 and more as well as the possibility for good check results with very bad check values.

In case of a die roll result of 11 or 22, a potential disaster has occurred. In this case, the die roll result is not added. Instead, a new die roll is made and is result is subtracted. Should a second 11 or 22 be rolled, this amount is subtracted and a further roll has to be made. If a 99 or 100 is rolled after a potential disaster, it is, different from the other rules, subtracted as well and has no other effects.

Example: The above-mentioned check roll was an 11. The player has to roll once again and gets a 24. He subtracts 24 from 58+10 and obtains a total of 44. A failure.

A 99 or 100 is called potential good luck. The result is added as usual and a second die roll is made whose result is added as well. A second 99 or 100 continues the procedure respectively. If the die roll is 11 or 22, this is, different from the regular rules, added as well and the procedure stops.

Example: In the aforementioned case, a 99 is rolled. The character rolls the dice once again and gets a 36. He calculates: 36+99+58+10 = 203. Excellent.

Total results of 0 or less are called critical failures or disasters. Their effects are determined individually using special rules. Very high results normally have very positive effects.

The rules of the 11, 22, 99 and 100 are generally always used if Omnirole asks for a check with 1d100 unless a special rule should include a different statement.

The duel

Duels are a special type of check. Therefore, they are sometimes also called comparative checks. The difference to normal checks is that two or more characters compete in a duel.

The normal procedure is that all participants make a die roll and the one with the best result wins. In special cases that are explained in detail where applicable, special rules are used in order to improve the game realism.

1.6 Other suggested things

Besides the dice, what do you further need for roleplaying? Well, it is certainly recommended to have enough paper available to make notes, as well as pencils, pens and rubbers. Additionally, and some players prefer this, metal figures may be used to illustrate decisive game situations, especially combats. But this is a matter of personal preference.

In fact, that's it. However, you should have a quiet room with comfortable temperature and enough food and drinks because roleplaying sessions may take several hours.

2. Characters

2. Characters

2.1 What is a character?

All persons that act during a role-playing game and that populate the game world are called characters. There is a distinction between player characters (PCs) as persons who are used by the players, and non-player characters (NPCs) as persons that are used by the master. In general, the same rules apply to both groups.

In fact, a character is the role that a player takes over in the game world. He can be practically everything imaginable, depending on the game world and the campaign: A wizard, a warrior, interstellar trader, scientist, priest, accountant, cop, mobster, etc.

Characters are created following the rules that are presented in this chapter. This procedure is something like their birth, and it is generally possible to generate very young as well as very experienced characters with this system.

2.2 Character points (CP)

The character creation system of Omnirole is exclusively based on mathematical principles. Random effects were eliminated in order to avoid that luck provides unfair advantages to some players and in order to prevent the players from cheating. Why? Well, on the one hand, it is fun to make some lucky dice rolls and get a very good beginning character. But what about one that is below average by zu in all his stats? "Role-players challenge"? Well, not for most players, rather "cannon fodder". And, frankly spoken, who wants to start with a disliked character and use him for may adventures? You should never forget that this game is meant to be fun and not a lesson about general injustice of life. Okay?

Nevertheless, for all friends of luck and dice rolls, Omnirole will provide random based character creation systems in the respective worldbooks so that there should be something for all different player tastes. Just discuss this together.

How does character creation work? Well, the principles are rather simple: Each character is defined based on a number of character points (CP). The more CP, the more experienced he is, the better are his attributes, skills and abilities. The amount of CP assigned to newly created characters depends on the preferences of masters and players. The following table is intended to give some guidelines:

Character	CP
Weak	About 50
Average person	About 100
Development potential	About 200
Heroic potential (standard beginning point value)	About 500
Experienced	About 1.000
Extraordinary / Superhuman	About 2.000

In the following steps of the creation system, the character points are used to generate the character. For illustration purposes, we will present an example for this.

Example: We want to create a fantasy world mercenary. The starting value is decided to be 500 CP.

2.3 The basic attributes

The basic attributes, also called main attributes, are the basis for each character. They influence practically all other attributes and abilities that are purchased later. Nevertheless, it should be noted that it is normally cheaper to increase skills directly then to achieve such result via higher basic attributes.

The individual basic attributes are the following:

Strength (ST): Muscle power, physical strength of a character. Influences his carrying capacity, damage in close combat, etc.

Dexterity (DX): manual and general dexterity and coordination. Important for many manual skills.

Reaction (RE): Reaction speed, flexibility. Has influence on initiative in combat rounds and modifies dodge attempts and various physical skills.

Appearance (AP): general physical appearance of a character. Determines as how beautiful or ugly a character is perceived by members of the same race. Influences the behavior of NPCs during first encounters and many social skills.

Charisma (CH): The personality of a character, leadership skills, speech, etc. Important for all longer contacts with NPCs, negotiations and all respective skills.

Intelligence (IN): The ability for logical thought, combination, general mental capacity and quickness of min. Important especially for knowledge skills.

Health (HT): physical condition, general stamina, resistance against poisons, diseases, etc. Influences also a character's lifeforce and endurance (see below).

The attributes are purchased according to the table below. Negative CP values signify a CP gain which is made if someone voluntarily accepts attributes below average.

Optional rule: The master may decide about maximum levels for the basic attributes of new characters as well as about a limit for the CP amount assigned to the attributes. Furthermore, we recommend to limit the potential CP gain from attributes to about 120 CP.

Table: Basic attributes

Level	Description	CP
1	Extremely weak	- 180
3	Weak	- 140
4		- 120
5		- 100
6	Below average	- 80
7		- 60
8		- 40
9	Average	- 20
10	Average	0
11	Average	20
12		40
13	Above average	60
14		80
Level	**Description**	**CP**
15	Excellent	100

2. Characters

16		120
17		140
18		160
19	Unbelievable	180
20		200
21	Superhuman	225
22		255
23		290
24		330
25		etc.

The further progression can be calculated based on the table. The cost increase grows by 5 CP per additional level.

Example: For a mercenary, strength and dexterity are important for high damage with hand weapons and good weapon abilities. A certain health is also necessary for survival. Intelligence is not that important, but shall also not be reduced below 10 because we do not want to create a "stupid basher". The same applies for appearance and charisma, but we will reduce the latter attribute somewhat as we do not deem it that necessary. As reaction is used to determine combat initiative, we are certainly not going to decrease it. The final attributes for our merc are: Strength 13 (60 CP), dexterity 12 (40 CP), health13 (60 CP), reaction 11 (20 CP), intelligence 10 (0 CP), appearance 10 (0 CP) and charisma 9 (- 20 CP). We have now used 160 CP, about a third or the total. 340 CP remain for the next step.

2.4 The other attributes

Some of these attributes are derived from the basic attributes. Nevertheless, they are far from being meaningless. The other attributes are:

Lifeforce (LF): The lifeforce of a character. Injuries, poisonings, etc. directly reduce the lifeforce.

LF = 2 x HT + L

Endurance (ED): This attribute measures the ability of a character to sustain endurance tasks of all kind. As for LF, fatigue, injuries, etc. reduce the ED of a character.

ED = 2 x HT + 2 x E

L and E are acquired like basic attributes, but at half the usual cost. Theoretically, L and E might have levels below 1, but this should be highly exceptional and required authorization by the master. However, LF or ED may never be lower than 1.

Example: For our character, we calculate LF 36 (2 x 13 + 10) and ED 46 (2 x 13 + 2 x 10) and decide not to change these figures.

Speed level (SL): Movement speed. More details can be found in the combat chapter.

The speed level has a beginning value of 5. Each decrease by 0.25 grants 25 CP, each increase costs 25 CP. SL must always be in the range from 3 to 6.

Senses:

The senses of a character are also other attributes. For game purposes, the following senses are distinguished: vision, hearing, smell, taste and sense of touch.

The basic level for all senses is 10. Each increase of a sense by one point costs 3 CP, each decrease consequently results in a gain of 3 CP. However, reductions may in total not result in a gain of more than 20 CP unless the master decides otherwise. If a character wants to increase all senses, the cost is reduced from 15 CP/ level to 10 CP/level. Increases by more than 10 points have a higher cost: For +11 to +15, it is 4 respectively 12 CP per level, then 5 respectively 14 for + 16 to +20, etc.

Example: Vision level 22 costs 42 CP (10 x 3 + 2x 4).

Willpower (WP):

Willpower is important to resists temptations or control attempts of all kinds. It has a starting level of 10. Each increase by one point (strong will) costs 6 CP, each reduction (weak will) results in a gain of 6 CP.

Pain resistence:

The pain threshold of a character is especially important in combat and when subject to certain interrogation methods. It is calculated as (WP + HT)/ 2, rounded up. Each further increase by one point (pain resistance) costs 6 CP, each reduction (pain susceptibility) results in a gain of 6 CP.

Example: We are of the opinion that our merc will not need extraordinary senses or an increased speed level. However, some pain resistance looks like a good idea and so we buy two levels for 12 CP. Furthermore, we increase his willpower by one for 6 CP. 322 CP remain for future use.

2.5 Special attributes

Magery level (MA): This is important for spellcasters. Further details are explained in the magic chapter of the rules.

Psionic Strength (PS): The general psionic talent of a character. Further information in the respective chapter.

2.6 Character races

The race of a character directly influences his attributes and abilities. Depending on the game world, the master decides about races that are allowed for player characters. Generally, each race has a cost in CP, that might as well be negative.

Furthermore, the race description will include modifiers to basic and other attributes. These are applied after (!) character points have been used to buy attribute levels. Further rules can be found in the chapter on character races.

2.7 Luck (optional)

In the Omnirole system, it is luck that makes the difference between a hero and an average person. However, this rule is optional because there are two general opinions among roleplayers.

The first, the "realistic way", states that there is no real difference between player characters and the "man in the street", except that the player characters seek adventures and thus tend to improve their abilities more quickly than the latter. When following this line of thought, combats, especially under the Omnirole system, tend to be deadly for player characters because they do not have any special advantages. If you prefer this opinion, you should not use the luck rules.

On the other hand, the second opinion, the "heroic way", defines player characters as well as important NPCs (thus, not the mainstreet shopkeeper, but the captain of the Enterprise or a famous NPC hero) as extraordinary people with an extraordinary destiny. They are not meant to be crippled or to die from the first unlucky hit, but to escape miraculously, just as on TV, in movies or novels. The luck rules follow this opinion. The use of luck is explained in the miscellaneous rules chapter.

Table: Luck:

Luck value	CP
1	- 50
2	- 20
3	0
4	60
5	140
6	240
etc.	etc.

Further cost increases can be calculated. They are +20 CP per additional level. A luck level of zero for player characters is only possible of the master allows it. He should then decide about the CP gain for this, we suggest it to be at least -100 CP. Furthermore, a maximum level for beginning characters should be defined. We recommend a level of 5.

Example: We are not going to modify the luck level.

2.8 Special abilities (inborn talents and advantages)

All characters have the right to acquire special abilities when created. Many of these abilities that are also called advantages are only accessible during character creation, although the master might allow exceptions. For details, please refer to the descriptions. Depending on the game world and the master's opinion, certain advantages might be prohibited for player characters. If a difficulty is mentioned in the following table, a skill has to be learnt for use of the respective advantage following the procedures for mental skills.

Advantage	CP cost
Ambidextrous	50
Berserk	50
Blindfighting	Level x 20
Empathy	40, difficulty 6
Eidetic memory	50, difficulty 10
Lightning calculator	10
Longevity	25
Night vision	30 + 15 x level
Natural skill talent	Difficulty x 20 + 50
Orientation	30, difficulty 2
Sixth sense	50, difficulty 6
Advantage	**CP cost**
Language talent	50
Rapid awakening	35, difficulty 2
Time sense	20, difficulty 1

Example: We did not really want a berserk, and most of the other special abilities do not appear to be useful for a merc (empathy or eidetic memory) or are just too expensive (blindfighting). But wait - what about night vision? Okay, it is bought. Level should be sufficient, that is 30+15=45 CP. Furthermore, one level of natural protection for 25 CP looks goods. Thus, 252 CP remain.

Descriptions

Ambidextrous

The character is able to use the left hand as well as the right for all actions, i.e. he does not suffer any penalties for use of his secondary hand (otherwise, DM-30 on all checks). By the way, you are free to define for all other characters whether they are left or right-handed.

Berserk

This advantage is called a disadvantage by some as well. It is especially frequent among warriors from primitive cultures such as the Vikings. The character can become a practically invincible fighter under some special conditions. The details are as follows: If the character should lose at least 5 LF from a single hit, he immediately has to make a standard check: willpower. Such check, however, with DM+30, has to be made also when strongly provoked, and, with DM-40, when suffering a serious or critical injury. A failure results in the character going berserk. His strength is doubled for damage and all kinds of checks, as well as his health attribute for the purpose of checks against unconsciousness, death, etc. Furthermore, the berserk ignores all modifiers or effects from pain, shock etc. and he does not suffer any DM for LF or ED losses unless LF should drop to zero or below.

On the other hand, the berserk's intelligence is halved during the frenzy and he must make a concentration on attacks (cf. Combat chapter). Berserks with firearms will fire until their weapon is empty. However, they only reload if they can do this for 0 AP (e.g. with slings or using the speed-load skill). At the end of the battle frenzy, a berserk loses the half of his current ED and he must make a standard check: willpower with DM+10. On a success, the frenzy ends. Otherwise, the character begins to attack bystanders (He may make one new check per fallen enemy then. The frenzy will end when nobody else is in sight or after ten minutes at the latest.) Furthermore, if the character was injured during the frenzy, he must make checks with his unmodified health attribute in case of danger of unconsciousness or death.

It is also possible to go berserk voluntarily. This requires one round of concentration and a failed willpower check with DM+10. In case of a successful check, the character may concentrate for another round and try again.

Blindfighting

The character has been trained to act in total darkness as efficiently as in normal daylight. His orientation is based on other senses, mainly hearing. The game effect is as follows: Each level in this advantage reduced all DM for bad vision conditions including blindness by 5. Furthermore, the maximum levels for attacks of the character (cf. Combat rules) are increased by 5 per level. Even ranged attacks are allowed.

Empathy

The character has a rough understanding of the feelings of other people. This includes animals. A check (as for a skill, based on intelligence) is made when the character is in close range to another lifeform. The information he gets is of a rather general nature and only strong emotions (hatred, fear, strong shyness, etc.) can be perceived. High die roll results may give more detailed information. Furthermore, it is possible to use empathy to check how reliable someone is (only one attempt in a period of about one month) or if he or she is telling the truth. A drawback of empathy is a certain susceptibility to very strong emotions that originate e.g. from larger groups. Effects of this may vary from sharing someone else's pain to very bad feeling and up to shock or unconsciousness. The master decides. Usually, the range of empathy is limited to a few meter, although very strong emotions or emotions

projected by races with that ability might be perceived at a much longer distance.

Eidetic memory

This ability allows a character to remember practically everything that he ever perceived, regardless whether consciously or subconsciously. The advantage is acquired like a skill (attribute: intelligence). Checks are made to determine whether detailed information is remembered. DM are judged by the master depending on time that has passed, concentration of the character on the respective perception and the volume of the information.

Lightning calculator

The character is a human calculating machine. He is able to make complex mathematical operations without any need for technical or other means of support, e.g. square-root calculations. During the game, the advantage is simulated by allowing the player to use a calculator whenever he wants to.

Longevity

This character has a very good chance to reach a high age, because all aging checks are made with 1d100(+). This advantage is comparatively cheap because natural life expectancy is of rather minor importance in a roleplaying game.

Night vision

The eyes of the character adapt rapidly to darkness. In fact, they benefit from some kind of simple light intensification effect which halves all modifiers (DM) for darkness except total darkness at level 1. Each further level again halves the modifiers.

Natural protection

Some people are especially resistant against all kinds of injuries. This is simulated by this advantage. All LF losses that are caused by external injuries (not poison, disease or physical magic) are reduced by the level of natural protection, but after(!) modification for attack type. Furthermore, please note that the character still bleeds. He does not have iron skin, he just ignores the damage done. Therefore, poison attacks effect a character regardless of natural protection. For human beings and similar characters, a maximum level of 3 is recommended because higher protection would only be suitable for very heroic campaigns. The master decides.

Natural skill talent

The character has a special aptitude for a skill including weapon or magic skills. This is an advantage that may be limited to certain skills by the master or even be completely prohibited, because there is a danger that it, especially in combat-oriented campaigns, ruins the game balance. The use of the talent is easy: Characters with a natural skill talent make all skill checks (i.e. attack and defense for weapon skills, magic checks for spells) with 1d100(+)!

Theoretically it would be possible to purchase this advantage for a group of related skills. In this case, the cost should be reduced by 10 to 50%. The gamemaster decides.

Orientation

If the character succeeds in a check on this advantage that is purchased like a skill (attribute: intelligence), he is able to determine the direction to the north or to pursue any route he has taken at least once before. It is also possible to find new routes to a known destination or the exit from a maze (including caverns or unknown cities), but this may result in negative DM. Usually, the frequency of checks is once per hour, but this may be increased by the master in very complex environments. Ordinary failures on a check result in "no information", whereas critical failures (disasters) will send a character to a wrong direction. This advantage does not work in other dimensions (hyperspace, astral space, etc.) or in space, but it can be used on other planets.

Sixth sense

The character has some kind of danger sense. When he is in a potentially dangerous situation (e.g. close to an ambush, traps of all kinds, serving of poisoned food, etc.), the master secretly makes a check on this advantage that is purchased like a skill (attribute: intelligence). A success results in a vague feeling of near danger. Very high results (180 and more) give more exact information. The gamemaster decides.

Language talent

The character is especially gifted for all language skills. All checks in connection with languages are made with 1d100(+). Skill checks, however, are excluded.

Rapid awakening

If the character is woken up, he is immediately able to act, whereas ordinary characters have to make a standard check on health or intelligence (better of the two) with a base time of 5 rounds. In order to determine if a sleeping character is woken up by noises, a secret check on this advantage (purchased as a skill, attribute: health or intelligence) is made by the master.

Time sense

The character has an absolute sense of timing, i.e. he always knows the time and may measure lapses of time quite exactly. He is even able to decide about a sleeping time and than to wake up after it has lapsed. Checks on the purchased skill (attribute: intelligence) are made for very exact timing requirements or to determine the time after time travel or unconsciousness. In the event of time travel, an external information source is always required.

Further special abilities are possible depending on the chosen background. Usually, the will be presented in respective sourcebooks. Furthermore, the master may introduce new advantages.

2.9 Handicaps (optional)

This optional rule is the counterpart to the aforementioned special abilities. From time to time, it may be desirable to create a character with physical or mental weaknesses or other handicaps. Examples might include a one-eyed character, a scotophobiac (man who fears the dark) or a pursued criminal. However, please note that this system is not intended to result in each and every character choosing "disadvantages" of rather low game importance just to collect additional character points. As can be seen from the list of handicaps, these are true disadvantages that are mainly suitable for experienced players looking for new challenges or the creation of interesting NPCs. Furthermore, the CP values of physical handicaps may be used to determine the new amount for a character who has suffered a critical injury (cf. Combat rules). In the latter case, the handicap does not result in assignment of additional CP, but in a reduction of the character's total point value.

Handicap	CP value
Albinism	- 40
Blind	- 200
Bleeder	- 70
Drug addiction	- 5 to - 70
Dyslexia	- 10 to - 40

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One arm	- 60
One eye	- 40
One leg	- 60
One hand	- 40
Eunuch	- 6
Crippled leg	- 30
Phobia	- 5 to - 80
Oath / vow	- 1 to - 80
Mute	- 50
Deaf	- 30
Overweight	- 5 / - 20
Skill inability	- difficulty x 10

Example: We have not chosen any handicaps for our merc because physical disabilities would interfere with the character concept and we found nothing that looked suitable. Furthermore, we still have enough CP available.

Descriptions

Albinism

The character is an albino, i.e. his skin lacks certain pigments. Human albinos generally have blond, almost white hair and reddish eyes. One of the side effects is a high susceptibility to sunburn. The character will use 1d3-1 LF per hour which he passes unprotected while exposed to strong sun (Central Europe). Very strong sun exposure (e.g. tropics, subtropics) even costs 1d3-1 LF per 10 minutes. Thus, the use of good sun lotion or other kinds of protection from sunburn is highly recommended.

Blind

The character is blind on both eyes. This might be the result of an accident or an injury, of an illness or caused by a genetic defect. The player may freely decide about the appearance of the character's eyes. Most game effects of this handicap are explained in the combat chapter. In general, player and master should decide which actions are standard, difficult (with DM) or impossible for a blind, using common sense. If in doubt, the player should try the proposed action while blindfolded!

As some kind of compensation, and because this somewhat reflect reality, the character may improve all other senses for half the usual CP cost.

Bleeder (hemophiliac)

The blood of the character lacks certain substances so that injuries do not stop bleeding. This may result in death even from very minor injuries if no medical treatment is applied.

If the character suffers from bleeding as described in the combat rules, he is not allowed to make any checks on HAT for stopping it or for avoiding LF loss. Only medical treatment can help him. Additionally, any injury that cost at least 2 LF and was caused by a bullet or a sharp or pointed weapon may result in dangerous bleeding. The character must make a standard check: HT. If he fails, he loses 1 LF every minute until medical treatment is made. Internal injuries are extremely dangerous for bleeders because they are often discovered too late and because bleeding may only be stopped by magic, psionics or surgery.

Drug addiction

This is the physical or mental addiction from a legal or illegal substance such as e.g. cigarettes, hashish or even heroine. The master decides the CP value based on availability of the drug (legal or illegal, price per dose, general availability in the game world), the frequency of taking a dose, the level of addiction (see below) and the effects of consumption (no immediate effects as for tobacco, hallucinations or incapacitation such as in case of LSD or heroine). Finally, the long term effects must be considered. Many drugs endanger the health of an addict and sooner or later cause his death or at least severe health impairment. Because of the big variety of drugs, master and player should discuss this together.

For the effects of an addiction and possible withdrawal, the following rules apply: If the addict misses to take a required dose, he must make a willpower check with DM depending on the addiction level of a drug. A failure means that he craves for the drug and will focus all his efforts on obtaining a dose. It may also result in physical drawbacks such as fits, etc. In such case, the master may apply DM to all other physical or mental checks, ED losses up to 2d6 are also possible. When the next dose is missed, the check is at a c cumulative DM-5 (and possibly the withdrawal effects will increase as well). If 20 checks in a row succeed, the character is no longer addicted to the drug.

Dyslexia

The character has a severe reading and writing disability. He will never be able to master more than basic knowledge (as described), and even then he will read and write slowly and clumsily. The value of the handicap depends on the importance of literacy in a culture. In a middle age society, -10 is used because only very few people could read and write then. For a present time setting, -40 is a more suitable value because dyslexia creates substantial problems in daily life (street signs, forms, etc...). The master decides.

One arm

The character has lost his secondary arm (as in combat section) because of an accident or an injury or was born without it. The effects are described in the combat chapter in detail, furthermore, may skills cannot or almost cannot be used. If in doubt, the player should try the action with his arm tied on the back.

One eye

The character has lost one eye or he is blind on one eye. This has the effects described in the combat rules. The appearance of the handicap can be decided freely (e.g. missing eye, glass eye, covered eye as for pirates, eye without pupil, etc.), as well as the question which of the eyes is concerned. Sometimes, the handicap causes trouble when estimating distances.

One leg

The character has only one leg, the other is missing at least starting just above the knee. This has the effects described in the combat rules. Standing upright requires a prosthetic (e.g. peg leg) or clutches. Many skills may not be used at all or only with severe difficulties. The master decides.

One hand

The character has only one hand, either as the result of an injury for from birth on. It is assumed that this is the secondary hand. Effects are described in the combat rules or will be decided by the master. It is allowed to use a simple prosthetic or a hook, however, a bionic replacement would neutralize the handicap and consequently the CP gain.

Eunuch

This disadvantage is only allowed for male characters. They have lost their manhood, either by accident or because of special treatment. Typical consequences are overweight and a high voice. An advantage of this (in game terms!) minor handicap is the immunity to seductions of all kind...

Crippled leg

One leg of the character has been permanently disabled, but not been lost. The character suffers the effects that are described in the combat rules, but is able to stand without crutches as long as he is not thrown off balance (DM-20 on all checks against knockdown). The master may decide about further disadvantages in daily life.

Phobias

Phobias are a mental disorder resulting in strong reactions of fear caused by certain objects, creatures or situations. Their CP value is based on the object of the fear and the strength of the phobias. Below, some examples are given.

Acrophobia (fear of heights), claustrophobia (fear of confined spaces), agoraphobia (fear of wide, open places): base value - 25 CP

Scotophobia (fear of darkness), demophobia (fear of crowds), xenophobia (fear of strangers): - 35 CP

Paranoia (fear to be pursued), thalassophobia (fear of the ocean), fear of insects, snakes, magic (if it is not frequent),and other rather rarely encountered things: - 15 CP

The master decides based on the game world. Other phobias may be designed based on medical literature and imagination.

Confrontation with the object of a phobia requires an immediate std. check: willpower. Depending on the circumstances, high negative DM are possible (e.g. against whole swarms of insects...). A failure results in a panic reaction of the character, i.e. he attempts to flee, cries, faints, is in a frenzy,... A successful check allows the character to control his phobia temporarily (maximum ten minutes, or until the influence gets stronger) - DM -25 on all checks. A strong phobia (double CP value) means a check against HALF willpower. In this case, even on a successful check, the character can not do much more than stand around and shiver.

Note: Paranoia is not a true phobia, but being some kind of mental disorder, it is part of this group of handicaps. It results in a character being unable to trust anyone, even close friends (paranoid NPCs react at DM -35 to all strangers at and DM-10 to all other people), thinks he is threatened, always turns around, etc. This is more a roleplaying task than something to be covered by die rolls.

Oath / vow

The character has decided to fulfill a certain oath or vow, to follow a code of honor, etc. either for personal or for religious reasons. Depending on the game effects, the master decides about the CP value. Each violation should be punished by the master by reducing the XP award for a scenario unless good roleplaying results in different judgment. Examples for oaths or vows with their usual CP value:

Chastity (-4 - usually), vegetarianism (-5), make certain rituals at certain times (-1 to -40 depending on the ritual, i.e. necessary effort, frequency, etc.), use only blunt weapons (-35), no guns (-5 to -50 depending on game world), never begin a fight (-30), kill all orcs (-35), never fight against a dwarf (-1), never wear red (-1), total pacifism, not even self-defense (-100), fight only for self-defense (- 50).

All oaths and vows should be connected with a good character story and they must be roleplayed. They are a good possibility to complete a character image and are especially suitable for clerics, knights or true gentlemen.

Mute

The character cannot speak. Therefore, the player is not allowed to talk to other players (but to the master), but must communicate using gestures or written messages. All gesture languages are learned at half cost. It is impossible to use many other skills.

Deaf

The character is unable to hear anything. He is therefore restricted to written language, lip reading or gestures. The difficulty of all languages is doubled, whereas the cost for gesture languages or lip reading is halved. Many skills are impossible to use.

Overweight

The character has a much higher body weight than typical for his size and race. This additional weight is fat tissue, which has certain disadvantages for him. At level 1, the overweight is 10 to 20%. This mainly affects the character's attractiveness - although in some societies, overweight may be treated as attractive. At level 2, the character has 50 to 75% overweight. Any overweight is treated as carried weight at 25%, unless the character is swimming. When swimming, the character gets a DM of +20 for level 1 or +40 for level 2 overweight.

Skill inability

This is the opposite of a natural skill talent. The character will always have problems to use a certain skill, regardless of how many time he might invest to master it. In Game terms, this has the effect that all checks for the respective skill are made with 1d100(-)! This handicap should only be chosen in connection with a good character story and it must be roleplayed. It may never be abused for point saving only. The final decision is with the master.

Enemies

For some reason, the character has a personal enemy that is either an individual or a group or organization. Before taking this handicap, authorization by the master is necessary.

Enemies have a CP value between - 25 CP (a single 500-CP-character) and - 300 (or even more) CP (the Mafia, the FBI). This basic value is modified by the probability of the enemy's appearance per scenario. The standard assumption is a probability of 50. The master rolls 1d100 and adds the probability. If the result is 100 or more, the enemy will appear. Each increase of the probability by 20 doubles the CP value of the enemy, each decrease by 20 halves the value. The minimum probability is 10. The master will check for appearance once per adventure, but he always has the right to introduce the enemy into the adventure regardless of the result of the die roll if this suits his ideas.

Different enemy intentions are possible: they might want to kill, marry, ruin, arrest or dishonor the character. Just be creative and imaginative.

In any case, it should be noticed that a character that permanently removes and enemy has to pay the character point difference as usual. Otherwise, the enemy must be replaced with new handicaps.

2.10 The skills

Besides the attributes, the skills are most probably the most important part of a character. All skills are described in detail in the respective chapter of these rules.

The CP cost for skills is calculated as follows:

Multiplier x Difficulty / 2

Skill table 1:

Skill level	Multiplier
1	6
2	7
3	8
4	9
5	10
6	12
7	14
8	16
9	18
10	20
11	24
12	28
13 ...	+ 4 per level
16	48
17 ...	+ 8 per level
21	96
22...	+ 16 per level
etc.	etc.

The progression continues respectively.

Skill table 2:

Skill level	Multiplier
1	6
2	7
3	8
4	9
5	10
6	12
7	14
8	16
9	18
10	20
11	23
12...	+ 3 per level
16	39
17...	+4 per level
etc.	etc.

The progression continues respectively.

Table 1 is to be used for physical skills and psionic skills. Table 2 is to be used for mental skills and magic spells. For universal skills (as described in the skill chapter) the multiplier is reduced by 5.

This system is based on the assumption that it is rather difficult to get suitable basic knowledge of a skill, but it is than relatively easy to improve the ability up to a certain level from which on further increases require a lot of training and effort. This is a bit different for mental skills because they mainly consist of acquiring of knowledge.

The master should decide about a limit on the CP amount used for skills by new characters as well as a limit for skill levels of new characters. The difficulty of skills is mentioned in the skill list.

Besides this, all players should respect the principle that roleplaying overrides rules lawyer methods. If a player insists on assigning 70% of his CP to the judo skill, he should be aware of the fact that this means that his character has practically used 70% of his life to learn judo. Why? If he has a good story, everything might be okay. But you should never forget that specialists often discover that they have vital lacks in other area - and a good master will design his adventures respectively...

Example: A mercenary should have sufficient weapon skills. We choose sword - 15 (60 CP), shield - 15 (40 CP) and crossbow - 10 (20 CP). Additionally, it might be helpful to be able to ride (riding - 12 for 14 CP) and to fight in heavy armor (heavy armor fighting - 5 for 10 CP). Furthermore, he can fight on horseback (horseback fighting - 10 for 20 CP) and has a passion for card and dice games (gambling - 10 for 20 CP). Probably, some boxing skill (boxing - 10 for 20 CP) is not a bad idea in case of a brawl, is it? Consume alcohol - 5 (10 CP) also suits our ideas, as well as some healing skill (- 6 for 12 CP). Finally we take blacksmith - 6 (12 CP) - learnt from the father - and 238 CP are gone. 14 CP remain.

2.11 Read/write

The ability to read and write is not treated as a skill for game reasons, mainly in order to avoid repeated "write-checks" or similar. Instead, this ability is purchased like a special ability.

Read/write for a given area of an alphabet usually costs 30 CP. For game worlds, in which most people can read and write (e.g. 20th century Europe), the CP cost is 0. Instead, characters who lack this knowledge will get 25 CP like for a handicap.

Example: Our merc does not need to be able to read and write. Three crosses are sufficient for him.

To decipher writings, etc., standard checks on intelligence are to be made.

Please note that for each different alphabet, a new read/write ability must be learnt (e.g. on earth for Latin alphabet, Arabic alphabet, Chinese alphabet, etc.) Cost is identical except for very complicated alphabets (e.g. Chinese) for which usually two to four different levels of knowledge should be defined and cost be decided by the master unless it is mentioned in a respective sourcebook.

Characters suffering from the handicap of dyslexia may only acquire basic knowledge of read/write. They get DM-50 on all checks and read and write slowly with frequent errors.

2.12 Languages

The procedure for languages is quite similar to that for reading and writing, i.e. they are not skills. Levels are differentiated as follows:

Level 1: Basic knowledge. The character has a very simple vocabulary that can be used for basic needs (Good

morning, food, drink, help,...) Normally, he will have a strong foreign accent. (8 CP)

Level 2: Advanced. Able to use simple sentences and grammar and to make simple conversation, but speaks slowly and complicated. Accents are frequent. (15 CP)

Level 3: Experienced. In general able to express everything what he wants, but might need paraphrases (lack of special vocabulary) or speak unusually in the ears of native speakers. Accents will often be weak, if any. (35 CP)

Level 4: Equivalent to a native speaker. No big problems with dialects, large vocabulary, normally no noticeable accent. (60 CP)

Level 5: Native speaker. Has grown up with the language. This level can normally not be achieved by students, except with very advanced technology or longer stays with native speakers. (0 CP, otherwise only with good background story, about 100 CP).

Level S: Special vocabulary. The character has studies the special vocabulary of a limited area of knowledge (medicine, physics, economy, etc.). This has no effect on general language abilities. (20 CP)

The base CP values have to be multiplied with a difficulty factor which is mentioned in the respective source books or decided by the master. If closely related languages are studied, the cost for a new language should be reduced. Furthermore, the remarks made in the section read/write concerning alphabets should not be forgotten. The general difficulty of languages is 1.

Sing languages and secret communication forms such as e.g. thieves' signs are learnt as languages as well. Either level S (e.g. for thieves' signs) should be used or CP be determined as for normal languages. However, a level above 3 should in general be impossible to obtain with sign languages. Further notes on the use of languages are made in another section of the rules.

2.13 Properties and personal fortune

Often at least as important as skills, attributes and special abilities of a character will be his equipment. This will especially apply in modern times, but also most fantasy characters will make good use of sword and armor.

The usual procedure is that a starting capital is defined in the currency that is used in the respective game world. This money may be used to purchase equipment according to the price lists that are included in the respective sourcebook or provided by the master. Remaining funds are transferred to the game as initial personal fortune of the character.

The master decides about the average initial capital of each character. The players than have the possibility to increase this amount by using CP. In general, 5 CP should result in a 25% increase of the money amount. If a character voluntarily renounces on part of his initial capital, each 10% should result in a CP credit of about 5. For the creation of very rich characters, player and master should interact. If the master agrees, money multipliers (x100, x 1000, etc.) and a suitable, but not too low, CP cost should be defined. Please do not forget that great wealth results in great personal power of a character in most game worlds.

Example: A multiplier of x 100 should cost at least 150 CP. A multiplier of x 1.000 appears to be adequately paid with 250 CP.

For special items that almost are not for sale, a different procedure should be used. In this case, agreement of the master who has to set the cost is always required. Examples are spaceships, ships, magic items, rare high tech and other items that create considerable game advantages for a character. Instead of money, CP should be expensed directly for these items.

Example: We decide to use the remaining 14 CP for an increase of the initial capital. Base value for us are 500 gold pieces. This amount is increased by 14/ 5 x 25 % of 500 , i.e. 350 up to 850 gp. We are going to use this for a suitable armor and weapons. Further details can be found in the sample character sheet.

2.14 Allies, friends and partners

This small chapter is an interesting thing. Many of the great heroes of movie and literature had a friend or follower that always fought at his side, covered the back, etc...

This is also possible here, if the master allows. Such characters are called allies (or friends or partners). They are created using the general rules, but have to be purchased with CP as follows:

The base cost is 5 CP per 100 CP value of an ally. The value of an ally may not exceed 125% of the CP value of the character himself. Furthermore, an availability has to be decided. This is the probability that an ally is available in a given scenario and is on average 50. Once in a scenario, a die roll with 1d100 plus availability is allowed. On success, the ally is available for this adventure. Each 20 point increase of the availability (maximum 90) doubles the CP cost, an increase to 100 multiplies cost by 10. Each reduction of availability by 20 halves cost, lowest allowed availability is 10. Please note that the ally does not have to pay CP for the player character, although in fact he is his ally as well.

When an ally is created, care should be taken to prevent creation of a mere combat monster or weapons bearer. The ally should be a living character with a story of the relationship prepared as well. During the game, the master makes the final decision about an ally's actions. However, an ally is in general very loyal unless he should be treated unfairly, i.e. as long as he receives fair shares of loot and is not left behind, etc. An ally is not a hired mercenary!

If a player should frequently mistreat his ally, the master may reduce the availability or even in an extreme case (and after a warning has been issued to the player) decide that the ally has been lost. In the latter case, all CP paid for the ally are lost without compensation. This also applies if the player was responsible for an ally's death, whereas in other death situations, the master should slowly introduce a new ally in order not to punish the player unnecessarily.

2.15 Reputation (reaction modifiers)

The character has a good or bad reputation. This may be limited to certain groups of people, but could also apply to all persons encountered. Reputation is of importance when a reaction roll is made. Bad reputation results in negative modifiers, good reputation in a respective bonus.

The CP value is calculated easily as follows: Each +5 of reputation (equal to the reaction modifier) cost 10 CP, each -5 result in 10 CP credit. If the reputation concerns only certain groups, the value is reduced by 20 to 80% depending on group importance.

Example: A limitation to elves only would be -80% in an ordinary fantasy world. A limitation to women (or men) results in 50% reduction.

2.16 Extraordinary abilities

The following rule is a possibility for the master to make fine tuning concerning CP cost of skills and abilities.

It covers the fact that certain skills (e.g. low-tech in a high tech world, knowledge limited to small circles, skills of higher than average tech level, etc.), abilities (e.g.

psionics, languages, magic) or other advantages might be rather rare in a certain game world. In such case, the master has the possibility to require from each character wanting such abilities that he purchases the advantage "extraordinary abilities". CP cost may vary from a few points (e.g. for access to low tech skills) to several 100 CP (e.g. superman powers). The master or the sourcebook decide. It is also possible that cost are split to levels (e.g. X CP for psionics up to a certain power level, then doubled, or split by groups of psionic powers) or other criteria. Please note that this advantage allows only the purchase of the respective abilities. They still have to be paid with CP as usual.

If a character is transferred to another would where a certain ability costs less or no "extraordinary" CP, his CP value should be reduced accordingly for the purpose of comparison with other characters.

2.17 Contacts

Contacts are informers that are available to a character. This might be the contact of a detective to the underworld, an embassy employee or a scientist. All of them have in common that they may provide information to a character.

The base cost for a typical contact is 5 CP. Such a contact has an availability of 50 (see allies, above), a success value of 50 and a loyalty of 50. Each increase of one of these categories by 20 doubles CP cost. There is no maximum, but e.g. an availability above 100 usually will not make sense. A reduction of one category by 20 halves cost. Reductions below 10 are not possible.

When a contact is used, his availability must be checked (usually once per adventure. If available, a contact may be asked more than once). Afterwards, the master decides until the time until the contact is available and how long it takes for him to get the desired information. Then, a success check is made (one try per contact). A failure (1d100 plus success value below 100) means no information is available. A failed loyalty check or a disaster results in wrong information. Furthermore, the danger exists that contacts may inform the wrong people about the questions, if their loyalty is less than 100 and the master concludes that the contact may have been approached by the players' opponents. In such case, the general rules for employees (i.e. loyalty checks) should be used.

Contacts whose loyalty is less than 100 will expect payment in cash or in kind for their services. This depends on the success value, their position and the effort needed to help the player character. Continuous insufficient payment, attacks or other bad treatment may reduce a contact's loyalty or result in losing him permanently.

Each contact may only be used in his special field of knowledge, i.e. for example to provide information from police sources, politics, technology, university, the mages' guild, the clergy of goddess X, etc.

2.18 Patrons

The character has a special relationship to a powerful individual or group. This might be the Mafia, the clergy of a goddess, a local lord or even a goddess itself.

The master should only allow a patron if the background story is acceptable and he does not see any problems in his campaign (such as e.g. all characters having the same patron).

CP-Cost is determined as follows: A patron has a base cost between 25 CP and an unlimited amount of CP depending on his power. Sourcebooks will include examples of patrons. The value is modified by availability as for an ally, also with one check allowed per adventure. Usually, a character should be obliged also to have a special responsibility to the patron (e.g. oath of a priest, obligation to comply with orders for members of an organisation, etc.)

Possible interventions of a patron are multiple. He might provide information or equipment, use his influence at the right place or even appear in person. For example, a well known hero or wizard might be a possible patron for a group of young adventurers...

2.19 Very young characters and children

Generally speaking, it is possible to create children or youth characters with the Omnirole rules. This results in modification of the average values of basic attributes that depend on the age, i.e. children do no start with averages of 10, but with lower values. When they reach a certain age, the attributes increase automatically without any CP cost.

Example: A character at the age of 12 years has a basic strength of 8. Therefore, ST 9 costs him 20 CP. However, as soon as he reaches the age of 14, his strength goes up to 10 without any CP cost (basic value 9 plus one level paid in CP).

In general, youth will result in 5 CP credit per year below 18. This covers not only the aforementioned lower attributes, but also all the minor disadvantages such as no driver license, no bar entry, no alcohol, etc.

The following table shows the average attribute values depending from character age:

Age	**ST, HT**	**AP, DX, RE**	**IN**	**CH**
0 - 1	1	2	2	1
Up to 3	3	3	4	2
Up to 5	5	5	5	3
Up to 8	6	6	6	4
Up to 11	7	7	7	5
Age	**ST, HT**	**AP, DX, RE**	**IN**	**CH**
to 13	8	8	8	6
to 15	9	9	9	8
to 17	10	9	10	9
18	10	10	10	10

2.20 Damage caused in close combat

The tables T1 to T3 provide general information about the damage of attacks in close combat. For each weapon type, the weapons tables include a reference to one of the tables and information about the dice to be used.

Special rules apply for unarmed combat:

- Boxing: Damage is 1d3 for each full 7 points of strength with a bonus of +1 for every five levels in boxing skill. If strength is less than 7, damage is 1d3 /2.

- Unarmed combat (Karate): Damage is 1d4 for every five levels in karate skill plus 1d4 for each full 10 points of strength.

- Kicks: Damage is 2 points higher than with fists.

- Wrestling: Damage is same as for boxing if used for simple combat, but there is no bonus based on skill. True wrestling (choking a character) does 1d3 damage for each 5 points of strength.

2. Characters

2.21 Final actions

After the character has been created so far and recorded on the character sheet, his name and story should be written down as well. Usually, thoughts about this should have been made earlier. The following list of questions may be of help:

- What is the name of the character? How old is he? How does he look like, what is his preferred clothing?

- How was the childhood of you character? Are there relatives, friends, disliked people? What is his social level by birth, where is he now? What has already happened in his life until now?

- What is the character's reason for going out adventuring? What are his goals? Money? Personal power? Knowledge? Meeting people? Find someone? Escape from someone?

- What is the character's position to religion, politics, the other sex? To violence, combat, killing people?

- How does the character speak? How does he move? How does he react when provoked? Does he have any hobbies?

- What does the character like? What does he not like? What does he fear? Does he respect an authority? How is his relationship with his friends?

Body weight and size may be decided freely as long as they stay in an ordinary range. The same applies for the question if a character is left or right-handed.

Certainly you will come up with more ideas. Be creative and develop your role as much as possible, but the most important thing is to develop your character's personality during play. Enjoy playing!

2. Characters

Tables: Damage in close combat :

Table T1

Dexterity	Damage
1 - 3	1 Die - 2
4 - 6	1 Die - 1
7 - 9	1 Die
10 - 12	1 Die + 1
13 - 15	2 Dice - 1
16 - 18	2 Dice
19 - 21	2 Dice + 1
(always + 3)	Etc.

Table T2

Strength	Damage
1 - 2	1 Die - 2
3 - 4	1 Die
5 - 6	1 Die + 1
7 - 8	2 Dice - 1
9 - 10	2 Dice
11 - 12	2 Dice + 1
13 - 14	3 Dice - 1
15 - 16	3 Dice
17 - 18	3 Dice + 1
19 - 20 (and always + 2)	4 Dice -1 ,etc.

Table T3

Strength	Damage
1 - 3	1 Die - 2
4 - 6	1 Die - 1
7 - 9	1 Die
10 - 12	1 Die + 1
13 - 15	2 Dice - 1
16 - 18	2 Dice
19 - 21	2 Dice + 1
etc. (always + 3)	Etc.

3. Peoples and races

3. Peoples and races

3.1 Different character races

General assumption of the character creation system is a human character. Therefore, all values and abilities are oriented at human abilities.

Nevertheless, it is possible to create a character of a different race. This may be an NPC, but certainly also a player character, depending on which races are allowed as player characters in a given game world. For example, dwarves or elves are typical player races in a fantasy world, or aliens in an SF world.

The following rules actually allow the creation of all kinds of different races and to use them in the Omnirole system. Everything is possible from very humanoid people up to six-limbed hydrogen breathers from a 5 g planet.

The general procedure is simple: All abilities of a race are converted into a CP value. The resulting total is the cost to be paid to be a member of this race. It may be positive or negative, just like special abilities and handicaps.

3.2 Modified attributes

A classic area of deviations between the different races are the attributes, i.e. ST, HT, DX, RE, IN, AP and CH as well as the other attributes. Modifications upwards, also called an attribute bonus, are possible, but also modifications downwards, so-called attribute reductions.

The CP value is calculated as follows: Each +1 modification of a basic attribute has a CP cost like an increase from 10 to 11, i.e. 20 CP for most attributes and 10 CP e.g. for LF and ED. As senses, pain resistance and willpower have fixed cost per level, the cost stays the same as for an increase during character creation. Attribute reductions follow the same procedure, but result in a CP credit.

If a bonus is higher than 10, its cost has to be calculated using the table for basic attributes. Reductions below -10, however, will only result in continuing CP credits of -20 CP.

Example: A race has ST+11. This is the equivalent of 225 CP (10 x 20 CP + 1 x 25 CP). A reduction of ST-11 equals - 220 CP (11 x -20 CP).

Possible racial attribute modifiers are applied after the attribute level has been purchased.

Example: A member of a ST+9 race purchases ST 13 for 60 CP. He adds his racial bonus and obtains a final ST attribute of 22.

Please note that no attribute may ever have a value below 1.

Reductions of appearance or charisma are ignored when a character is dealing with members of his own race.

3.3 Special abilities

The most interesting aspect of creation of a new race are its special abilities. These might be such abilities as presented in the chapter on character creation. In this case, the respective CP values are to be used unchanged.

Example: All elves have night vision level 1. This costs 45 CP. All gloops have only one eye (one eye, -40 CP).

The same method is used for magic or psionic abilities or for skills that are shared by all members of a race. If such abilities shall be improved, the usual CP cost per level must be paid. Natural skill talents are probably very suitable here.

Example: All elves are at least magical dilettantes level 2 (30 CP). All green merinians have tracking-10 (20 CP). If an elf wants to be a level 3 dilettante, this costs him 10 CP, etc.

In the following, Omnirole provides an additional list of further special abilities and handicaps for the development of all kinds of new races. This list is not meant to be complete. Instead, it shall enable you based on the data, to define CP values for your own ideas and to introduce them into the game. For simplification purposes, all special abilities and handicaps from the character creation rules have also been included in the list.

Table

Ability or handicap	CP value
360 degrees vision	75
Additional arms	10 each
Additional ED	10 per level
Additional eyes	5 each
Additional legs	5 each
Additional LF	10 per level
Allergy	Varies
Ambidextrous	50
Amphibious	75
Attack reflection	25 per level
Berserk	50
Bite attack	30
Bleeder	- 70
Blind	- 200
Blindfighting	20 per level
Breath holding	5 per level
Chameleon effect	20 per level
Claws	20
Coordination	75 per level
Crippled leg	- 30
deaf	- 30
Defense DM	20 per level (max. level 10)
Dependency	varies
Different home gravity	10 per level or- 10 per level
Disease resistance	3 per level
Eidetic memory	50, Difficulty 10
Electricity sense	50, Difficulty 6
Empathy	40, Difficulty 6
Exotic living conditions	variable
Extraordinary sense of smell	40, difficulty 5
Extraordinary sense of touch	40, difficulty 5
Flexibility	50
Flight	100
Gills	0 // 60

3. Peoples and races

High endurance	25 per level
Horn	45
Immaterial	1000
Immobile	- 150
Immunity to certain type of damage	Varies
Immunity to disease	50
Immunity to pain	100
Immunity to unconsciousness	100
Improved manual dexterity	10 per level
Inconvenient size	- 30 per Level
Increased jumping	30 per Level
Increased resistance time to damage type	20 per Level
Increased sleep	- 25 - Level x 25
Increased speed level	100 per Level
Increased strength	150 per level
Increased swimming speed	25 per Level
Increased weight	- 20 per level
Independent eyes	25 per Level
Infravision	60
Invisibility	250 per Art
Language talent	50
Lightning calculator	10
Long lifespan	5 per level // 50
Longevity	25
Low manual dexterity	- 10 per Level
Magic defense	30 + Level² x 5
Magic resistance	5 per level
Magnetic sense	25, Difficulty 5
Microscopic vision	5 per level
mute	- 50
Natural armor	12 per level
Natural protection	20 + 5 x Level ²
Natural reflec armor	9 per level
Natural skill talent	Difficulty x 20 + 50
Nictitating membranes	10 per level
Night vision	30 + 15 x level
No breath	90
No depth perception	- 25
No food and water requirements	80
No grip manipulators	- 100
No manipulators	- 200
No sleep	80

One arm	- 60
One eye	- 40
One hand	- 40
One leg	- 60
Orientation	30, Difficulty 2
Perfect balance	50
Peripheral vision	40
Poison resistance	6 per level // 120
Poisonous sting	25 + poison cost + 20 x Range
Polarized eyes	25
Pressure tolerance	10 per level // 100
Radio reception	25, Difficulty 4
Radio transmission	30, Difficulty 4
Rapid awakening	35, Difficulty 2
Reduced breathing	30 + Level x 10 (max. Level 6)
Reduced food and water requirements	20 + Level x 10 (max. Level 6)
Reduced size	- 50 per level
Reduced sleep	20 + Level x 10 (max. Level 6)
Reduced speed level	- 20 per Level
Reduced unconsciousness	20 + level x 10 (max. level 8)
Regeneration	Level x 30
Regeneration of critical injuries	100 + Level x 5
Regeneration of ED	(Level - 4) x 10 (min. Level 5)
Regeneration of permanent damage	200 + Level x 10
Resurrection	500
Shapeshifter	200 + level x 20
Short lifespan	- 50 per level
Sixth sense	50, Difficulty 6
Skill inability	- 10 x Difficulty
Sonar	70, Difficulty 6
Spider climbing	15 + 15 x Level
Strong digestion	55
Strong manipulator(s)	variable
Tail	20 + 10 x Range
Talons	60
Telescopic vision	6 per Level
Temperature tolerance	10 per Level
Time sense	20, Difficulty 1
Total digestion	150
True night vision	100

Tunneling	100 + 10 x Level
Ultrasonic hearing	40, Difficulty 5
Ultrasonic speech	35, Difficulty 5
Universal digestion	55
Vacuum proof	20 per level // 200
Vulnerability	Varies
Weak bones	- 50 - Level x 25
Weak manipulator(s)	- 10 per Level

3.4 Descriptions

Basic assumption for the average race are human beings, i.e. about 1.80m tall upright moving oxygen breathers with two arms, two legs, one head, two eyes and used to 1g of gravity, 1 atmosphere of pressure and temperatures in the range of 0 to 40 degrees centigrade.

Dependency

The race must regularly consume a certain substance. This is actually very similar to a drug addiction in game terms. The CP value depends on the availability of the substance, effects of lacking a dose and the frequency of consumption.

- frequent substances (fresh food, clean water, sunlight): base value 5 CP.

- rare substances (blood, certain metals, special food, special plants): base value 10 CP.

- very rare substances (uranium, blood of certain rare creatures, plants with special living conditions, food from another planet): base value 20 CP.

- extremely rare substances (certain cesium isotopes, plants only known on a distant planet): base value 30 CP.

illegal substances or such that are usually not for sale (e.g. blood of living creatures) increase the CP value by 10.

- one consumption per month: CP value / 4

- one consumption per week: CP value/ 2

- one consumption per day: CP value x 1

- one consumption every 12 hours: CP value x 2

(One consumption is defined as a specified amount of a substance or, in case of special conditions such as sunlight, an uninterrupted period of 8 hours of exposure.)

- mild withdrawal effects: each missing dose costs 1d6 ED, that can only be recovered after a new consumption: CP value / 4.

- light withdrawal effects: each missing dose costs 1d6 LF and ED, see above for recovery: CP value / 2.

- normal withdrawal effects: as above, but 2d6 LF and ED: full CP value.

- heavy withdrawal effects: as above, but 4d6 LF and ED and furthermore DM- 20 on all withdrawal checks: CP value x 2.

- extreme withdrawal effects: as above, plus unconsciousness until consumption is made: CP value x 5.

Different home gravity

The race is used to a gravity different from earth gravity. Game effects are described in the chapter miscellaneous rules. One level is equivalent to a 0.5g increase of home gravity or halving home gravity. Increased home gravity is an advantage that costs CP, lower home gravity is a handicap that results in a CP credit. Please note that a maximum of 1/8 home gravity is accepted for calculation of a CP credit. Any value below this is treated as zero gravity with a CP credit of 50 CP.

Allergy

Members of the race are susceptible to a certain substance. They feel just being close to it as a nuisance. CP value depends on the frequency of the substance and the strength of the allergic reaction:

- frequent substances (Water, sunlight, humans, dust, pollen) : Base value 40 CP.

- rare substances (certain pollen, certain food items or fruit, tobacco smoke, precious metals, iron): Base value 20 CP.

- very rare substances (Uranium, the full moon, deuterium, one type of pollen, gunpowder): Base value 10 CP.

The value depends on the game world. For examples, plastics would be very rare in a medieval world, but frequent in a modern world.

- mild reaction: upon contact and as long as it is maintained plus further d6 turns DM -10 to all checks: Multiplier x 0,5.

- normal reaction: upon contact and as long as it is maintained plus further d6 minutes DM- 20 to all checks; furthermore 1d6 ED loss for every minute of contact: Multiplier x 1.

- strong reaction: as above, but ED loss every 10 seconds and DM-30 to all checks: Multiplier x 2.

- extreme reaction: as above, but ED loss every turn and total incapacitation: Multiplier x 5.

If a HT check is allowed and a success reduces the reaction level by one, CP values are halved. Please note also the section on vulnerabilities.

If an allergy affects a character already if he is merely close to a substance (no direct contact required), CP value increases by 10% for 1 meter of distance. Each doubling of distance increases value by a further 10%, maximum increase allowed is 100%.

Amphibious

The race is well suited for life in water. This might be an amphibious race (similar to frogs), but could also be a true aquatic race and it is not necessary that the effect is always visible, even outside the water. It is possible that a race changes upon entering water. Please note that the question of breathing must be treated separately (see gills). Amphibious races have a swimming speed equal to ordinary speed level plus the possibility to substitute standard checks: DX for all swimming checks, i.e. they do not need the swimming skill.

Attack reflection

The race is not only able to resist attacks, but it will reflect them back onto the attacker. Each level of this special ability provides one point of protection and reflects this point of damage. This is treated like armor. However, knockdown rules still apply and the attacker (and victim of the reflection) must defend against attack result - 1d100 + 1d100. Results below 100 mean that the attack was not reflected, but just deflected somewhere else harmlessly. Protection applies to all hit locations.

High endurance

The race is especially enduring. For all endurance tasks, ED losses are divided by level+1. If this reduces them below 1, the action does not cost any ED.

3. Peoples and races

Extraordinary sense of touch

The race is able to perceive small details with its touch. Faint vibrations in an object or microscopic carvings can be discovered with a successful skill check. This advantage also results in DM+10 to all suitable skills such as e.g. jeweler.

Extraordinary sense of smell

Members of this race have a sense of smell comparable to that of dogs. Successful skill checks allow to qualify smells of all kinds or the discovery of even faint traces. DM+50 is applied to pursuing a track, with DM-5 per half hour age of the track and requiring that the character can use his nose. On any smell checks for ordinary smells, DM+50 is applied.

Ambidextrous

As described in character creation

Berserk

As described in character creation

Bite attack

This race has big teeth that allow an effective attack using a special combat skill. The damage is calculated as for fists, but it is cutting. Frequently, this ability is combined with other attack forms, e.g. poisons.

blind

As described in character creation

Blindfighting

As described in character creation

Bleeder

As described in character creation

Chameleon effect

The race can adapt extremely well to its optical surroundings by changing the appearance of its body cover. This ability only works when the character does not wear any clothing. Its effect is a DM +50 per level to all hide checks against opponents using only optical perception. The ability also enables a character to hide in a place where no cover is available. It works best if the character stands still. If he is moving, reduce the DM to +15 per level.

Pressure tolerance

The race has an increased resistance against atmospheric pressure. Each level increases the allowed pressure (Earth = 1) which can be resisted without difficulty by 1. This also results in a protection of 2 per level against all attacks that only consist of exposing the body to pressure, such as e.g. choking attacks. For 100 CP, the character is immune to any kind of pressure changes, even at an ocean depth of 2,000 meters or on Jupiter. Such a character also cannot be hurt by pressure attacks. Please note that pressure tolerance against high pressure does not protect against low pressure. This ability must be purchased separately.

True night vision

All members of the race see as good during the night as they do at day. They ignore all DM for bad lighting including the DM for total darkness. However, DM caused by fog or flash are still applied.

One eye

As described in character creation

One arm

As described in character creation

One leg

As described in character creation

One hand

As described in character creation

Electricity sense

Members of this race are able to feel electricity and to measure its rough power. Active electrical appliances can be discovered at distances between 5 meters (e.g. a small torch) and 1 kilometer (generators in a power plant), depending on their size, upon a successful skill check. Inactive electrical appliances with energy reserves (batteries or similar) can be detected at 1% of the aforementioned range. In doubt, adequate DM should be applied. The body electricity of living beings allows to detect them at a range of about 2 meters with a successful check with DM-25. This may be interesting e.g. to discover invisible creatures.

Empathy

As described in character creation

Weak bones

The bones of the race are not very tough. All damage thresholds for limbs are divided by 1+level.

Increased resistence time to damage type

The race is able to resist a certain damaging condition longer than usual. Respective time is multiplied by 2^{Level}. Typical possibilities are: heat, cold, fire, radioactivity, acid, etc. The cost is modified depending on the frequency of the damage type (cf. Immunity) as follows: frequent: standard cost; rare: half cost; very rare: 1 /4 cost.

Increased jumping

All jumping distances of the race are doubled for each level because the muscles of the race are especially suited for jumping. This also allows to cover greater distances when dodging from explosions. Falls from a height which is not bigger than the maximum high jumping distance without running will not cause any damage if a standard check: DX, jumping or acrobatics is successful. Larger distances are reduced accordingly for damage calculation.

Increased speed level

Members of this race have an increased speed level with all resulting game effects. The increase is one point per level.

Increased sleep

The race need more sleep for recovery than usual. All minimum sleep times are multiplied by level+1 with respective effects on ED regeneration.

Increased swimming speed

This ability is only allowed for amphibious creatures. Swimming speed is increased by 100% per level of the ability. This also applies for underwater movement.

Exotic life conditions

Members of this race require exotic survival conditions concerning breathing, temperature, pressure or gravity. Lack of these conditions affect them as humans are affected outside their home environment.

Please note that this handicap is only one of several possibilities to reflect special needs of a race. Another would be to use dependencies. However, different from these, exotic conditions must be fulfilled continuously and not only for a certain time.

Exotic breathing: requires e.g. hydrogen, ozone, chlorine, fluorine, methane or similar gases like a human being need oxygen: - 100 CP, - 150 CP for gases, that interact aggressively with oxygen or create dangerous mixtures (e.g. hydrogen).

Exotic pressure conditions: is used to pressure of less than 0,25 or more than two earth atmosphere levels and will suffer considerable damage upon deviation - 60 CP and further -30 CP for each further + 2 levels or /2 levels.

exotic temperatures: as above, but temperature below 0 degrees or above 100 degrees centigrade: - 60 CP and further -30 CP for each further +200 or -80 degrees.

No depth perception

This race is alomost unable to perceive three dimensions. The effects are the same as for one eyed characters.

Flexibility

These creature have flexible limbs and a flexible body structure. They can move through small passages of up to 30% of their body diameter or squeeze a limb through, respectively. Furthermore, they can grasp around corners (as if they had an infinite number of joints in the limb). On all escape checks, DM+50 is applied and many types of actions may be supported. If the ability is limited to the limbs of the race, cost is halved.

Flight

Members of these races are able to fly at will in an atmosphere. The maximum air speed is speed level x 1,5. Increases cost 50 CP per doubling of speed. If the race need wings to fly, these have a wingspan of 5 meters for human weight (in case of deviations, different size is to be calculated). Winged flight reduces CP cost by 40%. Mere gliding (loses 1 meter of height each turn, can only climb in thermic) halves CP cost.

Eidetic memory

As described in character creation

Radio reception

Members of this race can hear radio broadcast on all ordinary frequencies (not hyperspace, tachyons, etc.). A skill check determines whether they are able to receive and interpret a signal. Very weak transmissions our such on unusual frequencies may result in negative DM.

Radio transmission

The race communicates using radio waves. It is able to broadcast in a given frequency range. The maximum range for a signal is level² kilometers. Skill checks must be made if the conditions are bad or if complex information shall be transmitted.

Shapeshifter

The character is able to change his body form at will. Each transformation takes 1d6 turns. During this time, the character may not take any actions. The mass difference between two body forms may not be more than 10% per level downwards or 25% per level upwards. Use weight as guideline for mass. The character may only shift into forms that are familiar to him (e.g. make IN checks, use a suitable skill or study the original). Copying of an individual requires exact information and takes 1d6 minutes.

Every transformation transfers all wounds suffered in the last form, reduced by (1d6+4) x 10 %, to the new form. The character gets all physical abilities of the new form, including attacks, but keeps his attribute values. Special forms of attack or abilities (e.g. magic, psionics, fire breath) cannot be copied. The same applies for immunities, regeneration, etc. If a creature can only shift into one form and nothing else, the cost is reduced by 60%.

Increased strength

The race has increased strength, usually caused by its size or high home gravity. Each level doubles strength after use of CP for increases or allocation of credits for decreases. This may appear to be cheap, but generally very high strength will not be very important in most situations.

Poisonous sting

The race has a sting which delivers a poison. The sting may be located on a tail or any limb, but could also be a separate attack form. In the latter case, attack range must be purchase separately and base damage of the sting is 1d4. Poison level is same as level of the ability, further data is as follows:

- basic assumption is a blood poison which takes effects after 1d6 turns and does 1d6 LF damage each turn for 1d6 turns, or that causes DM-10 on all checks for 1d6 minutes.

Each doubling of effect, halving of time until the poison takes effect or doubling of duration increases the CP cost by 100%. Special effects, such as paralysis or blindness for 1d6 minutes, double base cost. Contact poisons have double cost.

Poison resistence

Because of alien body chemistry, members of this race get a DM of +10 x (Level - 1/3 poison level, if positive) on all resistance checks against poison. They are immune against poisons whose level does not exceed the ability level. Poisons are all respectively defined substances, regardless whether ingested, breathed or whatever. However, acids and biological weapons are excluded. For 120 CP, the character is immune against all poisons of any level.

Increased weight

The race is heavier than expected for their size. This is usually caused by higher than average native gravity of higher atmospheric pressure. The weight increase is 50% per level. As usual, 50% of this amount is treated as encumbrance. As the additional weight is not fast tissue, it also impairs swimming ability: Level 1 results in DM-30 to all checks and level 2 causes DM -60. At level 3 and above, the character is unable to swim at all because his body weight is too high to be supported by water.

Horn

Members of this race have a natural weapon in the form of a horn that usually sits in their forehead. Attacks with this weapon require a special weapon skill. Damage is equal to that of a light lance, charge attacks are possible.

Immaterial

The creature does not have any physical body, i.e. it is a spirit or ethereal being. While immaterial, a creature is immune to all physical attacks (except for magic weapons) and respective magic. However, the creature may also only use magic or psionics except when attacking another immaterial creature. Immaterial beings may pass through solid matter or move at will in the air, even climbing up, at usual ground speed. However, please note that immaterial

beings still need to breathe and that they may not carry any equipment.

Immunity to pain

The race ignores any effects of pain because of an extraordinary neural system, special willpower or similar reasons. This includes stun effects from injuries, e.g. high LF losses or critical injuries. Magic spells using pain do not work on the character and e.g. most forms of physical torture will usually just result in amusement.

Immunity to certain type of damage

The race is completely immune against a certain type of damage listed below. Respective attacks neither cost LF nor ED, though they might still cause knockdown unless a 25% increased cost is paid.

frequent: energy (Fire, lightning, lasers, particle beams,...), metal (all metal weapons...), cutting or impaling weapons (daggers, swords, arrows, needles, ice lances,...), crushing weapons (fists, most missiles, falling down, clubs, ...), magic (cf. Magic section). Value = 1.000 CP.

normal: plastics, light, fire, electricity, iron, sonics, vibrations, Missiles (bullets, arrows, bolts,...), explosions (grenades, bombs,...), one group of magic (e.g. fire magic). Value = 600 CP.

rare: psionics, ice, acid, silver, radioactivity. Value = 200 CP.

very rare: lemons, chickens, a special acid, one magic spell, one psionic power. Value = 50 CP.

The protection is for all hit locations including the inner part of the body. The appearance of an attack form is decisive. Falling down and hitting an aircraft carrier is not a metal attack, but crushing damage. On the one hand, use of knuckles does not change a fist attack to a metal attack. On the other hand, a sword is always metal, regardless of how it is used. The master decides if in doubt, this also concerns whether a certain immunity is allowed at all. Depending on the game world, frequency of damage may be shifted (e.g. magic could be rare or very rare, or light attacks would probably be very rare in the 20th century - where are those laser pistols?).

Immunity to unconsciousness

Members of this race will never lose consciousness against their will, regardless if caused by injuries, illness, poison or whatever. They ignore all respective effects. This ability may be explained by alien physical and/or mental structures.

Immunity to disease

The race has a strange body chemistry which makes it immune to all types of disease. Diseases are all infections caused by bacteria or viruses, however not parasites or e.g. the effects of radioactivity. Biological warfare is usually included because its effects are generally speaking the creation of diseases.

Infravision

The race can perceive in the infrared spectrum, i.e. sees thermal radiation. This makes it possible e.g. to orient in the dark. The maximum applicable DM causes by bad light including mist or total darkness is -10. Infravision is useless, however, when no source of heat is available (e.g. against undead or ethereal creatures). Strong sources of heat may blind similar to glaring light for a character using normal sight.

It is assumed that the race always sees in the normal and the infrared spectrum. Furthermore, it is possible to pursue infrared tracks of creatures: The character sees events like a movie, if he makes a check: tracking with DM + 50 and - age of the track in half hours.

No sleep

Members of this race do not need to sleep for regeneration. They have more than one consciousness or use different means to recover ED. Consequently, any losses of ED causes by lack of sleep are ignored. However, the race also cannot use sleep to recover ED, but only rest..

No food and water requirements

The race does not need to consume food or liquids using an ordinary digestive system. Instead, her body functions are guaranteed using a different method, e.g. sunlight absorption, certain radiation or similar. A suitable dependency (cf. there) should be defined and exactly noted what the body requires.

No breath

This race does not breathe, but gets the necessary air using a different method, usually direct osmosis, i.e. breathing through the skin or by transformation of food. This should be defined individually. In the case of breathing by transformation of food, in general one substantial dose of food should be required every hour. A suitable dependency (cf. there) should be defined.

In any case, the ability provides full protection against breath poisons - they are not consumed at all - and against suffocation attacks in combat. However, the character will still suffocate in a vacuum because skin breathing will not work. Characters using food consumption will survive longer. For oxygen using skin breathers, survival under water is possible indefinitely.

No grip manipulators

Members of the race do not have any limbs that can be used to grip or hold, i.e. they are unable to hold any objects. This causes difficulties in the use of most manual skills and objects. As a compensation, CP cost of DX and ST is halved because the race is almost unable to efficiently use these attributes. An example for such a race are terran seals.

No manipulators

This race does not have any limbs that are suited for moving objects, only its body. Examples are dolphins or fish. This has the effect that most manual skills or objects cannot be used at all by this race. The CP cost of DX and ST are divided by three, see above.

Gills

This race is able to extract oxygen directly from the water in order to breathe. The lower of the quoted costs is gills only without other means of breathing, whereas for 60 CP, the race is able to breathe air as well as in water. 1d3 turns are required to switch from gills to ordinary breathing and vice versa; during this time, DM-20 applies to all checks.

Total digestion

The race can use any given substance as foods. This makes it immune against all ingested poisons and enables it e.g. to drink acid or eat rocks. However, the protection does not extend beyond the digestive system.

Coordination

The race is able to use its manipulations limbs more effectively: Each level allows to use one additional limb for an action each turn. This is limited by the number of arms. Creatures with e.g. 2 arms and level 1 coordination are

allowed to attack with both arms every turn. However, bot attacks must be made against the same target.

Lightning calculator

As described in character creation

Claws

At all limbs of this race, there are retractable claws with a length of about 2 to 5 cm. If only one limb is equipped in this way, or if the claws are not retractable, cost is halved respectively. Claws result in DM+10 for climbing, and they increase the unarmed attack damage with the limb by one point and change it into a cutting weapon.

Disease resistance

The race has an increased resistance against diseases: It gets DM +10 x (Level - 1/3 disease level, if positive) on all checks against diseases and is immune against all diseases whose level does not exceed the ability level. Diseases are all infections caused by bacteria or viruses, but. Not e.g. radiation poisoning or parasites.

Short lifespan

Members of the race age quicker than average Omnirole characters. They grow up faster, mature faster, etc. All aging thresholds and also the differences between aging rolls are divided by level+1.

Crippled leg

As described in character creation

Longevity

As described in character creation

Long lifespan

The life expectancy of members of this race is far longer than that if average Omnirole characters. All periods for aging, i.e. the thresholds as well as the differences between aging rolls, are multiplied by level+1. For 50 CP it is possible to create a race that does not age tat all. If this cost appears too low - actually, this is some kind of immortality - please note that aging of characters is not really an issue in most Omnirole campaigns. It is a rare occasion that several years are covered. The only remaining game advantage is the possibility to create a character with many years of experience and accordingly a combination of unusual skills.

Breath holding

The character can hold is breath much longer than average. The respective time is doubled for each level.

Magic resistence

The race has a special resistance against one form of magic (physical or psychic). Resistance against matter magic is theoretically possible, but usually not cost effective (cf. magic). The effect of the ability is a DM of -10 per level on all magic checks for spells affecting the creature, be they neutral, harmful or even helpful. However, the DM is also applied to all spells made by the creature itself unless they are alchemy or rune magic.

Magnetic sense

Creatures of the race have the ability to perceive and interpret magnetic fields. First of all, this enables them to operate like a compass on any planet that has a magnetic field, provided they make s successful skill check. Furthermore, they can discover e.g. electric conductors (electromagnetism) or magnets. Direct reading of a floppy disk is possible if the race also has microscopic vision at level 10 or higher, but this requires also to learn a special read/write ability for each floppy format.

Microscopic vision

The eyes of the race are natural microscopes, i.e. they can be used to see small things in much bigger size. The maximum magnification factor is 2^{Level}, and the distance to the object may not be more than one meter.

Night vision (light intensification)

As described in character creation

Natural armor

The race has a protection value against all types of attacks. This is used like ordinary armor (not like natural protection), and could e.g. be caused by leathery skin, strong body structure or similar reasons. The protection applies to all body areas except the eyes and inner parts of the body, i.e. does not help e.g. against drinking acid.

Natural reflec armor

The race is covered by a special protective layer against laser beams that is equivalent to reflec armor. Against all respective attacks, a defense DM of +5 per level and a protection value of 1 per Level are granted similar to this armor type and with the same restrictions. The protection covers all body areas including the inner parts of the body.

Natural protection

As described in character creation

Natural skill talent

As described in character creation

Nictitating membranes

The eyes of the race can be covered by a protective membrane within one second to keep out objects or other nuisances. The nictitating membrane makes it possible to see underwater without penalties and it results in DM + 25 per level on all checks against damage to the yes or blinding. Furthermore, the eyes get a protection value of 1 per level like from armor and a defense DM of+5.

Orientation

As described in character creation

Perfect balance

The creature has an excellent sense of balance. This enables if to walk on small paths (ropes, branches, bridges, etc.) without checks and also on slippery surfaces. A general DM+50 apply to all balance checks. All pilot skills in air and space get DM+5. All checks for staying upright are made with DM +25.

Peripheral vision

This race has a wider field of vision than usual, i.e. more than 180 degrees. The character treats side squares like front squares and rear squares like side squares with an additional attack DM of -10; in the latter case attacks are only possible with firearms or using karate (with DM-30). Dodge penalties against attacks from the side are waived; attacks from the rear are treated like attacks from the side against an ordinary character. Please note that it is almost impossible to surprise such a character. On perception checks for events in the rear, DM -20 is applied, but at least such checks are allowed at all!

Polarised eyes

Members of this race have a polarization filter protecting their eyes. It helps against all types of blinding effects from light, i.e. respective DM for blinding light are ignored and

the race is immune against attacks, that are based on blinding light (e.g. the flash spell).

Reduced breathing

The race needs much less breathing air than average characters. The required amount is divided by level+1. Consequently, the race also can stand a longer time without breathing because it makes better use of the oxygen

Reduced speed level

The race is slower than average. Each level reduces its speed level by one point.

Reduced food and water requirements

Members of the race need less food and water than average. The required amount is divided by level+1. It should be defined which source of energy the race uses instead, and possibly a suitable dependency (cf. no food and water requirements) be chosen. A limitation only to food or only to waters halves CP cost.

Reduced sleep

This race needs less sleep than average characters: The required minimum time is divided by level+1, with respective consequences. ED regeneration by sleeping is unchanged, as soon as the minimum times have been reached.

Regeneration

Members of the race heal much faster than average characters. They regenerate a base amount of 1d10 LF in addition to all other types of healing including natural healing. Regeneration only works if the body functions normally, i.e. not in case of e.g. dead, petrified or frozen characters. Regeneration affects all LF losses regardless of their cause. It happens at the beginning or a defined period that is determined depending on the ability level as follows

Level	Period
1	1 week
2	3 days
3	1 day (24 hours)
4	12 hours
5	6 hours
6	2 hours
7	1 hour
8	30 min
9	10 min
10	5 min
11	2 min
12	1 min
Level	**Period**
13	10 turns (20 sec)
14	5 turns
15	2 turns
16	1 turn

Each further level increases regeneration by 1d10.

Regeneration of ED

As normal regeneration, but affects only ED. Usually, this only cost effective if periods are less than one day.

Regeneration of permanent damage

The character regenerates disabled body parts within a period of one week divided by the level. Severed or crippled limbs require triple time. No LF is restored, only the injury itself is removed.

Regeneration of critical injuries

The character heals the effects of critical injuries within a time of one day divided by the level. This ability does not heal any LF.

360 degrees vision

The race is able to see anything happening around it, i.e. in an angle of 360 degrees. It is extremely difficult to surprise this kind of character. No penalties are applied when dodging attacks from the side or the rear. Furthermore, the character may, using e.g. karate with DM-20 or firearms without any DM, make attacks into rear squares.

Weak manipulator(s)

The limbs of the race are rather weak compared to its average body strength. This influences e.g. their damage with close combat attacks, but not the carrying capacity. The result is that high strength cannot be used as well as otherwise. Every level is equivalent to a reduction of the strength of the limbs by one point, but never to less than 1. If the handicap concerns only one limb out of several, the CP value is halved.

Low manual dexterity

The hands of the race are not suited for manual actions. This has the effect that the dexterity for all manual skills and actions that mainly rely on use of the hands is reduced by the level of the handicap.

Tail

The race has a tail of a defined length that may serve as a weapon. Tail lashes are possible into rear or side squares and are treated as an unarmed attack (as skill, a special skill like boxing with difficulty 2 may be learned). The damage of a tail lash is calculated as for boxing, but nor for every 7, but for every 4 points of strength. Please note furthermore that tail lashes have a range equal to the tail length-1 meters. In case of zero meters, attacks may only be made into adjacent squares.

Sixth sense

As described in character creation

Sonar

The race can emit sonar pulses and use them for orientation. Sonar works in an atmosphere or in water, but not in a vacuum, and allows to reduce all penalties for bad light, fog or total darkness to a maximum of -10. The range of the sonar pulse is several 100 meters; some types of detectors my be able to track the pulses back to their origin, however. With sonar vision, it is not possible e.g. to distinguish immobile creatures from trees at larger distances. The master may have to decide which effects sonar vision has and if DM must be applied. At short range, however, sonar creates perfect images of the surroundings. Skill checks may be made to determine the quality of perception.

Spider climbing

The character is very good in climbing, he almost sticks to the wall. This enables him in general to climb any wall including such that are otherwise defined as impossible to climb. DM are decided by the master. Furthermore, the character can move along the ceiling of a room if he makes climbing checks with DM-100 because of 90 degrees inclination. The ability provides a general DM+20 per level on climbing checks.

Talons

The limbs of the race are equipped with strong retractable talons of at least 20 cm length. Fixed talons may be purchased at half CP cost, the same applies if only one limb is fitted with talons. Talons increase the damage with the limb by 1d3 (Fist etc.) or1d4 (e.g. karate) and change it into an impaling weapon.

Language talent

As described in character creation

Strong manipulator(s)

The creature has very high strength, but this is limited to one or all limbs. Therefore, the increased strength e.g. does not affect carrying capacity or checks that concern the whole body, but only actions that are made with the limbs (close combat damage, grappling, choking, etc. The effect is a reduction of the CP cost of ST changes. They are quartered if only one limb benefits or halved if all limbs are concerned.

Strong digestion

This ability is often encountered with carrion scavengers and similar creatures. The digestive system is able to use food that other creatures would treat as rotten. In general, the creature can eat everything that suits its body chemistry, such as e.g. molded bread, pieces of hair, gristle, etc. The creature gets DM+50 against all digestive poisons unless they were designed for this type of creature.

mute

As described in character creation

deaf

As described in character creation

Telescopic vision

The eyes of the creature work as a natural telescope, i.e. objects far away can be seen better. This reduced e.g. distance DM like a scope of level/10 + 1. The maximum magnification is 2^{Level}, with a minimum distance of about 10 meters and a minimum size of details of around 10 cm. The ability thus cannot be used as a microscope.

Temperature tolerance

The race can resist a wider range of temperatures than an average character. The increase is 25 degrees centigrade per level upwards and downwards. If the increase applies only in one direction, CP cost is halved. A mere shifting of the average temperature range costs 0 CP.

Tunneling

The ability of digging a tunnel in suitable matter using the tools of the body. Generally speaking, this is only possible in matter up to ordinary dense earth. An extension to harder matter (e.g. rock) triples CP cost. Extremely hard matter (hardened steel, etc. multiplies cost by 10. The use is simple: Maximum movement speed in meters per turn is equivalent to the ability level, and the tunnel will be at bit wider than the diameter of the creature. Dug out material is usually thrown to the back, resulting in blocking larger tunnels sooner or later unless it is removed. Stability of tunnels depends on the material and the depth. Checks on mining skill may help the master to decide whether the tunnel collapses behind the creature or not.

Ultrasonic hearing

Members of the race hear in the ultrasonic and subsonic spectrum. Ultrasonics covers e.g. movement detectors, dog whistles, bats and some household appliances, whereas in the subsonic spectrum some otherwise only faintly respective vibrations can be heard. A skill check may be used for weak signals or to find out a direction. If the ability is limited to either subsonic or ultrasonic, CP cost is halved.

Ultrasonic speech

The race can communicate in the subsonic or ultrasonic spectrum. In many cases, this results in communication that cannot be perceived by others. If the ability is limited to either subsonic or ultrasonic speech, CP cost is halved. Skill checks may be used to determine the quality of the speech. Please note that ultrahearing must be purchased separately.

Independent eyes

The creature can focus independently one eye per level. The maximum level is consequently number of eyes minus one. The effect is that it is possible to follow one additional target per independent eye. In combination with the coordination ability, this allows to attack multiple targets in one turn. Therefore, it is not cost effective to purchase this ability at a higher level than the coordination ability.

Immobile

Because of the lack of respective limbs or systems, this race cannot move itself. Its speed level is zero. This might be a race of rock or plant creatures.

Universal digestion

The creature is able to derive energy from any somehow suitable substance. Consequently, it can digest also organic matter with an alien biochemistry, but not rocks or metals. The master decides if in doubt. In any case, DM+40 applies against all digestive poisons that were not specially designed against this creature.

Inconvenient size

This race has an inconvenient size compared to an average Omnirole character, resulting in difficulties in daily life (clothing, accommodation, aisles, vehicles, etc.). Every level reflects a creature that deviates by at least 100% upwards from a human in all body dimensions. Very special body design (e.g. caterpillar, centaur) is worth one or two levels.

Invisibility

The ability to become invisible at will. Invisibility only concerns one perception type per purchase. Examples are ordinary vision, infravision or sonar vision. It is possible to purchase invisibility several times in order to be protected against different types of vision. While invisible, a character is completely protected against being discovered using the respective vision type with according effects e.g. during combat. Invisible characters get DM-25 on all actions because invisibility requires some concentration. Unconsciousness or death ends the invisibility because it must be maintained by the character's will.

Skill inability

As described in character creation

Vacuum proof

This race is able to survive for some time under vacuum conditions. It does not need any air to breathe then and is immune against pressure changes (cf. pressure tolerance) and temperatures down to absolute zero. Furthermore, the creature is not damaged by vacuum effects. The period is one hour per level. For 200 CP, unlimited vacuum support can be purchased. In the latter case, a source of oxygen should be defined and possibly a respective dependency be chosen.

Improved manual dexterity

The manipulators (e.g. hands) of the creature have a higher dexterity than the rest of the body. This increased dexterity is only used for manual skills or similar actions, but not e.g. in close combat. The DX increase is 1 per level.

Reduced unconsciousness

The creature might fall unconscious, but will recover quickly. All times of unconsciousness or confusion / stunning are divided by level+1. This has no effect on undefined times, of course, but allows to roll quicker for effects in this case.

Reduced size

Members of this race are much smaller than average characters. Each level results in halving all body dimensions (height, width, depth) and thus divides weight and volume by eight. Many minor disadvantages when looking for equipment as well as the danger of being walked on are the result.

Furthermore, damage caused by a small creature is reduced respectively. For all technical weapons, unless special rules of a sourcebook apply, the damage has to be decreased in proportion to the body size, i.e. halved foir each level. Close combat damage stays dependent on strength, but small creatures usually will have rather low strength.

LF is unchanged, unless the additional handicap of LF reduction is purchased. However, each level of reduced size increases all damage suffered from "normal" weapons by 100%. This is before deduction of armor.

Example: A character with 3 levels (i.e. a size of 22 cm) is hit by an axe doing 3d6 damage. A 12 is rolled, however has to be multiplied with factor 3, so that our character suffers 36 points of damage. His armor of 12 points is only subtracted now, so that he loses 24 LF and ED.

When using magical or psionic skills , all resistance checks of victims should get a DM of +20 per level of reduced size of the attacker.

Example: The above character casts a sleep spell and gets 126 as his result. The victim has a resistance of +56, and +60 (3 x 20) is added, i.e. with 1d100 + 116 it resists with a die roll of 10 or more.

The DM does not apply for victims of the same size. For victims with different reduced size (e.g. a level-3 against a level-2-character), the size difference is used only.

Defense DM

The character has, caused by tough skin, special powers, luck or whatever, a defense DM of +5 x Level, that applies against all attack types. Please consider the rules for layering armor in the combat section. The DM is valid for all body areas except the eyes.

Vulnerability

Similar to an allergy, but more severe: The creature does not only perceive contact to a certain substance as disturbing, but is actually hurt by it. The value depends on the frequency of the substance as for allergies. The basic assumption is that each turn of contact to the substance costs the race 1d6 LF and ED. When hit by an attack form using the substance, damage increases by 100%. Every additional level of vulnerability increases all damages by further 100% as well as the CP value.

Rapid awakening

As described in character creation

Resurrection

Members of this race cannot be killed by force. Whenever they are killed by another cause than old age, they will not stay dead for long. Instead, the regenerate LF using the normal natural healing speed until they reach more than their negative LF maximum. At this moment, they return to life in a coma. Regeneration may drastically increase healing speed.

Magic defense

The creature has the ability magic defense (cf. magic) with a value of level x 10.

Time sense

As described in character creation

Additional arms

The race has more than two arms, i.e. manipulation limbs. Each arm has the ordinary damage threshold and can be used normally like a "left" arm. Ambidextrous races treat all arms as "right" arms. Additional arms provide DM+10 per additional arm on all checks for grappling a character or for judo. The location of the arms (e.g. in pairs, radially, etc.) can be decided freely.

Additional LF

The race has more LF than average, usually because of body size or a very tough body. LF is level points higher than average.

Additional eyes

The race has more than two eyes. Main effect is that injuries of the eyes only cause penalties (cf. one eye) when only one active eye remains. However, it is also a good idea to combine additional eyes with the independent eyes ability.

Additional legs

The race has more than two legs. Each leg has its ordinary damage threshold. This has the advantage that the race is not affected when one leg is disabled (four legged creatures fall when two legs are disabled, six legged creatures when three legs are affected, etc.). Furthermore a DM+10 per additional leg applies to all checks against falling or knockdown. The location of the legs can be decided freely.

Additional ED

This race has more ED than an average characters, because it is very tough. ED is 2 x level points higher than average.

3.5 Special inborn abilities

In addition to the already presented special racial abilities, it is also possible that creature have inborn abilities using different rules. This might include flashes of light, electrical attacks, creation of fog, etc.

The calculation method for such abilities is based on the magic section. Everything available as a spell could also be used as an inborn ability. The following applies:

The CP base cost is calculated as follows:

Difficulty spell x 25.

The use is made as for the respective spell, i.e. using the same game stats concerning range, damage and effect. The concentration time, however, is always 2 seconds and the ED cost is equivalent to the magery level required for the spell.

The following modifiers can be assigned:

- for each reduction of concentration time by 1 sec: +20%.

- for each reduction of ED cost by 1: + 20%

- it is not magic, but a true inborn ability: + 10%.

- for each increase of a category of effect similar to reinvestment of ED: + 30 %.

All modifications are calculated individually.

Furthermore, a skill must be purchased. This has a difficulty of 3 and uses table 1 (body), if the spell is physical or matter, and otherwise table 2 (mental). The skill value is as follows: 5 x level + 1,5 x (IN + DX).

When using the ability, a check must be made using the suitable skill. On a failure, the ability does not work, but th ED cost still must be paid. However, there are no cost reductions for a second die roll as for magic.

Magic abilities have effects similar to the respective spell, including the possibility of a disaster as well as the use of the standard magic points rules. Furthermore, they are affected by the mana level. ED cost has to be adjusted starting from the base value, not the modified value!

Inborn (non-magical) abilities use different rules insofar as there never is the risk of a disaster (a such only lets the ability fail for 1d6 turns, no further side effects) and that they are independent of the mana level. However, the magic points rules also are not used, i.e. the effect is rather fixed.

Example: A race has the inborn ability of shooting fire beams. This has a base cost of 75 CP (difficulty 3 x 25 CP). The respective skill has difficulty 3 and is physical, because the underlying spell is matter magic. If the race wants to be able to shoot 3d8 fire beams, the CP cost increases to 120 (+ 60% of 75). If furthermore the concentration time shall be reduced to one second, cost will be 144 CP (+ 20% of 120). Finally, a reduction of the ED cost to 1 (Base value is 2) results in a CP cost of 173 (+ 20% of 144, rounded up). Assuming now a level of 10, further 3 x 20/ 2= 30 CP must be paid.

For comparison: Purchase of the ability at level 10 as ordinary spell according to the magic rules had cost 30 CP for the skill and further 30 CP as dilettante (total of 60 CP). However, this had resulted in ED base cost of 10, and for other spells differences may even be bigger. Thus, both possibilities exist depending on the character conception: Spellcaster or innate ability.

3.6 General cost modifiers and game effects

The following base assumptions are made: All special abilities and handicaps are always active. Special abilities, that only work for a limited time (e.g. vacuum proof) are also always ready for use. However, it is possible to define special abilities (not handicaps) as switchable, and in some cases (e.g. invisibility) this actually is a must. This improvement increases the CP cost by 20% and allows the character to turn the ability on or off for 0 AP at any given time. Every turn, however, only one status change is allowed, and the status usually stays unchanged during unconsciousness or similar.

Furthermore, special abilities always work, i.e. there are no success checks such as e.g. for magic spells.

Similar to psionic powers, special abilities can receive limitations that reduce their CP cost. All modifications are calculated individually. Probably you already have discovered various special restrictions and improvements in the descriptions.

Example: A 100 CP ability gets a +20%- improvement ,a -20% reduction and a -50% reduction. The final cost is 48 CP (100 + 20% = 120, 120 - 20% = 96, 96 - 50% = 48).

The master may prohibit certain limitations if he thinks they are unimportant or abusive, e.g. a minimum waiting time of 2 hours for an ability that can only be used for an hour a day.

Possible modifications are the following :

Modified activation time

Abilities that are not always active can be assigned a modified activation time that is then the equivalent of a concentrated action. Modifying the concentration time to 1 second is a -5% reduction. Every doubling of this time results in further -5% with a maximum of -50%.

Minimum time waiting between two uses

Between two uses of the ability, a minimum waiting time has to be observed during which the ability "recharges". The reductions are calculated as follows:

Time	Cost reduction
1 h	- 50 %
30 min	- 35 %
10 min	- 25 %
1 min	- 15 %
10 sec	- 10 %
2 Turns	- 5 %

A use of an ability is defined as having it on until an interruption, but for a maximum time of one hour. As a rule of thumb, an interruption is choosing a new target or making a new skill check that is not only an repeated action. Imagine a battery that must be recharged after each use for immediately working abilities (e.g. attacks) or that only contains energy for one hour of operation for lasting abilities (e.g. flight, protection).

Example: A creature with a poisonous sting and 10 sec waiting time could only attack every 5 turns (= 10 sec) with the poison because every attack is a separate use. Four climbing checks in four turns, however, would not be an interruption of a climbing action because they are too closely connected. The same applies for a short landing during a flight.

Limited number of uses per day

The ability may not be used as often as desired during a day of 24 hours. One use is defined as mentioned above until an interruption, but with a maximum duration of one hour. The reductions are as follows:

Max. number of uses	Cost reduction
10	- 10 %
7	- 15 %
5	- 20 %
4	- 35 %
3	- 50 %
2	- 70 %

1	- 90 %

Special conditions for use

The ability will only work when certain conditions are fulfilled. The exact value is decided by the master depending on the importance of a restriction, according to the following examples.

Example: only against women (or only men) : - 20%. Only against red haired people -40%,, not against red haired -5%. Only at day (night) - 20%, only in sunlight -30%, not in sunlight -30%. Only in full moon nights -60%, not in full moon nights - 2%. Only while under stress (e.g. combat) - 10%, not while under stress -20%. Only under the influence of otherwise incapacitating drugs -30%.

Activation checks

As mentioned, special abilities usually always work without any uncertainty. However, any ability that is switchable or not always used (e.g. ultrasonic speech, sonar) may be defined with the following limitation: Before each use, a check with 1d100 + activation value must be made, and only on a result of at least 100, the ability will work. Otherwise, a new try is only allowed on the next turn with a cumulative reduction of the activation value by 5 and consumption of 1 ED per try. The activation value only recovers after a successful attempt of after at least one hour has passed without trying to activate the power. Cost reductions are as follows:

Activation value	Cost reduction
75	- 10 %
50	- 25 %
25	- 50 %
10	- 75 %

Once an activation was successful, the ability works without difficulty until the use has been interrupted.

Healing abilities

Regeneration abilities and resurrection can be modified with special limitations: If injuries caused by a certain damage type, usually one against which the race has a vulnerability, cannot be regenerated, this is a limitation with the following CP cost reduction:

Qualification of damage type	Cost reduction
Frequent	- 33,33 % (1/3)
Average	- 15 %
Rare	- 5 %
Very rare	- 2 %

A special type this limitation is the restriction that the regeneration/resurrection only does not work as long as the substance is still in the body (stuck bullets, poison, disease, etc.). In this case, the aforementioned reductions are halved unless the substance is extremely difficult to remove (e.g. radioactivity). In the latter case, the full cost reduction is applied.

Protection

Natural armor, immunities against damage, attack reflection, defense DM and reflec armor can be modified by special limitations:

a) Limitation to certain body areas

In this system, not the entire body, but only the parts specifically selected in the following are protected. One or several areas may be chosen. Cost is given as fraction of total cost. If more than one area is chosen, the cost has to be added. Please note that this may be more expensive than 100%, so be careful...

Body area	Multiplier
Torso	x 0,5
Arms or legs (incl. hands or feet)	x 0, 25
Hands or feet	x 0, 1
Head (incl. Face, eyes, ears, nose,. if not explicitly excluded in description)	x 0,3
Vitals	x 0,1

Example: A character has natural armor that covers only his, torso and the arms. He pays 8 CP per level (normally 12 CP / level, multiplier 0,5 for torso + 0,25 for arms = 0,75).

b) Only against certain attack forms

This limitation is already included in the cost of some protection types (reflec armor, immunity). All other protection may be modified using the categories listed for immunities. This may either be chosen as protection only against the selected attack form, or as protection against anything except the selected form.

Protection only against certain form:

A multiplier as explained above is assigned.

Attack form is	Multiplier
Frequent	x 0,5
Average	x 0,3
Rare	x 0,1
Very rare	x 0,05

Protection against evrything except a certain form:

This causes a cost reduction similar as for conditions of use (see above). In this case, it is likely that the race will also have an allergy or vulnerability against the excluded form!

Attack form is	Multiplier
Frequent	- 33,3 % (1 / 3)
Average	- 15 %
Rare	- 5 %
Very rare	- 2 %

Example: Natural armor that only protects against crushing attacks gilt (=frequent) costs 6 CP per level (12 x 0,5). Natural armor that protects against anything except for cutting/impaling attacks (= frequent) costs 8 CP per level (12 minus 33,3 %).

Optional rule: discounts

3. Peoples and races

Very often, alien races will be rather expensive and therefore not be possible as player characters. Some groups of players like this because the respective race - costing that many CP - will probably also be comparatively strong. Others are of the opinion that the payment of large amounts of CP for being a member of a certain race is some kind of disadvantage because it limits flexibility of the player. If someone pays 80% of his CP total for his race, he will not have many CP left for other areas and this may result in the danger of having two characters of the same race being very much alike.

An optional rule may be introduced to change this: the discount. In this system, the CP cost of a race is reduced by a certain percentage that depends on the relation of the cost to the total CP available for character creation. The reduction is calculated as follows:

((100 x racial cost / CP total) - 25) / 2 %

A reduction may not be lower than 0%, and also never exceed 50 %.

Example: It costs 400 CP, to be a Gloop. In a 500-CP-campaign, the cost of the Gloops would be reduced to 290 CP (100 x 400 / 500 - 25 = 55, /2 = 27,5% x 400 = 110 CP, 400 - 110 = 290 CP).

This rule is not liked by all players, and it tends to lead to the creation of more non-human characters. If you like this approach, just continue.

3.7 Humans in costumes or true alien beings ?

A very important point has to be clarified concerning the roleplaying of alien races. Generally speaking, no-human races are not simply humans with pointed ears and green skin. Instead, they are alien creatures, with their own ethics, own ideas of right and wrong, happiness and disaster, own idiomatic expressions and behavior.

It can be an interesting roleplaying challenge to play an alien race, but the alien aspects should always be emphasized. If someone is playing an elf, and the only difference to a human character are his pointed ears, he is not roleplaying an elf, but a costumed human being. But if someone roleplays the attitude of elves towards nature and humans, their love of beauty, etc., and has sometimes act his character just confused about human behavior, the the true idea of roleplaying if fulfilled.

Do not choose an alien race because of its special abilities, but think about roleplaying this type of character. And never forget, the more alien, the more difficult is true roleplaying, and the more difficult is it for the character to interact and cooperate with others, etc.

By th way, phobias, vows, etc. are often very suitable for rounding the image of an alien character.

3.8 Additional rules

3.8.1 Very high strength and damage in close combat

The Omnirole damage table do not work for each possible strength. Extraordinary strength will in most cases have a rather low effect because it is usually not possible, e.g. to attack infinitely hard. The method is simple:

Up to a strength value of 100, damage is calculated using normal rules. Afterwards, effective strength is divided by 10, i.e. each full 10 points of ST above 100 are just one point for damage purposes.

3.8.2 Effects of high speed levels

All races with a speed level of 10 and more or of less than 3 have modified rules for the walking action. Distances are changed as follows:

Speed level	Effect
1 to 2	Distances halved
3 to 9	Normal distance
10 to 14	Distances doubled (= + 100 %)
15 to 19	Distances tripled (= + 200 %)
Each further 5 points	+ 100%

This means that e.g. a character with SL 10 can walk two meters or cover 4 meters when walking quickly, etc. High encumbrance does not reduce speed levels of 10 and more by absolute amounts, but by a percentage. The following applies:

Encumbrance	SL
1	- 20%
2	- 40 %
3	- 60 %
4	- 80 %

SL may never drop below 8 for encumbrance level 1, 7 for level 2 and 6 for level 3.

4. Skills

4. Skills

4.1 General rules

The term skills includes all knowledge of a character whose exercise is subject to uncertainty. A skill could be e.g. the medical knowledge of a doctor, the use of a long sword or piloting a spaceship. As Omnirole does not use separate professions or jobs, such knowledge is also covered by respective skills.

4.2 Skill checks

4.2.1 General rules

When skills are used, success is not always guaranteed. Instead, usually a check must be made in order to determine the result. The skill value for the check is calculated as follows:

(Total of attribute values) x 1,5 + skill level x 5.

The attribute values which are relevant for a skill can be found in the skill description. Please note that the above-mentioned procedure is only used if two attributes are listed. If only one attribute is mentioned, its triple value is used whereas in case of three attributes, the unmultiplied total of their values applies.

Attribute values above 30 are treated as 30 for calculation of skill values. This rule avoids that characters with extreme attribute levels learn skills almost automatically.

The skill level is the level at which a character has learnt a skill. The normal accounting procedure is the listing of the skill, followed by a dash and the level.

Example: Sam (ST 12, DX 14, IN 15) knows alchemy-8 (DX, IN), mining-5 (DX, ST, IN) and astronomy-8 (IN). Thus, he has the following skill values: alchemy + 84 (1,5 x [14 + 15] + 8 x 5), mining + 66 (14 + 15 + 12 + 5 x 5) and astronomy + 85 (3 x 15 + 8 x 5). Superbrain (IN 40) with astronomy-8 obtains a skill value of + 130 (3 x 30 + 8 x 5), not of + 160 (3 x 40 + 8 x 5). Nevertheless, this still is nice success value, isn't it?

The effects of critical failures (disasters) on skill checks are mentioned in the skill descriptions. If none are described, the master decides. Effects should be as inconvenient as possible.

Secret skill checks

Secret skill checks are made by the master without the knowledge of the character, i.e. the latter will only know that a check was made, and sometimes even not this.

DM on skill checks

Many skill checks are modified by DM. This shall reflect that certain checks may sometimes be easier or more difficult than on average.

Example: Sam makes a check: astronomy with DM-25. His effective skill value is only + 60 (85 - 25).

4.2.2 Skill checks and time

The use os most skills requires some time. Usually, a **base time** is defined (by the master). If the skill check succeeds, (Die result - 100) is calculated. Amount of full 10 points may then be used to reduce the time by 10%, but the minimum time is always 5% of the base time, or a specifically mentioned minimum time if defined. Failures normally take the full base time, disasters base time x 1d3.

Example: Sam makes an alchemy check with base time 1 hour. His result is 125. With this he may, unless he wanted a high result for other purposes, e.g. very exact work, reduce the working time by up to 20% (2 x 10%, for twice 10 full points above 100), i.e. would only need 50mMinutes. On a result of 223, Sam could have reduced the time by 95 % (12 x full 10 points theoretically allow a 120% reduction, but minimum time is 5% of base time). This would be 3 minutes.

4.2.3 Accidents and skill checks

All skill checks that are qualified as dangerous may result in accidents if they fail. Especially repairs in the field, risky maneuvers with all kinds of vehicles and certain experiments qualify as dangerous. The accident chance is 100 - die result %. A critical failure is always an accident with doubled effect. In general, accident effects may be determined using the following table :

Roll with 1d12	Result
1 - 3	Superficial
4 - 8	1 Level
9 - 11	2 Levels
12	3 Levels

Superficial damage has no further negative consequences. They mean scratches in the paint of a car or a lot of harmless smoke in the lab. Been lucky this time, or what?

Otherwise, one damage level means that about the same damage is caused as would have been repaired on a successful check. For piloting checks, the master decides. In any case, three damage levels are equivalent to almost complete destruction of an object. On a pickpocket check, for example, an accident simply is discovery ot the attempt by the victim.

Hasty checks halve the base time, but cause a DM-20 to the skill check and make it dangerous in any case. The accident danger is doubled.

Cautious checks double the time, halve the danger of an accident and further result in die rolls on the accident table being made with 1d10 instead of 1d12.

Example: Sam is brewing a fantastic mixture in his lab. Of course, this is dangerous, and the result is 85. Therefore, the accident chance is 15%, but Sam rolls a 16. Pooh. The next try, Sam is more careful now, fails as well with a result of 66. Luckily, the accident chance of 34% is halved (cautious approach) to 17%, and a die roll of 33 prevents further mishaps. However, Sam is now forced to work quicker (hasty check), because he is running out of time. To his great shock, the die roll is an 11, and the final result of -10 means a disaster occurred. This is an automatic accident, and the die roll shows an 8: Normally, this would have meant one damage level, but it is doubled because of the disaster. The master decides that an explosion was triggered that destroys most of the lab and costs Sam his hair and 2d6 LF and ED.

4.2.4 Skill duels

A duel is the competitive use of skills by two or more characters. Every character makes a normal skill check and the results of the checks are compared. The winner is the character with the highest total result. By the way, an example for a skill duel is also the comparison of attack and defense in combat. The difference of the results in a skill duel is called success span.

Example: The two Indians Red Eagle and Beavertail are racing with horses. Red Eagle (riding + 88) reaches 123, Beavertail (riding + 77) makes a 120. Red Eagle is the first at the finish.

4.2.5 Repeated skill checks

If a skill check fails, the character might wish a new attempt. However, this is not always possible. First of all, the general time conditions could come into play. If you had ten seconds to pick a lock before the pursuers arrive,

this were just ten seconds, i.e. one chance, then they arrive.

A similar situation applies in case of accidents: If one tried to land a plane safely and failed with an accident, the crash has happened. Therefore, this type of checks is also called **non-repeatable checks.**

A different category are checks that may be tried several times. Picking a lock, when nobody disturbs, may be tried as often as desired, as long as the lockpicks do not break. In general, this is only a question of time. Nevertheless, from a logical point of view, a different method should be used. For most human beings, a failure results in certain frustration, ten failures in a row cause more of it. Someone who is frustrated or under stress, however, will more likely make mistakes. In order to reflect this in the game, the following system for **repetitive checks** may be used: Each subsequent check suffers a cumulative DM of -5 until the character has waited for a period that is at least ten times of the working time used for checks, and in any case at least ten minutes.

Example: Luthar Long fingers (open locks+88) tries to open a lock of a door. The base time is 10 seconds, and he fails. Anyway, he tries again. The skill value has dropped to 83, and again a miss. All good things come in three (skill value 78), but not today: failure. After the fifth failed check (skill value + 68), Luthar murmurs something about Friday 13th., and he decides to try again later. He has used 5 x 10 = 50 seconds for his attempts. In order to be able to use again his full skill value of +88 on this lock, he has to wait at least for 10 minutes (50 seconds x 10 would be 8 minutes and 20 seconds, but the minimum time is 10 minutes).

4.3 Universal Skills

Certain skills are listed as **universal**. These are skills that are something like the general knowledge of all characters and that may thus be somehow used by anyone. Depending on the gameworld and character background (master decision), the list of universal skills may be modified.

For the use of universal skills, the skill level is treated as 0 if a character has never learnt the skill. The skill check is made with an ordinary d100.

Example: Sam has never learnt cross country racing, but he happens to be in a situation where he need this skill. According to the description, DX is the attribute for this skill. Sam has DX 14. His skill value is therefore + 42 (3 x 14).

4.4 Improvised Skills

4.4.1 General rules

Almost any skill, except for some specially marked rare cases where always training is necessary, can be used by every character in some very basic way. This procedure is called **improvisation**, and the success probabilities are not high, but at least bigger than zero. Checks are made with 1d100(-) and the skill value is added as usual.

Example: Sam tries an acrobatic maneuver, but he lacks the skill. He has DX 14 and RE 13. Thus, his skill value is + 41 (1,5 x [14 + 13]), but d100(-) is rolled. If Sam rolls a 6 and a 4 (normally 64), this is only a 46 here !

4.4.2 Improvisation via other skills

It is possible to improvise skills via other skills. The skill descriptions mention which skill can be used to substitute another skill in this way. Checks are made with 1d100(-), adding the skill value. The effective skill level is calculated by dividing the level by the figure listed in brackets in the skill description. The amounts are to be rounded mathematically, i.e. round up all fractions of 0.5 and greater.

Example: Sam (mining-5, value +66) tries a geology-check (mining/5). He has an effective skill level of 1 (5/ 5) and thus reaches a skill value of + 50 (3 x IN, i.e. 3 x 15, + 1 x 5). Again, only 1d100(-) is rolled...

4.5 Concentration on skills (optional)

It is allowed that a character who learns a skill concentrates on a subgroup of this skill. The master decides in each individual case. Two types of concentration are possible:

a) Concentration on a subgroup (e.g. light revolvers or organic chemistry)

DM+5 is applied to all checks inside the chosen area. On the other hands, all checks outside suffer DM-10

Example: Sam has learnt revolvers+80. He concentrates on light revolvers and therefore obtains light revolvers +90, but only +75 with all other kinds of revolvers.

b) Concentration on a special area (e.g. a special weapon or vehicle type such as S&W .22 revolver or VW Golf or e.g. on chemistry of acids)

DM+20 on all checks in the special area. In the related concentration group, no DM is applied and checks outside the area suffer DM-10.

Example: Sam specializes on the S&W.22 revolver. He thus has a value of +100 with this weapon, a value of +80 with other light revolvers (e.g. Colt or European models) and +70 with all other kinds of revolvers (e.g. caliber .45).

Only one concentration is allowed per skill.

Familiarity (optional)

Many skills cover the use of equipment such as e.g. vehicles. Very often, a wide range of different types exists so that it is unlikely that a character is prepared to all particularities from the very beginning. Therefore, the master is allowed to apply negative DM of - 5 to - 20 on all checks with more exotic/rare types until a familiarization period of at least 48/ skill level hours has passed.

Example: Sam is familiar with Western European style trucks (value + 80, skill level 8). As he is forced to drive a Russian truck (by the way, he cannot read Cyrillic letters), he suffers DM-15 on all checks. After 6 driving hours (48 / 8), however, he knows where the buttons and levers are and how the truck reacts, so that the DM is eliminated and he will never again have problems with this vehicle type.

4.6 Description of Skills

The following chapter presents the most important skills of Omnirole and gives a short description of their use. However, the list is not meant to cover all possible skills. Depending on the game world and personal requirements, many further skills might be defined. It should just be avoided that skills are actually new ones and not such that could perfectly be rules as subgroup of an existing skill. Be imaginative!

For every skill the applicable attributes are listed. The note "[spec]" means that a skill must be specialized to a subgroup. This is not the same thing as the above-mentioned voluntary concentrations. In case of **specialization,** one of the subgroups in the skill description has to be selected. Checks for areas outside the subgroup are made with half skill level. Consequently, in case of learning more than one specialization, the cost is reduced accordingly.

Example: Dr. Jones is engineer-8 with the specialization combustion engines. She thus automatically has also engineer-4 with e.g. electrical engines or computers. The skills costs her 4 x 16 / 2 = 32 CP. If she now wants to learn engineer-8 (electrical engines), this does not cost further 32 CP, but only 14 CP (32 - 4 x 9 / 2 = 14).

Furthermore, the reference "TL" is often made. This refers to tech level and means that when learning a skill, it has to be noted at which tech level it has been acquired. For the use of skills on different tech levels, please refer to the chapter miscellaneous rules.

If a requirement is listed, the respective skill must be known at least the same level or at level 10, whichever is less.

Example: Requirement for learning the genetics skill is knowledge in biochemistry. Professor Stevenson (biochemistry-11) may learn genetics at any level. His assistant Dr.Fawcett (biochemistry-9) may not exceed level 9.

Finally, I would like to mention that the game master has the last word for learning of skills. Usually, only skills of the defined tech level are allowed (this means, no knights with pilot skill ...). However, a good justification should convince the master, especially, if he increases the CP cost for unusual skills. The term unusual depends on the game world. For example, in a desert campaign, swimming skill would be rather unusual. By the way, all CP cost are listed in the skill table.

Accounting (IN) [Economics /4 , mathematics /4]

Knowledge of correct accounting in the era and culture of the character. Useful for auditing a merchant's books or financial statements, manipulating them or evaluating a business based on such information.

Acrobatics (DX, RE)

The character is trained in acrobatic movements of all kinds, saltos, jumps, cartwheels, etc. This is useful in many situations and may help to earn money. In combat, it is possible to make one acrobatic dodge per turn. This must be announced, required a skill check: acrobatics, and on success, the character gets DM+5 on the dodge check. This DM can be increased by accepting negative DM on the acrobatics check - every negative DM results in a positive dodge DM, because more complex movements are made. A failure on such an acrobatics check means respective negative DM, the check is also dangerous: An accident or a disaster means falling to the ground.

Acrobatics can also be used for 2 AP during combat in order to move up to 4 meters or to change one's position as desired. All attacks against a character undertaking this action get a DM - 10. As above, negative DM may be used to increase this effect. Failures only mean that no DM is gained.

All acrobatics checks suffer a DM of -10 x encumbrance level. All DM caused by armor are doubled.

Acting (IN, CH, AP)

The skill to convincingly impersonate another human being. Useful for making money as an actor, but also (in addition to disguise skill) in order to get access to a group, etc. DM are based on the knowledge about the person imitated and typically made every few minutes. Duels against intelligence of present characters are recommended.

Administration (IN, CH)

Experience with bureaucracies and administrations of all kinds. Useful when dealing with respective people, filing applications, etc.; but might also be used to establish a more efficient administration e.g. in a business.

Agriculture [TL] (IN, DX)

The character has experience with the management of a farm or similar agricultural operations, i.e. he can answers questions about sequences of crop growing, seeding and harvest times, etc..

Alchemy (IN, DX)

The science of magic transmutations or, in no magic worlds, the predecessor of chemistry. The rules for magic and alchemy can be found in the chapter magic. Furthermore, the skill may be used for identification of substances, production of simple compounds, etc. A laboratory is required.

Anthropology (IN)

The science of humans and their culture (but may also be specialized to other races, however, than likely under a different name). The skill can help to judge the general behavior of human groups, be it during a primitive ritual or christmas shopping.

Area knowledge [spec] (IN) universal

The character has extensive knowledge in a selected region. He knows about important people, places etc. Where do you get a good pizza, who can repair a sword, how will this gang boss react? The skill is universal only for a region, in which the character has been living for a longer period.

Specialization : to one region. The bigger the region, the less details the character will know.

Archeology [TL] (IN, DX) [History / 4]

Scientific knowledge of ancient cultures. An archeologist knows how to execute qualified excavations, to identify found objects, reconstruction based on found remains, etc. He can also answer general questions about ancient languages and cultures, texts, etc.

Architecture [TL] (IN)

The character has good knowledge about the construction of all kinds of buildings. He can judge the function of buildings, even if they are only ruins, look for secret doors, corridors or chambers, find weaknesses, etc. He is also more likely to discover architectural traps. Designing a building is a complex task, but may be used to earn good money. All buildings of very strange or extraterrestrial cultures result in negative DM.

Artilleryman [TL] (IN, DX)

A military training as spotter in the artillery. The character can direct supporting fire and bombardments from air, sea, heavy artillery or space so that it can be uased effectively and does not hit the own troops. A radio connection to the guns is a necessary requirement. Further details in the respective rules sections and worldbooks.

Assassinate (DX, ST)

The skill of stunning or even killing someone with a single attack. Normally, a small club, a dagger or a garrote is used, but special unarmed attacks (just think of a certain Vulcan) are also possible.

In general, only surprise attacks may be connected with this skill, unless the master decides differently. After a weapon attack or unarmed attack, a check: assassinate is made. DM are caused by anatomic differences (this may even prevent the use) and the situation, i.e. the awareness of the victim. A success stuns (for at least several minutes) or kills the victim regardless of his LF or his HT.

The master should be very careful with the use of assassinate. A duel against the HT of an opponent can never be wrong; in any case, assassinate must be restricted to really unaware opponents and require extensive stealth or disguise actions in order to conserve game balance.

4. Skills

Astrogation [TL] (IN)

The skill of interstellar navigation. Depending on the game world, this skill may require specialization, e.g. on certain types of stardrive. The difficulty may also change.

Astrology (IN, CH)

The character can read the future of the world and of humans from the stars, or at least he can pretend to do this. In many societies, this skill is very useful for obtaining wealth and power. Includes simple astronomic knowledge.

Astronomy [TL] (IN) [Physics/3, astrology/5]

The science of stars, planets, etc. The character is used to the most important theories and can use typical instruments of his era. He is able to answer questions about solar systems, black holes, matter clouds, etc.

Balance (DX, RE)

The character is used to walk on narrow or otherwise difficult paths. This may e.g. be sheer roofs, small mountain ways or even a rope in a circus. Very important skill for all kinds of thieves. Usually, one check is made per turn, with a standard speed of 0,5m per turn. An inclination of 30 degrees and w width of 30 cm are treated as ordinary conditions, otherwise, each further 5 degrees or -5 cm cause a DM of -10 on the checks. Each increase of speed by 0,5m results in a DM of -20 on the checks. Slippery ground means DM-40, wet DM-20. A general DM of - 5 x encumbrance level is also applied.

Bard music

Teaching to be a bard. This is a prerequisite for the use of bard songs. Further details in the magic section.

Biochemistry [TL] (IN) req.: chemistry [Chemistry / 6]

The science of the reactions that happen in the body of a living being. Biology for advanced, truly interesting in technologically more advanced societies.

Blacksmith[TL] (DX, ST)

The character has learnt the trade of a blacksmith, i.e. he can produce general tools and items, but not weapons or armor, out of metal. Characters with strength below 12 suffer important negative DM (at least -20) per missing point.

Blather (CH, AP) [Rhetorics / 4]

Talking a person into acting as desired by the character. Normally, a duel blather against intelligence is made. On success, the blathered person signs the insurance contract, buys the vacuum cleaner, lets the character leave, etc. This is not argumentative convincing of someone, but mere throwing lots of sentences at him until he gives in. The duration is limited to a maximum of some minutes, and the effect never lasts long. May also affect whole crowds.

Boat [TL] (DX, IN)

The character can handle boats of all kinds. DM depend on familiarity with a boat, weather conditions, etc.

Botany (IN) [herbalism/ 3]

The character has a substantial knowledge of plants concerning their identification, edibility and use. Excluded are all types of healing herbs and magical plants because these are covered by the herbalism skill.

Calligraphy (DX, IN) [Painting / 4]

The artistic skill of calligraphy is highly values in some cultures. Can also be used for therapeutic purposes or for relaxation.

Carousing (AP, CH,IN) universal

The character knows a lot about the area of parties, pubs, etc. In general, he is liked by other humans, which might help to gather information. Furthermore, he most the most important behavior patterns and can organize a good party .

Chemistry [TL] (IN,DX)

General scientific chemistry, that normally requires a laboratory. Allows to manufacture or identify all kinds of substances.

Climbing (DX) universal

The movement along a wall that is 45 degrees or steeper is called climbing. Typical DM are determined as follows: +5 per 5 degrees inclination of the wall; -5 per 5 degrees for overhanging walls. Lots of gripping possibilities mean DM+25, smooth walls DM -25. Very many gripping opportunities and large ledges cause DM +40. Wet walls result in DM -20 and slippery walls in DM -50. Slippery walls without gripping possibilities cannot be climbed without equipment. Climbing hooks (per hook 1 turn working time) cause DM+20 for the checks. When climbing tied to a rope, the character hangs in the rope after a failure(=falling), as long as the know holds (see knots and ropes skill). The climbing speed is as follows: Base 1 meter per turn; + 1 m per 20 degrees inclination or /2 for overhanging wall. x2 for many / x 4 for very many gripping possibilities; /2 for smooth or wet, /4 for slippery walls. One climbing check is made per turn. Every increase of the climbing speed by 1 meter causes DM-20 on the checks. Horizontal movement along a wall : speed x 2. In general, a DM of - 5 x encumbrance level is applied to climbing checks.

Communication[TL] (IN, DX) [Sensors / 4]

The use of all kinds of radio transmitters (communicators) and their repair. Communications in hyperspace, subspace or similar is always a separate specialization.

Consume alcohol (HT) [Carousing/ 4]

The character can drink much more alcoholic beverages than a normal human being. Respective HT checks may be replaced with skill checks. Can also be used to identify all kinds of drinks.

Cooking (IN, DX) universal

The character can cook, i.e. prepare meals. This is not only heating water but rue cooking. In a society where this is normal, the skill includes the preparation of hunted game for eating.

Cosmic psychology (IN, CH, AP) [Psychology / 4]

The science of the behavior of all kinds of strange people and creatures. Very useful during encounters with aliens, but also with strange animals.

Criminology[TL] (In, DX)

Knowledge as it will usually be found e.g. with a detective or policeman: The use of anti crime technology, such as collection of fingerprints and general clues, ballistic analysis, interpretation of the behavior of criminals, etc.

Cross country racing (DX) universal

The character has learned to move with high speed through terrain covered with obstacles, such as e.g. forest or also a marketplace full of humans, without tripping or falling. One check per turn is necessary (dangerous checks!); a failure means tripping (only one quarter movement speed, this is the normal speed without cross country racing) and a disaster causes a fall, sprained foot or similar. Vital for thieves that flee. In general, apply a DM of -5 x encumbrance level on all checks.

Cybernetics [TL] (IN, DX)

4. Skills

The science of design and construction of all kinds of computers. Covers everything that concerns hardware. Robots, however, are covered by a separate skill.

The basic knowledge of working with a computer is included, but not programming.

Dancing (CH, IN, DX)

The character is familiar with the dances that are typical for his culture and he can move on a dancefloor without problems. Very important for social events.

Demolition[TL] (IN, DX)

The character can use all kinds of explosives without blowing himself up. He knows which amount to use for a desired effect, how and where to put charges and how to trigger or defuse them.

Design[TL] (IN)

The design of useful objects of all kinds that can also be used and sold. Also covers the handling of good marketing campaigns, knowledge of the laws of beauty in a culture, etc.

Didactics[TL] (IN, CH)

The character is a teacher, i.e. he has been educated in training other people with the goal of acquiring certain knowledge. He can give courses, write manuals or e.g., if he has military experience, train recruits.

Disguise [TL] (IN, DX, CH)

The skill of radically changing one's appearance by using cosmetics, costumes, false beards and other support. Covers the imitation of selected people as well as simple disguise, but normally requires a lot of time and sufficient equipment. Success chances depend on the imitated person and the invested time, quickly improvised disguises usually mean high negative DM.

Discuss (IN , CH)

The character can convince others about something by using arguments. Of course, these must be found first and are more the matter of the player (Here, roleplaying has priority to dice rolling.). Advantage of the skill is that the effect lasts longer and is not based on tricks.

Diving (DX, HT)

The skill of holding one's breath, and to swim under water. This does not cover the use of diving equipment except for snorkels.

Dodge (DX, RE) universal

Improvement of dodge abilities as explained in the combat section.

Draw weapon [spec] (DX, RE)

The skill of quickly taking a weapon out of a suitable holster or similar and to have it ready. Can also speed reloading by enabling a character to quickly draw arrows or magazines.

Specialization: weapon type, e.g. swords, knives and daggers, pistols, SMGs, rifles, thrown weapons, ammunition (one type, e.g. arrows, magazines, speedloaders, etc.)

Economics (IN) [Merchant/5]

Economics includes different monetary theories, company policy, etc. Useful for business leaders, also for evaluation of a company or estimates of the possible economic consequences of events.

Electronics [TL] (IN, DX) [Engineer / 4]

The skill of operation and repair of electronic appliances of all kinds, which are the backbone of all technical civilizations. Also covers the design of new equipment.

Engineer [spec] [TL] (IN, DX)

The character has knowledge in the use and repair of complex technical installations such as e.g. power plants, ship engines, mainframes or FTL drives. A specialization is mandatory.

Specializations: FTL drives by type, STL drives by type, thrusters, electrical engine, combustion engine, reactors by type, computers, vehicles by type, bridge building, siege techniques...

Escape (DX, IN)

The ability to free yourself from all kinds of bindings, including handcuffs. Houdini probably was a true master in this skill (or a very good illusionist). DM are assigned depending on the quality of the binding and the diligence of their application.

Etiquette [spec] (IN, CH)

The skill of moving correctly in a selected society without being noticed negatively. This might cover the court, the military or e.g. also a subculture such as punks or the underworld.

Specialization : on a culture or subculture

Exo-Biology[TL] (IN) [zoology /4 , botany / 4]

The science of life on other planets, including such with alien atmospheres like chlorine, methane or ammonia.

Fight on horseback req.: riding

This is training to fight from horseback with close combat weapons. Further details are given in the combat rules.

First aid / heal wounds [TL] (DX, IN) [medicine]

Simple medical knowledge that is trained with the purpose to provide quick and efficient first aid when needed. Details can be found in the section on injuries and medical treatment.

Fishing[TL] (DX, IN)

The character has learnt fishing using all important techniques of his culture. Examples are fishing rods, nets, boat fishing, eel-bucks or even fishing spears. Can be used to get food for oneself and others and also to prepare fish for eating or to decide whether they are edible.

Forgery [TL] (IN, DX)

Experience in forging documents of all kinds, i.e. contracts, ID cards, driving licenses, etc. Usually a long term task that requires special material and equipment. Also covers forging of signatures. Please note that controls will differ depending on the place and the presentation by a character. Good behavior might even completely avoid controls. The same applies for the often encountered big confidence into officially looking documents, even if the true version should be totally different. Controls are generally made as duels forgery against intelligence or a suitable skill, with DM depending on their thoroughness.

Gambling (DX, IN)

The character has knowledge of current gambling games of all kinds and knows how to improve his luck with these without being discovered. Do not forget, cheaters often di not have a high life expectancy... Usually, one check is made per turn with DM minus 5 x intelligence or gambling value of the other players (use the best value in the turn). Disasters mean discovery of the cheater, otherwise, Gambling simply should be treated as a dangerous check. Successes let the character win in any case. It is also possible to use the skill only for better observation of a

game without cheating directly. In this case, a successful check increases the winning chances by about 20% for every 10 full points above 90. Longer observations may even increase the effect. The master decides, if and how gambling can be used.

Example: For roulette, there are few possibilities that a guest cheats directly, unless he bribes croupier or is a telekinetic. However, one might assume that skilled "observation" shows which numbers have higher winning chances at a given table. Let us further assume that the gambling check produced a result of 150. Normally, the winning chance of any number is about 3 % (1 out of 37 numbers including zero). The chance increases by 120% to about 6,5 % - better than nothing. This could e.g. be simulated by having the player choose a number and have the master roll the ball twice (!), using the result that is better for the player.

Genetics[TL] (IN) req.:biochemistry ,no imp.

A scientific skill that treats the manipulation of genetic information of creatures. The character can answer questions about inheritance of abilities, genes, etc. and, respective laboratories assumed, possibly alter genomes importantly.

Geology[TL] (IN) [Mining / 5]

Knowledge of the structure of minerals, rocks, etc. The character can answer theoretical questions, identify materials and e.g. determine if a given place is likely to hide a source of water.

Goldsmith / jeweller[TL] (DX, IN)

The skill of manufacture and repair of all kinds of jewelry items. Requires suitable tools. The character can judge the value of jewelry, review if gemstones are genuine and cut or polish them.

Heavy armor fighting[TL] (DX, ST)

The character has been trained to fight in heavy armor. Without this skill, the negative DM on movement and actions are much higher. Further details in the miscellaneous and combat rules.

Heraldry (IN, DX)

The character knows the regulations for the correct design and use of all kinds of chivalric insignia. Furthermore, he can identify famous families by seeing their badge or coat of arms.

Herbalism (IN, DX) [botany / 3]

Knowledge of healing herbs and other useful plants: Finding, preparing, use. Very useful in more primitive game worlds and for spellcasters.

Hide(DX, IN) universal

The skill of hiding either oneself or objects in a way that they are not discovered. Success probabilities depend on the conditions (size of the object to be hidden, light conditions, general cover possibilities) and the thoroughness of a search. Normally, duels hide against perception (or against hide skill) are made.

History (IN) [Archeology / 5]

The science of events of the past. The character has information about such events, their reasons and consequences. He might also try to use this to draw parallels from history to judge a present situation.

Hunting (DX, IN)

Knowledge in pursuit and finding of animals in natural environments as well as killing them with various means. Includes preparing an animal for cooking as well as the evaluation of its edibility, and also allows to stalk close to a human or other opponent.

Hyperspace physics (IN) req: physics , no imp.

The science of the or any hyperspaces depending on the game world. The character can answer theoretical questions about this field. The skill is usually important in connection with time travel or all kinds of FTL drives.

Hypnosis (IN , CH)

The skill to exercise influence on someone verbally or mechanically by addressing his subconscious mind directly. Hypnotized characters are very susceptible for all kinds of suggestions, if desired, they no longer perceive their surroundings correctly. This makes hypnosis an effective means for calming someone, including replacement of narcosis for surgery. In case of refusing victims, a duel against their willpower must be won. DM are assigned depending on the type of commands and also the atmosphere when hypnosis is attempted - this is very important. The master decides, how strong hypnosis is in his campaign, i.e. whether it requires lengthy preparations or allows to "catch" a human with one single glance.

Imitate voices (IN, CH, DX)

The imitation of any voice heard by a character as well as the mere changing of one's own voice for disguise is covered by this skill. The difficulty increases if the victim concentrates on hearing or knows the original voice. Also includes the imitation of animals, but this might require additional checks on hunting or zoology. Normally, a character must have heard a voice for at least some minutes with concentration before being able to imitate it.

Improvisation (all)

The renaissance scientist is a true exception, but here is a character that tries to do his best on every field of knowledge. The character may try to improvise almost any skill. This is explained in more detail in the respective section. All skills, except such for which improvisation is prohibited, may be improvised at a 1: 3 ratio.

Interrogation[TL] (IN, CH)

The character knows how to obtain information from someone or how to resist such an attempt. This includes interrogative talking and tricks as well as the use of more direct means of questioning, maybe including torture. Usually, duels interrogation against willpower (or interrogation) are made.

Journalism (IN, CH) req.: read/write

The character is a professional writer, i.e. he knows how to prepare a good article. His products are easier sold to newspapers or publishers, he can in general make publications that are better liked by the readers. Furthermore, the character is able to judge the truth of a text and find its main contents and thesis.

Judge people (IN) [Psychology / 3]

The character can try to judge the behavior of persons that he encounters. In case of longer contact, he may evaluate their trustworthiness, but this does not give an exact answer. Failures mean no information, or wrong, if a subsequent check fails as well or immediately a disaster happened.

Jumping(ST, DX) universal

Training of the jumping abilities of a character, affecting high as well as wide jumping. The following procedure is used: Normally, a character can jump up to 2 meters wide or 50 cm high without need for a check. If he can run for at least 5 meters before the jump, these ranges increase to 3 meters wide and. 75 cm height. An increase by 50 cm wide or 10 cm height requires a check: jumping, on which each further increase causes a cumulative DM of - 5 until a maximum of 6 meters wide or 1,45 meters height are

reached. After this point, the DM is -10. If a character wants to jump high and wide simultaneously, e.g. to get over an obstacle, only one check is made, but with all applicable DM. Landing upright after the jump is assumed. If this is not necessary, the wide range increases by 1 meter and the jumping height by 30 cm. For high jumps or more than 1,50m, no upright landing is possible, unless acrobatics skill is used. Maximum jumping range for wide jumps is about 9 meters after running or 3,50 meter when standing. For jumping heights, the values are 2,50 meters and 1,10 meters. Failures mean the jump did not succeed; the actually covered distance is reduced by 20% for every begun 10 points below 100. Furthermore, checks are dangerous; an accident means falling and loss of 1d6 ED. A disaster or accident of level 3 means a strained foot (as damage result disabled). Pole jumping is left to the master.

In general, apply a DM of -10 x encumbrance level.

Knots and ropes (DX, IN)

Binding and unbinding of knots in a way that the rope may support some weight. Includes evaluation of the quality of ropes.

Law (IN, CH)

Knowledge of the laws and similar rules of a given culture. The character is able to answer legal questions and could e.g. work as a professional lawyer.

Leadership (CH, IN)

Experience in military leadership tasks, i.e. the character can command small to medium size groups of subordinates and have them follow his orders. Useful also in business, politics, etc.

Leatherworking[TL] (DX, In)

The manual working of leather. This covers all steps from the treatment of an animal up to the manufacturing or repair of a leather bag.

Listening (IN) universal

The character has systematically trained his hearing. In all situations, in which he concentrates and tries to hear something, he may use this skill. Very useful also against stalking opponents or for identifying a noise.

Lore (IN)

Knowledge of the tales and legends of a culture. May be used to earn money, but could also give useful information in some situations.

Magic script (IN) req.: magery [magic theory/ 5]

The character can read the typical magical symbol script in use in his game world and culture. This is a prerequisite for the use or manufacture of magic spell scrolls.

Magic theory (IN)

The character has theoretical knowledge of magic. He may identify spells, evaluate magic creatures and answer general questions about magic. It is not necessary that he can cast spells himself.

Mapping [TL] (IN, DX) [Navigation / 5]

The science of using maps. The Character can use maps correctly and draw maps himself. When doing so, one secret check should be made per hour for overland travel, in very detail rich terrain (e.g. ruin) per 10 minutes. Failure means flawed, more or less inaccurate maps. The use of maps requires the same checks; a failure leads on a wrong way, three in a row or a disaster even so far that this is discovered too late. Of course, navigation exactness is linked to the quality of the map - errors in the map will lead on a wrong way even when checks succeeded, unless immediately a second check with DM-10 and more, depending on how obvious the error is, is made.

Marksmanship[spec]

The skill of making aimed shots at small targets. Useful especially during all kinds of competitions. The character may add his skill level to his weapon skill, if he is firing on an immobile target. Further rules in the combat section.

Specialization: one weapon skill.

Mathematics (IN)

Knowledge of mathematics as defined by the culture and era, i.e. typically more complex calculations, trigonometry, applied geometry, etc. Very important for many scientific skills.

Medicine[TL] (IN, DX) [First Aid/ 4]

The character is a qualified doctor of medicine, i.e. he has knowledge of the treatment of sick, injured or otherwise not physically healthy creatures of his race. Details in the respective chapter. Please note that medical equipment and medicaments are usually extremely important, and many medical skill checks are dangerous.

Merchant (IN, CH) [economics/ 4]

A general merchant training. The character is used to the specialties of all kinds of trading. The skill can be used to judge the value of goods or for haggling in general. Typical haggling is a skill duel: merchant. Every 10 points of success span shift the price to the advantage of the merchant or the buyer, but the usual maximum is a range of -50 to + 100%.

Memory (IN)

The character has systematically trained his memory. Whenever he tries to remember something, he is allowed to check on this skill. The success probability depends on the lapsed time, amount of the required information and the general conditions. This skill is not eidetic memory. The chances are best if the character was able to voluntarily memorize something and now tries to remember it in a quiet moment without any disturbances.

Metallurgy[TL] (IN, DX) [Chemistry / 4]

Extensive knowledge of all kinds of metals, i.e. their identification, their qualities and processing. The character can also analyze alloys.

Mining[TL] (IN, DX , ST) [Geology / 4]

Knowledge of the exploitation of resources above and below the earth. Covers the construction of stable shafts and tunnels, drainage, evaluation of the profitability of a mine and the skilled dismantling.

Mounted bowman req.: Riding, bow

The skill of using a bow from horseback. Further details in the section on mounted combat.

Musical instrument[spec] (IN, CH, AP)

The artistic skill of using a chosen musical instrument. Can be used to make money, distract people or simply to entertain them.

Specialization: one musical instrument

Nature knowledge[TL] (IN)

General knowledge of natural phenomenons, not with a scientific, but more a general background. Can e.g. answer questions about storms, weather changes, the ocean, etc. or try to predict the weather.

Navigation[TL] (IN) [Orientation / 4]

The skill of navigating a ship or aircraft, i.e. determination of the right course from the starting point to the destination using the typical aids of the culture. Failures usually mean more or less substantial deviations; three failure in a row

or a disaster a completely randomly determined course. Usually, make one check per hour of travel.

Nuclear physics[TL] (IN) req.:physics, no imp.

The science of nuclear reactions, elementary physics, etc. The character can answer theoretical questions of all kind in these areas.

Occultism (IN, CH)

Knowledge of mystic cults, secret rites, etc. Useful in all horror campaigns or to earn money with such things. Includes seances, ghostly messages from boards and similar tricks.

Open locks [TL] (DX, IN) [Traps / 6]

The skill of opening mechanical or electronic locks without a key. Lockpicks or other tools are vital, although improvisation might be possible. The time required is usually a base time of 1 minute. Disasters result in permanently damaging a lock and usually make further opening attempts impossible.

Orientation (IN) [Navigation/ 4]

The character has learned to find his way in all kinds of terrain, be it the labyrinth of city streets or thick bush. Similar to navigation, but general, not so scientific. One check per hour (or in shorter frequency for very confusing terrain) determines whether a once selected direction has been followed correctly. Three failures in a row or one disaster lead the character to a completely wrong way (he only discovers this when he makes one of the subsequent checks); he than needs new information (e.g. sighting of landmarks) and a successful check with DM-20 in order to find the right way again. In general, DM are applied based on the clarity of a terrain type and possible orientation aids.

Painting (DX, IN)

The artistic skill of making good paintings, drawings, etc. The exact style may be chosen by the character.

Parachuting[TL] (IN, DX)

Experience with the different techniques of parachute jumps. When to pull the line, how to land, how to steer a parachute. Failures can be everything in the range from minor deviation from the course via landing in a treetop up to a crash - the latter especially on a disaster.

Perception (IN)

The character has systematically trained his perception abilities. Whenever he is searching for information and uses his optical vision, he may refer to this skill. Very useful also when searching e.g. for secret doors and in general for interpretation of vision results.

Photography[TL] (IN, DX)

The character can professionally use photo cameras and film cameras of all kinds and achieve respective useful results. This covers developing photos and cutting films. Respective equipment is required. A disaster on developing destroys the film; a disaster when taking photos causes bad pictures, e.g. too much light, thumb in front of the lens, etc.

Physics[TL] (IN , DX) req.: mathematics

General knowledge of physics. The character can answer questions about gravity, magnetism, electricity, mechanics, etc.

Pickpocket (DX , RE)

The skill of the pickpocket thief. The character can steal objects that are transported by others, without being noticed by them, or also try to place an object at someone's body. DM are usually assigned based on size and location of the object that shall be stolen, awareness of the victim and general conditions. A die roll with a negative DM of 5 x intelligence of the victim can never be wrong in case of a cautious victim; a failure means sometimes (after successful check: intelligence by the victim), a disaster always a discovery of the thief. By the way, intelligence may be substituted with pickpocket skill on all these checks (it is not easy to steal from a thief - he knows the tricks); pickpocket checks are always dangerous.

Plastics [TL] (IN, DX)

Treatment and repair of plastic objects. The character can identify plastics or create new plastic types according to given specifications (melting point, flammability, color,...).

Poetry (IN, CH)

A creative skill: The creation of poetry of all kinds, the character may choose his style.

Politics (IN, CH)

Knowledge of politics in the culture of the character. How is an election organized, how do parties operate, etc. Fundamental for any political career. The skill can also be used to judge the reactions of politicians or to move among such.

Poisons[TL] (DX, IN) [Chemistry/ 5 , Medicine /5]

This skill covers the manufacture of poisons and antidotes on a herbal or chemical base. It requires a laboratory for production, and the base materials. Identification of poisons in the lab as well as based on symptoms shown by a victim is furthermore possible. Please note that in almost all cultures, discovered poison users are punished severely. Players should thus avoid to pursue this path.

Pottery (DX, IN)

The craft of pottery covers the production of household objects or objects of art out of clay, correct burning of them, etc. The character can also evaluate the quality of respective products.

Programming[TL] (IN) [Cybernetics / 5]

The programming of all kinds of computers. The character can, if he invests sufficient time, develop his own software application for a given purpose, evaluate and debug software. This also covers in general the use of more complex computer systems.

Protective suits [TL] (DX, IN)

The character has learnt to use all types of protective suits (e.g. spacesuits, diver suits) of his culture and can also operate the integrated systems and equipment.

Psychology (IN, CH) [Judge people / 5]

The science of human behavior. Can e.g. judge the actions of humans or groups. Similar to Judge people, but more scientific, based on a theoretical and medical approach. Also covers the treatment of mental illnesses.

Pursuit (DX, IN) [Hunting/ 5]

The skill to follow someone through a crowd or traffic without being noticed. Generally, one check is required every minute or for each critical situation, two failures in a row mean losing the pursued person. A successful std-check: IN (or pursuit) of the victim or a disaster on a pursuit check mean to lose the pursued person and to have him know about having been pursued.

Recruiting (IN, CH) [Psychology/4]

Knowledge of qualified recruiting of personnel. How to design a good job advert, and to achieve that the right people answer. Covers also preselection interviews and

selection of candidates or their evaluation. The skill can also be helpful when looking for a job yourself.

Research (IN) req.: read/write

The character knows how to use a library efficiently when looking for information. He will generally save much time and be in less danger of pursuing wrong tracks.

Rhetorics (CH, IN, AP) [Blather/ 4]

The skill of making a speech in public or in general to speak in a pleasant and interesting way. The audience is convinced using the contents of the speech and the style of the speaker. However, this skill can also be quite useful to incite a revolt.

Riding [spec] (DX)

The character is able to ride one type of riding animals (usually horses, but specializations for other animals such as camels may be chosen depending on the cultural background), i.e. he will stay in the saddle and can have the animal act as he wants. Skill checks are for example required when jumping over a fence or riding at high speed through terrain filled with obstacles. Failures generally mean that the character almost hide from the animal (dangerous checks), disasters always result in falling from the saddle or colliding with something.

Robotics [TL] (IN, DX) req. : electronics [cybernetics / 4, electronics / 6]

The character has extensive knowledge of construction, building and repair - and operation - of robots typical for his era and culture.

Robot psychology[TL] (IN,) req.: robotics [robotics/ 6]

This is special knowledge of the behavior of complex electronic brains, e.g. such of robots or fixed installations. This is the equivalent of the psychology skill for machines.

Rowing (DX, ST)

The character is trained in rowing small boats as well as galleys. He can row for a longer time (successful checks halve ED losses) and in general works more efficiently.

Running (DX, HT)

Systematical improvement of the speed level of a character. This is increased as described in the section combat.

Scuba diving[TL] (DX, IN)

The character can use modern diving equipment of all kinds without suffering illness or making other mistakes. He knows the problems of decompression, correct breathing from tanks, etc. Failures usually result in minor discomfort or small equipment breakdowns, disasters may be deadly. Most checks in this skill are dangerous.

Sculpture (DX, IN)

An artistic skill: The creation of all kinds of figurative art in the form of statues and other spacial objects. The style is up to the character.

Seamanship[TL] (DX, IN)

General naval knowledge, i.e. the know-how needed to be able to work as a crew member on board a ship and not to fall overboard. Includes experience with seasickness.

Seduction (AP, CH) universal

The character is good in dealing with the opposite sex. This can be helpful for gathering information as well as to have sexual adventures of any kind. Usually, duels against willpower, modified by the appearance of the character (cf. reaction rolls), are made.

Sensors [TL] (IN, DX) [Communication/ 4]

The use of the sensor equipment of an era, such as e.g. radar, sonar or SF technology. This includes error diagnosis and repairs as well as tricks of deceiving sensors.

Shipbuilding[TL] (IN , DX)

The character can construct ships. Spaceship building is a separate skill with identical cost. This includes looking for weaknesses, designing conversion plans and much more such as orientation on board or identification of elements such as bridge, engine rooms, etc.

Singing (IN, CH)

The character has trained his voice and can sing in a pleasant manner. Mainly useful to earn a living.

Skiing (DX)

Movement on ski, including long distance skiing and going slopes. Failures cause falls, repeated failure or disasters usually result in severe injuries.

Sleigh (DX, IN)

The character is able to control animal pulled sleighs of all kinds.

Sleight of hand (DX, IN , RE) [Pickpocket/ 5]

Small prestidigitator tricks of all kinds such as having small objects appear or disappear. They are all based on "the hand is quicker than the eye", but may be useful for distraction, making money or cheating in a game. Duels against perception skills of the audience can be required, if they are distrustful enough.

Smell /taste(IN)

The character has systematically trained his senses of smell and taste. Whenever he uses these senses consciously, he may make a check on this skill. This is also helpful for identification of food or drinks by their smell or taste. Extremely important for wine experts!

Space pilot [TL] [spec](IN, DX)

The character can pilot a selected type of spacecraft. This often includes interstellar flight.

Specialization: one type of spacecraft depending on the game world.

Space tactics (IN, CH) [Tactics/ 3]

Military training in combat with all kinds of spacecraft. Developing battle plans, finding weaknesses in such, etc.

Speed-load[spec] [TL] (DX, IN)

The skill of reducing the reloading time for weapons. A skill check must always be made. A failure increases the loading time by the time otherwise saved. A disaster results in dropping the ammunition or in case of archers in spilling all arrows from quiver.

Specialization: Power cells, drums, revolvers, magazines, belts, black powder weapons, crossbows, grenades, Load magazines, single shots, etc.

Stealth (DX) universal

The skill of moving as silently as possible. The success probability depends on the hearing abilities of the observers (duel), their number and awareness and the general conditions in the area, i.e. type of ground, carried equipment, etc.

Steer ship[TL] (IN, DX)

The character can control a chosen type of ship.

Steward(CH, IN)

The character has professional experience in the handling of passengers or guests. Includes smalltalk, the discovering of wishes, social conventions, mixing cocktails, etc.

Stoneworking[TL] (IN, ST, DX)

Craftsmanship concerning stone and rock, i.e. manufacturing of useful objects from such material. Also helpful when searching for trapdoors in stone floors or judging the stability of a cave or any other stone or rock installation.

Streetwise (IN, CH, AP)

The character is used to the underworld and similar subcultures. He knows customs and behavior, may judge another character dealing with him and can e.g. find information of all kind, black market goods, drugs, etc. without risking of being seen never again. Also useful to find out if someone can be bribed. However, all checks are dangerous...

Surgery [TL] (IN,DX) Req.:medicine [medicine/4]

Exercise of advanced medicine in the form of operations of all kinds made on patients. Amputations, treatment of severely injured, organ transplants, cosmetic surgery - much is possible. A well equipped operating theater is normally a necessary prerequisite.

Survival[spec] (IN, DX , HT)

The character has learnt to improve his chances of survival in a certain terrain type. This includes finding cover and food, knowledge of typical threats, etc.

Specialization: terrain type, i.e. desert, prairie, swamp, arctic, mountains, forest, jungle, water, radioactive, space, etc.

Swimming (DX) universal

The skill of staying on the surface of water by swimming, as well as moving quickly in water. A general DM of - encumbrance level x 20 is applied, and any DM for worn armor are doubled. One swimming check per minute is required to stay on the surface. Failures cost 1 ED and the character starts drowning, i.e. must make one check per turn (respective effects on failures), until one succeeds or the ED goes down to zero. If ED reaches zero, the character loses 1d6 LF per turn. If he succeeded on a swimming check he must also make a further check after 30 seconds; only then the character is saved.

Saving others from drowning requires a check: swimming by the savior with DM + 10 per 3 points positive strength difference or- 10 per 3 points negative strength difference. A failure costs the savior 1 ED, but he may try again. A disaster or three failures in a row, however, mean that he was grappled by the drowning character: He immediately loses 1d6 LF because of swallowed water and begins to drown himself, i.e. make one check per turn to break free.

The normal swimming speed is 2 meters per turn. This increases by 0,5 m per full 5 experience levels in swimming. This kind of speed swimming costs 1 ED per 50 meters, if a std. check: HT or swimming (better value) fails. Swimming with up to half maximum speed does not cost ED.

Tactics (IN, CH)

Experience in military tactics, i.e. leading a small group into combats of all kinds. Can be used to set up or discovers ambushes, judge battle plans, etc.

Tailor (DX, IN)

The craft of the tailor covers the repair and manufacture of all kinds of clothes. The character can also judge the value of clothing and textiles or find things that are hidden (e.g. sewn in) in clothing.

Terrain knowledge (IN)

The character has a view for terrain unter strategic and general aspects. He can choose good places for an ambush, discover dangerous areas (e.g. because of flooding, sheer slopes, loose rubble, etc.) and knows e.g., where to set up a good camp or a permanent settlement, where to cross a river or how to benefit in general from advantages provided by the terrain.

Theology (IN)

The character has studied one or several religions. He knows clerical rules, traditions and teachings and is able to answer questions on these subjects.

Throwing (ST, DX)

Systematical training of the throwing abilities of a character, i.e. throwing range and accuracy. Can be used for attacks with every(!) thrown weapon, i.e. replaces respective weapon skills. When throwing improvised missiles, the skill serves as attack value; its level can furthermore replace strength (or be added to it at one quarter) for the purpose of calculating throwing range.

Tracking (IN) [hunting/ 5]

The character has experience in discovering and pursuing tracks. One check is made per 5 minutes and per important event (e.g. going through a door, change of terrain, crossing tracks,...). A failure means loss of the track, three in a row or a disaster mean that this is discovered too lately. Further DM are - 25 per day of age of the track, +25 for pursuit of humans, -25 for the first finding of a track and + 25 (snow or soft ground) to -50 (hard rock) for the terrain type. Further DM are caused by natural events (e.g. rain, traffic); the DM for light should always be applied.

Train animal (DX, IN)

The training of all kinds of the animals for the purpose of hunting, making money or entertainment. This skill is mainly important in connection with dogs, falcons and small animals. It covers teaching of small tricks, recognizing commands and the owner and a lot more and thus increases an animal's value. Training may take several months or even years and requires multiple checks, with DM depending on the animal's intelligence, its treatment, the invested time and the complexity of the orders. The training of horses for riding is not covered by this skill, but the separate skill train horse.

Train horse (DX, IN) req.: riding [riding/ 6]

The skill to train a horse. This includes training of wild horses as well as training of horses for battle. In any case, this is a time consuming procedure that may take several years. Furthermore, the character can determine horse quality.

Traps[TL] (IN, DX) [Open locks / 6]

Knowledge in setting up traps of all kinds in order to capture humans or animals. This might be snares, dug pits, spear traps, hidden crossbows, etc. A check is made for setting the trap, and a second when it is used. Failure on the first die roll means that the trap can be easily discovered (see below), failure on the second means that the trap does not work at all.

The skill furthermore allows to discover traps either by actively searching an object or a larger area, as well as disarming them. The minimum result for discovery of a trap should be the result of the trapbuilder (see above), modified by master's decision.

Treat illness [TL] (IN, DX) [Medicine / 4]

A sub-field of medicine: The character has knowledge of curing all kinds of diseases.

4. Skills

Two-handed combat [spec]

Training in the simultaneous combat with two one handed weapons without disadvantages in combat. Further information in the combat section.

Specialization: choose a weapon skill.

Vehicle [spec][TL] (DX, IN)

The character can drive and use a chosen type of vehicle.

Specialization depends on game world. Examples: horse cart, car, truck, racing car, glider, heavy glider, grav belt, propeller plane (split between one engine planes and multi engine planes), helicopter (light or heavy), jets (classed by size), tracked vehicles, chariots, etc.

Ventriloquism (IN, CH)

The character is able to appear to have his voice sound from a different nearby place, and of course to vary its appearance. Very useful (i.e. DM + 30 and more) is a doll or other means of distraction.

Veterinary [TL] (IN, DX) [Medicine / 3]

Medical treatment of animals of all kinds, actually the equivalent of the medicine skill for animals.

Water combat req.: swimming

A training in combat in and under water. Helps to compensate respective negative DM.

Weapon mastery [spec]

A training in more heroic fighting styles. Not suitable for realistic roleplaying, but for true heroism. Includes ripostes and additional attacks, more details in the chapter on combat.

Weapon technology[spec] [TL] (IN, DX) [weapon skill/ 6]

An engineering science that is specialized on weapons. It covers design, maintenance and repair of respective equipment, as well as e.g. trades such as weapon smithing or armor smithing.

Specializations : black powder weapons, cannon, catapults, energy weapons (special type, e.g. lasers), protection fields (possibly spec. type), missile weapons (i.e. bows, crossbows, etc.), blade weapons, other close combat weapons (possibly spec. type, e.g. vibro weapons or energy blades), chemical weapons, nuclear weapons, armor, shields, etc.

Wizardry (IN)

This is the training of a true wizard. Further details in the magic section.

Woodworking[TL] (DX, IN)

Craftsmanship with wood, i.e. the manufacture of wooden objects of all kinds. The character can also judge the quality of wood and knows how to cut down a tree correctly.

Zero-g-training (DX, RE , IN)

The character has learned how to move under low or high gravity. He therefore suffers much less disadvantages and is not in as much danger as an untrained character. Details in the miscellaneous rules

Zoology (IN) [Hunting/ 5]

General knowledge about animals, not necessarily scientific. Life, identification, behavior and use of animals.

Weapon skills:

Artillery weapons [spec] [TL]

The character has been trained with a selected system of artillery.

Axe [Two-handed axe/4, Club /4]

Combat with all kinds of one handed axes, including heavier clubs, warhammers, maces, etc.

Blowpipe

Combat with blowpipes regardless of their length.

Bolas

Combat with the bolas, a thrown weapon that consists of several small balls connected with leather straps. It is used to bind or trip opponents.

Bow

Use of all kinds of bows and longbows.

Boxing

This is a rather Western style of unarmed combat which is in fact a systematical training of combat with the fists. Further information in the combat section.

Buckler/ Main-gauche

Defense and attack with a main gauche (left hand dagger) or the buckler.

Club [Axe/ 3]

Use of small clubs up to a weight of 1.5 kg.

Crossbow

The skill to use a crossbow, i.e. a mechanical weapon that fires a bolt.

Fencing weapons

Fencing with sabers, rapiers and fencing swords.

Firearms [spec] [TL]

Use of a selected type of modern firearms.

Flail

Combat with one or two handed weapons that have a piece of chain between the handle and the head, such as e.g. the morningstar. Also includes a farmer's flail.

Heavy weapons [spec] [TL]

The character is skilled with a selected type of heavy weapons, such as grenade launchers, mortars, hevay lasers, light machine guns, etc.

Knife

Combat with knives, daggers, stilettos and similar weapons. Does not include knife throwing.

Lance [Spear/4 , if riding]

Combat with the chivalric lance, normally from horseback.

Lasso

Prairie peoples and cowboys often use the lasso, mainly to capture animals or humans...

Net

The net is a weapon that is especially favored by gladiators who use it to impede or immobilize an opponent.

Polearm

A typical skill of city guards: Combat with long spear type weapons that can also be swung such as the pick and the halberd.

Shield

The skill to block successfully with a shield, but also to attack with it.

Shortsword [Sword/ 3]

The character may use shortswords of all kinds, i.e. such weapons with a length up to 60 cm.

Sling

The character may use slings and staff slings of all kinds.

Spear [Lance / 4]

Combat with spears and similar weapons, but not spear throwing.

Spearthrower

The skill to use a spearthrower. This is a special type of sling which allows to throw spears wider than usual.

Spear throwing

Combat with thrown spears of all kinds.

Staff

The skill to fight with a quarterstaff (usually 1.5 to 2.5 meters long). Normally, both hands must be used. The staff is also a very good defensive weapon.

Sword [Shortsword/ 4 , Two-handed sword/ 3]

Combat with one handed swords that normally have a length between 75 and 100 cm.

Thrown axe

The skill to throw an axe in combat.

Thrown weapons

The use of the most important thrown weapons such as knives, shuriken and darts.

Two-handed axe [Axe/ 4]

Combat with all kinds of two handed axes as well as two handed clubs and similar weapons.

Two-handed sword [Sword/ 4]

Combat with all kinds of two handed swords using the style that is typical for the character's culture.

Unarmed combat [Judo or Karate]

All "soft" styles of unarmed combat are grouped together as judo, i.e. throws, arm locks, grips, etc. Karate includes rather "hard" styles of unarmed combat, i.e. mainly kicks and punches. Further information in the combat section.

Whip

Use of whips, scourges and similar weapons including the famous "cat with nine tails".

Wrestling

The character has learned this style of unarmed combat that mainly consists of locks and throws. Further details in the combat section.

Special skills:

Depending on the game world, the skill list could be extended with special skills which normally will have rather high difficulties. An example for such special skills can be found in the psionics chapter (psionic block), others in the magic section.

Professions

A simple possibility of extending the skill list is to include many kinds of different professions. Every profession can in theory be a skill. However, please avoid to duplicate existing skills. Many fields such as e.g. medicine or technology are already mostly covered. Master and players should work together, also concerning the difficulty which should be based on the existing skills.

Hobbies

In order to flesh up a characters and to encourage roleplaying, it is possible to decide about hobbies. These are normally learned skills, but with half CP cost. Examples would be roleplaying games, chess, surfing, etc.

However, please note that no hobby may duplicate an existing skill. There is no such thing as a "hobby: engineer", but the respective character must learn regular engineering skill - probably on a lower level -. Hobbies also should never be learned with the goal of getting advantages in the game. They are meant to be fun.

4.7 Learning new skills

The learning of new skills may happen in two different ways: Either by use of acquired general experience points, or from a **teacher**. The first procedure is treated in the section about experience points, so that we are going to focus on teachers and training here:

The term teacher covers all kinds of trainings in which one or several trainers try to transfer knowledge to one or several students. Usually, this requires a period of 30 hours per character point. Trainings, however, do not cost character points, but only time and possibly money.

Example: In order to learn gambling -1, at least 180 hours are required (difficulty 2 x multiplier 6 / 2 = 6 CP). An improvement of gambling-5 to gambling-6 would take 60 hours (difficulty 2 x (multiplier 12 - 10) / 2 = 2 CP).

Normally, a character may spend a maximum time 14 hours per day on training, taking into account 8 hours of sleep and 2 hours for eating and similar activities. However, 8 hours are unlikely to be exceeded because the learning ability rapidly weakens in case of longer training. In order to simulate this, the master may decide that every hour after the first daily 8 hours counts only half. As one can see, trainings are not the way to quickly learn or improve skills - adventures and CP use are much more efficient, because dangerous situations and stress result in making your own experience.

The payment for training courses differs and also varies from world to world. In any case, courses will be the more expensive, the higher the desired experience levels are and the rare a skill is. Furthermore, it will be pretty difficult to find a trainer at all after a certain level has been reached (see below). Some characters, e.g. soldiers, will however get regular training during their career.

In order to be able to act as a trainer, a character must know the taught skill at least at a level that is higher than the level to be taught to the student. If the trainer does not know didactics at least on the same level, training time counts only to 75%, i.e. 40 hours are needed per CP. One trainer may train a maximum of students that is equal to his skill level in didactics + 1.

Intensive courses, i.e. training in shorter time, is theoretically possible, but will be an absolute exception. Time reductions up to 15 hours per CP are possible. However, this requires very skilled trainers (doubling of the requirements per - 5 hours). Of course, the prices also increase substantially.

Self study is also possible. This generally requires training facilities, books or similar assistance. As self study without a teacher is not as effective, 60 hours per CP must be spent.

If a character uses one or more skills for his job, every 5 working hours count as one training hour (self study), i.e. 300 working hours on the job are equivalent to one CP. In case of a 40-hours week, this means that working

characters get the equivalent of one CP in their professional skill every 7,5 weeks.

Similarly, certain adventures may count as automatic training hours.

Example: The characters make a one week walk through the jungle with quite few equipment. This gives them automatically 112 hours of self-study in survival: jungle (effectively every minute they are awake, i.e. 7 days x (24 hours - 8 hours sleep)).This is equivalent to almost 2 CP (120 hours).

It is possible to train in several skills. However, this requires splitting of the time.

Certain worlds may offer special training methods, such as e.g. hypnotic training, instant skills or whatever. However, this is left to respective worldbooks and the method usually will also have their own drawbacks.

Always keep in mind the game balance: If every character can reach high skill levels without any adventuring risk, the game quickly becomes boring.

4. Skills

Skill table:

Skill	Difficulty	Learning table	Attributes	TL	Notes
Accounting	2	2	IN	5- X	imp.: Economics/ 4, Mathematics / 4
Acrobatics	4	1	DX, RE	0 - X	
Acting	2	2	IN, CH, AP	2 - X	
Administration	1	2	IN, CH	6 - X	
Agriculture [TL]	1	2	IN, DX	1 - X	
Alchemy	5	2	IN, DX	3 - 7	
Anthropology	3	2	IN	2 - X	
Archeology [TL]	3	2	IN, DX	8 - X	imp.: History/ 4
Architecture [TL]	3	2	IN	1 - X	
Artilleryman [TL]	3	2	IN, DX	8 - X	
Assassinate	4	1	DX, ST	0 - X	
Astrogation [TL]	4	2	IN	SF	
Astrology	3	2	IN, CH	1 - X	
Astronomy [TL]	2	2	IN	6 - X	imp.: Physics / 3, Astrology / 5
Balance	1	1	DX, RE	0 - X	
Bard music	8	2	special	Fantasy	Bards only
Biochemistry [TL]	5	2	IN	9 - X	Req.: Chemistry ;imp.: Chemistry / 6
Blacksmith [TL]	2	1	DX, ST	2 - X	
Blather	2	2	CH, AP	0 - X	imp.: rhetorics/ 4
Boat [TL]	2	2	DX, IN	2 - X	
Botany	2	2	IN	0 - X	imp.: Herbalism / 3
Calligraphy	2	2	DX, IN	5 - X	imp.: Painting / 4
Carousing	1	2	CH, AP, IN	0 - X	
Chemistry [TL]	3	2	IN, DX	7 - X	
Climbing	1	1	DX	0 - X	
Communications [TL]	2	2	DX, IN	6 - X	imp.: sensors/ 4
Consume alcohol	2	1	HT	0 - X	
Cook	1	2	DX, IN	1 - X	
Cosmic psychology	3	2	IN, CH, AP	SF	imp.: Psychology/ 4
Criminology [TL]	2	2	IN, DX	9 - X	
Cross country racing	1	1	DX	0 - X	
Cybernetics [TL]	5	2	IN, DX	12 - X	
Dancing	1	2	CH, IN, DX	0 - X	
Design [TL]	2	2	IN	9 - X	
Didactics [TL]	2	2	IN, CH	0 - X	
Discuss	4	2	IN, CH	1 - X	
Disguise [TL]	2	2	IN, DX, CH	2 - X	
Diving	2	1	DX, HT	0 - X	
Dodge	4	1	DX, RE	0 - X	
Draw weapon [spec]	2	1	DX, RE	0 - X	
Economics	3	2	IN	5 - X	imp.: merchant/ 5
Electronics [TL]	3	2	DX, IN	9 - X	imp.: Engineer / 4
Engineer [TL] [spec]	4	2	DX, IN	1 - X	
Escape	2	1	DX, IN	0 - X	
Etiquette [spec]	2	2	IN, CH	0 - X	
Exo biology [TL]	3	2	IN	SF	imp.: zoology/ 4, botany/ 4
Explosives [TL]	2	2	DX, IN	7 - X	
Fight on horseback	2	1	special	2 - X	Req.: Riding
First aid / heal wounds[TL]	2	2	DX, IN	0 - X	imp: Medicine
Fishing [TL]	1	2	DX, IN	0 - X	
Forgery [TL]	3	2	DX, IN	2 - X	
Gambling	2	2	DX, IN	2 - X	
Genetics [TL]	5	2	IN	10 - X	Req.: Biochemistry; none imp.
Geology [TL]	2	2	IN	8 - X	imp.: Mining/ 5
Goldsmith/ jeweler [TL]	2	2	DX, IN	3 - X	
Heavy armor fighting [TL]	2	1	DX, ST	2 - X	
Heraldry	2	2	DX, IN	4 - X	
Herbalism	2	2	IN, DX	0 - X	imp.: botany/ 3
Hide	2	2	DX, IN	0 - X	
History	2	2	IN	2 - X	imp.: Archeology/ 5

4. Skills

Hunting	2	2	DX, IN	0 - X	
Hyperspace physics	5	2	IN	SF	Req.: Physics; none imp.
Hypnosis	5	2	IN, CH	0 - X	
Imitate voices	3	2	IN, CH, DX	0 - X	
Improvisation	3	1	all	0 - X	
Interrogation [TL]	1	2	IN, CH	0 - X	
Journalism	2	2	IN, CH	4 - X	Req.: read/ write
Judge people	2	2	IN	0 - X	imp.: Psychology/ 3
Jumping	1	1	DX, ST	0 - X	
Knots and ropes	1	2	DX, IN	1 - X	
Law	3	2	IN, CH	2 - X	
Leadership	2	2	CH, IN	0 - X	
Leatherworking [TL]	1	2	DX, IN	0 - X	
Listening	2	2	IN	0 - X	
Lore	1	2	IN	0 - 5	
Magic script	2	2	IN	Fantasy	Spellcasters only; imp: magic theory/ 5
Magic theory	2	2	IN	Fantasy	
Mapping [TL]	2	2	DX, IN	2 - X	imp.: Navigation/ 5
Marksmanship [spec]	4	1	special	1 - X	
Mathematics	2	2	IN	2 - X	
Medicine	5	2	DX, IN	2 - X	imp.: First aid / 4
Memory	2	2	IN	0 - X	
Merchant	3	2	IN, CH	2 - X	imp.: Economics/ 4
Metallurgy [TL]	2	2	DX, IN	3 - X	imp.: Chemistry/ 4
Mining [TL]	2	2	DX, IN, ST	2 - X	imp.: Geology/ 4
Mounted bowman	2	1	special	1 - X	Req.: bow, riding
Musical instrument [spec]	1	1	IN, CH, AP	0 - X	
Nature knowledge [TL]	2	2	IN	2 - X	
Navigation [TL]	3	2	IN	2 - X	imp.: Orientation/ 4
Nuclear physics [TL]	5	2	IN	11 - X	Req.: Physics; no imp.
Occultism	2	2	IN, CH	0 - X	
Open locks [TL]	2	2	DX, IN	3 - X	imp.: Traps/ 6
Orientation	2	2	IN	0 - X	imp.: Navigation/ 4
Painting	1	1	DX, IN	0 - X	
Parachuting[TL]	2	1	DX, IN	8 - X	
Perception	3	2	IN	0 - X	
Photography [TL]	1	2	DX, IN	8 - X	
Physics [TL]	2	2	IN, DX	2 - X	Req.: Mathematics
Pickpocket	3	1	DX, RE	0 - X	
Plastics [TL]	2	2	IN, DX	8 - X	
Poetry	2	2	IN, CH	0 - X	
Poisons [TL]	2	2	DX, IN	0 - X	imp.: Chemistry/ 5, Medicine / 5
Politics	3	2	IN, CH	2 - X	
Pottery	1	2	DX, IN	1 - X	
Programming [TL]	1	2	IN	11 - X	imp: Cybernetics/ 5
Protective suits [TL]	2	1	DX, IN	11 - X	
Psychology	4	2	IN, CH	7 - X	imp.: Judge people / 5
Pursuit	2	2	DX, IN	0 - X	imp.: Hunting/ 5
Recruiting	2	2	IN, CH	0 - X	imp.: Psychology / 4
Regional knowledge [spec]	1	2	IN	0 - X	universal in native region
Research	2	2	IN	2 - X	Req.: read/ write
Rhetoric	2	2	CH, IN, AP	2 - X	imp.: Blather / 4
Riding [spec]	1	1	DX	1 - X	
Robot psychology [TL]	5	2	IN	SF	Req.: Robotics; imp.: Robotics/ 6
Robotics [TL]	4	2	IN, DX	SF	Req.: Electronics; imp.: Electronics/ 6, Cybernetics / 4
Rowing	1	1	DX, ST	1 - X	
Running	3	1	DX, HT	0 - X	
Scuba diving [TL]	2	1	DX, IN	6 - X	
Sculpture	2	1	DX, IN	0 - X	
Seamanship [TL]	1	1	DX, IN	2 - X	
Seduction	1	2	AP, CH	0 - X	
Sensors [TL]	2	2	DX, IN	10 - X	imp.: Communications/ 4
Shipbuilding [TL]	3	2	IN, DX	2 - X	

4. Skills

Singing	1	1	IN, CH	0 - X	
Skiing	1	1	DX	1 - X	
Sleigh	1	1	DX, IN	1 - X	
Sleight of hand	3	1	DX, IN, RE	0 - X	imp.: Pickpocket / 5
Smell / taste	3	2	IN	0 - X	
Space pilot [TL] [spec]	3	1	IN, DX	SF	
Space tactics	3	2	IN, CH	SF	imp.: Tactics/ 3
Speed-load [TL] [spec]	2	1	DX, IN	4 - X	
Stealth	2	1	DX	0 - X	
Steer ship [TL] [spec]	2	1	IN, DX	2 - X	
Steward	2	2	IN, CH	5 - X	
Stoneworking [TL]	2	1	IN, ST, DX	0 - X	
Streetwise	2	2	IN, CH, AP	2 - X	
Surgery [TL]	5	2	IN, DX	3 - X	Req.: Medicine; imp.: Medicine / 4
Survival [spec]	1	2	IN, DX, HT	0 - X	
Swimming	1	1	DX	0 - X	
Tactics	3	2	IN, CH	0 - X	
Taylor	1	2	DX, IN	1 - X	
Terrain knowledge	2	2	IN	8 - X	
Theology	2	2	IN	2 - X	
Throwing	4	1	ST, DX	0 - X	
Tracking	2	2	IN	0 - X	imp.: Hunting/ 5
Train animal	2	2	DX, IN	0 - X	
Train horse	2	1	DX, IN	0 - X	Req.: Riding; imp.: Riding/ 6
Traps [TL]	3	2	DX, IN	0 - X	imp.: Open locks/ 6
Treat illness [TL]	3	2	IN, DX	0 - X	imp.: Medicine/ 4
Two handed combat [spec]	5	1	special	0 - X	
Vehicle [TL] [spec]	2	1	DX, IN	1 - X	
Ventriloquism	2	1	IN, CH	0 - X	
Veterinary [TL]	4	2	DX, IN	9 - X	imp.: Medicine/ 3
Water combat	2	1	special	0 - X	Req.: Swimming
Weapon mastery	10	1	special	0 - X	
Weapon technology [TL] [spec]	3	2	DX, IN	0 - X	imp.: Weapon skill/ 6
Wizardry	8	2	IN	Fantasy	Spellcasters only
Woodworking	1	1	DX, IN	0 - X	
Zero g training	2	1	IN, DX, RE	11 - X	
Zoology	2	2	IN	0 - X	imp.: Hunting/ 5

4. Skills

Weapon skills:

Skill	Difficulty	Learning table	TL	Notes
Artillery weapons [TL] [spec]	3	1	3 - X	
Axe	2	1	0 - X	imp.: two-handed axe/ 4, club / 4
Blowpipe	2	1	0 - X	
Bolas	2	1	1 - X	
Bow	3	1	1 - X	
Boxing	2	1	0 - X	
Buckler / Main-gauche	2	1	2 - X	
Club	1	1	0 - X	imp.: axe/ 3
Crossbow	2	1	4 - X	
Fencing weapons	3	1	4 - X	
Firearms [TL] [spec]	2	1	6 - X	
Flail	3	1	2 - X	
Heavy weapons [TL] [spec]	3	1	6 - X	
Knife	1	1	0 - X	
Lance	2	1	2 - X	imp.: spear/ 4, if Riding
Lasso	2	1	1 - X	
Net	2	1	1 - X	
Polearm	3	1	3 - X	
Shield	2	1	1 - X	
Shortsword	2	1	2 - X	imp.: sword/ 3
Sling	3	1	1 - X	
Spear	2	1	0 - X	imp: Lance/ 4
Spearthrower	2	1	1 - X	
Spearthrowing	2	1	0 - X	
Staff	4	1	1 - X	
Sword	3	1	2 - X	Imp: Shortsword/ 4, two-handed sword/ 3
Thrown axe	2	1	0 - X	
Thrown weapons	2	1	1 - X	
Two-handed axe	3	1	0 - X	imp.: axe/ 4
Two-handed sword	4	1	3 - X	imp.: sword/ 4
Unarmed combat [Judo or Karate]	3	1	1 - X	
Whip	2	1	1 - X	
Wrestling	3	1	0 - X	

5. Combat and actions

5.1 Introduction

In most games, combat systems use a big part of available rules space, and Omnirole is not much different. Nevertheless, this should not lead to the conclusion that every scenario must mainly consist of fights or even to the opinion that fighting is the recommended means of solving conflicts.

Instead, the following action and combat system is intended to simulate "realistic" fights, at least as far as this is at all possible. However, the rules are, as usual, more inspired by heroic fantasy than by reality in order to avoid that after any fight, the group can only be saved by magic, and in general body parts and other smaller things are left on the battlefield. The conflict between the desire for realism and a playable system resulted in certain concessions, as usual. Nevertheless, the Omnirole combat system is, well, bloody, especially when all optional rules are being used: A single well placed sword blow may cripple or even kill any character regardless of his experience, and a fight against superior numbers is usually already lost when it has begun.

This is not intended to satisfy sadistic drives or to change gaming into cheap horror videos, but it might result in players being a bit more hesitant about fighting and start to think about more peaceful means of solving a conflict.

Take the following word to your heart, also as master: A good adventure is not characterized by killing lots of "ugly monsters", but fun and tension should be created otherwise. Who on earth thinks fighting is fun? By the way, Omnirole does not award any "combat experience points", so that one of the motivations for "hack-and-slash" from many older games should be eliminated. Have fun.

5.2 Basic mechanics

The Omnirole action system measures the time that passes in an encounter in **combat turns (CT)**. One CT takes 2 seconds.

Normally, every character acts only once in a CT, but there are some exceptions that will be explained in the following.

5.2.1 Action points

Every character has 2 **action points (AP)** available every combat turn. These points are used when actions are made by the character, i.e. every possible action has a certain AP cost. However, some actions are classed as "free" i.e. they do not cost any AP. These actions may be combined with any other action unless a rule prohibits this explicitly

Unused AP are lost. It is not possible to transfer them from one turn to another. For the purpose of time measuring, one action point is roughly equivalent to one second of time.

5.2.2 Action sequence (Initiative)

In general, all actions in a CT happen simultaneously. Everything else would not be realistic: Regardless how fast someone's reactions are, he will not be able to run past a guard that is ready for combat without being attacked (unless he was moving at lightspeed...). However, for purposes of playability, it is necessary to decide an action sequence in order to avoid that 20 figures are simultaneously moved across the board.

Well, board: It is not necessary to use a board, but very often, this is quite useful, especially to solve disputes concerning exact positions and distances. In such case, we recommend a scale of 1 square on the plan = 1 square meter in reality. This scale is also used e.g. in the magic section, when "squares" are mentioned.

The **action sequence**: At the beginning of every CT, the initiative for all present characters is determined. This is made by rolling 2d10 and adding their RE. The result is noted. Possible DM depend on the situation and are assigned by the master.

It is also possible to eliminate the random factor completely and to use only the RE of the characters. This of course speeds the combat procedure and increases the advantage of characters with high reaction attributes.

The characters than exercise their actions beginning with the character with the worst result, i.e. they announce their intention for both AP and start to act. However, characters with a better initiative result always have the right to "take the initiative" i.e. to exercise their action at any time during the CT. This action is than always made before that of the character with the lower initiative! This system gives characters with high initiative the advantage that they actually can observe the events with the possibility to act to their advantage at any time.

Example : Garuniwan gets a 16, Jacques 22 on the initiative. Garuniwan wants to draw a weapon (1 AP) and than quickly attack Jacques. Jacques, who has already a ready weapon, takes the initiative and attacks Garuniwan, who cannot parry, because his weapon is not ready yet.

If two characters have the same initiative, the one with the higher RE is the faster. If these values are also identical, none of them has any advantage and they act "simultaneously".

Actions with a cost of "2 AP" take the whole turn. Actions that cost 1 AP take half a turn. "Free" actions may be made whenever a character wants. The number of "free" actions is limited by special rules noted in the descriptions of the respective actions.

5.2.3 List of possible actions

The following actions are explained in more detail in the rules.

Action	**AP**
Close combat attack	2
Quick attack	1
Turn 90 degrees	1
Sit down / Stand up	1 + encumbrance
Drop to the ground	1
Feint	1
Lie down/ Stand up	2 + 2 x encumbrance
Shoot with ranged weapon	1
Aiming (may be taken several times)	per 1
Throw a thrown weapon	1 or 2
Use sling (incl. Reloading)	2
Change weapon	2
Drop weapon	0
Action	**AP**
Pick up weapon	1 or 2
Dodge status	+ 100%
Draw a weapon	1
Draw a weapon (skill check)	0
Stow a weapon	1 to 2

5. Combat and actions

Cast a spell	Number of sec
Walking per meter	1
Movement	special
Ready weapon	1 or 2
Retreating from opponent	2

5.3 Attack checks

Each character that wants to make an attack, regardless of the target, must make an attack check to determine whether he has scored a hit. The attack check that is similar to a skill check is made as follows:

d100 + basic value + 5 x skill level with weapon + DM

The basic value depends on ST and DX of a character and on the chosen weapon (cf. tables). It is calculated as follows :

Basic value = (ST + DX) x 1,5.

All firearms that do not rely on muscles, ST is only of minor importance. Therefore, the basic value is calculated as

DX x 3.

Attribute values above 30 are to be treated as 30 like for skill checks.

Example: Thuril has a strength of 18 and a dexterity of 15. His basic value in close combat is 50 (18+15 = 33, x 1,5 = 50). An ogre with ST 35 and DX 5 using a similar weapon has a basic value of 53, not of 60, because strength points above 30 are ignored.

If the result of an attack check is at least 100, this is a potential hit that must now deal with the defenses of the target. As usual, 1d100 has to be added in case of a roll of 99 or 100 and 1d100 will be subtracted for a roll of 11 or 22.

Minimum strength: The strength values in the weapons tables are minimum strength for use of a weapon. If actual strength is less, each missing point results in DM-5 on all attacks and parries with this weapon.

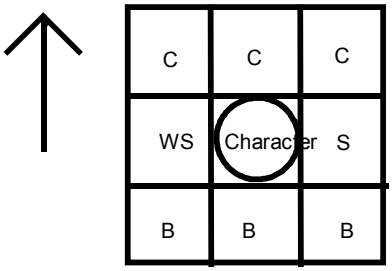
Minimum dexterity: The same rules as for minimum strength apply.

5.3.1 Attacks in close combat (Close attacks)

A close attack is an attack against a target that is in the close combat area. This area is determined according to the following graphics:

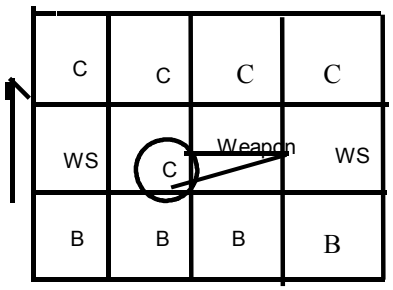
1) General close combat attacks :

The graphic below shows the close combat area of a character using a standard hand to hand weapon. This character may attack enemies in the squares marked with a C. Furthermore, he may attack the square WS (weapon side, reverse this for left handed characters). Attacks from the B squares are attacks from the back. The S square is the shield side of the character.



2) Two handed swung hand to hand weapons:

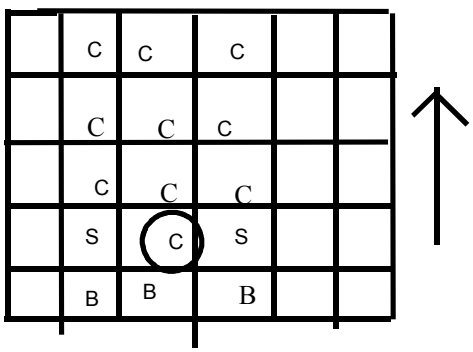
The following drawing shows a fighter with a two handed swung hand to hand weapon. He uses two squares (C + weapon) and is treated as being in the middle. Attacks can be made into the C and WS squares. Attacks from the B squares are attacks from behind. If the weapon range is bigger than 1, attacks can also be made into the squares beyond the C row.



3) Polearms :

In the following, the close combat area of a character using a polearm with a range of 2 or more squares is shown.

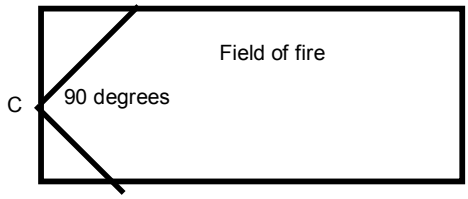
The exact length of the close combat area C depends on the range of the weapon. It is important to note that the S squares may not be targeted. Attacks from the B squares are attacks from behind.



5.3.2 Attacks in ranged combat (Ranged attacks)

A ranged attack is an attack made against a target in the field of fire with a ranged weapon, i.e. a thrown weapon, missile weapon or fire or energy weapon. The field of fire is determined as follows:

5. Combat and actions



In fact, it is an area with an opening angle of 90 degrees in the direction of view of the character.

Misses (optional): If a ranged attack misses its target, immediately a second (or even more rolls) have to be made in order to check whether another target has been hit instead. The attack value of these rolls can never be higher than 50 and the special effects of the die roll results of 11,22, 99 and 100 are ignored. The following target sequence has to be used: Start with targets that are in close combat with the original target, then check for targets in the line of fire to the original target, than for targets behind the original target.

Example: Jack and Steve are in close combat, as Fred fires his Revolver at Steve in order to support his friend. Fred has an attack value of 65, and he misses his target. A second roll with an attack value of 50 is made to check if he involuntarily hit Jack. Fortunately he rolls a 46 and the bullet does not touch his buddy. 20 meters behind, the innocent bystander Xaver is in the line of fire. The attack value for this distance is 40 and therefore, as this is lower than 50, has t obe used. Fred rolls an 88 and hits the civilian...

If a ranged attack is successfully dodged, the missile flies on and all targets in the direct line of fire must possibly defend (a check is made as described above, i.e. all potential targets behind the original target are checked. Potential targets before the original target are saft, because the successful attack roll showed that the missile reached at least the original target).

Special attack rules for ranged combat

In ranged combat, the distance to the target and its size are the most important factors for determining the hit probability. There are three range categories: normal, long and extreme. For each ranged weapon, the distances in meters for every category are listed.

A distance-size value has to be determined as follows:

Value = Effective range in meters / size value.

The size value is the average of height and width of a target, i.e. (height + width in m) / 2. If the ratio of width and height is at least 10:1 or less than 1:10, the smaller of the two numbers is used as the size value. A human has a size value of 1 (height 1,75 m + width 60 cm = 2,35 m ; /2 = 1,18 rounded to 1).

Ranges below 1 meter are treated as 1 meter.

Scopes:

Scopes are means which make it easier to hit a far away target with a ranged weapon. In order to use them, the aiming action must be taken. Effective range is than divided by the level of the scope, but may not drop below 1 meter.

Example: A target 100 meters away is targeted using a level-3 scope. Effective range is 33 meters.

Please note that there are not any level 1 scopes and that the level is not identical with the actual magnification provided by a scope.

The effective distance is calculated based on the range category as follows:

Range category	Effective Distance
Normal	Normal
Long	Distance x 1,5
Extreme	Distance x 2

Speed:

Speed also has to be considered. Decisive is relative speed of the target to the attacker, i.e. if for example two riders are approaching each other from the front, the effective relative speed for targeting is zero. On the other hand, if the riders pass each other going in the opposite direction, effective speed is close to the total of their individual speeds. The master decides. In any case, the following rule applies:

Distance: + 3 x speed in meters/ sec.

For attacks from the ground on flying targets, all speed modifiers should be doubled.

Table of DM:

The following table shows the applicable DM for ranged attacks :

Distance-size value of ...	DM
Each / 2	+ 10 per level
0,5	+ 40
1	+ 30
2	+ 20
3	+ 15
4	+ 10
5	+ 5
10	0
20	- 5
30	- 10
40	- 15
50	- 20
60	- 25
70	- 30
80	- 35
90	- 40
100	- 45
150	- 50
200	- 60
250	- 70
300	- 80
350	- 90
400	- 100
450	- 110
Distance-size value of...	**DM**
500	- 120
600	- 130

700	- 140
800	- 150
900	- 160
1000	- 170
1200	- 180
each 200	- 10 per level

Minimum DM:

For attacks against very small targets, the following minimum DM (concerning the distance-size value) have to be observed:

Target smaller than	Minimum DM
25 cm	- 30
10 cm	- 40
5 cm	- 60
2 cm	- 80
1 cm	- 100

Minimum distance:

Most weapons cannot be used at infinitely short distances. Instead, they have a minimum target distance, depending on weapon length and general construction and use. Respective minimum distances are listed in the weapons tables.

Each lack of 50cm of minimum distance cause an attack DM of -20.

Example: An SMG has a minimum range of 1.5 m. Attacks against a target in a distance of 1 meter are made with DM-20, for a target 0.5 meters away the DM is -40.

5.3.3 Typical DM for attack checks

Several modifiers influence the attack roll.

Visibility conditions

Fog or mist causes DM -5 up to - 30 on all attack rolls of a character depending on its density. The DM is doubled for ranged attacks.

Darkness that is not full darkness causes a DM of -10 to - 40 on all attacks of a character. This is doubled for ranged attacks. The following overview is intended to assist the master:

Type	DM
Partial light (distant lamps, full moon)	- 10
Weak light (few distant lamps)	- 20
Normal moonlight	- 30
Weak moonlight	- 40

Total darkness, a rather rare condition, causes special rules: For close combat, DM - 100 is applied to all attacks and the attack value may never be better than +50. Higher hit chances are reduced respectively. For ranged combat, a DM-200 is used and the attack value may never be better than 20. Furthermore, the target position must be known from some source (e.g. sounds, smell) or no ranged attack is allowed at all. If in doubt, a hearing check should be made. By the way, these rules also apply for blind characters.

Occupied squares in the line of fire cause DM -25 per square for all ranged attacks. If the result of an attack check is below, immediately a second die roll must be made for which the attack value is limited to 50 and results of 11, 22, 99 and 100 have no special effects. Upon a success, one of the targets in the line of fire has been hit.

Large shields result in DM - 15 on attacks in close combat for their user. Small shields cause DM - 10. Attacks against opponents on the shield side suffer doubled DM.

Invisible targets may only be attacked if their position is at least known partially. This is fulfilled during close combat with the invisible character or after a successful check: hearing. The attack DM is - 60 in close combat and -100 in ranged combat.

Unpredictable movements of a target (e.g. tumbling) result in an attack DM of - 5 to - 30 depending on the intensity.

Quick fire (Quick-DM):

Every ranged weapon including bows and similar has a so-called quick fire DM. This DM is applied to the attack check if only the action "fire weapon" has been taken without combining it with the aiming action.

5.3.4 Surprise and ambush (optional)

An **ambush** is defined as an attack whose target is unaware of being attacked. This happens e.g. when fired upon by a hidden sniper. Against such an attack, no defense is allowed and the attacker gets DM+20 to his attack check.

Surprise is an unexpected attack, that however can just be seen by the target. This happens for example if someone talking to the character suddenly draws a weapon or if a supposed ally changes his target. Against surprise attacks, defenses are possible, but they suffer DM-25.

5.3.5 Critical failure (disaster) with an attack

If the result of an attack roll is below 0, this is called a critical failure, i.e. the attack failed disastrously. The consequences are determined using the following tables:

1) Close combat :

1d100	Description
1 - 10	Attacker dropped his weapon
11 - 25	Attacking weapon breaks with 100%
26 - 40	Damaged own armor (1d3 points)
41 - 50	Injured himself (half weapon damage)
1d100	**Description**
51 - 60	Attack hits a friend (or as 41-50,if no friend in range); for defense: Result = 100 and half weapon damage
61 - 80	Confused (DM-10 on all checks until a standard check: IN is passed; 1 check per turn allowed)
81 - 90	Attacker neglects his cover: Additional attack for opponent, if he has a ready weapon. No defense allowed.
91 - 95	tripped (1 CT movement -25%, attack DM-10, if Std: DX failed: falls to the ground)

96 - 99	Attacker falls to the ground
100	100% chance for destruction of attacking weapon; attacker is unconscious for 1d6 turns

Further consequences of most effects can be found in the following paragraphs. For attackers with natural weapons, the result "weapon destroyed" means that the respective body part cannot be used for 1d6 x 5 minutes and it takes 1/4 of the normal attack damage.

2) Ranged attacks

For ranged attacks, special rules apply. A result of 81-90 is changed to 1-10 (dropped weapon).

For fire weapons and energy weapons of all kinds, the result 26-40 is treated as a jam. Only a successful weapon skill check can eliminate this jam. Results of "weapon destroyed" or "weapon broken" will in 50% of all cases cause an explosion of the weapon, if the weapon can explode at all (master's decision). An explosion creates damage like an ordinary hit with the weapon, but using the special rules for explosions.

5.4 Defense of the target

When a target has been potentially hit by an attacker (result of at least 100 on the attack check), it usually is allowed to defend. This is generally simulated with a parry check (also called parry) or a dodge check. Against one attack, either a dodge or a parry is allowed, but not both at the same time. In special situations, a target may only be allowed one defense type or even no defense at all. In the latter case, the defense value is zero, i.e. only 1d100 + applicable DM caused by armor or situation is rolled.

5.4.1 The parry check (parry)

The parry check simulates the attempt to defend against an attack using a parry with a weapon or a shield. It is especially suitable against close combat attacks, however sometimes also against ranged combat attacks. Usually it is almost impossible to parry shots, , i.e. all attacks whose attack code (see below) is not listed cannot be parried at all. Every ready weapon may only parry once in a turn. Also only one parry is allowed against each attack.

A parry is not allowed if an attack came from the rear of the character or if the character cannot see the attacker. Against attacks from the side which is opposite from the arm with the parrying weapon, a DM of -20 is applied. For characters with long polearms, both sides are treated as opposite. Two handed swung weapons of other kind, however, do not suffer any penalties regardless of the side from which an attack is made.

In general, the parry check is made as follows:

d100 + Parry value.

The parry value is calculated as base value + 5 x skill level with the weapon. The base value is the same as for attack checks.

5.4.1.1 Second parry (optional)

In order to make combat less deadly, it is possible to allow each character with a readied weapon a second parry. However, the parry value is halved (full DM are applied) and it is not possible to use two parries against the same attack.

Example: Karl has a parry value of 88 with his sword. For a second parry, his parry value would be 44. However, Karl's armor provides a DM +20. This results in a total value of 108 for his first and 64 for his second parry.

5.4.1.2 Fencing weapons (optional)

All fencing weapons are well suited for parries, but are also rather breakable. The number of parries for a character using a fencing weapon is doubled.

5.4.1.3 Staff (optional)

Staffs also are excellent parrying weapons. Therefore, the number of parries is doubled for a character using a staff.

5.4.2 The dodge check (dodge)

The dodge check simulates a dodge of the character in order to evade an attack. Dodging is in general possible against all kind of attacks. Its disadvantage is that the modified dodge value is usually smaller than the modified parry value.

A character is allowed a maximum of three dodge checks with full value per combat turn. All further dodge checks use half dodge value (full DM are applied).

Example: Karl's dodge value is 60, and the DM is +20. Thus, he has three times dodge+80 in a turn, and afterwards dodge+50.

Against attacks from the rear, DM - 20 is applied on the dodge check. If the character is completely unaware of the attack, no defense is allowed at all.

In general, the following applies:

d100 + Dodge value

The dodge value is calculated as

DX + 2 x RE + 5 x skill level dodge.

Easier dodge (optional rule)

If combat becomes too deadly of if the characters often must deal with foes in superior numbers, the following rule should be considered by the master:

All characters may make as many dodge checks as necessary with full value. This rule is not very realistic, but it increases the survival chances in a "heroic" campaign.

5.4.3 Typical DM for defense checks

5.4.3.1 Comparision of attacking and parrying weapon (optional)

In order to have more realistic fights, it is possible to apply a DM to parry checks, that reflects the relationship between parrying and attacking weapon. Some weapons are e.g. very difficult to parry, be it because of their speed (all kinds of missiles) or because of high weight (e.g. triple morning star). On the other hand, some weapons are more suited to parry than others. Instead of giant tables that only slow play, Omnirole uses the attack and parry code of weapons. These values are listed for every weapon. On all parry checks, the following DM is applied :

+ [(Par-code defender) - (At-code attacker)] x 5

5.4.3.2 Dodge DM based on attack weapon

It is relatively easy to dodge some rather clumsy weapons such as the triple morningstar. On the other hand, the situation for daggers or quick bullets is different. In order to simplify the procedure, Omnirole uses a Dodge modifier (short Dodge DM) of the attack weapon which can be found in the weapons lists. The following DM is applied to all dodge rolls:

+ Dodge modifier of attack weapon.

5.4.3.3 Defense DM of armor

Armor and other kinds of protective wear does not only stop the impact of a hit, but is also sometimes able to harmlessly deflect an attack. Some special types of armor such as reflec armor are even completely based on this principle. This is simulated by way of the defense modifier

(defense DM) of armor that is mentioned in every armor description. The following DM is applied to all dodge and parry rolls:

+ defense DM of armor.

5.4.3.4 Dodge DM for shield use

On the one hand, shields can be used as a highly effective active defense weapon. On the other hand, they also provide some cover for the user so that they facilitate dodges of that character. The dodge DM for all shield types is given in the respective tables. The following DM is applied to all dodge rolls of shield users, even if they do not have the shield skill:

+ dodge DM of the shield.

Type	DM
Large Shield	+ 25
Small Shield	+ 15
Buckler	+ 5

5.4.4 Critical failure (Disaster) in defense

If the result of a dodge or parry roll is 0 or less, a crticial failure has occurred. The effects of the critical failure can be taken from the following tables. For all explanations, we refer to chapter 5.3.4.

a) Critical failure with a parry:

Roll with 1d100	Effect
1 - 10	Parrying weapon has been dropped
11 - 25	100% chance for destruction of parrying weapon
26 - 40	Hit own armor (1d3 points)
41 - 50	Defender injured himself (1/4 damage)
51 - 60	Defender has hit a friend
61 - 80	Confused
Die roll with 1d100	**Result**
81 - 90	Defender tripped
91 - 95	Parrying weapon flies 1d6-3 meters in a random direction
96 - 99	Defender falls to the ground
100	100% chance for destruction of parrying weapon, defender falls to the ground

b) Critical failure with a dodge

Roll with 1d100	Effect
1 - 10	Confused
11 - 25	Defender neglects his cover (for ranged attacks see 51 - 60)
25 - 40	Defender ran into attacking weapon (damage+25 %;for ranged attacks instead: defender falls to the ground)
41 - 50	Piece of equipment was damaged(master chooses one)
51 - 60	Tripped
61 - 80	Confused
81 - 90	Tripped
91 - 95	A friend is thrown to the ground (only if one is on a neighboring field, otherwise see 51-60)
96 - 99	Defender falls to the ground
100	Unconscious for 1d6 turns

5.4.5 Critical success with a parry

If the result of a parry against an attack in close combat is at least 200 points higher than the attacker's result, a critical success was achieved. The effect is determined with the table below:

Roll with 1d100	Effect
1 - 10	Attacker is confused
11 - 25	Attacker trips
26 - 40	Hit the attacker (treat like hit a friend)
41 - 80	Attacking weapon flies 1d6-3 meters in a random direction
81 - 90	Attacker's armor was damaged (1d3 points)
91 - 95	Attacker falls to the ground
96 -99	100% chance for destruction of attacking weapon
100	Attacker is unconscious for 1d6 turns

5.5 The general damage system

If an attack has hit its target, it usually causes damage. If the target's defense check reached at least the result of the attack check, this is called light damage, otherwise heavy damage is caused (also called light and heavy hits). In general, the damage depends on the used attack form and random effects. For all different kinds of weapons, the lists give damage information whereby the damage generally depends also on the physical attributes of the attacker. For natural forms of attack, magic spells, etc., similar methods are used.

In any case, a damage roll is made. The formula depends on the attack type.

5.5.1 Armor

Armor and natural protection may reduce the suffered damage or even fully absorb it. For each type of armor, a protection value is listed, separated for different damage types (impact, ballistic, energy). Defense DM are also given accordingly. For some types of armor, special rules are mentioned in the descriptions.

The **protection value** of armor is subtracted from the damage result. If damage is reduced to zero or less, the armor completely absorbed the hit.

Flexible armor distributes the effect of a hit. Very often, the character still suffers blue spots, bruises, etc. In order to simulate this, the armor effect (i.e. the protection value) is halved for ED losses.

Theoretically it is possible to layer several suits of armor, although their weight will often cause problems. The master decides what is allowed. As defense DM, the best of all armor types is used. For protection value purposes, the best protection value is used as the base and increased by 50% of any additional armor worn. This does not apply for ballistic (flexible) armor. In this case, only 10% of the additional protection values is added.

Example: Frederick is wearing chain mail (DM+15, protection 8) above textile armor (DM+5, protection 3). He thus achieves DM+15 (the better value) and protection 10 (8 + 50% of 3 rounded up). Steve decides to layer two light kevlar vests (protection 10, DM+20). He obtains DM+20 and protection 11 (10 + 10% of 10).

5.5.2 Light damage

The damage caused depends on the difference of the attack and defense roll. In any case, only ED damage is caused, i.e. the result of the damage roll, if necessary modified using the following rules and after subtraction of the target's armor's protection value, is subtracted from the ED of the target. ED may never be reduced below 0. This kind of damage simulates minor cuts and bruises, but also general fatigue caused by combat.

Difference defense- attack	Damage
0 - 49	Full
50 - 99	Half
100 - 149	Quarter
Each 50	/ 2 again

In general, the damage has to be rounded using mathematical principles, i.e. damage amounts below 0.5 are reduced to 0.

If the target has used the parry defense, the base damage (damage before reduction caused by difference) is decreased by 2. This simulates that a parry is not as fatiguing as a dodge.

Example: Steve is hit with a sword, and his dodge check succeeds with 55 points of difference. The opponent rolls 12 points of damage, which are halved. Thus, Steve loses 6 points ED. Had he succeeded with a parry instead of the dodge, he would have lost only 5 points (12 - 2 = 10; /2 = 5). Had he worn textile armor (protection 3), his dodge would not have cost 6, but only 3 ED.

5.5.3 Heavy damage

Heavy damage reflects true injuries. The result of the damage roll, if necessary modified e.g. by armor, is subtracted from the LF and the ED of the target.

For every full 50 points of difference between attack and defense check, the damage (before modifications) is increased by 25%. Furthermore, for each full 100 points of difference one die roll with 1d100 is made on the table below with cumulative effects. Defense results below zero are read as zero. If someone does not want or cannot defend, his defense result is equal to the total of all applicable DM for armor and situation (without dodge DM from weapon).

Example: Steve is hit once again, and this time his defense fails. The difference is 55. The opponent rolls 12 points of damage, that are increased by 25% to 15. Steve loses 15 LF and ED.

Result	Effect
1 - 50	No additional effect
61 - 70	Protection/ 3
71 - 80	Protection/ 4
81 - 90	Protection/ 10
91 - 100	Protection/ 20

The resulting reduced armor effect is rounded off.

5.5.4 Damage types

Omnirole distinguishes various types of damage that have different effects on armor. The most important ones are:

Cutting (sharp): Weapons with edges such as swords and sabers cause cuts. The damage after subtraction of the armor's impact protection value is increased by one third.

Impaling (pointed): Knives, spears, etc. impale deeply into the flesh of a target. Their damage after subtraction of the armor's impact protection value is increased by 2/3. The damage increase is not used for hits and arms, legs, hands and feet (detailed system) because this kind of weapons has is full effects only with body or head hits.

Crushing (blunt) : Blunt weapons cause crushing damage. The damage is not modified and the impact protection value of armor is used.

Missiles (ballistic) : This damage type simulates e.g. pistol and rifle bullets. The ballistic protection value has to be used.

Energy : Laser- and energy beams of all kind use the energy protection value of the armor.

5.5.5 Damage in ranged combat: Penetration factors (P-factors)

Most ranged attacks used a damage procedure that is different from the one for close combat attacks, for which usually only one damage roll is made. This is due to the fact that missiles, as e.g. fired from most guns, usually set free very strong power in a very limited area. This resulted in the development of special types of armor.

The penetration (P-) factor system simulates this effect. For every ranged weapon, the damage is listed in the form of a number (e.g. 8). The following procedure is used to determine the damage:

After a hit, 1d6 is rolled and the ballistic protection of the target is reduced as follows:

Die roll	Effect
1 - 3	Full protection
4 - 5	Half protection
6	Protection / 3

Amounts have to be rounded mathematically. The modified protection value, possibly further modified according to 5.3.3, is subtracted from the P-factor that possibly also has been modified according to 5.3.3. The result multiplied by 1d3 (or other dice if mentioned) is the LF and ED loss of the target. It is also allowed, instead of multiplying, to roll as many dice as determined and to add them. However, this takes more time. Specific attacks might use different damage rules, this will then be explained respectively.

Example : A weapon with P 12 is fired at a target with 6 points of ballistic protection and causes heavy damage. The 1d6 die roll shows a 4, so that the effective ballistic protection is 3 (6 / 2

= 3). There are no modifications according to 5.3.3. because the difference of attack and defense check is less than 50. A second d3 is rolled and shows a 2.The target loses 18 LF and ED (D12 - ballistic protection 3 = 9 ; x 2 = 18).

For light hits, the same procedure is used.

Range effects:

If a weapon table does not include any explicit information, the damage or P factor of all ranged attacks is halved at logn range and quartered at extreme range. Of course, this applies to damage before armor.

5.6 The detailed damage system (optional)

The detailed damage system does not only use abstract LF amounts, but it tries to allocate the hits to specific body parts. This results in a more realistic combat and makes it necessary to armor each body part separately. Furthermore, the system is bloodier, i.e. deadlier, because small damage may already have very bad consequences if certain hit locations are affected.

If combat is desired to be made as realistic as possible, and if the necessary additional accounting effort is not a problem, the detailed system should be used. Furthermore, it might have the side effect of discouraging players from using fights to solve conflict, as soon as they discover how bad even a simple dagger stab can be.

5.6.1 Hit localisation

The detailed system allocates hits to individual body parts of a target. The following method is most suitable for humanoids. Imaginative masters and groups should however be able to develop similar rules e.g. for six- or eight-limbed creatures (for four legged creatures, front legs may be equivalent to arms and hind legs to legs).

In any case it will be necessary to define the protection for every body area of a character. The character sheets are prepared respectively. On the other hand, the simplified system actually uses torso protection against all attacks.

Helmets without faceplate neither protect the face nor the eyes, but they do protect the brain.

After every successful attack check, now a hit location must be determined using the following table. The defense DM will then depend on the protection of this area.

Roll with 1d100	Area
1 - 60	Body
61 - 85	Left/ right arm
86 - 95	Left / right leg
96	Neck
97	Head
98	Face
99	Brain
100	Vitals

Attacks from the side hit the respective arm (or leg), otherwise both limbs have a 50% chance of being hit. If the target uses a shield, the relationship is 70:30 for weapon to shield arm.

Other body parts will never be hit randomly, but only as the result of aimed attacks (see below).

Damage thresholds

Every hit location has a damage threshold as follows :

Area	Threshold
Arm	LF / 3 (min. 4)
Leg	LF / 3 (min. 6)
Hand	LF / 6 (min. 2)
Foot	LF / 6 (min. 2)
Head (incl. neck, face, brain)	LF / 4 (min. 4)
Eye	2
Ear	2
Nose	2
Body (incl. vitals)	LF x 0,75

Please round up. ED is not allocated by thresholds, because it reflects general endurance.

5.6.2 Damage system

Any LF damages after modification are subtracted from the LF of the character as well as from the LF of the body area (= the threshold). If the LF in an area is reduced to zero or less, excess damage is only subtracted at 50% from the total LF of the character. Furthermore, the special rules listed in the section on effects of injuries have to be considered.

5.7 Game effects of injuries

When characters suffer damage this usually has not only abstract effects. They will not continue to fight withput penalties until dropping with LF 0. "Checks" in the following includes defense checks unless the opposite is said.

5.7.1 Game effects of ED losses

ED losses, regardless of their cause, simulate fatigue. ED can never drop below a value of 0.

a) ED less than 75% of the maximum :

The character is exhausted. He gets DM-10 to all checks; and DM- 2 on his initiative.

b) ED less than 50% of the maximum:

The character is exhausted. He gets DM -20 to all checks and DM-5 on his initiative.

c) ED reduced to 0::

The Character can barely hold himself upright. He gets DM-30 to all checks and DM - 10 on his initiative.

(Optional rule): The character must make a std-check: HT (+ Willpower-10) at the beginning of which turn in which he does not rest (= no fatiguing activity such as e.g. combat; maximum walking movement allowed). On a failure, he is unconscious for 1d6 turns. Without fatiguing actions, one check is required every 10 minutes.

The character should rest as soon as possible.

Only the highest DM for ED losses is applied to a character.

5.7.2 Game effects of LF losses

LF losses are direct damage to the lifeforce of a creature, i.e. injuries or similar. Their effects apply in addition to such caused by ED losses. LF may be reduced below 0.

The following rules apply :

a) LF below 75 % of the maximum :

The character gets DM-10 on all checks and DM- 2 on his initiative. The ED of the character is limited to a maximum of 75% of the basic value.

b) LF below 50 % of the maximum:

The character gets DM-20 on all checks and DM-5 on his initiative. His ED is limited to 50% of the basic value.

c) LF = 0 :

A character whose LF has been reduced to zero, is close to death, but not yet in immediate danger of dying.

- The character suffers DM-30 on all checks and DM-10 on his initiative.

- He may not have more than 1 ED.

- Each turn, a std-check: HT (+ Willpower-10) must be made. On a failure, the character is unconscious.

d) LF below 0, but higher than negative LF maximum :

The character is in danger of death. He should receive medical treatment as soon as possible:

- DM -50 is applied to all checks and the initiative always has a value of 1.

- Each turn, a difficult check: HT (+ Willpower-10) must be made. Failure results in unconsciousness that actually is a coma.

- Every minute or when a new injury resulting in more than LF maximum/ 10 points of damage, a std-check: HT (no DM allowed) is required. If **LF is below half the negative maximum**, this is replaced by a difficult check: HT. Failure causes death of the character.

e) LF reaches negative LF maximum :

The character dies because of the suffered injuries. If the damage is at least **five times the negative LF maximum,** the body has been damaged so heavily that reanimation is almost impossible.

In any case, only the highest DM for LF losses is applied.

5.7.3 Injuries at special body areas

This rule is part of the detailed damage system.

5.7.3.1 Damage levels

There are three damage levels: normal, severe and critical. If one of the conditions listed below is fulfilled, a roll with 1d100 on the damage level table has to be made:

1) If the attack type requires it (mentioned in its description)

2) if LF of the area drops to zero or below

The following DM apply:

- 30, if LF loss causes by the hit is not more than 25% of the threshold

+ 50, if the damage is at least double the threshold

+ 100, if the damage is at least tripe the threshold

"Damage" is defined as the total LF loss at an area including prior hits. The rule of the 11, 22, 99, 100 applies.

Table :

Die result	1 - 49	50 - 99	ab 100
Damage level	normal	severe	critical

Results below 1 have no additional effects.

Example: Steve, we remember, took 15 points of damage. Hit localization resulted in an arm hit, and Steve (LF 33) has a threshold of LF/3 = 11 points at the arm. Therefore, the threshold has been reduced to zero or less (actually,. To -4). Steve's total LF is decreased by 13 points (11 and 50% of 4) and a damage level is determined. The d100 die roll shows an 88, no DM applies, and thus this is a severe arm injury that disables Steve's arm. Had Steve already suffered an arm hit before (let us assume that he had only 2 points left at the arm), the threshold would have been reduced to - 12. This had caused DM +50 (because the suffered total damage of 24 is more than double the threshold of 11), thus a total result of 138 and consequently a critical arm injury. However, the total LF would only have been reduced by 9 (2 + 50% of 13).

5.7.3.2 Game effects of damage levels

The effects mentioned below are not cumulative if they refer to the same body area.

Arms / legs / hands / feet:

- normal : disabled for 2d6 rounds

- severe: disabled

- critical :disabled; chance of damage / threshold x 25 % for crippling injury / amputation (depends on weapon type)

Torso :

- normal : DM- 10 for all checks during 2d6 rounds

- severe: DM - 1d3x 10 for all checks

- critical : DM - 1d6 x 10 for all checks; chance of damage / threshold x 25% for sudden death

Face:

- normal : 10% chance for loss of 1d4 x5% of appearance attribute

- severe: 50% chance as above

- critical : appearance - 1d4 x 5%; chance of damage/threshold x 25 % for appearance reduction to 1 (crippling wound)

All face hits are automatically also head hits so that it is necessary to check for effects of the head injury with a separate roll on the respective damage table.

Example: Karl (threshold 8) is hit in the face for 12 points of damage. The roll with d100 results in a 66, and therefore a severe face injury. A second roll on the head table produces a 45 - an additional normal injury at the head.

Spine:

- normal : 10% chance per limb for paralysis (1d6 days duration)

- severe: 50% chance, as above

-critical: permanent paralysis of all limbs, chance of damage/threshold x 25% for sudden death

Head:

- normal : std. check: HT, on failure 1d6 turns unconscious; in any case for 1d6 turns DM- 10 on all checks

- severe: unconscious

- critical : unconscious; 10% chance for loss of 1d3 points IN; chance of damage/threshold x 25 % for sudden death

Brain :

The rules for head hits apply. The skull provided 4 points of protection that are to be subtracted from the damage. Afterwards, the damage is quadrupled.

In any case, there is a minimum damage which is equal to the damage that a normal head hit (without the skull protection) would have caused.

Example: Karl is hit at the brain. The damage roll results in a 4, so that the skull covers it completely and normally no LF would be lost. Because of the minimum damage rule, however, Karl loses 4 points of LF and ED.

Neck:

As for spine hits.

Vitals:

The rules for body hits apply. The damage is quadrupled.

Eye :

-normal : blind on this eye for 1d6 rounds

- severe : blind on this eye

- critical : blind on this eye; chance of damage/threshold x 25 % for permanent damage

All hits by missiles or impaling weapons with a damage of more than two points is also a brain hit (without the protection of the skull). Every hit with more than six points of damage results in a head hit if no brain hit occurred.

Example: Karl (the poor) is hit in the eye for 7 points of damage by a spear (impaling weapon). Firstly, this is an eye hit with respective effect, and secondly, this is a brain hit: Karl loses 7 x 4 = 28 LF at the hit location head, most probably having him fall into a coma at least. If head not been hit with a spear, but with a club, the eye would also have suffered a severe injury, but instead of a brain hit with 21 points of damage, "only" a head hit with 7 points of damage would have been caused.

Ear :

- normal : deaf on this ear for 1d6 rounds

- severe : deaf on this ear

- critical : deaf on this ear; chance of damage/threshold x 25 % for permanent damage

For attacks from the side, the special rules for automatic brain and head hits as described in the eye hits section apply. For brain hits, the skull provides 50% protection (i.e. 2 points).

Nose :

-normal : no sense of smell for 1d6 rounds

- severe : no sense of smell

- critical: no sense of smell; chance of damage/threshold x 25 % for permanent damage

In general, all hits with more than 6 points of damage are also head hits.

5.7.3.3 Game effects of certain injuries

a) Disabled foot :

The movement speed is halved and maximum movement is quick walking. In each round in which the character moves, he must succeed in a difficult DX check or fall to the ground. If the character stands still or uses crutches, a standard check is sufficient. In any case, a DM-10 is applied to attack checks and similar physical actions including parries. The dodge value of the character is halved.

b) Disabled leg :

This injury results in a fall and the character may only move by creeping unless the leg put in splints or crutches are available. In such cases, the rules for a foot injury apply, but with quartered movement speed and maximum walking speed. Dodge value is quartered and DM-20 applied to all physical actions.

c) Disabled arm :

DX is effectively halved for general actions such as e.g. skill use if not definitely only one arm is needed for the action. The arm may no longer be used actively and it cannot hold anything.

d) Hand disabled :

The effects are as for arm injuries, however, the arm may still be used with limits e.g. to support the body. If a shield is fixed at the arm, it can be used without penalties.

e) Eye disabled :

DM-10 is applied to all close combat attacks. On ranged attacks, the DM is -30 or the effective range is doubled (take the worse of the two). This DM is ignored if the character aims for at least 1 AP.

Blind characters have DM-100 on attack in close combat and -200 in ranged combat (or range x 10, respectively). The attack value including all DM can never be higher than 20 in ranged combat or 50 in close combat.

Close combat DM also apply to parry checks and with 50% of their amount on dodge checks.

5.7.4 Bleeding (optional)

Certain injuries may cause longer blood loss that can even result in eventual death. This rule adds realism to the game, but also requires more accounting effort and truly speaking bloodies the effects of combat. The following rules are used:

In case of an injury level of "crippling/amputation", every 5 turns (= 10 sec) a difficult check: HT must be made. If it fails, 1d10 LF and ED (arms or legs) or 1d6 LF and ED (other body parts) are lost. Five successes in a row stop the bleeding permanently.

For an injury level of "critical" and hits caused by a sharp weapon or a missile, every minute a std. check: HT must be made. A failure costs 1 LF and ED. This amount is doubled for torso, head, face or neck injuries. Four successes in a row stop the bleeding.

If at least 5 LF are lost because of a hit by a cutting or impaling weapon or a missile, every 5 minutes a std-check: HT must be made. A failure costs 1 LF and ED. Three successes in a row stop the bleeding.

Example: Karl is hit by a sword blow and loses 6 LF. This is a cutting weapon, and the threshold of 5 LF is exceeded. As the injury is still untreated after 5 minutes, he makes a std. check: HT. This fails, and 1 LF and ED are lost. After another 5 minutes, a new check is made, and this time it succeeds. However, the bleeding is not stopped permanently. Only as Karl succeeds in the next two checks as well, the danger is over.

5.7.5 Pain (optional)

Most creature are susceptible to pain, as it may be caused e.g. by wounds. The following applies :

If a single hit costs at least half of the LF maximum, a std check: pain must be made. On a failure, the character may not act for 1d6 turns because of strong pain, then a new check is allowed. Only a success allows the character to act again. No defense is allowed while a character suffers pain effects.

If one hit costs at least 2/3 of the LF maximum or if a body part is crippled/severed, the check is difficult and the time is increased to 1d6 x 2 turns.

If the damage caused by one hit is more than the LF maximum, a std. check: HT is required. In case of a failure,

the characters dies of shock within 1d6 turns and may not act until then.

Example: Karl has an LF maximum of 33. He loses 18 LF due to one hit. This is more than half. His pain resistance is 15, so that he rolls 1d100+75. Karl succeeds and thus does not suffer any penalties. Had he lost 22 LF (this equals 2/3), Karl would only have rolled 1d100+30.

Every full 5 LF loss due to a hit cause for one turn (i.e. for the next action) DM - 10 on all checks, that are not defense checks, if a std. check: pain fails.

Example: Karl loses 11 LF because of a blow. He makes a pain check with 1d100+75 and fails. Thus, he gets DM -20 (because twice 5 LF loss) on his next attack check. His parry against the next attack, however, is unchanged.

5.7.6 Confusion (optional)

Confusion happens for example when willpower checks are failed (see above). It causes DM-20 to all checks, a limitation of maximum speed to walking and the end of any concentrated actions. After the confusion time has passed, a std-check: HT or IN (better of the two) is allowed; on success the confusion ends.

5.7.7. Knockdown (optional)

When a character is hit by an attack, even if it is mostly absorbed by his armor, he is in danger of being knocked down by the mere power of the impact. If a character suffers more than LF/3 points of damage before deduction of the armor or is hit by a P-weapon with P factor bigger than LF/6, he is in danger of knockdown or knockback: Make a std. check: DX with DM - 10 per further 100% meeting the above-mentioned condition. A failure means falling down, a disaster additionally costs 2d6 ED. On success, the character must nevertheless go back one square per meeting of the condition, this is reduced by 1 square per 25 points above 100 on the DX check. If the character, while being knocked back, hits an obstacles, he collides with it (-1d6 ED) and falls down.

Very heavy characters are not knocked down that easily. For every 50% by which the weight of a character exceeds the average for his size (e.g. due to overweight), he gets a DM of +25 and more. As otherwise very big and thus heavy creatures will also have more LF, no special rules are necessary for them.

Example: Steve (LF 40, DX 13) is hit with 30 points of close combat damage before armor. He makes a std. check: DX with DM - 10 (the condition of 40 / 3 =13 points was met twice). He gets a result of 110, i.e. he does not fall, but must retreat 2 squares. If he had rolled at least 125, he would only have been knocked back by one square, and not at all for 150 and more.

5.8 Aimed attacks

It is allowed to specifically target selected body parts or an opponent. This can be used to put someone out of combat very quickly, without injuring him too much, but might also be the only chance for characters with low weapon damage to cause such at all.

Aimed attacks suffer a DM on the attack check; in case of a successful attack, the targeted body part is always hit. For defense DM, use the armor of the respective body part.

5.8.1 Close Combat

In close combat, applicable attack DM can be found in the following table:

Targeted body area	DM
Leg	- 20
Arm (shield arm)	- 40
Arm	- 15
Hand	- 40
Foot	- 50 (from below - 40)
Head, face	- 50
Brain	- 75
Vitals	- 75
Neck	- 40
Eye, ear, nose	- 80
Eye (through helmet slits)	- 100
Spine	- 50 (from behind - 25)
Hand (shield hand)	- 75

Attacks through helmet slits are only possible with spears, knives or similar weapons. Attacks to the torso are made without any DM.

For all aimed attacks, the opponent is allowed two parry or dodge checks (not both at a time, unless he concentrated on defense). The following applies : If both defense checks failed, the attacked area has been hit. If at least one succeeded, the target only loses ED. This simulates that aimed attacks are easier to defend against - it is not sufficient to wait for a weakness in the defense, but this must be created by oneself. For calculation of damage, the better defense result counts.

Example: Fred (Attack value 100) fights against Steve (Parry 95, dodge 85), and he tries an aimed blow against Steve's right arm. The attack with DM-15 (i.e. 1d100+ 85) succeeds with a result of 155, and Steve defends: His first parry check is 124 and the second is 99. Thus, the aimed attack has reached its target. For damage calculation, the difference 155 - 124 is used.

Had Steve made at least a 155 with one of his rolls, only a light hit had happened.

5.8.2 Ranged attacks

For aimed attacks in ranged combat, usually instead of DM the size DM should be used (cf. ranged combat). In any case, the target is only allowed to defend once, because aimed attacks are much easier for ranged attacks than in close combat. The following table shows the size values for the different body areas:

Targeted body area	Size value
Arm	30 cm (0,3)
Hand	10 cm (0,1)
Leg	50 cm (0,5)
Foot	10 cm (0,1)
Eye, ear, nose	2 cm (0,02)
Targeted body area	**Size value**
Eye (through helmet slits)	1 cm (0,01)
Body	0,75
Head, face	20 cm (0,02)
Brain	5 cm (0,05)
Vitals	5 cm (0,05)
Neck	10 cm (0,1)

Spine	10 cm (0,1)

5.9 Disarming

It is possible to attack an opponent with the chosen intention to disarm him. This must be announced before the attack check is made and is in general used when an opponent shall be overwhelmed unharmed.

5.9.1 with staff or whip

These weapons are especially suited for disarming attacks. However, they may not be used to disarm opponents with two handed weapons. The following procedure applies:

- Attack check with announcement

- dodge or parry of the opponent with DM-30 ; on successful defense halved ED damage

- on failed defense, the weapon flies 1d6-3 meters in a random direction; the damage to the opponent is only halved ED damage as well

- in case of use of the whip against weapons with blades, it becomes useless with a 25% chance because of being cut

Example: Fred decides that he tries to disarm his opponent Joe, a sword fighter, using his staff. His attack check is a success, and he gets a result of 123. Joe has a parry value (including his DM) of 88 and a dodge value of 96. Thus, he attempts a dodge. He rolls a 30 and is therefore successful. The damage roll shows a 10, but this is halved to 5, so that Joe loses only 5 points ED, reduced by armor, if any. In the next turn, Fred tries again and is successful this time. The 1d6 die roll produces a 2, i.e. the weapon only drops to the ground, and the damage roll of once again 10 costs further 5 ED.

5.9.2 with normal weapons

This is only allowed if the attack code of the attacking weapon is at least equal to the average of attack and parry code of the enemy weapon. The procedure :

- attack check with announcement and DM - 40

- further procedure as described for 5.9.1

5.9.3 unarmed

It is possible to grapple a weapon with the bare hands and to pull it from the opponent. The following method is used :

- Attack check with announcement and DM-40 (in VCC no DM)

- Parry or dodge check with DM-40; in case of successful defense, no damage at all.

- In case of failed defense, duel: ST; victory of the attacker means that the weapon is taken from the defender. In any case ED damage as for 5.9.1.

- Bladed weapons and similar sharp weapons :

Danger of injury as for successful/ failed parry (cf. there), but with 50% damage.

Example: Ithar fights against Xan (quarterstaff +80) with unarmed combat+100. He tries to disarm him and rolls 1d100+60 (because of DM-40) for the attack, which hits with a result of 120. Xan defends and gets a 125. Thus, he could avoid being disarmed and loses neither ED nor LF. If Xan had rolled 119 or less, immediately a duel strength against strength would have followed, and in case of victory of Ithar, Xan had been disarmed.

5.10 Special effects (optional)

The following rules are intended to add color and detail to the game. Players that think they are too much accounting may skip them, but they make the game more realistic.

5.10.1 Breaking weapons

Not only critical failures and successes may break a weapon. Especially for fencing weapons, the following rule is essential for game balance :

If a parry succeeds against a weapon with at least double the own weight and that was not used for a piercing attack, the parry weapon is in danger of breaking. The same applies in case of a parry by a weapon with at least three times the own weight. For shields, a different rule (see below) is used.

The breaking chance is 30% + 10% per further 100% weight excess of the heavier weapon. Furthermore, weapon quality modifies the die roll. Broken weapons are useless, unless the master decides differently. For example, a broken fencing sword might still be used as a short dagger.

Example: A two handed sword of 4 kg weight parries a dagger (0,5 kg). Thus, it is possible, that the dagger breaks, and the chance is 80 % (30 for the first 1,5 kg + further 5 x 0,5 kg, i.e. 5 x 10). If the two handed sword is parried by the dagger, the breaking chance is even 90 %, because now double weight, i.e. a base of 1 kg instead of 1,5 kg, is entered into the formula.

Another possibility is that someone aims at a weapon with the intention of destroying it. The general procedures for a disarming attack should be used, but with the difference that a successful attack does not result in disarming, but in damaging the weapon. For this purpose, the master should assign a structure points amount for the weapon, and a certain protection value. Damage results must be interpreted case by case, e.g. for a long spear, the damage will usually be cutting through the shaft. The master decides whether and how the parts can still be used, and based on the structural damage rules, if and how the damage of the attacking weapon is modified.

5.10.2 Shield damage

Shields are highly effective defensive weapons. In order to conserve game balance, if should be considered that they normally did not survive many fights.

For every shield, a structure value and a protection value are defined. The following table might give some hints :

Type	Protection	Structure
Large shield	6	80
Small shield	5	50
Buckler	5	30

Every attack, that was only blocked using the shield (i.e. either parry check with shield skill or success of a dodge check only due to the DM of the shield), means that the attacker has hit the shield. The normal weapon damage is rolled and the protection value of the shield is subtracted (For ranged attacks: P against modified protection). The result is subtracted from the structure points of the shield (for ranged attacks not multiplied with PX). A modification for cutting/impaling weapons is not made. If the structure is reduced to zero, the shield is destroyed.

Example: Steve parries Fred's battleaxe with his large shield. The damage roll results in an 18, so that the shield loses 18 - 6 = 12 structure points. In the next turn, Steve dodges an attack (result 125) with a result of 130. This dodge check only succeeded due to the shield (DM+25), so that the shield has been hit again. It loses further 11 structure points (die roll 17 - protection 6).

Optional rule for long polearms and missiles : These weapons can theoretically penetrate a shield with ease. If they cause structural damage to a shield, it is halved. The other half hits the character using the shield, but of course still hs to penetrate his armor. Alternatively, the barrier rules might be used, but they are more complicated.

Example: A spear hits Steve's shield, and the damage roll produces 15. Minus protection value 6, a damage of 9 points remains. Thus, the shield loses 5 structure points, and further 5 points hit Steve, who, luckily, is wearing leather armor (protection 5), so that he does not lose any LF.

5.10.3 Armor damage

Armor will be damaged if subject to considerable wear. This is simulated by assigning a structural value which is equal to double the best protection value of the armor. Losses are caused by :

-1 for each suffered severe injury in an area (= injury level severe)

- 1d3 per critical injury

- 1d6 per beam weapon hit (incl. magic), unless the armor has been designed also against such weapons.

- 1 per 25 absorbed damage points

- 1d3 per explosion hit (incl. magic), unless the armor has been designed against such attacks

A suit of armor has been designed against a damage type if such attack froms are frequent for the respective tech level or game world.

If the structural value is reduced to less than 50% of the maximum, the protection value of the armor is halved (round off). When reduced to zero, the armor is useless and almost destroyed.

Repairs are possible as long as the armor has not been destroyed.

5.10.4 Range and space requirements of hand weapons

For all weapons, the tables will provide a range in squares. Weapons with a range of 0 may only be used against opponents in the one square (i.e. normally only during VCC). Weapons with a bigger range require one "ready weapon"-action in order to change the range by more than 1 square. If figures are in the way, apply a DM-25 per occupied square in case of enemy or -10 in case of friendly characters.

The second listed figure is the space requirement in squares for a fighter with this weapon. More than one square means that the fighter respectively needs further adjacent squares, on which no other characters or obstacles may be present. Otherwise, the fighting stype cannot be used - an important argument against halberds in narrow corridors.

5.10.5 Charge attacks with lance type weapons

All polearms that are used two-handed are most effective on charge attacks. A charge attack is an attack, which is combined with running or fast running movement. Before the attack, the character must have covered at least 5 meters in straight line. The effect is that half the speed of the character in meters per turn is added to his strength for damage purposes. However, in case of a heavy hit, there is a danger that the weapon is lost (either being stuck or breaking), if a second attack check fails. A charge attack is also assumed when a standing foot fighter awaits the charge of an opponent. In this case, the speed of the opponent is used, but DM-20 is applied to the attack check, because the opponent will usually try to avoid the spearhead.

5.10.6 Iniative modifiers by weapon type

For every weapon, a modifier of the reaction of the character using it is listed. This simulates that some weapons, mainly because of long swinging movements or low range, tend to attack later, while others attack earlier. The modifier is simply added to RE.

5.11 Two-handed combat (optional)

Normally, one character may only attack with one weapon in each attack action, even if he is allowed to keep a second weapon in reserve in his other hand. However, there are various exceptions :

5.11.1 Shield bashing

A shield may not only be used for defense, but also as an attacking weapon. In this case, it may not be used as a defense weapon in the same turn and provides only half the normal dodge DM.

The attack procedure is simple : An attack check with the shield is made, which suffers DM-10. A successful attack with a large shield will knock down the opponent if a duel ST against ST is won.

5.11.2 Main-gauche

If someone uses a dagger, a knife or a similar weapon in his off hand, he may use this for attacks if he wants. In this case, the weapon cannot be used for a parry and an attack check with DM-20 is made.

5.11.3 True two-handed combat

True two-handed combat requires at least a level of 1 in the respective skill. Any one handed close combat weapons may be used. With both weapons, attacks as well as parries are allowed as if two independent fighters were acting.

The skill level in two-handed combat limits the effectiveness, because the usable skill level with the attack weapon may not be higher than that in two-handed combat. This applies for attacks as well as for parries. Do not forget: Two-handed combat must be learned separately for every weapon skill.

When using one-handed ranged weapons, both attacks must be made against the same target, or an additional DM of -50 is applied on both attack checks.

With other weapons, two handed combat is not allowed.

5.12 Entangling (optional)

Several weapons can be used to entangle characters in order to put them out of combat.

5.12.1 The net

The net is in general primarily used to entangle an opponent. It will never cause LF losses. If the opponent is not substantially larger than the attacker and also not smaller than the stitches of the net, an entangling attempt can be made.

When a heavy hit has been scored, the victim is treated as entangled. It gets DM-30 on all physical actions and can only move at walking speed with one quarter of the normal movement rate. It may only fight with missile or spearlike weapons (master). A failed std-check: DX (one per turn) means falling to the ground.

The net can no longer be used while someone is entangled in it. Escape is possible using different methods:

Forcing escape requires at least 10 points of damage with a cutting weapon against the net or a duel ST against net (the latter has ST 15 or more). A third option is winding out of the net with a difficult check: DX or RE. Once per turn, one chosen attempt to escape is allowed, but in this case, no other actions.

5.12.2 The whip

For whip attacks, an entangling attempt may be chosen if desired. In this case, no LF damage is caused and a heavy hit results in entanglement whose place is determined with a roll on the following table, unless a specific zone has been targeted:

Roll with 1d100	Target area
1 - 15	Left arm
16 - 30	Right arm
31 - 45	Left leg
46 - 60	Right leg
61 - 80	Both arms
81 - 90	Both legs
91 - 100	Neck

Entanglement has the following effect :

- an arm can no longer be used for actions

- leg entanglement means a maximum speed of 1 square/turn and danger of falling down (DX checks see above)

- entanglement of both legs requires difficult DX checks to avoid falling. Movement is impossible

- neck entanglement means danger of suffocating, unless neck protection is worn

Escape requires at least 6 points of damage with a cutting weapon against the whip rope, a std check: DX or a difficult check: ST. One attempt per turn is allowed.

5.12.3 The lasso

The lasso never causes LF losses. It entangles one victim on a heavy hit, and leg entanglement always affects both legs. For escape, the above mentioned rules are used.

5.12.4 The bolas

The bolas entangle a victim on a heavy hit. The location is determined as for the whip.

The effects are the same as for entanglement by a whip, but entanglement of both legs always causes the victim to fall down and entanglement of just one leg requires a difficult check: DX to avoid falling, if the victim was moving when hit. Neck entanglements do not choke the victim, but there is a 10% chance of knock-out for 1d6 turns because of a head hit.

For escape a free hand, if available, is sufficient. Otherwise, make a std check: DX.

5.13 Concentrated actions

Concentrated actions are e.g. spellcasting, use of a psionic ability or the use of a difficult skill. Such actions may be interrupted by an opponent during combat: If a character undertaking a concentrated action attempts an active defense (parry/ dodge) or loses LF, he must make a willpower check. A DM -5 x LF loss applies, or DM -20 in case of an active defense. Failure of the check results in failure of the concentrated action.

Example: The spellcaster Salum (Willpower + 75) tries to cast as spell. Therefore, he starts a two seconds ritual that is treated as a concentrated action: spellcasting. In this moment, Fred attacks him successfully. If Salum decides to defend, he must immediately (regardless of the defense result) reach at least 100 with 1d100 + 75 - 20, or his casting attempt fails. Salum decides to take the risk and hopes on his armor. Unfortunately, the damage roll of 10 - 5 armor points means an LF loss of 5. Therefore, the willpower check must now be made with 1d100 + 75 - 25...

5.14 Special attack actions (optional)

5.14.1 Feints

A feint is a faked attack. It can always be announced before a regular attack check and costs 1 AP. A skill duel: weapon is made (optionally, the opponent can use his DX or IN x 5 instead of the attack value). If the attacker wins, his opponent gets a negative DM equal to the duel difference on his next defense and vice versa.

Example: Steve (sword +88) tries a feint against Karl (axe + 85). He reaches 125, his opponent 111. An attack check follows and succeeds. Karl defends with + 85 - 14 = + 71. As his action time has come, he also tries a feint and rolls a 120. Unfortunately, Steve gets a 130, so that the feint failed and Steve gets DM+10 on his defense.

In another combat, Berond (weapon+55, DX 13, IN 11) is confronted with a feint. He uses DX x 13 = + 65 for the duel, because this is better than his weapon skill.

5.14.2 Aiming

Aiming is an action during ranged combat. Taking the aiming action once eliminates the quick fire DM for the ranged weapon. Each additional aiming action has the advantage that the aiming DM of the weapon is added to the attack check. However, the total DM gained by aiming may never be higher than the skill value with the weapon. Aiming is a concentrated action, and the target may not be moving at more than 1 meter/turn, otherwise the DM is void. (In this case, the attacker may always announce an immediate attack.)

Example: Rolf (rifle +75 , quick-35, aiming DM + 45) aims. He would have attack +40 without aiming; after using one AP, he reaches + 75 and after a further attack + 130. His maximum would be attack + 150 (2 x 75).

5.14.3 Turnaround-attack

Turnaround-attacks are only possible with two handed bashing close combat weapons. They are always made at the end of a turn and attack up to four opponents in the combat area, one after another. A DM of -40 is applied on each attack, but only a disaster will terminate this action. Drawback is that the character cannot parry with his weapon in the same turn.

5.15 Concentration on special actions (optional)

It is allowed to concentrate on certain actions in combat. Some situations might require that e.g. someone only wants top defend himself in order to win time for his group. The opposite case, putting all effort into an attack, might also be desired.

5.15.1 Concentration on attacks

The character may choose between one attack check with DM+30, one attack with damage + 25 % or two normal

attacks in one action (if the weapon is ready). Drawback of this maneuver: No parry or dodge checks are allowed. In ranged combat, this maneuver may be taken, but can only be used to get a DM on the attack check.

Example: Jack (sword + 66) concentrates on attacks. He may choose either to make one attack + 96, make one attack with 25% more damage or two attacks without modification.

5.15.2 Concentration on defense

This concentration allows to attempt a parry as well as a dodge against every attack and to choose the better result. However, the maximum number of defense checks must still be observed. A side effect of this maneuver is that either DM+30 is applied to all defense checks or the total number of defense checks allowed in the turn is doubled. However, no attacks are allowed at all.

Example: Wladimir (parry + 76, dodge + 70) concentrates on defense. He chooses DM+30. As he is hit by a sword with 126, he is allowed to make one parry 76+30 (his result is 133) and one dodge 70+30 = 100 (he makes a 120). The defense is successful, because the higher result is sufficient.

5.15.3 Limited concentration

a) For every DM-10 on all attack checks, the character gets DM+5 on all defense checks. The attack value may never be reduced below zero.

Example: Steve from the example above (sword +66) could accept a maximum DM of -60 on attacks. This would give him DM+30 on defense checks.

b) For every DM-15 on all defense checks, the character gets DM+5 on all attacks. Parry and dodge value may not both be reduced to less than zero.

Example: Vladimir (dodge+70, parry +76) would be allowed to accept a maximum DM of -75 (at least the parry value would not drop below zero), resulting in DM+25 on his attacks.

5.16 Movement actions

All movement actions may be combined with other actions as described respectively. Please note also the description of the running skill and the effects of physical encumbrance of a character.

5.16.1 Walking

Walking costs 1 AP per covered square in straight direction. Moving diagonally costs 1,5 AP per square, the same applies for side movement. Moving backwards costs 2 AP/ square. No DM is applied to simultaneous actions.

5.16.2 Quick walking

Quick walking allows to cover up to SL/ 2 meters for 1 AP, but not backwards. Side movement doubles cost. Any simultaneous actions suffer DM - 25. No DM is applied to defense checks.

5.16.3 Running

Running is a very fast movement type and only possible in straight line (not side or backwards). The character covers a distance of up to SL meters per invested AP (minimum 2). The speed in one turn may not deviate by more than 4 meters /turn from the speed of the preceding turn, up or down. Quicker braking or acceleration requires a check: running (DM by master); a failure results in falling down and a hurt foot (1d6 turns incapacitated). Any actions during running including parries suffer DM- 40. Concentrated actions are not allowed. After every 10 seconds, a std-check: HT must be passed or 1d6-1 ED are lost.

Example: Steve (speed level 5) is running. He can cover up to 10 meters in one turn (2 x 5). Let us assume that he started from standing still. Then, his maximum speed in the first turn is 4 meters/ turn, i.e. he only covers 4 meters. In the second turn, he makes 8 meters, and in the third and any following 10.

5.16.4 Fast running

Fast running is the quickest possible movement type, but also the most exhausting. Combined actions are not allowed, this includes parry checks. For every AP (minimum 4 , i.e. two full turns), up to SL+4 meters are covered. For speed differences, the running rules are used with a minimum DM of -25 on the running check for braking or accelerating. HT checks must be made per turn using the aforementioned rules.

Optional rule: effects of terrain type

The above-mentioned movement rules assume that the characters are on good ground. The general classification of terrain types by Omnirole is as follows:

Good ground is hard ground free of obstacles. Examples are all kinds of roads, even grounds including cultivated lawns, etc.

Bad ground is impaired by minor obstacles (That are de facto present on all squares. Individual obstacles never influence the terrain type) or the ground is unsafe. Examples are sandy ground, small stones, lightly muddy ground, high grass, single not too stable bushes, etc.

Very bad ground is a stronger type. It is covered with larger obstacles or provides almost no safe standing. Examples are deeper mud, loose but not too fine sand, denser forests, etc.

Almost impenetrable ground is just this. This might be e.g. a swamp in which a character sinks his feet deeply on every step, loose fine sand such as in large dunes, thick underbrush, many large obstacles that must be climbed, etc.

Impenetrable finally covers rivers, other waters, ravines, etc.

The terrain type modifies movement distances as follows:

Bad ground: Fast running is not allowed. All movement distances are quartered, unless a check: cross country racing (in this case halved distances) is passed each turn. Distances for walking are not reduced, those for quick walking are halved.

Very bad ground: Running impossible. Walking distances are halved and such for quick walking are divided by 3.

Almost impenetrable ground only allows walking movement at a speed of 1 meter per turn.

Impenetrable ground is just this: Respective squares normally may not be entered.

In addition, the effects of inclines must be considered. Much is left to the master. In general, for every 10% inclination (round mathematically), all movement distances should be reduced by 10%. Running should be impossible at 30% and more, fast running for about 15% and more inclination. Starting at 45 %, the climbing rules have to be used (cf. skills).

All these rules concern characters. Animals (e.g. horses) and most vehicles will suffer disadvantages much earlier, i.e. while the ground is still good for a character, it might be bad for a car. Some hints can be found in the mass combat and vehicle combat sections.

5.16.5 Turning

Turns by up to 90 degrees are possible without difficulty when walking or quick walking are used. While running, they require a std-check:DX (or falling down) and they are impossible while fast running is used.

5. Combat and actions

5.16.6 Change of position

Typical position changes are standing up or lying down. Changing from lying to sitting/kneeling or vice versa as well as from standing into such position and vice versa cost half. In any case, during a position change a parry is not possible. Any dodge suffers DM -10.

Dropping to the ground costs 1d6-2 ED, if a std-check: DX or RE (better value) fails.

5.16.7 Pushing back an opponent

If an opponent took at least double as much damage (i.e. total of ED and LF losses) as the character in a turn, the character may push the opponent one square backwards. It is possible to pursue, but not mandatory (a good opportunity for retreating from the opponent). If someone does not want to be pushed back, he must win a duel (ST+DX).

During combat of one character against several opponents, the condition must be met in view of all his opponents. However, only one opponent may be pushed back, unless the master decides differently, for example in case of a substantial size difference of the participants.

Example: Steve (ST 11, DX 12) is in close combat with Jack (ST 12, DX 12). He causes him to lose 4 LF and 6 ED. If he now loses a maximum of 5 points (any combination) himself, Steve is allowed to try a push back. Let us assume that, Jack wants to stay where he is because a campfire is behind him. In this case, a duel 23 against 24 is made (i.e. normally d100+115 against d100+120), and only if Steve wins, his maneuver succeeds.

5.16.8 Retreating from an opponent

There are two possibilities to end a close combat: Fleeing in panic, or regular retreat. In case of fleeing in panic, the character turns around and runs in straight line away from his opponent. The latter may, itf he is able to act, attempt a strike against the fleeing character. The target may not parry, but only dodge with DM for an attack from behind and an additional DM - 25.

Retreating is the attempt to move back one square from the opponent. This is made instead of an attack action (thus it costs 2 AP) and does not impair a possible attack by the opponent, against which normal defense is allowed. The opponent may pursue the retreating fighter unless another character blocks his way.

5.16.9 Minimum movement

Every character may move at least 1 square straight forward in a turn, even when attacking or making a concentrated action.

5.16.10 Charging an opponent for knockdown

Charging an opponent is a special combat action: The character must be using running or fast running, and he voluntarily enters the square of another character. Immediately, a duel DX against DX is made (the defender may substitute dodge for DX, if this is advantageous). If the defender wins, he evades to the side (i.e. if there is no room, he may not try to defend...). On victory of the attacker, both collide. Make a duel ST against ST. The effective ST is increased by half the speed of the attacker in meters per turn as well as by 1 per 10 kg higher weight of one of the characters. If the attacker loses, he falls to the ground. If the defender loses, he falls down. In any case, the speed of the attacker is reduced by 5. Use the minimum distance rules for charge attacks.

A special type of this maneuver is the jump attack: The attacker is running and than jumps against the opponent. This requires the same conditions as above; apply a strength increase per meter per turn (i.e. effectively doubled advantage), but the attacker always falls down, when the defender evades him, and also after a successful charge.

Example: Steve tries to cause Jack to fall down. Steve has DX 12, and he gets a higher result than Jack in spite of the latter's DX 13 (Jack does not use dodge, because his dodge value is 55 and thus smaller than 5 x DX). Steve has ST 12 and is moving at 10 meters per turn, so that his effective ST is 18. His body weight is 70kg. Jack has ST 11, and he weighs 80kg. Thus, he has effective ST 12, and a duel 18 against 11 is made. Not surprisingly, Steve wins and Jack falls to the ground. Steve does not fall also, but stands upright.

In case of a jump attack, Steve had reached effective ST 23, but would have fallen always.

5.17 Natural (inborn) attacks

The attacks of animals and other creatures with their natural weapons such as teeth, claws, beaks or poison stingers are handled with the ordinary combat rules. In the description of each creature, it is mentioned how often it can attack. Creatures without a parry value may only dodge, but not parry.

Defense against natural weapons uses the normal rules, i.e. a parry or dodge. The attack code of natural weapons can be found in the description. In any case, the special rules for unarmed attacks only apply to humanoid creatures, but not e.g. for the attacks of a gorilla.

5.18 Unarmed combat

Unarmed combat is close combat without using weapons. Combat with natural weapons of animals (claws, teeth, etc.) is not treated as unarmed combat.

All unarmed combat styles cause only ED losses if the attacker wants this (must be announced before an attack).

Knuckles increase the damage of fist attacks by two points, but they cause DM -5 to the attack check. Heavy boots or similar increase kicking damage by one to two points.

The attack code of hands and feet is 0. The same applies for the parry code, unless a different statement should be made.

5.18.1 without skill

Characters without any experience in unarmed combat styles may only make fist attacks or kicks. For kicks, DM-30 is applied to the attack check. Fist attacks are treated as universal attack. The special boxing rules are not used.

5.18.2 Boxing

Boxing is the training in combat with the fists. The character may attack with both fists in one turn if he wants (DM-10 to both Attacks) and he does increased damage as explained in the characters section.

All heavy hits to torso or head, regardless if they cost any actual LF, an attempt to knock out the victim is allowed. A skill check: boxing with half skill value and DM + 5 x achieved damage in ED and - HT of the victim x 5 is made. For head hits, the DM for damage is doubled. On success, the victim is knocked out for 1d6 turns.

Parrying of fist attacks is not a problem. Parrying against kicks causes DM-10 to the parry check, and parrying against weapons is almost impossible (DM-10 against weapons with long shafts such as e.g. spears, DM-30 against all other weapons).

Example: Shatterhand (Boxing+120) hits Gerd (HT 12) at the torso and causes 2 LF and ED damage. For a possible knock-out, 1d100 + 60 (120 / 2) + 10 (5 x 2) - 60 (12 x 5) (= d100 +

10) is rolled and the result is 101. Gerd is unconscious and the 1d6-die roll determines three turns.

5.18.3 Wrestling

First of all, wrestling can be used as an ordinary close combat similar to boxing, but without the knock out rules. Furthermore, it can serve to throw an opponent. The procedure is the same as for an active judo throw (see below), but with double ST DM and also positive DM if the attacker's strength is higher.

Other maneuvers are only possible in VCC, including strangling attacks. For the latter, an announced attack check with DM-40 is required. In case of a heavy hit, the neck has been grappled and the victim suffers strangling damage (see there).

5.18.4 Karate

This subsumes all combat styles that mainly consist of kicks and punches. On Earth, most of them originated in the Far East. The damage with bare hands or feet is the biggest with this technique (cf. damage rules). Furthermore, special maneuvers are possible that will be explained in a rules supplement.

To knock out an opponent with one strike, an attack check with announcement and successful use of the skill assassinate is necessary.

5.18.5 Judo

This style covers all throws and locks, i.e. the more "passive" schools such as judo and aikido. The damage remains unchanged, because kicks and punches are not part of the training. The most important action are throws:

If a parry succeeds against an unarmed attacker with at least 10 points of difference or a dodge check with at least 50 points of difference, the judo fighter may immediately try to throw the attacker. A judo attack check is made. If successful, the opponent is thrown to the ground in an adjacent square (may also be behind the judoka) and loses 1d6 ED. Defense against the thrwo is not allowed, also the weight or the strength of the attacker do not matter, because his own movement is exploited.

Actively throwing an opponent requires a judo attack with announcement. In case of a heavy hit, the target loses only ED, and a second attack check:judo with the following DM is made :

- 5 per point by which the opponent's ST is higher

- 10 per 20 kg by which the opponent's weight is higher

- 5 to - 25 against much larger opponent (master decides)

A successful attack (i.e. heavy hit) results in a throw as mentioned above.

Example: Yoshida (judo+100) is fighting against a thug with boxing+80. His Opponent hits with a result of 125, and Yoshida attempts to parry. If his result is at least 125 (i.e. rolls a 25), he suffers only light damage. A result of at least 135 allows a judo throw: Yoshida rolls 1d100+100, i.e. on all die rolls except an 11 or 22, the opponent is thrown to the ground.

Let us assume that the opponent remains upright and Yoshida now attacks him actively. He hits with a 120, and the enemy parry fails. Thus, a die roll is allowed. Yoshida has ST 11, his opponent ST 13. The weight difference is 20kg to Yoshida's disadvantage. Therefore, 1d100 + 80 (100 - 10 for weight difference - 10 for 2 points ST difference) is rolled, i.e. the opponent is thrown is the die roll is at least 20.

5.18.6 Fights against armed opponents

a) Parrying armed attacks :

If a parry against an armed opponent fails, the attacker may choose whether he wants to hit the originally targeted body area (or a random area, respectively) or the body part that as used for the parry. Characters using judo or karate skill can avoid this alternative hit location if they immediately succeed in a skill check with DM - difference between attempted parry and attack check. In this case, they only suffer ordinary heavy damage.

Even if a parry is successful, against all sharp weapons (master decision) a difficult check: DX with DM+2 x level judo or karate is required or the defender takes 50% weapon damage as LF loss to the parrying arm.

Against blunt weapons and weapons with long shafts, however, the defender may, if the difference between parry and attack check is at least 50, immediately try to disarm (see there) the attacker.

Example: Caine (karate-12,i.e.value+100, DX 14) attempts to parry a sword blow that hit him with a result of 125. The applicable DM for difference of the parry- and at codes, armor, etc. is -10. If Caine rolls a 35 or more, he has parried the blow: Nevertheless, he must get at least a 100 1d100+ 52 (14 x 2 + 12 x 2), or he suffers 50% of the regular LF damage against the arm that he used to parry.

If the parry had failed outright, let us assume, the result was 96, Caine would have had to reach at least 100 with 1d100+71 (100 - [125 - 96]), or the opponent would have had the possibility to choose between an arm hit and a random location. Even if Caine had made the 100, a heavy hit would still have occurred.

Some time later, Caine is fighting against a club swinger (blunt weapon). In this case, Caine does not need to check for injury after a successful parry. If his result is at least 50 points higher than that of the attacker, he may immediately roll a duel ST against ST and disarm his opponent if he wins it.

b) Parrying by weapons :

The armed fighter has the advantage that he may always parry an unarmed attack with his weapon and thus possibly injure the attacker. The character must announce whether he only wants to parry or is also trying to cause damage. In the latter case, the attack code of the unarmed fighter is treated as 10. If the parry still succeeds, the attacker must immediately make a difficult check: DX, DM+2 x level unarmed fighting style, or he suffers full weapon damage against the body part used for the attack!

Example: Caine hits the sword fighter with a 122. The latter has a parry value (including DM) of 96, i.e. if he rolls 26 or more, he has parried the attack - but also not hurt Caine. However, if he decides to attempt this, the parry value drops to 46. If the dice now show at least 76 on d100, Caine must immediately get at least a result of 100 with d100+ 52 (see above), or he suffers full sword damage against his arm.

5.19 Very close combat (VCC)

Very close combat is combat at the closest possible distance. The fighters are deeed to be in the same grid square. If more than two fighters participate, they are all located in adjacent squares.

5.19.1 Beginning

A VCC begins when one character enters the square occupied by his opponent. If the opponent agrees, a VCC begins immediately. Otherwise, a duel: RE and a duel: DX must be made. For each 3 full levels in an unarmed combat skill except boxing, the attribute values for duel purposes are increased by 1. If the attacker loses both duels, an armed opponent immediately gets an additional attack with DM+30 on the attack check. If only one duel is lost, no VCC occurs. However, if the attacker wins both duels, the VCC starts.

Example: Holger (RE 12, DX 11, judo level 7) wants to initiate a VCC with Markus (RE 13, DX 10, boxing 10). He makes a duel

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RE 12+2 for judo = 14 against RE 13 (boxing does not help) and a duel DX 11 + 2 = 13 against DX 11. Holger wins both of the duels, and the VCC begins.

5.19.2 Attacks in VCC

On unarmed attacks or attacks with knives, daggers or similar weapons, a DM+25 is granted. Clubs, shortswords and similar weapons may be used without any DM; other weapons may not be used at all. For ranged attacks, the distance is treated as 10cm.

Parry checks are not possible and shields are absolutely useless. The special rules for unarmed fighters against armed opponents (i.e. free attacks, etc.) are not used in a VCC.

Concentrated actions are impossible in VCC.

5.19.3 Special possibilities

1) for all wrestling attacks DM +10 applies

2) Holding an opponent:

An unarmed attack with announcement is made, that can only cause ED damage. After a failed defense, the opponent is held and immobilized. He can only continue to fight with DM-40 on attack and defense, or try to break free.

3) Breaking free :

If someone is held, his only action is to try to break free. In order to do so, he must win a duel: ST or DX against the ST of his opponent. Every two skill levels in judo or wrestling increase the duel value by one point. One attempt is allowed per turn.

4) Throwing someone to the ground :

An opponent may be caused to fall down, if an unarmed attack with announcement, which can only cause ED damage, is successful and afterwards a duel: ST, DM+1 for unarmed styles as under no.3, is won.

5) Knocking someone out:

A held opponent may be knocked out , if a duel ST against HT is won. Half the level of the attacker in wrestling, karate or boxing can be added to his ST. The knock out has effect for 1d6 turns. It is also possible to use a duel assassinate against HT.

6) Suffocating or strangling:

For wrestlers, the procedure is an attack with DM-40 (cf. wrestling). Other fighters must first successfully hold the opponent, before they are allowed this attack type (thus requires two turns; if the strangling attack fails, the opponent is still held. Do not forget the DM-40 to the defense of the held fighter against the strangling attack). The damage is described in the chapter suffocating/strangling in the miscellaneous rules section.

5.19.4 Other actions

1) End of VCC :

The VCC ends when all participants agree and one of them leaves the square in any chosen direction. If the opponent objects, a duel ST+RE must be won (DM for unarmed combat skills as for beginning of VCC).

2) Several fighters :

If a party consists of more than one fighter, to all duels etc. a DM+10 per superiority of one fighter is applied, with a maximum of + 30. Fighters in adjacent squares may join a VCC on their initiative turn.

3) Outside attacks :

On all attacks from the outside into a VCC, DM +20 applies. However, weapons with less than 25cm length may not be used. On a failure, immediately a second attack (without DM, maximum attack value of 50) is made. If this is successful, a randomly chosen member of the second party involved in the VCC has been hit.

For ranged attacks, targets are chosen randomly based on their size.

5.20 Other maneuvers (optional)

5.20.1 Quick attack

A quick attack is a fast attack in close combat. It is performed similar to an ordinary close combat attack, but with DM - 30 to the attack check. Advantage of the maneuver: It only costs 1 AP.

5.20.2 Dodging status

The dodging status can be combined with various actions such as e.g. reloading or movement and increases their AP cost, i.e. the duration, by 100%. Advantage: Attackers suffer DM-25 in close combat and -35 in ranged combat against the character, that may defend actively only as applicable for the individual case. This simulates evasive movements such as e.g. zigzag courses, use of cover, etc.

5.20.3 Optional rules: heavy and unbalanced weapons

The following rules adds some realism to the game because it increases the differences between various weapon types. It also softens the effects of most two-handed weapons with their high damage:

Weapons are allocated to the categories A, B and C (cf. weapons table).

Category A is treated without any special rules.

Weapons of category B must be readied for 1 AP after each attack. Consequently, either one quick attack can be made every turn or on average only two attacks in in three turns are possible.

For category C, readying costs 2 AP, i.e. attacks are only possible once in two turns.

Parries are only allowed if a weapon is ready. However, they do not use up an allowed attack with a weapon.

If the strength of a character exceeds the required minimum strength for a weapon type by at least 50%, the category improves by one level. For at least 100% of exceess strength, the improvement is two levels. Of course category A is the best that can be reached.

5.20.4 Readying a weapon

Weapons are not continuously carried ready for combat in the hand, but they will be in holsters, sheaths, over the shoulder, etc. Therefore, they have to be readied before being used.

For most weapons, this action costs 1 AP. Only very clumsy weapons (e.g. triple morning star) or such carried in unusual containers cost 2 AP. The master decides.

The reverse of this action is called stow away weapon. Both actions may be made in zero time with a successful check: draw weapon. Further details in the skills section.

During this action, no parry is possible with the weapons used for it.

5.20.5 Weapon change

Changing a weapon in the middle of combat including stowing away the previously used one is reflected by this action. Weapons in unusual containers or clumsy weapons (see above) cost 4 AP. During this action, no parry may be made with the changed weapons. This is a concentrated action.

5.20.6 Picking up a weapon

If a weapon has dropped to the ground, it may be picked up. This requires a standard check: reaction. If the check is not successful, the weapon could not be picked up. The master may assign negative modifiers to the check depending on the situation, e.g. if an enemy is in front of the character or if the character is wearing heavy armor. During the action, weapon parries are not possible and a DM of -25 is applied to dodge checks.

5.21 Reloading

Reloading a weapon is a concentrated action. The required time depends on the weapon used by the character and can be found in the following table:

Weapon type	Time / AP
Magazine	2
Revolver drum	1 per bullet
Revolver drum with speedloader	2
Bow	1
Crossbow	ST Crossbow / ST Character x 6
Sling	1
Belt	4
Internal magazine	1 per bullet

In addition to the AP cost mentioned above, 1 AP has tobe used for the action "draw magazine / arrow/ etc.". This does not apply for slings and for single bullets. For some weapon types, special rules have to be used that are included in the respective weapon descriptions.

A successful check for the speedloading skill can reduce the required time and thus the AP consumption as follows:

- For magazines and speedloaders, the cost is reduced to 1 AP.

- For revolver drums and internal magazines, the cost are reduced by 30%.

- For belts, the cost is reduced to 3 AP.

- For crossbows, the new cost is ST Crossbow / ST Character x 5 AP.

5.22 Physical attributes and primitive ranged weapons (optional)

All non-mechanical ranged weapons, i.e. mainly bows, slings and thrown weapons, are influenced by the strength of their user.

Thrown weapons increase their ranges by 10% for each full 4 points of strength of the user above 12. Respectively, each full 4 points of strength below 10 reduce all ranges by 25%.

Example: A ST 16 character uses a thrown weapon with a base range of 20 meters. His actual throwing range is 22 meters. On the other hand, a character with ST 5 only has a throwing range of 15 meters.

For all bows, a bow strength has to be defined when buying the bow. The average (standard) strength for bows is 10 and for longbows is 12, resulting in the figures given in the weapons table. Bows with different strengths allow their user to benefit from higher personal strength. Each full 4 points of ST difference increase the P-factor by 1 and all ranges by 20%. On the other hand, if the strength of an archer is lower than the bow strength, he has respective disadvantages for each started 2 points of difference.

Crossbows are mechanic weapons so that the crossbow strength is decisive. The relationship between their user's strength and the crossbow strength is only important when cocking the bow (as can be seen in the reloading time formula). If the difference should be more than 1:2, a mechanical cocking device is necessary so that the reloading time is doubled. All light crossbows have a standard strength of 9 and all heavy crossbows a standard strength of 13. Crossbows with different strengths have modified damage and ranges as described for bows.

5.23 Improvised attacks

Very often a situation will happen in which characters defend themselves using objects that have not been designed as weapons. This might be chair legs during a bar brawl, bottles, cooking hooks, frying pans or whatever. The general procedure is that the master decides about a suitable weapon skill (or several) and determines the damage by comparison of the improvised weapon with regular weapons. Negative DM on attack and parry for clumsy weapons are possible. If no skill can be found at all, attacks should simply be made with the base value of strength and dexterity.

5.24 Horse combat

Especially in more primitive worlds, combat involving riders will happen frequently. When in the following text horses are mentioned, this means all types of mounts in general. It could also be camels, tauntauns or goblins on dark wolves. The general rules are the same. Only special attacks or behavior of the animals as well as the general conditions (e.g. dark wolves can only trample very small creatures due to lack of mass) are modified by the master.

5.24.1 General rules

Movement of the horse : Horses can move similar to human characters. For initiative purposes, the reaction of the rider is decisive. The movement value of a horse depends on its type and encumbrance, the maneuvers walking and quick walking (= trot), running (galloping) and quick running (quick galloping) are made as for humans, including slowing down and acceleration (however, using speed increments of 5 instead of 2 meters). ED losses occur every 30 seconds (5 turns). Turns are ruled as for movement on foot, and running or quickly running horses may turn at maximum of 45 respectively 20 degrees per turn.

The rider may attack himself, regardless of the movement distance of the horse. However, in case of running or quick running, the attack may only be a hasty attack or a charge attack.

The rules distinguish between combat of riders against riders and combat of riders against fighters on foot. The combat area of a rider can be found in the following image. He can attack any of the KS squares with a polearm or any of the WS squares with other close combat weapons. Please note that certain weapons, especially most two-handed swung weapons, cannot be used from horseback. The master decides. Attacks from the R squares require long polearms.

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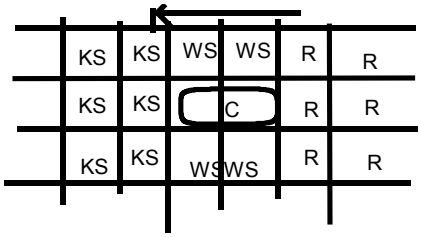

For **combat of the rider**, several aspects are important.

If the rider does not have the skill riding, he needs enough effort simply to stay on the horse, and thus has trouble fighting or even defending himself. As long as the horse is standing calmly, he can attack, parry and dodge with DM-30. Otherwise, he must anyway make a check: riding per turn in order to avoid falling or losing control.

Riders without the skill fight on horseback have similar problems, however, they are normally able to stay on the horse. They can fight from a standing horse with DM-10. If the horse moves, they can in the best case use a skill level of 5 with the weapon skill (they in general use Level / 5). For dodge, the DM is - 30.

The skill fight on horseback is a prerequisite for effective fighting while on a horse : The character use the lower level of fight on horseback and weapon skill or dodge.

Finally, the training of the horse must be considered: Horses without combat training have a strong tendency to break in case of injuries, loud noises (e.g. gunshots), strange events (explosions, magic) or the noise of wounded horses nearby. They must make a check: willpower, when such an event occurs.

Horses with combat training are only in danger, when they re injured or attacked themselves. Their combat behavior depends on the training (e.g. medieval mounts were trained to fight themselves, modern cavalry horses were not). In general, a DM of - 10 to + 25 depending on the horse's training may be applied to all riding checks in combat.

Combat against riders : No further DM apply.

Combat against fighters on foot: Fighters on foot suffer DM - 20 on all attacks, unless they are using large polearms. Their parry gets DM -10. The DM are not used for attacks against the horse, because they only reflect the higher position of the rider. If a rider is moving at rather high speed, speed DM may be applied.

In general it is possible to select either the horse or the rider as the target. Both defend individually. If the *Horse is injured and loses at least 5 LF*, the rider must make a riding check with DM - LF loss x 5, or he loses control. Untrained horses (see above) will in general break in any case.

If a *limb of a horse* is incapacitated or if the horse loses at least *half its LF maximum*, it falls to the ground. This also means that the riders falls (see below) with the danger of becoming stuck under the horse, (2d6 damage) if a riding check is failed. The horse suffers 2d6 damage against a random location if it was moving at a speed between 1/4 and half its maximum speed and otherwise 4d6 damage.

If the *rider is hit with at least 15 points of damage before armor* or is he makes a defense only due to the DM from his shield or armor, he must also make a check: riding. On a failure, he falls from his horse.

Breaking horses move away from the source of danger as quickly as possible, in straight line if they can. The rider must make a check: riding per turn, on a disaster or three failures in a row, he is thrown. Furthermore, depending on the terrain, it is possible that the horse collides with an obstacle or falls to the ground (DX check standard of the horse per turn, DM depending on area). If three riding checks in a row succeed, the rider regains control of the horse. However, there is now a cumulative DM-10 on all ring check or willpower checks of the horse until the end of the fight.

A **fall from the horse** immediately causes 2d6 points of damage to the rider. This is doubled if the horse was moving with more than half its maximum speed. A successful check riding with DM-30 or acrobatics allows the rider to roll while falling; the damage is halved. Armor protects as against falling down. Die hit location is determined randomly.

Collisions of a horse with an obstacle (tree, wall,...) cause damage of at least 1d6 per 5m/ turn movement speed. Furthermore, the horse falls, and also the rider is in danger.

Mounting a horse requires two combat turns and a riding check with DM +25. Dismounting takes the same time, but may be shortened to 1 AP (= 0.5 turns) with a successful check Riding or acrobatics. A failure causes the rider to fall from the horse.

5.24.2 The charge attack

Polearms are especially effective when used from horseback during a charge attack. Similar to the charge attack on foot, this is a combination of movement and attack. Additionally, not only the higher movement speed of the horse, but also its strength and not that of the rider is used for damage. However, such charge attack requires that the rider has a stable position (stirrups, or the potential strength value is halved); the speed must be at least 10 meters per turn in order to use the horse strength. Theoretically, more than one charge attack is possible in a turn, if the distance between the targets is at least 10 meters. Furthermore, before the first attack, at least 10 meters must have been covered in straight line in order to allow the charge attack at all.

5.24.3 Chivalric tournaments

A chivalric tjost, i.e. the classical tournament with the lance, was rarely an event with the intention to kill the opponent. Therefore, the participants usually fought with blunt wooden tournament lances. Consequently, the attack is no longer treated as an impaling weapon. Furthermore, these weapons have an intentional breaking point. As soon as the damage rolled before armor is more than 25 points, the lance breaks. For possible knockdown, the full damage value is still applied; but LF losses are only based on half the value and armor still has to be subtracted. Considering now that knights usually fought in full plate mail, the risk of injury from falling from the horse is probably higher than from being hit directly.

5.24.4 Charging and riding an opponent down

Riding down someone is defined as an action in which a horse that is at least moving with running speed (i.e. speed and minimum distance in straight line as for charge attacks) runs straight over a smaller opponent. Only horses trained for combat and with riders with the skill fight on horseback may take this action. At smaller speed, this action is called trampling (see below). This is a normal movement action, i.e. the rider may make a regular attack. The opponent makes a std. check: reaction or a dodge check. Opponents in tight battle rows suffer DM -25. On success, the target moved to the side just in time and loses only 1d6 ED; a quick attack against rider or horse is still possible. On a failure, however, he is ridden down, i.e. he falls and suffers 5d6 damage from the horse's hooves and mass. In one turn, more than one opponent may be ridden down; but this reduces the speed by 1 meter/ turn. Opponents that are bigger than the mount may neither be ridden down nor trampled

5.24.5 Trampling

Trampling is an attack at slower than running speed, during which a horse is moved across an opponent. Use the procedures for riding down, but the damage is only 2d6 in case of success and otherwise 1d3 ED. Furthermore, the opponent gets DM+50 to his defense.

5.24.6 Have the mount attack

If a mount is trained for combat, the rider may order it to use one of his natural weapons. In this case, the animal may not move more than 1 square in this turn, and the rider may not attack himself. The game stats for natural weapons can be found in the bestiary.

5.24.7 Rotate the mount

This is a special movement action which requires a check: fight on horseback (or riding with DM-40), and a trained horse. The standing horse rotates on its hind legs by up to 90 (1 AP) or even up to 180 degrees (2 AP). The front half hereby touches several squares. Any smaller figures that are present in this area are in danger of being thrown to the ground. If they fail a check: dodge, they lose 1d6 LF and ED and fall down. During the action, the rider may not attack himself; a failure means that the horse refuses to rotate.

5.24.8 Pulling from the saddle

An effective maneuver against riders, for which there are two possibilities: Either one is standing beside the horse or is jumping from a higher position (e.g. from a tree) onto the rider. Use the rules for starting a VCC; but reduce the duel values of the fighter on foot in case of attack from the side by 2 points and the rider can always add 1/3 of his skill level in fight on horseback. Riders without the fight on horseback skill suffer a reduction of their duel values by 2 points themselves, and such without the riding skill cannot defend at all. If the VCC is initiated successfully, the rider falls from the saddle. In case of an attack from a higher position, the attacker falls down in any case, also on a failure.

5.24.9 Use of ranged weapons

Ranged attacks by riders use special rules. First of all, it is important whether the horse is moving. Attacks from a standing horse allowed without further DM; exception are bows (see below).

If the horse moves, the DM on the attack check is -20 for up to half maximum speed. For faster movement, the DM is -40. Furthermore, the general limitation by the skill fight on horseback applies. It should also be considered that firearms with their loud firing noises will quickly panic untrained horses.

Bows from horseback : From horseback, only bows, but not long bows can be used. The skill mounted bowman is decisive because it limits the maximum usable skill level bow. Furthermore, always a DM-10 is applied in addition to possible other DM.

5.25 Water combat

In rare cases, combat might occur in or even under water. Questions of swimming and breathing are of course relevant, but not a matter of the combat rules. In detail, the following applies :

If the fighters are in water that is at least knee high, but at maximum waist high, this is called **combat in water**. Apply a DM of -20 on all physical checks including dodge. The skill combat in water completely negates this DM, if it is known at level 5 or higher. Falls cause the danger of swallowing water (cf. swimming). The master decides freely.

If combat between swimmers takes place, use the smaller of the skill levels with weapon skill and combat in water and make a check: swimming every turn. In case of a failure, the character cannot attack and suffers DM-20 on his defense. Dodge checks are generally made with a maximum level equal to that in swimming or combat in water skill, and with a general DM-20. Normally, only one handed piercing weapons and polearms can be used; the master may halve or even further reduce the damage of other weapons and assess a DM of -30 and more, not even thinking of possible DM on the swimming checks. If someone is injured, he immediately must make a swimming check with the current pain modifier.

Combat under water follows special rules: The damage is reduced as mentioned in the above, and the maximum usable weapon skill is equal to the level with combat in water. Swimming checks as well as diving checks are required; the DM are a bit higher than for combat in water. Thrown weapons are useless, except for spear like weapons, whose range is divided by 10. This also applies for special underwater crossbows and harpoon pistols, but can normally be found directly in the description of such weapons.

One special maneuver that can be used is pushing an opponent under water, of course, this is only useful against opponents that do not have their own air supply or gills. This is a VCC maneuver, which is treated like grappling, but uses combat in water instead of other weapon skills. A success means that the opponent starts to drown (i.e. 1d6 LF loss because of swallowed water, see swimming-skill).

5.26 Structural damage

The following rules will be helpful when characters make intentional attacks against inanimate objects, e.g. when breaking a door or chest. They can also be used if the master wants to know whether missed shots affect a potentially susceptible environment...

5.26.1 General rules

For attacks, the general assumption is that all attacks hit unless a disaster happens (i.e. there is no minimum result for the attack check). Exceptions are mobile or distant objects (for example a swinging rope, a rolling barrel or the opposite fixing point of a suspension bridge). In these cases, regular attack checks, possibly with size or speed DM, are required. Defense checks, however, are never made.

The caused damage depends on the used weapon and the object. Most must be left up to the master here in order to avoid writing too much in detail. The examples are certainly a valuable aid. Attack forms that are not suitable result in reduced (50% to under 5%) or even no damage. In general very effective are explosions and energy attacks of any kind.

Every object has a protection value (as armor) and an amount of structure points (similar to LF). If all structure points are lost, the object is *destroyed.* The loss of at least 50% requires repairs before the object can be used effectively (i.e. a cupboard looks quite wrecked, a door has big holes, a steel rope is half cut, etc.). Untight (interesting e.g. in spaceships) is an object after loss of at least 5% of the structure points.

Explosions hit an object once per square meter.

Examples: An axe is very effective against a wooden door or chest; but a carpet or rope almost cannot be damaged with it. With a sword, it is possible to smash a door, but this probably ruins the blade. A rope can perfectly be cut with a knife, but not with a club. A heavy blunt weapon can on the other hand be very good to smash a chest or door. Spears will easily make a hole

into a door, but not more. The same applies for bullets or laser beams.

If an immobile object is attacked outside a combat turn, it is normally not necessary to roll the damage for every attack. Instead, the master should review whether suitable tools are available, and if this is the case, just say: "you smash through the door". Everything else is unnecessary effort. By the way, do not forget that most of such attacks will cause a lot of noise...

Example : - ropes and poles (structure points = 0 means cutting through): ordinary ropes with a width of 1 cm have 5 structure points and protection = 0. Wooden poles (1 cm) have protection = 2 and 10 structure points. Metal poles (1cm) have protection 5 to 10 and 25 structure points; very hard surfaces generally increase the protection. Thicker structures have triple the structure points per doubling of width and 30% more protection.

- Plates of all kinds (cf. main text) : Wooden plates (1 cm thick) have protection = 2 and 50 structure points per square meter. Metal plates (1 mm thick) have protection = 10 and 100 structure points per square meter. Stone plates (1cm thick) have protection = 8 and 100 structure points per square meter. Thicker structures have proportionately more structure points; the protection increases by 10% per +100% thickness. Very hard surfaces provide increased protection.

- An average table has about 60 structure points and protection = 3. A chair has 20 structure points.

5.26.2 Barriers

Very often, characters will look for some cover. Depending on the attack form, the cover might be strong enough or the attacker at least thinks so, thus only the reduced visible area of the target is important. On the other hand, what happens if an attacker simply tries to fire through the object that provides cover?

Omnirole defines **barriers** as obstacles that may block an attack. Every barrier has a protection value, that is assigned as described in structural damage rules. If now an attack hits the barrier, a damage roll is made. The further handling depends on weapon type:

Missiles, bullets and beams:

The protection value of the barrier is compared with the P value. Then a respective die is rolled and 5% of the structure points of the object per square meter are subtracted from the result. If the remaining result is bigger than 0, the barrier has been penetrated. The character behind it, who is still allowed a defense, is hit with a P factor that is calculated as follows:

Remaining damage attack/ die result of the multiplier

Please round off.

Example: Karl hides behind a wooden wall with protection = 6 and 100 structure points per square meter. A rifle hits with P12. The attacker rolls effective protection of 50% (cf. P factor - system), i.e. protection = 3. The 1d3 die roll shows a 2. Thus, the damage is (12-3) x 2 = 18. 5% of the structure points is 5, 18 - 5 = 13. The wall has been penetrated. We calculate 13/ 2 = 6,5, rounded off to 6. Karl must now deal with a rifle bullet that lost some force, but still has P6.

Lances, spears and similar weapons:

For this kind of weapons, the damage is determined and the protection value of the barrier is subtracted. The result is not modified by cutting/ impaling. Afterwards, 10% of the structure points are subtracted from the result. If the remaining result is positive, the barrier has been penetrated and the remaining damage hits the character. Defense is allowed. No new damage roll is made, but simply the armor is subtracted from the remaining damage and, if a positive result remains, this is modified for cutting/ impaling.

Example: This time, Karl is hit by a long spear, whose damage roll results in 15 points. After subtraction of 6 points of protection, 9 points of damage remain, minus 10% of 100, i.e. 10.,this is -1,therefore the wall has not been penetrated.

In case of a damage roll of 25, minus 6 and minus 10 this would be 9, Karl had been hit by 9 points. Assuming an armor of 3 points and a failed defense, 6 points of damage had come through, +2/3 for impaling weapon, i.e. 10 LF and ED loss.

All other weapons (crushing weapons, explosions, ...) :

These weapons can only penetrate a barrier, if they cost it at least 50% of the structure points. The same rules apply as above.

5.27 Combat with modern firearms

The following rules treat special conditions which mainly occur during the use of weapons of the 20. and hypothetical following centuries. However, they might also easily happen in a fantasy world, e.g. because of use of magic.

5.27.1 Change of target

If a ranged weapon is fired at more than one target in a turn, a cumulative attack DM of -25 per new target is applied.

Example: Jake fires an MG at three targets. For the first target, he has attack+80, for the second +55 and for the third +30.

5.27.2 Recoil modifiers

Almost all firearms have a recoil. This affects the firer in the moment of firing and makes it more difficult to hit the target accurately with following shots.

The procedure is rather simple: Every weapon has a recoil (rec) DM. This is applied cumulatively to the attack check for each shot after the first until the firer has used at least one action point for another action then fire weapon. As soon as this happened, the DM is reduced to zero again.

Recoil compensators are integrated in many weapons. They compensate a total amount of accumulated recoil DM that is equivalent to ten times their level.

Example: Cyber-Joe fires a heavy pistol (recoil- 10). On the first shot, he has his full attack value of +80, on the second only +70 and on the third +60. With a level-2 compensator, Cyber-Joe still would have had attack+80 on the second and third shot. Only on the fourth, it would have been reduced to +70.

Special recoil effects

If die strength of a character is below the minimum strength listed for a weapon or if he is in an unstable position (master decision, e.g. on a narrow bridge, unsteady ground, etc.), after every shot a Std. check: ST must be made with DM - recoil. A failure results in falling down. If the character has not learnt the weapon skill, recoil modifiers are doubled.

Shoulder rests and other aids

Weapons with well developed butts (rifles, carbines) or such with separately mounted shoulder rests, e.g. pistol or SMGs, can be fired in an advantageous position (usually at the shoulder). In this case, they are treated, as if they had a level-1 recoil compensation. The advantage only applies when the weapon is in the respective position (requires one investment of 1 AP).

Weapons on bipods or tripods automatically get a level-3 recoil compensation. If a rest is improvised, e.g. using a wall, this is treated as level-1 compensation.

5.27.3 Rate of fire

5. Combat and actions

Many modern weapons can fire more than one shot per round. A well-designed reloading mechanism as well as a suffiently sized magazine thus allows an impressing rate of fire, although this still is not true automatic weapon fire (see below).

The rate of fire is mentioned in the weapons table as a number of shots, followed by x1. Each execution of the action fire weapon allows to fire a maximum of shots equal to the rate of fire. All these shots must be made at the same target. If aiming is combined with weapons fire, the aiming DM is applied to all shots fired during that action.

5.27.4 Automatic fire

Automatic fire is typical for machine guns and similar modern weapons. When weapon is triggered, a burst of several bullets is fired. This results in high recoil, but also in the possibility to cause very much damage.

The rate of fire of automatic weapons is abbreviated as a single number bigger than 1. It is identical with the maximum number of bullets that can be fired in one action (fire weapon). The recoil DM of the weapon is given per fired bullet. If it desired to fire less bullets than the maximum, a successful skill check must be made per burst. In case of a failure, one additional bullet is fired per 5 points of the check result below 100. Furthermore, it should be noticed that many weapons have a different recoil DM when firing bursts. In this case, it is the smaller of the two numbers mentioned in the weapons table.

For automatic fire, the firing character must decide whether he wants to fire all bullets in a burst on the same target or if he wants to turn the weapon to spread the fire. In the latter case, one bullet is wasted per meter of empty space between two targets of the same burst and the usual DM have to be applied. Furthermore, one attack roll has to be made for each target and the recoil DM is split.

Example: Jake is attacking three targets with his MG. Each target shall receive three bullets and one bullet is fired into the empty space between the targets 2 and 3. The MG has a recoil DM -5 and level 4 compensation. For the first target, Jake's attack value is + 80 (20 recoil points are fully covered by 40points of compensation), for the second it is +55 (80 - 25 for new target, recoil fully compensated) and for the third + 5 (80 - 50 for two changes of target - 5 x 5 uncompensated recoil).

A specialty of automatic fire is that there is always a potential hit unless the attack roll resulted in a critical failure, i.e. even against a attack result of 1, a defense roll must be made. However, instead of the regular defense procedures, the following special rule has to be used:

The target does not make a defense roll against each individual bullet in a burst, but only one roll against the whole burst. If the difference of defense minus attack is more than **5 x number of bullets -10**, no bullet made a heavy hit. The number of heavy hits is increased in steps of 10 starting above this figure, i.e. for a difference of- 5 x number of bullets, all bullets scored heavy hits. In general, burst of more than 10 bullets do not create big advantages in a fight. Therefore, all bursts are considered to include a number of bullets between 2 and 10. If a burst should consist of more bullets, it is split into bursts of 10 (or a final burst of less than 10) bullets and separate defense rolls are made for each of these sub-bursts. The following table shows the calculated numbers of hits for burst fire:

Bullets in burst	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
Attack - defense >									
50									10
45								9	9
40							8	8	9
35						7	7	8	8
30					6	6	7	7	8
25				5	5	6	6	7	7
20			4	4	5	5	6	6	7
15		3	3	4	4	5	5	6	6
10	2	2	3	3	4	4	5	5	6
5	1	2	2	3	3	4	4	5	5
0	1	1	2	2	3	3	4	4	5
- 5		1	1	2	2	3	3	4	4
- 10			1	1	2	2	3	3	4
- 15				1	1	2	2	3	3
- 20					1	1	2	2	3
- 25						1	1	2	2
- 30							1	1	2
- 35								1	1
- 40									1

Example: A burst of four bullets is fired and the attack result is 100. If the target should obtain 111 or more with the defense roll, no bullet has hit. For results of 110 to 101, one bullet hit, for 100 to 91 it were two, for 90 to 81 and three and for 80 and less there are four hits scored.

The ED loss from a burst (light hits) is determined as if 50% of the burst had hit. The ED losses are reduced as usual. Armor and damage modifications are applied based on half (!) the difference of attack and defense. For each bullet, a body area and damage have to be determined separately.

Example: All bullets from a burst of 4 hit with a difference of 60 points. This does not result in a damage increase of 50% because only half the difference, i.e. 30 points, are counted.

If a dodge roll is successful against a burst of four bullets, the ED loss is calculated for two bullets.

Exception: Automatic laser weapons

This type of weapons fires beams in a burst that hit very closely around the same point. Practically, there is not any scatter because the weapons are recoilless and fire highly focused beams.

Therefore, bursts from laser weapons are not treated like normal bursts, but as one attack. The burst rules are not applied. Instead, there is only one attack roll and the target defends as against a single shot. There is only one target zone, and either all beams hit, or none at all.

Because of the low scatter, the P-factor of all beams is added and an armor protection value is subtracted that is calculated as follows: Protection + Protection / 2 (if at least 2 beams) + Protection / 3 (if at least 3 beams)+ Protection / 4, etc. This is based on the fact that very much energy is released in a very limited area against the armor. The following table provides an overview for effective protection values against possible laser "bursts".

Number of beams	**Protection**
2	Protection x 1,5
3	Protection x 1,83
4	Protection x 2,08

5	Protection x 2,28
6	Protection x 2,45
7	Protection x 2,59
8	Protection x 2,72
9	Protection x 2,83
10	Protection x 2,93

It is possible to round to whole numbers in order to minimize the necessary mathematics.

5.27.5 Stray weapons

Several weapons make stray attacks, i.e. they do not fire single bullets, but rather a "cloud". Examples are shotguns and several energy weapons.

For stray weapons, the minimum result for a hit is not 100, but 80. For defense (for damage purposes), the attack is treated like a burst of three bullets. The damage is full, if all three "bullets" have hit, reduced to 2/3 for two and to 1/3 for an single hit. All targets in the line of fire and inside a three meters wide strip are in danger of being hit, without requiring DM for changing the target (one attack check against everything).

Example: A shotgun doing 9d6 damage is fired and reaches a result of 88. A hit! The victim tries to dodge. If it rolls at least 94, it takes no damage. A result of 84 to 93 means 3d6 damage, one of 73 to 83 causes 6d6 damage and a result below 73 full damage of 9d6.

Automatic straying weapons add both advantages. They attack all(!) targets in their field of fire without DM for changing targets and are treated like a burst of double the actual number of bullets for defense purposes. The damage, however, is determined as described above

For the damage, the P factor system is not used. Instead, directly a roll with a number of d6 equal to the "P factor" in the weapons table (other dice if mentioned) is made. As armor, the impact protection or in case of energy weapons the energy protection applies, but with double the normal value.

5.28 Explosions

Explosions are a further modern attack form. Especially thrown grenades of all kinds, but also several firearms, cause this damage type.

5.28.1 General rules

In general, an explosion radius in meters is listed. Inside this area, full damage against every target is caused. In a ring with the same width, half, then quarter, one eighth, etc. damage is incurred until the damage (rounded off) drops below one die or P1. If no radius is mentioned, it it one meter.

Example: A 10d6 grenade explodes in Luthar's square. He takes full damage. Ithan in two meters distance suffers 5d6 damage.

5.28.2 Confined explosions

If the shockwave of an explosion hits a wall, two cases are possible: Case 1, the explosion damage is sufficient to breach the wall (in this case, targets behind the wall take respective damage reduced by the protection value of the barrier). Case 2 occurs, if the wall holds back the explosion. In this case, the shockwave is reflected, i.e. the distance from the center of the explosion does not increase, but it moves again in the opposite direction. This has the effect that characters in the line of the shockwave reflection again take damage. Armor protects only once against the cumulated damage.

Example: Jack is in a room of 3 x 3 meters, as a hand grenade is thrown into it (base damage 8d6). Jack suffers 8d6 Damage, that is not rolled immediately, however. The damage is reduced to 4d6, as it reaches the wall and is reflected. Jack is hit a second time, this time for 2d6. In total, 10d6 damage is rolled and Jack's armor subtracted from the total amount.

5.28.3 Fragments

The effect of explosions can be increased if fragmentation material (e.g. light metal, rock) is is the area of the explosion. The master decides about this additional damage that could theoretically double the effect of a grenade!

Fragmentation damage is reduced like normal explosion damage based on distance from the center of the explosion.

Example: A hand grenade (8d6) detonates close to Fred. The ground is solid rock, so that the master decides for 1d6 points of additional damage. Therefore, Fred takes 9d6 damage. Karl who is two meters away takes 9d6/2 damage.

5.28.4 Dodging explosions

Defense against explosions uses special rules. Simple explosive ammunition fired directly on a target is treated as ordinary attacks. However, thrown grenades or such fired into an area cannot be avoided in this way. The result of the attack roll does not have any influence on the defense at all. Instead, a dodge check is made. Each 20 full points above 80 allow the character to retreat one meter from the explosion, with a maximum of four meters. Defense DM from armor are ignored. Main goal of the defender should be to reach a stable cover (wall, trench,...), that provides protection from fragments and the shockwave.

Example: Close to Steve, a hand grenade explodes. Steve dodges ignoring the +20-DM of his armor. He rolls a 125 and thus could retreat 2 meters (125 - 80 = 45, i.e. 2 x 20 points) from the explosion.

5.29 Protection fields

The following rules treat all kinds of force fields that are set up around a character or an object in order to provide protection, regardless if their source be magic or high-tech.

All protection fields have an **absorption value (ABV)**, that is measured in points. The respective values are mentioned in the description of the field. Furthermore, every protection field has a threshold of 10% of the ABV. If now an attack hits a protection field (i.e. failed defense of the protected), the following procedure is used:

5.29.1 Field capacity

A damage roll is made. This follows normal rule for most weapons, but without any modification for cutting/ impaling. P factor weapons immediately multiply the P factor with 1d3 (always 1d3 or a smaller die, if mentioned!). The damage is then noted as field burden after having been modified as follows:

- Explosions x 3

- Energy weapons of any kind : x 2

If the ABV is reached or exceeded by the burden, the protection field collapses. Usually it needs 1d3 turns to work again, unless special rules apply. Collapse results in a 25% danger of damaging the field generator, so that a repair is necessary. In any case, the target is no longer protected by the field. The damage that remains after the ABV was reached hits the target and thus its armor, if any. Before, however, it must be reconverted similar to the barrier penetration rules:

- general weapons: remaining damage is directly compared with armor

- P factor weapons: Remaining damage/ result of the d3 roll rounded down hits as new P factor and is treated as usual.

- Energy weapons: the remaining damage after calculation as for P factor weapons or other weapons (depending on weapon type) is halved before it has to deal with the character's armor

- Explosions: the remaining damage is divided by three, otherwise the rules as for energy weapons are used.

Example: Jack is using a protection field with 1.000 Points ABV. The shield burden is already 900 Points as he is hit by a grenade doing 50 points of damage. This causes further field burden of 150 Points, i.e. the field collapses. The remaining damage of 50 is divided by 3, i.e. 16 points of damage hit Jack's armor.

In general, all attacks hitting in a turn are treated individually as field burden.

At the end of every turn, in which no attacks hit a field, its burden is reduced by the threshold (see above), but never to less than zero.

If damage rolls resulted in armor reduction, this reduces the threshold of the protection field against the respective attack accordingly.

5.29.2 Penetration checks (PEN) (optional)

a) normal attacks:

It is possible that a protection field cannot stop a very powerful hit, even if it did not overload the field completely. In this case, field penetration may occur. A **penetration check (PEN)** is made, if the burden from a single hit reached at least the threshold of the protection field.

1d100 is rolled with DM+10 for each reaching of the threshold. If the result is at least 100, the attack penetrates: The burden caused is retroactively multiplied by 0,9 and the remaining tenth of the damage hits the field bearer using the above-mentioned procedure.

Example: Jack has survived the combat, and his field once again has its full 1.000 points of ABV and thus a threshold of 100. He takes a grenade hit doing 150 burden points. This exceeds the threshold once, so that 1d100 +10 is rolled. A burden of 200 points has resulted in 1d100+20. Let us assume that the grenade hit penetrates. In this case, the burden is reduced to 135 points, and further 15 Points hit Jack (divided by three, because this is an explosion, that is 5 against his armor).

Optional rule: weakened protection fields

When a field is already loaded with lots of energy, it is easier to penetrate. The burden from the hit is added to the existing total burden in order to determine how often the threshold has been reached. A PEN is, however, only made if the hit alone has exceeded at least the threshold in burden points.

Example: Jacks field has already taken a burden of 200 points, as he is hit by two laser beams. The first causes 80 burden points, not enough for a PEN. However, the second reaches 110 points, usually only once the threshold, but as the field is already loaded with 280 points, the total burden of 390 is considered and thus three times the threshold. The check is therefore made with 1d100 +30.

b) Focused fire:

Focused fire is the attempt to hit weak points of a field or to concentrate the fire of several weapons (not explosions or close combat) in one spot. An additional DM-30 is applied to the attack check and the attacks must occur in the same turn second (i.e. 1. or 2. AP). Upon success, the burden caused by the hits is added (as for (a) for calculation) and in any case, regardless of the threshold, a PEN for each attack is made.

Example: Jack is under fire from three laser weapons. These choose focused fire, and they cause 50, 60 and 70 burden points, respectively. None of the shots is for itself sufficient but because this is focused fire, the burden is added up to 180. Consequently, for each of the three attacks 1d100+10 is rolled.

Focused fire of a single character with one weapon is only allowed if the field has weak points. This means that either the field user must be firing a weapon himself or the actual burden of the field must be higher than 75% of the ABV.

The problem of kinetic energy

A protection field impairs a hit from reaching the character himself, but the impact force still exists. Therefore, the general rules for knockdown after hits are used, however, against the burden after reduction with the energy- or explosion modifier and again halved (fields distribute the impact).

5.30 The heroic combat system: Weapon mastery (optional)

As said repeatedly, Omnirole attempts to manage combat as realistical as possible. This means that someone who enters a fight risks being injured, and even a very good fighter will likely lose against multiple opponents.

These rules are not really in line with the heroic reality of many movies, books and also roleplaying adventures. In connection with dodges and parries, some proposals were already made to find a more "heroical" rules interpretation. However, this will not be enough for many groups because it covers more the passive parts of a combat. The following rules attempt to comply with such wishes and to have Conan, Lancelot and D'Artagnan enter the roleplaying life.

The main focus of the system is on the skill weapon mastery, which can be found in the skill list. All the following rules are optional rules that may be used individually or completely. In general, we propose that weapon mastery does not automatically cover all weapon skills, but the following applies:

- for each begun 5 levels of weapon mastery, the character may choose one weapon skill including unarmed styles. Modern firearms are excluded, the limit begins for weapons in which mechanical principles and not primarily strength and dexterity decide, such as the crossbow. The treatment of high tech close combat weapons such as energy swords is up to personal taste. In any case, the advantages of weapon mastery apply only to the selected skills.

5.30.1 Damage increases

Weapon mastery allows a fighter to use a weapon skill more efficiently. The character has learned to target more vulnerable places and to hit with more effect. In game terms, this results in an increase of the strength or dexterity of the character for damage purposes by half the level in weapon mastery.

5.30.2 Multiple attacks

The following rule really is hard at the limit: How many attacks are possible in two seconds, considering that a parry or dodge is also to occur? A very heroical approach has the more able characters move more quickly, so that they are able to attack more often than once. If this system is used, the character may make one additional attack in every turn per full ten levels with weapon mastery, provided that he uses a category a weapon. For category b and c, remember that readying is required. By sacrificing one additional attack, this readying may be made. In general, one allowed additional attack may be replaced with an additional parry with full value.

Roughly said: The AP cost of a weapon attack or of readying a weapon decreases per ten levels in weapon mastery as follows :

AP = base AP / (1 + weapon mastery/ 10)

The rule can theoretically be extended to ranged attacks with thrown weapons or e.g. bows, as long as timely reloading is assured (cf. skill speed load or draw weapon).

Attack concentrations do not double the number of attacks for characters using this rule, but increase it only by 50%, at least by 1.

5.30.3 Counter-attacks (Riposte)

A riposte is the ability to make a counter-attack out of a parry. This must be announced before the parry check. The parry is then made with half parry value. A success means that the attack has been parried and the character may immediately make an attack check using the lower level of weapon mastery or weapon skill and halving the attack value. On a hit, the opponent may not parry (his weapon was deflected by the riposte). However, a dodge check or parry with another than the attacking weapon is allowed with DM-10 because of the surprise effect of the maneuver.

5.30.4 Marksmanship

The marksmanship skill enables characters to perform special tasks with ranged weapons. Usually, marksmanship requires that the aiming action is taken for at least 1 AP and the target may not be moving. Generally speaking, this is only fulfilled for an ambush. If the target can see the attacker, marksmanship may not be used. However, if the conditions are met, the character may add 5 x marksmanship level to his attach check.

The most important application for marksmanship will probably be shooting at very small targets. The respective DM can be found in the ranged combat section. In order to determine, for example, how well a shot hits a target in a competition, each 5 points under a result of 100 can be interpreted as a deviation of 5 cm from the targeted point. The direction of deviation can be found by rolling 1d6 as follows:

Die roll	Direction
1	Upper left
2	Upwards
3	Upper right
4	Lower left
5	Downwards
6	Lower right

5.31 Bad combat positions (optional)

Standard combat position is assumed as an upright position. Any other positions, usually not taken voluntarily, result in DM on most actions during combat.

While **lying on the ground**, a character cannot use any bows, slings or two handed swung weapons. On all other close combat attacks, a DM of -25 is applied. Attacks with thrown weapons have halved range and suffer also DM -25. Other ranged weapons, especially crossbows or guns, may be used without any penalties. All parry checks are similarly made with DM-25; two handed swung weapons may not used to parry. The DM on dodge checks is also -25. The only possible type of movement is creeping with a speed of 1 meter per AP.

In **sitting or kneeling position** no movement is possible. On dodge checks a DM of -25 is applied. Parry checks suffer DM-10, this also is valid for attacks except for such with crossbows or guns. Two handed swung weapons may neither attack nor parry, bows cannot be used for attack.

5. Combat and actions

General table of ranged weapons for TL 6 to 13

Weapon	Skill	TL	Aim	Quick	Recoil	Fire	ST	DX	Dodge	Min	Normal	Long	Extreme	Notes
Pistol	Pistol	6	+ 5	- 20	- 15	1 x 1	(6)	10	- 45	1	10 (10)	20 (5)	50 (1)	in d4
Early revolver	Early revolver	6	+ 5	- 20	- 15	2 x 1	(8)	12	- 45	1	15 (11)	30 (6)	70 (1)	in d4
Musket	Musket	6	+ 20	- 45	- 10	1 x 1	(10)	10	- 45	1	70 (15)	120 (8)	180 (2)	in d4
Arquebus	Arquebus	6	+ 20	- 50	- 15	1 x 1	(12)	10	- 45	2	70 (16)	150 (8)	200 (2)	in d4
Blunderbuss	Blunderbuss	6	+ 5	- 25	- 25	1 x 1	(12)	5	- 45	2	8 (8)	15 (3)	50 (1)	scatte
Pistol	Pistol	7	+ 10	- 20	- 15	1 x 1	(5)	10	- 45	1	12 (10)	25 (5)	60 (1)	in d4
Musket	Musket	7	+ 20	- 45	- 10	1 x 1	(10)	10	- 45	2	75 (15)	150 (8)	200 (2)	in d4
Blunderbuss	Blunderbuss	7	+ 5	- 25	- 25	1 x 1	(11)	5	- 45	2	8 (8)	15 (3)	50 (1)	scatte
Long Rifle	Long Rifle	7	+ 35	- 45	- 10	1 x 1	(10)	11	- 45	2	150 (16)	300 (8)	500 (2)	in d4
Early revolver	Early revolver	7	+ 5	- 20	- 15	2 x 1	(8)	11	- 45	1	15 (11)	30 (6)	80 (1)	in d4
Pistol (rifled bore)	Pistol	8	+ 10	- 20	- 15	1 x 1	(5)	6	- 50	1	15 (11)	30 (6)	120 (1)	in d4
Shotgun	Shotgun	8	+ 20	- 25	- 20	1 x 1	(12)	12	- 50	2	20 (9)	50 (3)	100 (1)	scatte
Revolver	Revolver	8	+ 10	- 20	- 10	3 x 1	(8)	12	- 50	1	20 (11)	30 (6)	200 (1)	in d4
Heavy Revolver	Revolver	8	+ 10	- 25	- 15	2 x 1	(13)	8	- 50	1	25 (12)	40 (6)	220 (1)	in d4
Carbine	Rifle	8	+ 30	- 35	- 15	1 x 1	(10)	8	- 50	2	100 (13)	250 (7)	700 (1)	in d4
Rifle	Rifle	8	+ 40	- 45	- 20	1 x 1	(11)	8	- 50	2	180 (15)	400 (8)	1000 (2)	in d4
Repeating rifle	Rifle	8	+ 35	- 45	- 18	2 x 1	(10)	9	- 50	2	100 (14)	300 (7)	800 (1)	in d4
Mini pistol	Automatic pistol	8	+ 5	- 15	- 5	2 x 1	(6)	13	- 50	0	4 (8)	10 (4)	50 (1)	in d4
L. Automatic pistol	Automatic pistol	9	+ 10	- 20	- 5	3 x 1	(4)	11	- 50	1	10 (10)	20 (5)	180 (1)	
M. Automatic pistol	Automatic pistol	9	+ 10	- 20	- 10	3 x 1	(8)	11	- 50	1	20 (12)	30 (6)	200 (1)	
H. Automatic pistol	Automatic pistol	9	+ 10	- 25	- 15	2 x 1	(10)	11	- 50	1	25 (13)	45 (6)	350 (1)	
L. Revolver	Revolver	9	+ 10	- 20	- 6	3 x 1	(5)	12	- 50	1	12 (10)	25 (5)	220 (1)	
M. Revolver	Revolver	9	+ 10	- 20	- 12	3 x 1	(8)	12	- 50	1	25 (12)	35 (6)	250 (1)	
H. Revolver	Revolver	9	+ 10	- 25	- 15	2 x 1	(12)	12	- 50	1	30 (13)	50 (6)	400 (1)	
SMG	SMG	9	+ 10	- 30	- 5	25	(12)	13	- 50	1,5	25 (14)	70 (7)	400 (2)	
Shotgun (two barrel)	Shotgun	9	+ 10	- 25	- 15	1 x 1	(12)	6	- 50	2	10 (10)	60 (4)	120 (1)	scatte
Repeating shotgun	Shotgun	9	+ 10	- 25	- 15	2 x 1	(12)	6	- 50	2	10 (10)	60 (4)	120 (1)	scatte
Carbine	Rifle	9	+ 30	- 35	- 10	2 x 1	(8)	8	- 50	2	120 (15)	300 (8)	800 (2)	
Rifle	Rifle	9	+ 40	- 45	- 15	2 x 1	(11)	7	- 50	2	200 (17)	450 (9)	1000 (3)	
Portable Automatic rifle	Automatic rifle	9	+ 40	- 45	- 15 / - 10	3 x 1 / 15	(14)	11	- 50	4	180 (18)	350 (9)	900 (2)	
Weapon	**Skill**	**TL**	**Aim**	**Quick**	**Recoil**	**Fire**	**ST**	**DX**	**Dodge**	**Min**	**Normal**	**Long**	**Extreme**	**Notes**
Mini pistol	Automatic pistol	9	+ 5	- 15	- 5	2 x 1	(6)	13	- 50	0	5 (8)	10 (4)	75 (1)	
L. Automatic pistol	Automatic pistol	10	+ 10	- 20	- 4	3 x 1	(4)	11	- 50	1	10 (10)	20 (5)	180 (1)	
M. Automatic pistol	Automatic pistol	10	+ 10	- 20	- 8	3 x 1	(8)	11	- 50	1	20 (12)	30 (6)	200 (1)	
H. Automatic pistol	Automatic pistol	10	+ 10	- 25	- 15	3 x 1	(10)	11	- 50	1	25 (14)	45 (7)	350 (1)	

L. Revolver	Revolver	10	+ 10	- 20	- 5	3 x 1	(5)	12	- 50	1	12 (10)	25 (5)	220 (1)	
M. Revolver	Revolver	10	+ 10	- 20	- 10	3 x 1	(8)	12	- 50	1	25 (12)	35 (6)	250 (1)	
H. Revolver	Revolver	10	+ 10	- 25	- 15	3 x 1	(11)	12	- 50	1	30 (13)	50 (6)	400 (1)	
SMG	SMG	10	+ 10	- 30	- 4	15	(12)	12	- 50	1,5	25 (14)	70 (7)	400 (2)	
Shotgun (two barrel)	Shotgun	10	+ 10	- 25	- 15	1 x 1	(12)	6	- 50	2	10 (11)	60 (4)	120 (1)	scatte
Repeating shotgun	Shotgun	10	+ 10	- 25	- 15	2 x 1	(12)	6	- 50	2	10 (11)	60 (4)	120 (1)	scatte
Carbine	Rifle	10	+ 35	- 35	- 8	3 x 1	(8)	8	- 50	2	120 (16)	300 (8)	800 (3)	
Rifle	Rifle	10	+ 45	- 45	- 15	3 x 1	(11)	7	- 50	2	200 (18)	450 (9)	1100 (3)	
MG	MG	10	+ 40	- 45	- 15 / - 8	3 x 1 / 15	(13)	11	- 50	4	200 (18)	400 (9)	1000 (3)	
Mini pistol	Automatic pistol	10	+ 5	- 15	- 5	2 x 1	(6)	13	- 50	0	5 (8)	10 (4)	75 (1)	
L. Automatic pistol	Automatic pistol	11	+ 10	- 20	- 3	3 x 1	(4)	11	- 50	1	10 (10)	20 (5)	200 (1)	
M. Automatic pistol	Automatic pistol	11	+ 10	- 20	- 6	3 x 1	(8)	11	- 50	1	20 (12)	35 (6)	250 (1)	
H. Automatic pistol	Automatic pistol	11	+ 15	- 25	- 10	3 x 1	(10)	11	- 50	1	25 (14)	50 (7)	400 (2)	
L. Revolver	Revolver	11	+ 10	- 20	- 4	3 x 1	(5)	12	- 50	1	12 (10)	25 (5)	250 (1)	
M. Revolver	Revolver	11	+ 10	- 20	- 8	3 x 1	(8)	12	- 50	1	25 (12)	40 (6)	300 (1)	
H. Revolver	Revolver	11	+ 15	- 25	- 15	3 x 1	(11)	12	- 50	1	30 (14)	60 (7)	500 (2)	
Mini SMG	SMG	11	+ 10	- 25	- 5	15	(13)	13	- 50	1,5	20 (13)	50 (6)	400 (2)	
SMG	SMG	11	+ 10	- 25	- 4	18	(11)	12	- 50	1,5	30 (15)	75 (7)	500 (2)	
Carbine	Rifle	11	+ 35	- 35	- 5	3 x 1	(8)	8	- 50	2	150 (15)	350 (8)	1000 (3)	
Rifle	Rifle	11	+ 50	- 40	- 10	3 x 1	(10)	7	- 50	2	250 (17)	500 (10)	1200 (4)	
Precision rifle	Precision rifle	11	+ 60	- 60	- 15	2 x 1	(11)	10	- 50	2	300 (18)	500 (12)	1500 (5)	
SMG-Carbine	Automatic rifle	11	+ 35	- 35	- 10 / - 6	3 x 1 / 18	(10)	10	- 50	2	200 (15)	400 (8)	1100 (3)	
Automatic rifle	Automatic rifle	11	+ 50	- 40	- 10 / - 7	3 x 1 / 9 / 18	(11)	10	- 50	3	300 (17)	500 (10)	1600 (4)	
H. Automatic rifle	Automatic rifle	11	+ 50	- 45	- 15 / - 8	3 x 1 / 9 / 15	(13)	11	- 50	3	200 (19)	450 (12)	1500 (5)	
Shotgun (two barrel)	Shotgun	11	+ 10	- 25	- 15	1 x 1	(11)	6	- 50	2	10 (11)	75 (4)	150 (1)	scatte
Weapon	**Skill**	**TL**	**Aim**	**Quick**	**Recoil**	**Fire**	**ST**	**DX**	**Dodge**	**Min**	**Normal**	**Long**	**Extreme**	**Notes**
Repeating shotgun	Shotgun	11	+ 10	- 25	- 15	2 x 1	(11)	6	- 50	2	10 (11)	75 (4)	150 (1)	scatte
Mini pistol	Automatic pistol	11	+ 5	- 15	- 5	2 x 1	(6)	13	- 50	0	5 (8)	10 (4)	100 (1)	
L. Automatic pistol	Automatic pistol	12	+ 10	- 20	- 3	3 x 1	(4)	10	- 50	1	12 (10)	25 (5)	250 (1)	
M. Automatic pistol	Automatic pistol	12	+ 10	- 20	- 6	3 x 1	(7)	10	- 50	1	25 (12)	40 (6)	300 (1)	
H. Automatic pistol	Automatic pistol	12	+ 15	- 25	- 9	3 x 1	(10)	10	- 50	1	30 (14)	60 (7)	450 (2)	
L. Revolver	Revolver	12	+ 10	- 20	- 4	3 x 1	(4)	11	- 50	1	15 (10)	30 (5)	300 (1)	
M. Revolver	Revolver	12	+ 10	- 20	- 8	3 x 1	(7)	11	- 50	1	30 (12)	50 (6)	350 (1)	
H. Revolver	Revolver	12	+ 15	- 25	- 14	3 x 1	(10)	11	- 50	1	40 (14)	70 (7)	550 (2)	
Mini SMG	SMG	12	+ 10	- 25	- 5	15 / 30	(12)	12	- 50	1,5	25 (13)	60 (7)	450 (2)	
SMG	SMG	12	+ 10	- 25	- 4	18 / 30	(11)	11	- 50	1,5	40 (16)	80 (8)	550 (2)	
Carbine	Rifle	12	+ 35	- 35	- 5	3 x 1	(8)	8	- 50	2	200 (16)	400 (8)	1100 (3)	
Rifle	Rifle	12	+ 50	- 40	- 10	3 x 1	(10)	7	- 50	2	300 (17)	550 (10)	1400 (4)	

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Precision rifle	Precision rifle	12	+ 60	- 60	- 15	2 x 1	(11)	10	- 50	2	400 (18)	700 (13)	1700 (5)	
SMG-Carbine	Automatic rifle	12	+ 35	- 35	- 9 / - 5	3 x 1 / 9 / 18 / 30	(10)	10	- 50	2	200 (16)	400 (9)	1200 (3)	
Automatic rifle	Automatic rifle	12	+ 50	- 40	- 10 / - 6	3 x 1 / 9 / 18 / 30	(11)	10	- 50	3	350 (17)	600 (10)	1700 (5)	
H. Automatic rifle	Automatic rifle	12	+ 50	- 45	- 12 / - 7	3 x 1 / 9 / 15 / 30	(13)	10	- 50	3	250 (20)	500 (13)	1600 (6)	
Shotgun (two barrel)	Shotgun	12	+ 10	- 25	- 14	1 x 1	(11)	6	- 50	2	12 (12)	75 (4)	150 (1)	scatte
Repeating shotgun	Shotgun	12	+ 10	- 25	- 14	2 x 1	(11)	6	- 50	2	12 (12)	75 (4)	150 (1)	scatte
Mini pistol	Automatic pistol	12	+ 5	- 15	- 5	2 x 1	(5)	12	- 50	0	5 (8)	10 (4)	100 (1)	
Rocket pistol	Rocket weapons	12	+ 10	- 20	- 6 / - 3	3 x 1 / 9	(8)	12	- 50	1, special	75 (17)	150 (15)	750 (7)	
Rocket rifle	Rocket weapons	12	+ 45	- 45	- 6 / - 3	3 x 1 /9 / 15	(11)	12	- 50	2, special	600 (17)	1000 (15)	2000 (7)	
Gas-Needler	Gas-Needler	12	+ 5	- 10	- 2	5 x 1	(1)	10	- 50	0	25 (7)	50 (3)	200 (1)	in d6, impac protec on
Gas-Needler-Rifle	Gas-Needler	12	+ 35	- 30	- 2	5 x 1	(7)	10	- 50	2	150 (7)	300 (3)	600 (1)	in d6, impac protec on
Needler	Needler	12	+ 10	- 10	0	5 x 1 / 15 / 25	(1)	10	- 50	0	30 (8)	100 (4)	500 (1)	in d6, impac protec on
Needler-Rifle	Needler	12	+ 40	- 30	0	5 x 1 / 15 / 25	(7)	10	- 50	2	200 (8)	600 (4)	1500 (1)	in d6, impac protec on
Laser carbine	Laser rifle	12	+ 45	- 30	0	2 x 1	(3)	10	- 60	2	350 (23)	750 (9)	1500 (4)	Energ
Laser rifle	Laser rifle	12	+ 55	- 35	0	2 x 1	(6)	10	- 60	2	500 (25)	1200 (11)	3000 (5)	Energ
Weapon	**Skill**	**TL**	**Aim**	**Quick**	**Recoil**	**Fire**	**ST**	**DX**	**Dodge**	**Min**	**Normal**	**Long**	**Extreme**	**Notes**
L. Revolver	Revolver	13	+ 10	- 20	- 3	3 x 1	(4)	10	- 50	1	15 (10)	30 (5)	300 (1)	
M. Revolver	Revolver	13	+ 10	- 20	- 7	3 x 1	(7)	10	- 50	1	30 (12)	50 (6)	350 (1)	
H. Revolver	Revolver	13	+ 15	- 25	- 12	3 x 1	(10)	10	- 50	1	40 (14)	70 (7)	550 (2)	
L. Automatic pistol	Automatic pistol	13	+ 10	- 20	- 3	3 x 1	(4)	9	- 50	1	12 (10)	25 (5)	250 (1)	
M. Automatic pistol	Automatic pistol	13	+ 10	- 20	- 5	3 x 1	(7)	9	- 50	1	25 (12)	40 (6)	300 (1)	
H. Automatic pistol	Automatic pistol	13	+ 15	- 25	- 18	3 x 1	(10)	9	- 50	1	30 (14)	60 (7)	450 (2)	
Mini pistol	Automatic pistol	13	+ 5	- 10	- 4	2 x 1	(5)	11	- 50	0	6 (8)	12 (4)	100 (1)	
Mini SMG	SMG	13	+ 10	- 25	- 4	15 / 30	(10)	11	- 50	1,5	25 (13)	60 (7)	450 (2)	
SMG	SMG	13	+ 10	- 25	- 3	18 / 30	(11)	12	- 50	1,5	40 (16)	90 (8)	550 (2)	
Carbine	Rifle	13	+ 35	- 35	- 4	3 x 1	(8)	8	- 50	2	200 (16)	400 (8)	1200 (3)	
Rifle	Rifle	13	+ 50	- 40	- 9	3 x 1	(10)	7	- 50	2	300 (17)	600 (10)	1500 (5)	
Precision rifle	Precision rifle	13	+ 60	- 60	- 13	2 x 1	(11)	9	- 50	2	400 (18)	700 (13)	1700 (6)	
SMG-Carbine	Automatic rifle	13	+ 35	- 35	- 8 / - 4	3 x 1 / 18 / 30	(10)	10	- 50	2	200 (16)	400 (9)	1300 (3)	
Automatic rifle	Automatic rifle	13	+ 50	- 40	- 9 / - 5	3 x 1 / 9 / 18 / 30	(11)	10	- 50	2	350 (17)	600 (10)	1750 (5)	

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H. Automatic rifle	Automatic rifle	13	+ 50	- 45	- 11 / - 6	3 x 1 / 9 / 15 / 30	(12)	10	- 50	3	300 (20)	500 (13)	1650 (6)	
Shotgun (two barrel)	Shotgun	13	+ 10	- 25	- 13	1 x 1	(10)	6	- 50	2	12 (12)	75 (5)	150 (1)	scatte
Repeating shotgun	Shotgun	13	+ 10	- 25	- 13	2 x 1	(10)	6	- 50	2	12 (12)	75 (5)	150 (1)	scatte
Rocket pistol	Rocket weapons	13	+ 10	- 20	- 5 / - 2	3 x 1 / 9 / 15	(8)	11	- 50	1, special	100 (17)	200 (15)	1000 (7)	
Rocket carbine	Rocket weapons	13	+ 35	- 35	- 5 / - 2	3 x 1 / 9 / 18	(8)	11	- 50	2, special	500 (17)	1200 (15)	3000 (7)	
Rocket rifle	Rocket weapons	13	+ 50	- 45	- 5 / - 2	3 x 1 / 9 / 18	(11)	11	- 50	2, special	750 (17)	2000 (15)	4000 (7)	
Gas-Needler	Gas-Needler	13	+ 5	- 10	- 1	5 x 1	(1)	8	- 50	0	30 (7)	50 (4)	250 (1)	in d6, impac protec on
Gas-Needler-Rifle	Gas-Needler	13	+ 35	- 30	- 1	5 x 1	(7)	10	- 50	2	200 (7)	300 (4)	750 (1)	in d6, impac protec on
Minineedler	Needler	13	+ 5	- 10	0	5 x 1 / 15 / 25 / 50	(1)	10	- 50	0	15 (7)	30 (4)	100 (1)	in d6, impac protec on
Maxineedler	Needler	13	+ 10	- 10	0	5 x 1/ 15 / 25 / 50	(1)	9	- 50	1	50 (8)	100 (4)	600 (1)	in d6, impac protec on
Needler-Rifle	Needler	13	+ 45	- 30	0	5 x 1 / 15 / 25 / 50	(6)	9	- 50	2	300 (8)	600 (8)	1750 (1)	in d6, impac protec on
L. Laser pistol	Laser pistol	13	+ 15	- 10	0	4 x 1 / 10	(1)	9	- 60	1	25 (16)	100 (6)	600 (2)	Energ
Weapon	**Skill**	**TL**	**Aim**	**Quick**	**Recoil**	**Fire**	**ST**	**DX**	**Dodge**	**Min**	**Normal**	**Long**	**Extreme**	**Notes**
M. Laser pistol	Laser pistol	13	+ 15	- 15	0	4 x 1 / 10	(1)	9	- 60	1	40 (20)	150 (8)	800 (3)	Energ
H. Laser pistol	Laser pistol	13	+ 15	- 20	0	3 x 1 / 10	(1)	9	- 60	1	50 (23)	200 (9)	1000 (4)	Energ
Laser carbine	Laser rifle	13	+ 50	- 30	0	4 x 1 / 10	(3)	9	- 60	2	350 (25)	750 (11)	2000 (5)	Energ
Laser rifle	Laser rifle	13	+ 60	- 35	0	4 x 1 / 10	(5)	9	- 60	2	500 (2 8)	1500 (13)	5000 (6)	Energ
H. Laser rifle	Laser rifle	13	+ 60	- 50	0	3 x 1	(8)	9	- 60	3	600 (31)	2000 (15)	7500 (7)	Energ

General table for armors TL 9 to 13

Type	Impact protection	Impact def. DM	Ballistic protection	Ballistic Def. DM	Energy protection	Energy def. DM	Weight	TL	Areas	Notes
Lead vest (light)	8	+ 20	9	+ 20	10	+ 10	16	9	T	
Lead vest (medium)	11	+ 20	15	+ 20	13	+ 10	26	9	T	
Lead vest (heavy)	14	+ 20	22	+ 20	17	+ 10	40	9	T	
Steel helmet	15 / 0	+ 30	18 / 0	+ 30	15 / 0	+ 10	2,5	9	H	
Flak jacket	9	+ 15	7	+ 15	2	+ 5	10	9	T, A	
Flak jacket	9	+ 15	7	+ 15	2	+ 5	7,2	10	T,A	
Steel helmet	16 / 0	+ 30	19 / 0	+ 30	16 / 0	+ 10	2,5	10	H	
Lead vest (light)	8	+ 20	10	+ 20	10	+ 10	14	10	T	

Lead vest (medium)	11	+ 20	16	+ 20	13	+ 10	23	10	T	
Lead vest (heavy)	14	+ 20	23	+ 20	17	+ 10	35	10	T	
Kevlar (light)	8	+ 10	10	+ 20	8	+ 10	7,5	10	T	Impact protection and -DM /2 against impaling weapons and missiles
Kevlar (medium)	12	+ 10	15	+ 20	11	+ 10	10	10	T	Impact protection and -DM /2 against impaling weapons and missiles
Kevlar (heavy)	15	+ 10	22	+ 20	15	+ 10	15	10	T	Impact protection and -DM /2 against impaling weapons and missiles
Kevlar (light)	8	+ 10	11	+ 20	8	+ 10	7	11	T	Impact protection and -DM /2 against impaling weapons and missiles
Kevlar (medium)	12	+ 10	16	+ 20	11	+ 10	9,5	11	T	Impact protection and -DM /2 against impaling weapons and missiles
Kevlar (heavy)	15	+ 10	24	+ 20	15	+ 10	14	11	T	Impact protection and -DM /2 against impaling weapons and missiles
Steel-Ceramic-Insert	22	+ 40	32	+ 40	20	+ 25	11	11	T	Front or rear, as addition to kevlar clothing
Steel helmet	16 / 0	+ 30	19 / 0	+ 30	16 / 0	2	11	K		
Plastic (Police) helmet	10	+ 20	7	+ 25	7	+ 15	1	11	H	
Type	**Impact protection**	**Impact def. DM**	**Ballistic protection**	**Ballistic Def. DM**	**Energy protection**	**Energy def. DM**	**Weight**	**TL**	**Areas**	**Notes**
Kevlar (light)	8	+ 10	11	+ 20	8	+ 10	6	12	T	Impact protection and -DM /2 against impaling weapons and missiles
Kevlar (medium)	12	+ 10	16	+ 20	11	+ 10	9	12	T	Impact protection and -DM /2 against impaling weapons and missiles
Kevlar (heavy)	15	+ 10	24	+ 20	15	+ 10	12	12	T	Impact protection and -DM /2 against impaling weapons and missiles
Steel helmet	18 / 11	+ 30	20 / 11	+ 30	18 / 11	+ 20	2	12	H	
Plastic helmet	12	+ 20	11	+ 25	11	+ 20	1	12	H	
Steel-Ceramic-Insert	25	+ 40	36	+ 40	22	+ 30	10	12	T	Front or rear, as addition to kevlar clothing
Battle Armor	35	+ 40	40	+ 40	40	+ 30	30	12	T	
Battle armor, heavy	44	+ 40	50	+ 40	50	+ 30	40	12	T	
Armor helmet	25 / 13	+ 30	30 / 15	+ 30	30 / 15	+ 25	3	12	H	

Kevlar (light)	8	+ 10	12	+ 20	8	+ 10	5	13	T	Impact protection and -DM /2 against impaling weapons and missiles
Kevlar (medium)	12	+ 10	17	+ 20	11	+ 10	8	13	T	Impact protection and -DM /2 against impaling weapons and missiles
Kevlar (heavy)	15	+ 10	25	+ 20	15	+ 10	11	13	T	Impact protection and -DM /2 against impaling weapons and missiles
Monofiber (light)	9	+ 15	16	+ 25	9	+ 10	4	13	T	Impact protection and -DM /2 against impaling weapons and missiles
Monofiber (medium)	13	+ 15	23	+ 25	12	+ 10	7	13	T	Impact protection and -DM /2 against impaling weapons and missiles
Monofiber (heavy)	16	+ 15	33	+ 25	16	+ 10	12	13	T	Impact protection and -DM /2 against impaling weapons and missiles
Reflec armor	0	+ 0	0	+ 0	10	+ 100	1	13	T	Energy-DM against other weapons than lasers: + 25
Reflec helmet	0	+ 0	0	+ 0	10	+ 100	1	13	H	See above
Plastic helmet	15	+ 20	15	+ 25	15	+ 20	1	13	H	
Steel helmet	20 / 15	+ 30	22 / 15	+ 30	20 / 15	+ 20	2	13	H	
Armor helmet	30 / 17	+ 30	40 / 20	+ 30	40 / 20	+ 25	3	13	H	
Steel-Ceramic-Insert	35	+ 40	40	+ 40	32	+ 30	9	13	T	Front or rear, as addition to kevlar or monofiber clothing
Ablative armor (light)	5	+ 15	3	+ 15	24	+ 30	6	13	T	Loses one point of protection and 5 points of DM per 5 absorbed points of damage
Type	**Impact protection**	**Impact def. DM**	**Ballistic protection**	**Ballistic Def. DM**	**Energy protection**	**Energy def. DM**	**Weight**	**TL**	**Areas**	**Notes**
Ablative armor (medium)	7	+ 15	5	+ 15	36	+ 30	12	13	T	See above
Ablative armor (heavy)	9	+ 15	7	+ 15	50	+ 30	18	13	T	See above
Battle Armor	38	+ 40	45	+ 45	45	+ 40	25	13	T	
Battle armor, heavy	48	+ 40	55	+ 45	55	+ 40	32	13	T	

Armor versions that cover the torso as well as the arms, have their weight increased by 33%. Leg armor has a weight of 33% of torso armor. This applies respectively for kevlar, superfiber and monofiber armor, as well as for ablative and reflec armor and all forms of combat armor. Gloves have a negligible weight; boots would weigh about 5% of the weight of torso armor.
All armors count as encumbrance with 50% of their weight.

5. Combat and actions

Table 1: close combat weapons

Weapon	MST	MDX	At	Par	Dodge	RE	Space	Reach	Hands	Damage	Type	Cat.	Skill
Knife, short	0	0	0	0	- 20	- 1	0	0-1	1	T1, D4	impaling	a	Knives
Knife, long	1	1	1	1	- 15	0	0	0-1	1	T1, D4,+1	impaling	a	Knives
Dagger	1	1	1	1	- 15	+ 1	0	0-1	1	T1,D4, +2	impaling	a	Knives
Shortsword piercing	1	2	1	2	- 12	+ 2	0	0-1	1	T1,D6	impaling	a	Shortsword
Shortsword fencing	1	2	2	2	- 10	+ 1	0	0-1	1	T1,D8	cutting	a	Shortsword
Fencing sword	1	8	2	2	- 8	+ 3	1	1	1	T1,D6	impaling	a	Fencing
Saber, fencing	4	5	3	3	- 5	+ 1	1	1	1	T1,D8, +1	impaling	a	Fencing
Saber, swung	4	5	4	3	0	0	1	1	1	T2,D8	cutting	a	Swords
Sword, piercing	6	6	3	3	- 3	+ 2	1	1-2	1	T1,D6, +1	crushing*)	a	Swords
Sword	6	6	4	4	0	0	1	1	1	T2,D8, +2	cutting	a	Swords
Bastard sword, one-handed	10	6	4	4	0	- 1	1	1	1	T2,D8, +2	cutting	b	Swords, two-handed sword
Club	0	0	1	1	0	0	0	0-1	1	T2,D6, -1	crushing	a	Club
Staff	3	4	2	3	0	- 1	1	1	1	T2,D6	crushing	a	Club
Quarterstaff	6	8	3	6	+ 5	- 2	2	1-2	2	T2,D8	crushing	a	Quarterstaff
Two-handed sword	9	7	7	4	+ 10	- 4	2	1-2	2	T2,D12, +2	cutting	b	Two-handed sword
Bastard sword, two-handed	7	6	5	5	+ 5	- 2	2	1-2	2	T2,D10, +3	cutting	b	Two-handed sword
War club	9	1	8	2	+ 15	- 6	3	1-3	2	T2,D12, +5	crushing	c	Two-handed axe
Battleaxe, one handed	12	6	5	3	+ 5	- 2	1	1	1	T2,D8, +3	cutting	b	Axe
Battleaxe, two-handed.	8	6	7	3	+ 15	- 5	2	1-2	2	T2,D12, +1	cutting	c	Two-handed axe
Flail	7	7	8	1	+ 10	- 6	2	1	2	T2,D10, +5	crushing	c	Flail
Morning star	8	8	7	1	+ 15	- 4	1,5	1	1	T2,D10, +3	crushing	c	Flail
Triple morning star	11	14	10	1	+ 20	- 10	2	1	2	T2,D12,+9	crushing	c	Flail
Whip	1	10	2	0	0	- 2	2	1-3	1	3W4-1	crushing	a	Whip
Halberd, piercing	9	5	3	2	- 5	+ 4	1	2-4	2	T3,D8,+3	impaling	a	Polearms, spears
Halberd, swung	10	6	9	2	+ 15	- 6	2,5	1-3	2	T2,D12, +5	cutting	c	
Warhammer, piercing.	9	5	3	2	- 5	+ 3	1	2-4	2	T3,D8,+2	impaling	a	Polearms, spears
Warhammer, swung	10	6	8	2	+ 15	- 6	2,5	1-3	2	T2,D12, +4	impaling / crushing	c	Polearms
Pick	10	6	4	2	- 5	+ 5	1	2-4	2	T3,D10, +2	impaling	a	Polearms, spears
Light spear	1	2	2	2	- 10	+ 2	1	1-2	1	T3,D6	impaling	a	Spears
Long spear	6	6	3	2	- 10	+ 4	1	2-4	2	T3,D8, +2	impaling	a	Spears
Light lance	6	7	3	1	- 10	+ 5	1	2-4	2	T3, D8	impaling	a	Lance
Heavy lance	11	8	4	0	- 5	+ 7	1	3-5	2	T3, D10	impaling	a	Lance
Hand axe	3	2	3	2	0	0	0	0-1	1	T2,D6	cutting	a	Axe
War axe	7	4	5	3	+ 5	- 1	1	1	1	T2,D8,+3	cutting	b	Axe
Battle hammer	8	3	6	3	+ 10	- 2	1	1	1	T2,D8, +4	crushing	b	Axe
Two-handed sword, piercing	10	7	6	4	- 3	+ 2	1	1-2	2	T1,D8, +1	crushing*)	a	Two-handed sword
Bastard sword, piercing	7	6	4	4	- 3	+ 2	1	1-2	2	T1,D8, +1	crushing*)	a	Two-handed sword
Large shield	6	1	3	11	+ 10	- 5	1	0 - 1	1	T3, D4, +1	crushing	a	Shield

Small shield	1	1	2	8	+ 10	- 3	1	0 - 1	1	T3, D4	crushing	a	Shield
Buckler	1	1	1	4	- 2	0	0	0 - 1	1	T1, D4,-1	crushing	a	Buckler
Main-gauche	1	1	1	4	- 15	+ 1	0	0 - 1	1	T1, D4, +1	impaling	a	Main-gauche

Table 2: Ranged weapons

Weapon	Aim	Quick	MST	MDX	Damage	AT	Dodge	normal	long	extreme	Skill
Blowpipe	+ 15	- 60	(1)	7	1 + poison	15	- 40	10	25	50	Blowpipe
Bow	+ 10	- 40	St	10	P6 (in D6)	16	- 40	100	200	400	Bow
Longbow	+ 15	- 40	St	11	P7 (in D6)	16	- 40	150	250	500	Bow
L. Crossbow	+ 15	- 30	(6)	8	P8 (in D6)	19	- 40	75	150	250	Crossbow
H. Crossbow	+ 20	- 35	(11)	10	P10 (in D6)	19	- 40	90	180	300	Crossbow
Sling	+ 5	- 50	4	7	P2 (in D3)	13	- 30	St x 2	St x 3	-	Sling
Staff sling	+ 5	- 55	10	7	4D6	13	- 30	St x 4	St x 6	-	Sling
Throwing knife	+ 5	- 45	1	4	Dagger + 2	10	- 30	10	20	-	Thrown weapons
Shuriken	+ 5	- 10	1	8	Dagger + 1	10	- 30	8	15	-	Thrown weapons
Dart	+ 5	- 10	1	3	Dagger	10	- 30	9	16	-	Thrown weapons
Throwing axe	+ 5	- 10	4	3	Hand axe + 2	10	- 25	12	25	-	Throwing axe
Throwing club	+ 5	- 15	3	3	Club + 2	10	- 25	10	25	-	Throwing axe
Throwing spear	+ 10	- 15	4	4	Spear x 2	8	- 15	25	50	-	Spear throwing
Net	+ 5	- 15	2	7	Entangled + D6-1	7	0	2	4	-	Net
Lasso	+ 5	- 15	2	6	Entangled + D4-1	7	0	8	20	-	Lasso
Bolas	+ 5	- 15	3	6	2D4-2 + entangled	10	- 15	10	25	-	Bolas
Spear thrower	+ 10	- 20	4	6	Spear x 2 + 1	9	- 20	50	100	-	Spear thrower

Use the impact protection value against bows, crossbows and slings.

Table: armors

Armor	TL	Impact protection	Impact def. DM	Ballistic protection	Ballistic def. DM	Energy protection	Energy def. DM	Weight	areas	Notes
Clothing	0 - X	1	0	0	0	0	0	var.	T, A, L	
Textile armor	0 - X	3	+ 5	1	0	1	0	2 (1)	T	
Leather armor	2 - 8	5	+ 10	3	+ 5	3	+ 5	4 (2)	T	
Partial chain mail	4 - 8	D4+4	+ 10	4	+ 10	5	+ 10	7 (3,5)	T	
Chain mail	4 - 8	8	+ 15	4	+ 10	5	+ 10	12 (6)	T	Impact protection and -DM /2 against impaling weapons and missiles
Scale mail	4 - 8	7	+ 25	4	+ 20	6	+ 20	18 (9)	T, A	
Partial plate	5 - 8	D4+7	+ 15	5	+ 15	8	+ 15	20 (10)	T	
Plate mail	5 - 8	11	+ 20	6	+ 20	9	+ 20	26 (13)	T	gen. DM – 10
Heavy plate mail	5 - 8	14	+ 30	7	+ 30	11	+ 30	32 (16)	T	gen. DM - 20
Leather shoes	2 - X	3	+ 5	1	0	1	0	1 (0,5)	F	
Leather boots	2 - X	5	+ 10	3	+ 5	3	+ 5	2 (1)	F	
Textile cap	0 - X	3	+ 5	1	0	1	0	0,5 (-)	H	
Leather helmet	2 - 8	5	+ 10	3	+ 5	3	+ 5	1 (0,5)	H	
Chain coif	4 - 8	8	+ 15	4	+ 10	5	+ 10	2 (1)	H	w.o.

5. Combat and actions

Metal helmet	5 - 8	12	+ 25	6	+ 25	9	+ 25	3 (1,5)	H	DM-30 on hearing
Metal helmet with visor	5 - 8	12	+ 25	6	+ 25	9	+ 25	4 (2)	H	add. DM -30 on vision
Textile arm cover	0 - X	3	+ 5	1	0	1	0	1 (0,5)	A	
Textile leg cover	0 - X	3	+ 5	1	0	1	0	1 (0,5)	L	
Armor	**TL**	**Impact protection**	**Impact def. DM**	**Ballistic protection**	**Ballistic def. DM**	**Energy protection**	**Energy def. DM**	**Weight**	**areas**	**Notes**
Leather arm cover	2 - 8	5	+ 10	3	+ 5	3	+ 5	1,5 (0,5)	A	
Leather leg cover	2 - 8	5	+ 10	3	+ 5	3	+ 5	2 (1)	L	
Plate arm cover	5 - 8	11	+ 20	6	+ 20	8	+ 20	8 (4)	A	
H. Plate arm cover	5 - 8	13	+ 30	7	+ 30	10	+ 30	10 (5)	A	
Plate leg cover	5 - 8	11	+ 20	6	+ 20	8	+ 20	10 (5)	L	
H. plate leg cover	5 - 8	13	+ 30	7	+ 30	10	+ 30	12 (6)	L	
Leather neck protection	2 - X	5	+ 10	3	+ 5	3	+ 5	0,5 (-)	Neck	
Chain neck protection	4 - 8	8	+ 15	4	+ 10	5	+ 10	0,75 (-)	Neck	See above.
Plate neck protection	5 - 8	11	+ 25	6	+ 25	8	+ 25	1 (0,5)	Neck	
Plate boots	5 - 8	11	+ 25	6	+ 25	8	+ 25	4 (2)	F	
Metal gloves	5 - 8	11	+ 20	6	+ 20	8	+ 20	1 (0,5)	Hands	DM- 50 on manual skills
Chain gloves	4 - 8	8	+ 15	4	+ 10	5	+ 10	0,5 (0,25)	Hands	See above, DM - 25 on manual skills
Leather gloves	2 - X	4	+ 5	1	0	2	0	0,25 (-)	Hands	
Scale leg cover	4 - 8	7	+ 25	4	+ 20	6	+ 20	7 (3,5)	L	
Chain arm cover	4 - 8	8	+ 15	4	+ 10	5	+ 10	6 (3)	A	See above.
Chain leg cover	4 - 8	8	+ 15	4	+ 10	5	+ 10	8 (4)	L	See above

6. Magic

6.1 What is magic ?

In many game worlds, especially such of the fantasy genre, in which supernatural forces play a fundamental role, magic is a frequently encountered power.

Depending on the individual game world, the definition of magic may vary importantly. Omnirole uses the following basic assumptions: magic is the ability of using the energies (mana) of a plane into which practically the entire world is embedded. Mana flows in every creature, in the ground, in the water, in the air,... A character that is able to control these forces and use them to influence the reality of the world is called **spellcaster** or **mage**. Mages' abilities may be very different from each other, however, and the same applies to the method which they use to access and manipulate the mana.

Very often, complex rituals are necessary, combined with the use of the mage's own energy, possibly even lifeforce, and the consumption of catalytic materials. But as mentioned earlier, this can vary from world to world. While the mages in one world might be able to create giant fire balls with some finger gestures, it may be difficult enough in another just to light a small campfire magically.

By the way, although it is in general possible to use a free magic system, the playability suggests to define the abilities of a mage more exactly by so-called spells.

6.2 How are mages distinguished ?

Omnirole defines two important areas for the qualification of a spellcaster: his general aptitude for magic is measured with the **magery level**, his theoretical training mainly with his experience levels in spells and magic skills.

Omnirole distinguishes three groups of spellcasters based on their general possibilities to use magic. This may however vary from world to world and on different mana levels. The following basic assumption is made:

- **True wizards** or **mages** are characters, that are in general allowed to use all magic abilities. They are not restricted to certain fields of magic, but can theoretically learn and cast all spells.

CP-Cost : 100 + 50 for each additional magery level

- **Adepts** or **half mages** are characters with more limited magic abilities. They can normally only learn and use spells from one or few magic categories (e.g. only body magic or only conjuring). The detailed effects are ruled by worldbooks and by the master.

CP-Cost : 50 + for each additional magery level (can be modified based on the number of categories, a proposal: +10 CP base and +5 CP per further magery level for every additional category)

- **Dilettantes** or **partial mages** are characters, that are able to use some few magic spells. The combination of the spells is a defined by players, master and worldbook. Their number must in any case be much smaller than that available to adepts of a given magic category. However, it is perfectly possible to combine spells from different magic categories. A good rule of thumb is to limit the spells to the magery level of the character +2.

Examples for characters of this kind are a prestidigitator that knows a couple of illusions, or a doctor with two or three healing spells.

CP-Cost: 20 + 10 for each additional magery level

Please note that the group to which a character belongs does not say anything about his magery level or skill levels and thus also not about his true power: An adept or a dilettante might have reached values in his closely restricted sector, of which a more universally oriented mage can only dream - but the latter is able to act in the entire magic spectrum.

It is possible to later improve one's magery level with earned CP. This is done as for increases of the basic attributes, i.e. at double cost. Whether dilettantes may become adepts or adepts may become full mages is up to the master, as well as the question, whether a mundane character may later become a spellcaster. In most worlds, the answer will either be no or the procedure will be very time consuming and expensive.

In general, there is no upper limit for the magery level. However, values above 5 will only be useful in extreme cases because there are no spells with a minimum magery level above 5.

6.3 Magic and game balance

A very important point. Similar as psionic powers, magic is an impressive power in many worlds, because it is not bound by the laws of nature. The master should carefully reflect how strong spellcasters shall be in his world, or which limitations he assigns for them. Otherwise, he will discover that powerful mages almost do not need the support of mundane characters and also barely can be stopped by the latter.

6.4 Use of spells

The following chapter treats the question how a spell is cast and which general requirements apply.

The general checklist of the procedure is:

1) The caster announces his intention: Which spell he wants to use and where, which ritual components, how much ED.

2) The magic check is made. In case of failure end of the attempt and proceed to step 5. Otherwise, continue.

3) Calculation of the magic points and their use.

4) Resistance of the target, if any.

5) Second magic check for determining the actual ED use. Subtraction of the ED.

6.5 Power requirements

Every spell generally requires the use of a bit (or even more) of the energy of the caster himself, in order to tap the mana. This is normally done in the form of ED, whereby every spell has a base cost in ED. A caster may also use a spell if he does not have enough ED, but in this case, he has to risk, as described below, either LF or attribute points.

Use of LF

Especially desperate spellcasters, i.e. such that do not have enough ED or that need a high amount of energy, are sometimes willing to risk their own life energy for a spell, i.e. to use LF. Every point of LF equals 5 ED; and LF may be used in any chosen amount. A spellcaster may thus be theoretically heavily injured or even killed by a spell - he simply used to much effort in such a case.

Attribute sacrifice

The highest level of energy use is to risk attribute points, i.e. e.g. strength or intelligence. One such point has a value of 20 ED, and no attribute value may drop below 1.

The risk is the following : The points normally reappear at a rate of 1 point per 24 hours. However, if a standard check with the reduced (!) attribute is failed, the points are permanently lost and the CP value of the character is reduced respectively.

Example: The mage Sarex has ST 10, and he sacrifices two points, that equal 40 ED. Now, he must make a ST check and roll at least a 60 (check value 5 x 8 = + 40), or the points are lost forever.

6.6 Range of magic

There are no fixed rules for the range of spells. Every spell description includes a standard range. However, this can be modified as mentioned.

It is important to note which targets may be subject to the spell of a caster. These are:

- all visible targets without difficulty, as long as they are in range

- Area spells also affect all non visible targets in the area of effect

- aiming at a defined area ("the square behind the door " or "the living room") is allowed, if it is within range. DM- 40 applies and the magic check is treated as a dangerous check, i.e. an accident causes a disaster.

- aiming with a condition ("Karl, that should be somewhere around " or "the closest orc behind this door ") is also possible. Problem: If the target is not in range, a success means the spell fails (cost must be paid), a failure is treated as a disaster and a rolled disaster results in two rolls on the respective table. In any case, DM-50 is applied to the magic check.

10-cm spells

Spells with the information "10 cm" as range are actually touch magic. If the target is willing to have a spell cast on it, or if it unable to defend (immobile, e.g. tied), it is sufficient that the caster is in the same or an adjacent square and casts the spell.

The situation is different if the target does not want to be touched. In this case, the caster must make an unarmed attack check immediately after his magic check. He gets DM + Range in cm on the attack. For ranges of at least 1 meter, the attack check is no longer necessary. The attack never causes LF or ED loss for the target, but a defense check is allowed. If the result exceeds the caster's attack result by at least 50 points, no sufficient touch happened and the spell cannot work. Please note in this context that the special rules for parrying unarmed attacks are modified, i.e. the threshold is shifted by 50 points.

Furthermore, the caster has a maximum of three attempts (= 3 turns), then the spell vanishes. During this time, the caster may act normally, but is treated as if we would maintain a spell.

Parrying the attack with bare hands results in an automatic successful touch !

6.7 The magic check

The use of magic is always subject to uncertainty. Therefore, after the ritual has been made (see above), a magic check is made to determine whether the spell was cast successfully. The following applies :

Magic value = 5 x skill level spell + base value

The base value is 3 x (IN + magery level), but never more than 75.

As for all checks, 1d100 is used and for a result of at least 100, the spell worked. All DM for injuries as e.g. in combat, as well as any other DM assigned by the master or the rules, must be applied. For spells against targets that are not touched, the distance-size-DM as in ranged combat is used. For area effect spells, the target size is always assumed to be human size.

6.8 Failures with magic

A failure is assumed if the magic check resulted in a total of less than 100. In this case, no magic effect is created, but ED and materials, if any, are consumed, of course. Possible effects are that e.g. a fireball spell creates a firy globe that suddenly disappears before exploding, or that a healing spell closes a wound only during the casting. In any case, the caster will now that his spell has failed, and there are no further consequences.

Optional rule: Additional power contribution

When a magic check fails (not for a disaster), the caster may try still to obtain the desired effect. This is an instant decision and it requires to pay again a minimum of the same amount of ED as originally invested for the spell. Each ED investment made in this way increases the result of the magic check by further 1d20 points. However, energy reinvestment is only possible once (thus not once ED, roll, add ED). The additional energy is always spent completely, i.e. is not reduced as the base energy.

Example : Sarex gets a result of 75 with a spell. He has a base cost of 5 ED and decides to contribute additional energy. He invests further 10 ED, so that he may add 2d20. The result is 24, thus his new total on the check is 99. What bad luck! The spell still fails, and another energy investment is no more possible.

6.9 Disasters (critical failures)

As usual, a critical failure or disaster happens if the result of a magic check is less than 1. In this case, immediately the effects are determined with 1d100 on the following table:

Die roll	Effect
1 - 10	Spell has reverse effect
11 - 20	Spell affects caster
21 - 40	Spell is only an illusion without any true effects
41 - 50	Caster loses 3d6 ED and 1d6 LF because of magic backfire
51 - 60	Strong backfire as above affects anything in 5 meters circle
61 - 70	Magic backfire (see above), furthermore caster is unconscious for 2d6 turns
71 - 80	Spell hits random target with opposite effects
81 - 90	Caster loses one magery level for 1d6 hours
91 - 95	Caster cannot use any magic for 1d6 hours
96 - 100	A demon (Order 1d6) appears and attacks the caster for 2d6 turns

Furthermore, the caster cannot use any spells for 1d6 turns. A result which the master thinks is not suitable or that actually matches the caster's intentions can be replaced with a new die roll. The master also has the right to decide about his own effects, as long as he doe not kill the caster, cause critical injuries or permanently reduces his values including the magery level. Magic is fickle, never forget this!

6.10 Concentration time for spellcasting

All spells generally require a concentration time of 2 seconds (one turn, i.e. 2 AP). Exceptions from this rule are conjurations and rune magic as well as any spells, in whose description different information is found. The

concentration time starts at the beginning of the turn, in which the caster announced his intentions (which spell he wants to cast). This is a concentrated action, i.e. the caster may not take any other actions during this time, move not more than one meter and may not be disturbed - otherwise the ritual ends without success and the invested ED is still consumed. In case of a successful ritual, the magic effect occurs after the mentioned time has lapsed. Spells with a time of zero seconds (see below) only require a short thought. The caster can take any other action in the reaming two seconds of the turn, but may not cast another spell, because normally only one spell may be cast per turn.

In general, the AP cost of a spell is equal to the ritual time in seconds.

6.10.1 Time reduction

The listed casting times may be reduced by experienced spellcasters. This is the normal method in critical situations. Negative DM are accepted on the magic check to reduce casting time. The caster must announce the intended time reduction at the beginning of his ritual. The following applies:

Every halving of the casting time (round off) causes a DM of -20.

Example: Legan casts a spell with a ritual time of 2 seconds. He wants to reduce the time to 0 seconds. Therefore, he chooses two reductions (2 /4 = 0.5 seconds, rounded off to 0 seconds). He makes his magic check with DM-40.

6.10.2 Time increase

The opposite method is the so-called way of safety. The mage tries to perform the ritual especially thorough and calmly and thus increases his chance of success. This is especially popular among beginners. Use the following rules:

Every doubling of casting time causes a DM of + 10. Casting times of more than one hour will require concentration almost beyond human abilities, i.e. the master should decide about a limit or require e.g. WP checks.

Example: Legan is in the happy position to have a bit more time than usual. Instead of the base time of 2 seconds, he concentrates for 32 seconds. This gives him DM+40.

6.11 The second magic check: Determining power consumption

At the end of a magic ritual, a second magic check without the DM for target size, distance, etc. is made. However, all DM for time reduction, injuries and further disadvantages, but also for time increase are applied. In case of a failure, the unmodified ED cost is consumed. Disaster have no special effects. Otherwise, the following applies :

The ED cost is reduced by (die roll - 99) / 5, i.e. for every 5 points above 100 (or fraction thereof), the cost drops by 1. Round up.

Additionally, in case of a result of at least 200, the energy amount is halved, and every full 100 further points halve it again. This is made before the aforementioned reduction is subtracted.

If a caster had risked LF or attribute points, these are reduced first. The sequence is :

- Attribute sacrifices do not happen, if the reduction is sufficient (i.e. minimum - 20 ED per attribute point)

- LF sacrifices do not happen, if the reduction is sufficient (min. - 5 ED per LF point)

- ED losses do not happen.

The check for reduction of the used energy is also allowed when the magic check failed or when the ritual has been disturbed, but not in case of a disaster.

Example: Lex has invested 10 ED and 5 LF for a spell. One his second magic check, he gets a result of 150. This means a reduction of 11 points (150 - 99 = 51 / 5 = 11 rounded up). Thus, the true loss for Lex amounts to 3 LF (10 ED reduction equals 2 LF) and 9 ED.

6.12 Spell categories

All spells are distinguished by three criteria. These are the complexity of the magic ritual, kind of effect and duration.

6.12.1 Kind of effect

- mental spells influence the mind of a creature, e.g. show it illusions

- physical spells directly affect the matter of the subject

- matter spells in general affect the surrounding matter, they create an effect, that indirectly may cause damage (e.g. created fire).

6.12.2 Ritual type

Spell rituals may include mental, verbal, gesture and material components. The following applies :

- mental components are always required. Necessary are clear thoughts of the magician. He may be bound or gagged, as long as he has his free will.

- the verbal component makes it necessary to speak freely. Slight murmuring is sufficient, but being gagged impairs this component!

- the gesture component means mystical gestures. Both arms and hands must be freely mobile.

- a material component consists of a unit of a material listed in the spell description, which must be available. It is transformed into magic energy and thus consumed.

The costs listed in the spell descriptions are calculated for use of mental components only. The adding of a verbal or gesture component reduces the ED cost by 20%, a material component (cf. description or master) by 40%. All reductions are calculated based on the initial cost. Mental components are always required for spellcasting.

Example: Lex uses a spell with a base cost of 25 ED. He decides to add a verbal and a material component. Thus, the actual cost is 10 ED (25 - 60% = - 15 = 10).

6.12.3 Spell duration

Finally, spells are distinguished as **maintained, permanent** and **immediate** spells.

Immediate spells create an effect that occurs instantly after completion (e.g. an injury).

Maintained spells require that the caster continues to concentrate on them (= cumulative DM - 20 on any further spell and any other actions except defense). If spells affect another creature, and concentration is required for maintenance, this normally means concentration by the caster, unless a spell description should explicitly give a different information (e.g. invisibility). If the caster is injured while maintaining a spell, he must make a standard check: WP, or the spell effect ends.

Permanent magic requires that the caster maintains the spell for a period listed in the description (see above). After this time, the spell becomes permanent.

It is possible that a caster charges a maintained or permanent spell with energy. In this case, the spell works for a certain time without requiring his concentration. For this procedure, an investment of 100% of the ED cost of the spell results in a duration of its effect of 2 seconds (one turn). Every further investment of 100% of the ED doubles this time. The cost reduction roll is made on the total energy investment.

6.13 Spellcasting in metal armor

The typical assumption in most Fantasy scenarios is that mages do not wear heavy armor, but must make do with cloaks, garments or possible leather armor.

The following optional rule may be used as a justification: Larger amounts of metal on the body of a mage impair the flow of mana in two ways. Firstly, they make it more difficult for the caster to tap the surrounding mana, so that he must use more of his own energy, and secondly, they affect the transfer of the manipulated mana to the surrounding world. The master should decide for his world, how much metal is allowed. Rings and necklaces should never cause problems. By the way, legends mention special elven suits of armor which were especially designed for spellcasters and that consisted of magically manipulated metal - only legends?

Well, the procedure results in a doubling of all ED cost of spells for spellcasters that wear metal armor. Furthermore, all base ranges drop to 10 cm. ED cost reductions by ritual components or the magic check are calculated after the doubling.

Example: Lex is wearing chain mail, and he uses a spell that normally has 5 meters range and a base cost of 10 ED. The stats change to 10 cm range and 20 ED cost.

A possible extension of the rule to other armor types, especially helmets or heavy leather armor, is a matter of individual taste. At this place, we would also like to mention the probable reason why only few mages or are also good fighters: Magic requires very intensive studies, as the CP cost should demonstrate. This does not leave much time for training in swordplay as well, at least, if one wants to become a truly powerful mage.

6.14 Multiple spellcasting

As mentioned earlier, normally the general rule is one turn = one spell. Only very experienced casters should try to avoid this restriction. The procedure is to combine several spells in one ritual. The problem is, that the magic value is reduced respectively, i.e. for two spells, make the checks with half value, for three spells with value/3, for four spells with value/4, etc. This also applies to the magic check, which is used to determine the ED consumption.

Example: Lex has the magic values fireball+120 and lightning+110. If he decides to use both spells simultaneously, the values drop to fireball+60 and lightning+55.

6.15 Mana levels

As explained at another place, mana is the energy which powers spells. In order to increase complexity, it should be noted that the mana level, i.e. the availability of mana, differs from world to world, sometimes even from place to place in some worlds. For example, places at which rituals are frequently performed are candidates for a different mana level.

The effect is that spellcasting is made easier or more difficult at different mana levels by changing ED cost, requirements and rituals. The following rough system is used :

Mana level 0 : No magic use is possible. This is a totally unmagical world, in which even magic items do not work until they have left it again. It is not possible that magic from the outside enters a mana-0-area; The only exception are physical effects that are created outside of it.

Mana level 1 : All magic has ten times normal ED cost. The learning requirements are increased by 2 levels (this means, a mage can only use a spell, if he has the minimum magery level required in this world) and all generated magic points are quartered. There are no disasters on magic checks.

Mana level 2 : All Magic has five times normal ED cost. The learning requirements are increased by 1 level and all generated magic points are halved. Disasters will only occur for results of less than - 50, and they have only half the normal effect.

Mana level 3 : All ED cost is doubled.

Mana level 4 : This is the standard mana level of Omnirole. Use the unchanged magic rules.

Mana level 5 : All learning requirements are reduced by 1 level. This means that spells with a minimum magery level of 1 can now also be learned and used by non-mages!

Mana level 6 : All ED cost is halved and the learning requirements are reduced by 1 level. All generated magic points are doubled.

Mana level 7 : All ED cost is quartered and the learning requirements are reduced by 2 levels. Any generated magic points are tripled. However, in case of a disaster, two rolls are made on the respective table.

Mana level 8 : Spells have no ED cost. All generated magic points are multiplied by 10. Learning requirements are reduced by 3 levels. However, any spell use is a dangerous check, i.e. has the danger of an accident (=disaster). True disasters have catastrophic consequences, i.e. hordes of demons appear, the caster is transformed into whatever, permanent loss of magery levels, explosions,...

6.16 Magic points

All spells of Omnirole in general have variable effects. This means in game terms, that the spell description only mentions the minimum effect of a spell concerning duration, range, damage, etc. Experienced casters may increase these effects dramatically.

This procedure makes use of so-called **magic points (MP)**. The amount of magic points depends on the result of the magic check. Every full 10 points above 100 in general mean one magic point. Every full 50 points above 100 mean an additional 3 magic points.

One magic point may be assigned to any effect category. These are mainly range, duration and damage or effect. Every spell description includes the components that can be increased, they are underlined in the text.

For increases of range or of duration, one invested magic point doubles the value, for any other spell attributes, it increases them by 100%.

Example: On a spell with the basic stats range 5 meters and effect 1d8 damage, 4 MP are used. This results in 20 meters range (x 2 x 2) and 3d8 damage (+ 2 x 100%).

There is no obligation to use all magic points (cf. also section on limitations), however, unused points are lost.

6.16.1 Limits of use

1) Every used magic point reduced the result of the magic check for resistance purposes by 5. Therefore, a caster must decide between a very powerful, but rather easily resisted spell, and a not so powerful, but well placed one.

2) Spellcasters are not able to channel the magic energy without a limit. Therefore, one category of effect may not

get more magic points than half the skill level with the spell + 1. Round off.

Example: Lex knows fireball -8. He can not use more than 5 MP for one category, e.g. the damage.

3) (Optional rule) : A rule that makes play more difficult, but severely limits the power of mages, is multiplication: The categories are not increased individually, but the total magic point cost is calculated by multiplication. This rule makes it more expensive to improve more than one category of a spell, but does not influence the cost for an increase in only one category.

Example: increase of the categories damage and area by 300%, i.e. in the simple system 3 magic points + 3 magic points = 6 MP. The cost in the complex method is 3 x 3 = 9 MP.

6.16.2 Additional power contribution

If a caster uses more ED than the base cost for a spell, the effect of the spell is increased. The procedure is simple :

Every additional investment of 100% of the base cost increases one category of effect by 100% or doubles it in case of range or duration. There are two interesting aspects of this method: The minimum effect is independent of the die roll result, and in case of magic points use, the modified effects are improved.

Example: A mage invests three times as much ED as required. He decides to increase the damage by 200%, from 1d6 to 3d6. Now, he gets enough MP ,to allocate a further 3 on the damage. This increases to 12d6 (3d6 + 300% = + 9d6) - an effect, that otherwise would have needed 11 MP.

For range and duration, the procedure is not as effective, because MP already double effects here.

Example : Our mage has improved the range, thus quadrupled it (x 2 x 2 =x 4). If he now uses MPs, the range grows to x 32, this otherwise would have cost 5 MP.

In the end, it is a matter of taste. Very able casters will, however, be able to neutralize even high ED investments, but a risk remains.

6.16.3 Reduction of effects

Similar to the method of increasing a spell effect by MP or investment of ED, it may also be reduced. Respectively, in this case, the effect is halved per MP.

Example: Fred is using a spell that normally affects a 10 metes-circle. As he does not want to endanger his friends, he must limit the effect to 5 meters. This costs him 1 MP.

6.17 Resistance against magic

How does one defend against magic ? This is mainly dependent on the type of the used magic spell, and the question, if the spell description contains special rules, that, of course, prevail.

Characters may always declare that they renounce on their defense against a spell. In this case, their die roll is counted a zero.

The following general rules apply :

1) mental spells:

For resistance against mental spells, the willpower of a character is used. This is a comparison of 1d100+ 5 x willpower with the result of the magic check. If the caster wins, the spell works, otherwise, it does not.

Example: Lex casts a control spell against a city watchman (willpower 12). His result is 125. The guard rolls 1d100+60. If he rolls at least a 65, he resists the control, because a draw is sufficient to make the spell fail.

2) physical spells:

The resistance against physical spells is made with the health attribute. The result of 1d100 + 5 x health is compared with the result of the magic check. If the caster wins, the spell has effect, otherwise it does not. For damaging spells, the tables in the combat rules should be used (i.e. like parry or attack); if the master accepts, he can also increase the effects of spells that e.g. create DM in proportion to the damage increases. If the defender wins, he will not suffer any damage from the physical magic, unless the spell description includes different statements!

Example: Lex attacks another guard with an injury spell and rolls 122. The guard has HT 12. If he rolls at least a 62, he takes no damage.

3) matter spells:

These spells create true effects such as fire, missiles, etc.. This is treated like a close combat or ranged attack (result of the magic check = attack check result) and consequently, a dodge or parry may be allowed. The damage is determined as described in the combat rules.

Example: Fred hurls a lightning against an orc. He gets 115. The orc makes a dodge check, similar to against e.g. a crossbow bolt.

Magic defense and magic resistance

Certain creatures are able to resist magic, or they are even immune against magic. In general, the following rules may apply against all or only against some (e.g. only illusions, only fire magic) spells. Different subgroups are distinguished:

a) Magic resistance :

The creature has an immunity against magic. All spells, that are used against it, get a DM of - 10 x level resistance. Full immunity is possible, in this case, the spells vanish regardless of their result. The resistance, however, does not help against matter spells, but it is always active - it cannot be "switched off" - and affects also positive spells such as e.g. healing.

b) Magic absorption:

The creature is not only immune, but magic actually strengthens it. Any non matter magic that should affect it is absorbed. Normally, the description of the creature will say how much energy in the form of spell levels may be absorbed in a given time and which effects this has (e.g. ST increase, improvement of own abilities).

c) Magic defense:

Magic defense is a special action that can be roughly classed into three groups:

1) Magic defense by casters :

Every caster, that shall be affected by a spell that he has learned himself, or that sees how such a spell begins to take effect (sometimes, this might require a skill check, the master decides), can attempt to block it. This has the same base ED cost as the spell (reduction possible as for spells via second magic check), can happen anytime in a turn (0 AP) and results in a magic duel (see below) against the other caster. If one loses, the spell takes effect as planned, otherwise, it vanishes.

Example: Lex (fireball + 80) sees how Karl casts a fireball. He tries a magic defense, pays the normal ED cost and rolls 1d100+80. Karl reached a result of 122. If Lex now rolls at least a 42, the fireball will not work.

2) Magic defense as natural ability:

Many creatures have the ability of magic defense against some or also against any magic. This is mentioned in their description. Such a magic defense subconsciously affects a certain area around the creature, equal to at least a 1

meter circle. Every use of magic in this area requires to win a duel magic check against die roll magic defense. If the caster loses, the spell imply vanishes.

It is in general possible for the creature to voluntarily turn off this ability, this requires an act of will. Normally, magic defense does not have any effect not against conjuration or binding spells targeted at the creature.

An active use requires 1 second of concentration (= 1 AP). In this case, the ability may protect any selected area in the field of vision, without weakening the self-protection.

Matter effects are only affected if they shall be created inside the area of effect.

3) Improved magic defense by spellcasters (optional rule):

If this rule is used, every caster is in general able to attempt to block magic that is targeted at him. This is some kind of simple counter-magic.

The procedure is simple: **Unconscious** and **conscious magic defense** are distinguished.

Unconscious magic defense is always active, as long as a mage is not completely incapacitated (i.e. even while sleeping, but not for petrified, unconscious, etc. mages). Whenever a spell is used against the character – regardless if mental, physical or matter – he is allowed to add 10 x magery level to his resistance check or defense check. If such check is not allowed, he may use 1d100 + 10 x magery level as resistance check. Unconscious magic defense can only be used once per turn.

Conscious magic defense is a different thing; it requires that the caster announces his intention in the action phase. In this case, the caster gets a magic defense pool. This is equal to 10 x magery level (see above) + Z. Z is an amount between 1 and 20 x magery level; but please note that for all spells, that the character wants to cast himself in the turn, a negative DM of Z applies as a drawback. Otherwise, the procedure is the same as for unconscious magic defense, however, the pool may be split or also be used to protect other creatures that are in sight.

Adepts can only use this type of magic defense in their areas of knowledge; otherwise, the effective magery level is halved. For dilettantes, the limitation is on spells that they know to cast, otherwise, their effective magery level is divided by 10.

Example: In case of conscious magic defense, Luthar decides for Z= 80 (he has magery level 4). Thus, his pool is +120. As a combat spell is cast at him, he uses +60 pool points, the rest is kept in reserve. A wise decision, as in the same turn, he is also the subject of a pain spell.

One turn later, Luthar has refilled his pool, a fireball explodes and threatens him and two of his comrades. Luthar decides to use +60 pool points for himself and +30 for each of his comrades –knowing that he has the worst dodge value- and the pool is thus empty until his action in the next turn.

As Luthar gets an of initiative 12 and the enemy caster one of 14, the latter takes the initiative and cats a lightning against Luthar, who has zero points remaining in the pool – recovery happens only when he is allowed to act –so that he must defend without any pool bonus...

6.18 The wizardry skill

The wizardry skill is a theoretical and practical training in the general use of magic. It qualifies the true wizard and grants him new possibilities. Wizardry is independent of experience levels with spells and of the magery level of a character. Its effects are :

1) Wizardry allows more efficient spellcasting. Half the skill level (round up) is added when the limits of magic point use (see above) are determined.

2) Wizardry allows magic experiments and the creation of new spells. This described in detail in the respective section.

3) Wizardry gives casters access to special rules, e.g. for magic staffs. This is described in more detail in the respective sections.

6.19 Ritual magic

Mages may attempt to increase their power by use of so-called ritual magic. They may also cooperate with other mages for this purpose.

Ritual magic is the slow building up of a magic effect with gradual energy contributions. It is mainly used when manufacturing magic items or in case of very potent permanent magic (e.g. youth). The procedure is as follows: One or several spellcasters establish a ritual circle. Each of these mages is then allowed to contribute as many ED, LF and attribute points as desired, once per hour of the ritual, but in practice, rarely more than 10% of his ED maximum (see below) . The Ritual consists of recovery and casting, recovery and casting, etc... All participating casters must know the spell, or the ED amount is decreased to 5%. Please note that during a ritual, a caster will not be able to recover more than 10% of his ED maximum (cf. recovery in the miscellaneous rules).

Furthermore, a leader must be selected. This is the one that makes the magic check, as soon as he thinks that the gathered energy is sufficient. He is himself allowed to add as much of his ED as he wants. However, only one die roll for cost reduction is allowed, and applied to the total amount! Furthermore, a DM of –5 per participating caster is applied on the magic check... Disasters are rolled individually for each caster, failures remain failures, and successes let the spell take effect. Certain magic, e.g. combat spells, are almost impossible to cast in a ritual, unless one gathered energy gradually and then sent the spell against a target whose location is known. Magic points are allocated as usual; the maximum applicable for one category is calculated as skill level leader with spell + his level in wizardry +1 !

It is possible that non-mages participate in a ritual (cultists would be a typical case...). Each of these participants is able to contribute 1 ED per hour, and he causes DM-1 on the magic check. All participants of a ritual are treated as carrying out a concentrated action. They are unable to cast other spells, unless they temporarily quit the circle. As long as at least the leader stays in the circle, the ritual continues – but possible injuries suffered by participants immediately affect him, and if his concentration is broken, the ritual ends immediately and a disaster is rolled. According to these rules, it is absolutely possible, that individual casters leave the ritual for some time, e.g. for sleeping. However, energy contributions are only allowed from characters that have participated in the ritual for a respective full hour.

During a long ritual, it is not compulsory that the same spellcaster acts as the leader all the time. However, the leader must in any case know the spell that shall be cast.

So-called quick rituals are another possibility. Use the same rules, but the participants, that must all be spellcasters, pool as many ED as they want and grant it to the leader. This means that they simply make a common magic ritual for a spell with defined concentration time, and the leader makes a magic check and a cost reduction roll. Apply a DM as above and the ritual has the same effects. If participants do not know the spell themselves, each of these participants causes an additional DM of -15.

All participants of a ritual must be in physical touch or in touch with an object suited for the flow of astral energy (master), or they must be inside an especially drawn magic circle (1 hour, check: wizardry, 10 GP per participant).

6. Magic

6.20 Permanent magic

An important goal of many casters is to create permanent spell effects, because only very few spells are already permanent in themselves. Similar methods as described in the following are also used to manufacture magic items.

The character must know the permanency spell and must have cast the spell that shall become permanent. Afterwards, the ritual of permanency is performed, i.e. a magic check with permanency is made. The concentration time is one hour per level of the spell that shall be made permanent, and the base cost is equal to its base ED cost x 20 without reduction for ritual components. In any case, the duration of effect of the spell that shall be manipulated must be at least long enough to have effect during the entire ritual. There, spells with immediate effects can never become permanent.

A magic check: permanency is made, and on success, a permanent spell has been created. For rune magic, a modified procedure is applied.

6.21 Rune magic

This is the art of binding magic into runes. Runes can be defined as magic symbols, in which the energy of a spell is stored. Complex combinations of runes are possible which may have multiple effects. In order to bind a spell into a rune, the caster must know the spell as well as the respective rune type. The magic check is made with the lower of the two magic values. Two die rolls are made:

The first die roll happens when the rune is created. ED must be paid and a reduction roll is made as usual. The cost is the total of the rune cost and the spell cost. Only one reduction roll is made and applied to the total of the cost. MPs can only be used for the rune, but not for the spell, i.e. the effects of the spell can only be increased by reinvestment.

For rune magic, no cost reduction by adding of ritual components is allowed, except for material components. Verbal and gesture components are always required.

The second magic check is made when the rune is triggered, and disasters on this check have no effect. There is no ED cost, but the die roll only determines the result of the stored spell for possible resistance checks. MP cannot be assigned.

This leaves the question, how spell effects may be increased for rune magic. The answer is simple: This is only possible through increased ED investment.

If a magician learns spells with the limitation "runes only", he can only bind them into runes, but not cast them separately. The CP cost of the spells is halved in this case. A magician that can only use rune magic may be defined as an adept if the master agrees.

Time reductions during rune magic cause double DM, i.e. -40 per reduction.

Runes may be placed on a creature, on an object or on a square (i.e. 1 m²). They may be triggered by different means: The creator may trigger them (t = 1 sec, range sight), or the activation rune could contain a trigger event.

As soon as a rune has been triggered, it vanishes. Before, runes may only be discovered with magic sensor or a thorough examination (skill check: magic lore, 1 minute per square meter of area), but cannot be identified.

Banishing runes requires a magic duel (with DM-30, if the caster does not know which spell is bound in the runes). Defeat triggers all runes and they affect the caster that tried to banish them.

All runes vanish at the latest after 49 days. This period can be increased by MP use or reinvestment.

Never forget, however, that range, damage etc. are fixed during creation of a rune.

Different types of rune use are distinguished:

a) Single runes or grouped runes

A combination of several runes is called **grouped runes**. There is no limitation how many runes may be included in a single group. Single runes also do exist, but have the problem that only their creator may trigger them. When grouped runes are triggered, all runes belonging to it vanish. Grouped runes always include exactly one category rune, additionally, an activation, permission, delay, distance and/or intensity rune may be added.

b) Chain runes

This is a special case of grouped runes: One or several single runes or grouped runes are combined. This has the effect that every activation only triggers one of the single runes or grouped runes. The sequence is decided by the creator.

An activation or other modification rune may also be assigned to more than one groups of triggered runes. In this case, it only vanishes after the last group has been triggered.

c) Ready runes

This type of runes requires the double ED cost. They usually contain a spell rune and an activation rune: keyword and allow to cast the spell that is bound into them, as if the creator had cast it himself. The result is some kind of one-shot magic item, i.e. one can for example target the spell, while runes otherwise affect only a fixed area (usually the activation area and possible the surrounding area).

Example: Frederic binds the fireball spell into a rune of fire and adds activation: keyword. The whole thing is found on the sword of his friend Jack, that it told the keyword. As some time later, Jack is confronted with a band of orcs, he utters the word, a magic check is made, and die orcs experience how a fireball appears in their midst. The runes vanish.

Permanent rune magic :

The rune of permanency can be combined with any other rune or group of runes. It then has the effect that these runes no longer vanish when activated, i.e. they may be used infinitely often. Similar as for magic items, this requires a time of 1 week x total of the rune spell levels (= learning), and ED cost of 20 x base cost. Furthermore, the ink must contain special ingredients (cf. magic items), or the cost is multiplied by at least 10.

6.22 Rules for inborn magic abilities

These are explained in the section on different races (chapter 3).

6.23 Alchemy

This is the ability to produce magic potions, mixtures and ointments. Necessary condition is knowledge of the respective skill. Furthermore, a laboratory is required which needs at least 10 square meters of room and costs 10.000 GP. An alchemy library - useful e.g. for identifications - costs at least further 10.000 GP.

In order to be able to practice useful alchemy, it is furthermore necessary to know the suitable magic spells. These depend on the type of object to be manufactured - healing for healing potions, neutralize poison for potions against poison, etc. Magic checks are made with the normal magic value.

If a caster learns spells with the limitation "alchemy only", he can use them only for the manufacture of alchemist products, but not separately. The CP cost is reduced to

one third. Such a caster may, if the master agrees, treated as an adept.

a) Manufacture of potions, ointments, etc.

This area of alchemy requires a properly equipped laboratory and suitable basic substances. The procedure is simple: each product of alchemy has a level in the range from 1 to X. This is equal to its power. For every intended level of a product, a check: alchemy must be made, with a base time as described below. Furthermore, one (or several) spells of the required magic must be cast on the brew. A failure is dangerous. Accidents and disasters destroy the product, and an explosion with 2d6 damage occurs. Normal failure mean only wasted time: Try it once again, or give it up.

Between two alchemy checks, there may never be more than 8 hours of interruption, otherwise, the manufacturing process fails. Furthermore, it must always be the same alchemist that makes the alchemy checks – but the magic may be cast by any other person.

During the process of alchemist manufacture, more than one dose may be produced. However, a DM of -5 per further dose is applied to the alchemy checks.

The use of magic potions requires 2 AP. Ointments normally need 2 to 3 minutes, depending on how many and which body parts must be covered.

Examples for alchemy:

Listed are the name, the effect and the price for the base materials, plus a typical purchase price in the shop of an NPC alchemist.

Potion of force:

Effect: heals level d6 ED, but cannot exceed maximum.

Base time : 1 h Magic: grant power

Price : 5 GP Shop : Level ² x 10 GP

Healing potion:

Effect: heals level d6 LF and ED, but cannot exceed the maximum values.

Base time : 1 h Magic: Healing

Price : 15 GP Shop : Level ² x 25 GP

Potion of truth:

Effect: The drinker must make a resistance check against poison with DM -10 x level. On a failure, he will always tell the truth during the next 1d6 minutes. If he fails a std check: HT, the victim permanently loses one point of IN.

Base time : 2 h Magic: Control of humans

Price : 500 GP Shop: Level ² x 1.000 GP, illegal

Potion of super healing :

Effect: Same as super healing with a result of level x50 for healing of permanent damage; heals level x 2d8 LF and ED, without exceeding the maximum.

Base time: 12 h Magic: Super healing

Price: 250 GP Shop: Level ² x 500 GP

Potion of shapechanging:

Effect: The drinker must make a resistance check poison with DM -10 x level; on failure he is transformed permanently into a creature decided in advance by the alchemist.

Base time: 12 h Magic: Transformation

Price: 2.000 GP Shop: priceless

Antidote potion :

Effect: makes a duel level against poison level, on victory, the poison is neutralized. Has effect in the body for up to level hours.

Base time : 1 h Magic: neutralize poison

Price : 15 GP Shop: Level ² x 20 GP

Potion of invisibility:

Effect: The drinker is invisible (cf. spells) for 1d6 x 10 minutes. He suffers DM -[100 - 10 x level], maximum +/- 0, on all actions.

Base time: 4 h Magic: invisibility

Price: 200 GP Shop : Level ³ x 1.000 GP, often illegal

Potion of armor:

Effect: The drinker gets protection 3 + level d3 for 1d6 minutes. For further details, see the armor skin spell.

Base time : 6 h Magic: armor skin spell

Price : 150 GP Shop: Level ² x 400 GP

Also available as ointment: Half price, half base time.

Potion of fire, ice, lightning, ... protection:

Effect: as for the respective spell for 10x level minutes with result of level ² x 5 + 50.

Base time: 1 h Magic: respective protection spell

Price: 50 GP Shop : Level ² x 100 GP

Potion of amnesia :

Effect: The drinker must make a resistance check poison with DM-10 x level. On a failure, he loses the memories of the last level ² x d6 hours (cf. amnesia spell).

Base time : 6 h Magic: Amnesia

Price: 500 GP Shop: Level ² x 1.000 GP, illegal

Potion of insight:

Effect: The drinker is subject to the effect of a true seeing spell with value + 100 + 10 x level for level x d6 minutes.

Base time: 3 h Magic: True seeing

Price: 50 GP Shop: Level ² x 100 GP

b) Manufacturing pure substances

This application of alchemy is mainly interesting for the production of magic items, which often requires pure substances, but in any case benefits from them.

The manufacture of pure substances, e.g. alchemist's copper or purified crystals, requires a laboratory as usual. Then, for a period of 30 days, the alchemist must make a daily std. check: alchemy with a base time of 8 hours. A success produces pure substances out of the basic material at a 1 to 10 ratio (i.e. from 10 units of base material, one unit of pure substance is manufactured). The checks are dangerous. The usual rules for interruptions apply. Magic is not necessary. The base assumption is that not more than 1kg of base material is used. Each increase by 100% causes DM-5 to all checks.

c) Special substances: orichalkum

Orichalkum is one example for special magic materials that can actually only exist because of alchemy and magic. It is a reddish yellowish silvery alloy of gold, silver, mercury and copper, which is practically priceless for the producers of magic items.

The manufacture of one unit of orichalkum requires one unit of pure alchemist's gold, silver, mercury and copper, and a laboratory. For a period of 30 days, one alchemy check with DM-25 and 8 hours base time must be made daily, the general alchemy rules are in force. If more than one unit shall be created in one process, more base units are necessary and per increase by 100%, a DM of -10 is applied to all checks.

Orichalkum can be stored or transported without any problems.

d) Herbalism

This area is not alchemy in its true sense and even does not require that skill. Nevertheless, it thematically matches this section. This skill covers the use of plants with magic abilities.

A distinction is made between treated and untreated plants, whereby the latter usually have weak or even no effect. The treatment requires a check: herbalism per level (cf. alchemy), but the lab costs are only 100 GP, because the work is more based on natural procedures (drying, cutting, grinding, etc.). The facts mentioned for alchemy apply, but there is no danger of explosions.

Examples for herbalism :

In the following, some examples are typical herbs and other plant parts are presented, as usual with prices and game stats. Additionally, it is mentioned where the plant can be found. This is interesting when searching for such a plant. In the suitable region, a check: herbalism can be made, with a base time as follows : one hour for frequent, 6 hours for rare and 12 hours for very rare plants. One success produces 1d6 plants.

Quickherb:

untreated: 3d10 turns 100% acceleration with double after affects (cf. spells).

treated: 20 turns 100% acceleration with after effects as for the spell.

Found in: forest (very rare)

Base time: 1 h Magic: acceleration

Price: 100 GP Shop: 500 GP

Berserk mushroom:

untreated: 1 h as berserk combat (magic), but after expiry std-check: HT and on failure permanent - 1KB. Furthermore, in any case bloodlust for three hours.

treated : 1h as berserk combat (cf. Spell).

Found in: jungle (rare), forest (very rare)

Base time : 2 h Magic: berserk combat

Price: 100 GP Shop: 500 GP

Attribute herbs:

These exist for every basic attribute separately (ST, DX, HT, IN, CH, AP, RE).

untreated: std-check on attribute must be made. On a success, the value increases by 1d10 x 10 % for 10 minutes; every full 10 points above 100 lengthen this time by 10 minutes. On a failure, the herb does not have any effect; a disaster permanently costs one attribute point.

treated: Procedure as above, but in case of a failure, the attribute increase is only one point and a critical failure means only no effect, but no attribute loss.

Found in: forest (rare), prairie (very rare), jungle (very rare)

Base time : 1 h Magic: resp. Attribute increase spell

Price: 50 GP Shop : 250 GP

It is also possible to create attribute reductions by using the respective reduction spell during the treatment.

Hilmon berry:

Effect: stops bleedings of all kind with one turn.

Found in: forest, jungle, prairie, hills (rare)

Shop : 10 GP

Machal herb:

untreated: the user gets DM+50 on all resistance checks against poison for 1d6 x 10 minutes.

treated: for 1d6 x 1d6 h complete immunity against any poisons.

Found in: desert, prairie (very rare)

Base time: 6 h Magic: neutralize poison

Price: 50 GP Shop: 1.000 GP

For the treatment of this herb, a DM-50 is assigned on the herbalism check.

Flong leaf:

Effect: heals 1d6 LF and ED, but never exceeds maximum values and only if losses were caused by injuries.

Found in: forest (frequent)

Shop: 10 GP

Dragonbane:

only usable when treated, can also be done with an alchemy check. The substance must be used to coat a weapon (one dose is sufficient for one sword sized weapon, two of dagger size or up to ten missiles). The mixture holds for 1d3 x level attacks on the weapon and has the effect to divide the protection of a dragon by level+1.

Found in: forest (rare), jungle, prairie (very rare)

Base time: 4 h Magic: none

Price: 100 GP Shop: 500 x Level ² GP

Chang herb:

untreated: digestive poison of level 10, has effect after 1d6 turns, victim appears to be dead for d6 x 10 minutes.

treated: level-20 digestive poison, takes effect immediately. The victim appears to be dead for 1d6 days.

Found in: tropics, subtropics, desert (rare)

Base time : 3 h Magic: feign death

Price: 100 GP Shop: 600 GP

A DM-30 is applied to the herbalism check for treatment.

6.24 Magic staffs

Especially in the fantasy literature, many magicians use magic staffs, and this not only to rest on them. Instead, staffs may result in numerous advantages.

Every magician that knows the wizardry skill is able to manufacture a magic staff. This requires a skill check, a base time of 7 days and material for 50 GP, that theoretically could also be found by himself (this triples the time). Magic staffs may not be transferred to other magicians, but are only ordinary staffs or clubs for them. A magic staff may have any size from about 50 cm to more than 2 m and consequently it may be used in combat as a staff or quarterstaff.

Which are now the advantages of a magic staff? First of all, it is almost unbreakable (-50% on all breaking rolls) and damage rolls get a DM+1 when it is used for attack. Furthermore, a touch with the staff counts as a touch by the magician (astral transfer), i.e. is touch range is increased.

Finally, there is the possibility to further enchant the staff in order to make it an invaluable magic aid. All the following rituals, for that nothing different is mentioned, have a concentration time of 6 h and a case cost of 20 ED, without reduction by additional components. They may only be cast once per week and staff, or a cumulative DM of -25 is applied to further attempts. In the rituals, MP may be used as always in order to modify the underlined game stats. The result of the mentioned skill check is decisive here.

a) Magic bonus:

This requires a skill check: wizardry without any DM. After a success, the staff will bestow for 7 x 7 x 7 hours (about 14 days) DM+10 on all magic checks, if it is held in the hand.

b) Astral power source:

This requires a skill check: wizardry with DM - 25. On a success, the staff becomes a power source for 7 x 7 = 49 hours, i.e. for each spell, that is cast while the staff is held in the hand, the staff produces 1d3 magic points.

c) Spell reservoir:

This requires a skill check: wizardry with DM- 50. On a success, the staff becomes a spell reservoir for 7 hours, i.e. up to two spells may be cast after the ritual (cost is paid, but no MP assigned). At any later point in time, the owner of the staff may activate one of these spells without ED cost and with t=1 sec: A magic check must be made to determine the MP. The spell then takes effect as usual. If the staff is destroyed, the spells are of course lost.

d) Magic light:

This requires a skill check: wizardry with DM - 25. On a success, the staff becomes a magic light for 7 hours. It can always be activated with t= 1sec, gives light in a 10m circle and increases the staff damage in combat by 2 points.

e) Flaming staff:

This requires a skill check: wizardry with DM- 50. On a success, the staff may always be activated with t = 1 sec during the following hour and then becomes a flaming staff for 2d6 turns. This causes additional 2d8+2 damage; increased respectively for victims vulnerable to fire.

6.25 Spell scrolls

Spell scrolls are parchment or paper (also papyrus, leather, etc.) rolls on which one or several spells have been written in magic script. Their manufacture is very costly. There are two possibilities of use: The learning of spells and the casting of such.

When used for learning a spell or improvement of the skill level, a check: magic script with DM-10 x level (= difficulty) of the spell and DM depending on the age of the scroll must be made. The base time, during which no disturbances may occur, is 1 hour per level of the spell. A success improves the skill level with spell by 1d3 points or grants it at level 1d6, if it had not been known by the caster. A failure is dangerous, i.e. accidents discharge the spell that is written on the scroll – it affects the caster. Additionally, a disaster must be rolled. After a successful or failed learning attempt, the spell vanishes from the scroll.

When used for casting, the spell scroll is read aloud. By this way, the caster is able to use the spell with a suitable magic check or with a skill check: magic script (use better value). The normal concentration time is doubled, and the spell is treated as verbal. The ED cost is zero! (Therefore, of course, no reinvestments are allowed.) The use happens as usual, and the spell vanishes during this process. The only risk: Failures of a character that does not know the spell at least at level 1, are dangerous. An accident means a disaster.

Please note that spell scrolls are very vulnerable against fire and liquids, and they are very often protected by magic seals or runes, that take effect when the scroll is opened...

The manufacture of spell scrolls requires a suitable material: this consists of a blank scroll and the ink, and the latter is the problem: Necessary are various ingredients depending on the spell, such as e.g. dragon blood, rare gemstones, the fear of sweat from a hanged man, body parts of animals, plant parts, etc. The master decides respectively about the material and its availability. If all substances have been gathered, the writing may begin. Of course, the caster is only able to write down such spells that he knows himself. He makes a check: magic script or spell, whatever be less, with DM - 10 x level spell. A failure produces a heap of garbage, a success a usable scroll. Furthermore, the base time is 24 hours per level of the spell, interruptions may not take longer than one hour, and the ED base cost must be paid. As one can see, more likely this is work for NPC.

6.26 Magic experiments and new spells

Magic experiments are one way to use spells that have not been learnt yet or even to develop completely new spells. Let us begin with the general procedure:

The character always need the wizardry skill on a level that is at least equal to the difficulty of the spell that shall be cast, and he must meet the requirements for the spell (minimum magery level). Then, an improvised check is rolled, i.e.

1d100(-)+ 3 x (IN + magery level) + 5 x wizardry / A

A has the value 1 for spells with the difficulty 1 to 3, the value 2 for difficulty 4 to 6 and otherwise the value 3.

The improvised spell has the game stats as in the description, with one exception: the required concentration time is doubled, because the user is not yet familiar with the spell.

Failures are dangerous, i.e. accidents result in a disaster. If a disaster is rolled immediately, two rolls are made for its effects.

A magician may improvise all spells about which he knows. This covers normally all the spells in the lists, unless the master decides about exceptions.

Completely new spells are a bit more complicated: First of all, they require a clear concept of the magician about the desired effect. The master should decide the game stats based on existing spells (thus not create new spells which do more damage and cost less!). In any case, an improvised check as above is made with quadruple concentration time.

If the caster has not invested at least one day per level of difficulty of the spell for its research and development, apply an additional DM of - 5 per missing 4 hours. This rule may be ignored by masters that want to have a very flexible magic system – the whole thing is a matter of taste.

As soon as a caster has acquired at least one SXP with an improvised spell, i.e. in this case, as soon as he successfully made an improvisation check, he is treated as

being familiar with the spell and is now allowed to use regular experience points in order to ordinarily learn the spell at level 1 or higher.

6.27 Magic items

All objects into which magic in any form has been bound are called magic items. They may have beneficial, but also negative effects.

Two groups are distinguished: **Always active items** and **items that must be activated**.

Always active items do not require a special activation ritual. They only need to be used in a certain manner, i.e. armor must be worn, weapons must be wielded, a necklace be put around one's neck, a ring put on the finger, etc. As soon as this condition is met, the magic effect of the item is active. Disadvantageous items (e.g. swords with negative DM on attack) use the same rule. Additionally, they are often combined with a curse that makes it impossible to remove or drop them until the effect has be banished by a priest or mage.

Items that must be activated have an activation ritual. This consists of a defined time and a method (e.g. uttering of a keyword, certain gestures, ...). The user must know the ritual and meet the respective concentration time, without any possibility of reduction. Normally, it costs 2 AP, to use a magic item. Afterwards, the effect occurs.

In general, for every item, it will be mentioned which requirements must be fulfilled for its use (e.g. only by mages, only against mages, only at day, only by persons with a certain skill,...). In the hands of other characters, the item is useless.

The basic idea is that the magic item casts the spell for a character, i.e. he does not need to know the spell himself, it is even often not necessary that he is a spellcaster at all. Consequently, any item with variable effects (thus, not e.g. most magic weapons, but for example a fireball staff) has a magic value. Whether the use requires any ED, and if yes, how many, depends on the item. In such cases, the user is entitled to check for cost reduction using the rules for normal spellcasting with the magic value of the item.

Magic items are usually almost impossible to destroy, but there are exceptions: The item has as many structure points as a non-magic object, multiplied with 5 because of the magic. If all structure points are lost, the object is destroyed and thus also its magic is lost. The master may e.g roll a disaster in such a case or decide that a magic explosion occurs, but this is a case to case matter: A character that has just lost his flaming sword, should not be punished additionally by its explosion doing 4d6 damage (cf. scenario chapter). Very powerful magic items may also be indestructible or only can be destroyed under certain conditions (" Throw this ring into a flowing rim on the elemental plane of fire " or "Hack at the shaft with a new axe in three full moon nights "...). Disasters on the use of a magic item destroy it with 5% chance.

The owner of a magic item is defined as the character that is able to use it. However, there are items (see above) that only accept certain owners or that are protected with powerful magic against unauthorized people. Furthermore, there are magic items of great power that have their own personality, but this is a separate chapter for sourcebooks...

The identification of magic items can be made with one of two methods: trial and error or analysis. However, the first method can only be used for always active items or for items whose ritual is known – although blind guesses might also sometimes work. The risk is, that one does not know what the item does, until it happens.

Example: Jack points the staff that he found at a square that is two squares behind his friend and then exclaims "Odem arcanum", because these words were written on a note found with the late former owner. BOOM ! A demon of the fourth order appears. Ooops.

Respectively safer is an analysis. This requires duel of the discover type of magic spell against the item, in order to identify the spells that are bound in it. For identification of the ritual, a skill check: wizardry (base time 24 hours, needs small shop = at least 10,000 GP and 10 square meters, otherwise further DM-75) with DM –50 is required. A success discovers the ritual for one of the bound spells. Failures are dangerous: Accidents or disasters make it impossible to discover the ritual with any future analysis, because all traces have been destroyed in this case.

The manufacturing of magic items is a very time consuming and complicated process, that will normally be limited to NPCs. It requires knowledge of the permanency spell, a magic shop (at least 100,000 GP and 100 square meters) and a lot more, mainly the material: The caster needs not only know the spell/spells to be bound, but also, similar to spell scrolls, he must comply with special material requirements, that are decided by the master. Alchemistically pure copper, orichalkum, large gemstones, holy water or source water from certain nights and places, parts of animals or of plants,... This has the purpose to give the master a possibility to control the production of magic items a bit. Trivial things as a magic light or a +5 sword should not require much special material, say, alchemistically pure metal is sufficient, but for a fireball staff or a +25 lightsword, the matter should be a bit different. The manufacturing of the item itself will usually require craft skills (weapon smith, wood working, etc.), that can be provided by the caster himself or by an external assistant.

As a rule of thumb, the ED cost is hundred times the base cost of the respective spell, and no cost reductions via the ritual are possible. The necessary time is a base time of 1 week per spell level. During this time, the work may never be interrupted for more than 8 hours, otherwise, all energy is lost and one has to restart from the beginning. Usually, ritual magic is the only way to provide enough energy, but who knows. Two magic checks are made, one for the spell and afterwards one for permanency. If only one fails, the process fails. A disaster or accident on one of the checks has the usual effects, plus the destruction of the magic material. The listed base time can theoretically be reduced via DM on the check: permanency. On the other hand, if ritual magic is used, the process may also take much longer.

If an item shall be stronger than listed in a spell's basic stats (e.g. a sword + 10), this is only possible by ED reinvestment, i.e. cost increase.

Example: A sword with +5 on attack costs 10 x 100 = 1,000 ED. A sword with +20 on attack and +2 on damage, however, costs (10+ 10+ 10 + 10+10+10) x 100 = 6,000 ED!

If more than one spell shall be bound, the procedure must be made separately for each spell.

Generally, the magic value of a magic item is +100 or the magic value of the manufacturing caster (the lower of the values for permanency and for the spell), use the lower of these amounts. Items with higher magic values, the limit is the magic value of the manufacturer, are possible, but every intended increase of the magic value of the item by 5 points means DM-20 on the manufacturing checks.

If an item that enables the user to cast a spell shall operate with other ED cost than the base cost for the spell, the manufacturing base cost is to be increased by 50% for each halving (round down) of the spell cost.

Example: A fireball staff shall be enchanted. This costs 20 x 100 = 2,000 ED. If the use of the staff shall cost only 10 ED (50% of

20 ED base cost), the manufacturing requires 3,000 ED. However, a fireball staff whose use costs only 2 ED, will require 5,000 ED.

Items with continuous effect, e.g. magic weapons, usually do not require ED when used. Different sourcebooks will treat this in more detail.

Reductions of the manufacturing costs are possible if a caster voluntarily adds exotic and magic materials (orichalkum, purified metals, pure gemstones, certain animal and plant parts, mithril,...). Details are left to the master. Theoretically, manufacturing without any special materials are possible, but at least for ten times the standard cost. Each voluntarily added unit of pure material should reduce the cost by 5%, but never by more than 75%. However, any further unit also causes DM-5 on all manufacturing checks because it becomes more and more difficult to master the high power level. An additional unit of orichalkum reduces the cost by 15%, but also causes DM -5. The total reduction from orichalkum is calculated after that from pure material and may not be more than -90%.

It should also be noted that every unit of pure material or orichalkum must be produced first (cf. alchemy). Furthermore, every added unit increases the manufacturing time of the item by 10%.

Example: The thaumaturgist Regulon wants to manufacture a magic sword. He determines a base cost of 2,000 ED, being too high for him. Therefore, he adds two units of pure iron and one unit of orichalkum, causing DM- 15 on his checks. The cost is now 1,530 ED (2,000 - 10% = 1,800, 1,800 - 15% = 1,530) The manufacturing time is increased by 30%, because three units of material have been added.

Permanent rune magic is explained at another place.

The integration of limitations for the use happens as follows: User limitations (only be certain race, not by certain race, only by certain character, not by certain character) and situation limitations (only in daylight, only on Wednesdays, only against orcs, not against trolls, etc.) are distinguished. Situation limitations are decided during the manufacturing process, either via respective runes (cf. rune magic) or by integration on the process. Each limitation requires a time increase by 25% and a new check for permanency, but it does not cost any ED. Instead, the ED required for manufacturing is reduced as follows:

- 5% for trivial limitation (not against the orc Grizbrum, not against treemen, not at full moon).

- 10 % for extended limitation (not against eves, not on Mondays or Tuesdays)

- 25% for important limitation (not against orcs, only against humans, only on Mondays and Tuesdays, only at day)

- 40% for strong limitation (only against elves, only in direct sunlight, only on Mondays)

- 60 % and more for extreme limitation (only against treemen, only on the first day of a month, only during full moon).

A failure on the permanency check is dangerous. An accident or disaster randomly distorts the limitation.

User limitations are different. They require the same procedure, but they do not reduce the ED cost, because they usually are a special type of protection and thus beneficial. Depending on the master's ruling, however, also a reduction might apply as mentioned. A roll for permanency must be made as usual, and failures are dangerous with the above-mentioned effects.

The integration of curses is not treated in these rules.

6.28 The magic duel

A magic duel is a power duel of two spellcasters. As mentioned at various places in the spell descriptions, it occurs e.g. when competing spells are used (heat metal against chill metal or fire magic against water magic).

The procedure is simple: the attacking caster and the defender each make a magic check. Apply all DM, that were used for the initial spell. Reinvestments for result improvements, if this rule is used, are allowed if the caster knows of the duel, i.e. there is not only an attempt to dispel an effect left by him (see below).

Both results are compared. The magic of the caster with the better result wins and takes effect.

Dispelling of magic effects

The most frequent case of magic duels is the dispelling of working magic, e.g. a paralysis effect, curse or also the destruction of magic bound into an object.

Usually, the antimagic spell, or another spell mentioned as suitable in the description (normally such with opposite effect) must be cast. As usual, a second magic check is made as the duel roll, and the defender also makes a magic check, if the master does not know the result of the original magic check. Victory of the attacker ends the effect.

Magic in an object, e.g. magic sword, can be dispelled using the same method. If the stats of the creator have not been defined, the master may assume a skill level of 25 with the spell and a base value of 30.

If the result of the attacker is at least 200 points below that of the defender, or if he suffers a disaster, he may never again to try this magic effect.

Example: The mages Fred and Heinz are dueling, because Fred has created an illusion and Heinz wants to destroy it. Heinz is successful with an antimagic check. Immediately, a second magic check with the applicable distance and time reduction DM is made by Heinz ,resulting in a 185. Fred had rolled a 175 on his illusion spell, having been noted by the master (otherwise, Fred would now make a new magic check). Result: The illusion is destroyed.

6.29 Termination of own spells

A caster may decide to terminate a spell that he maintains by concentration, when he is allowed to act in a turn. The spell effect then ends immediately.

Spells with a duration of effect that do not require constant concentration (i.e. charged spells), are a different matter: termination is possible, but it again requires to carry out the spell ritual, i.e. respective concentration time, a magic check and ED cost. The spellcaster actually reverses the ritual. If the magic check then is successful, the spell effect ends.

6.30 Rules for information magic

These spells, which are marked with the keyword "information" in the descriptions, use special rules. Most of them are used to gather information. The risk on their use is to get false information without knowing this.

Therefore, all checks for information magic are made in secret by the master. A disaster is usually pretty obvious, but normal failures are the true problem: Make a roll as for a dangerous check, and an "accident" means false information, either determined randomly or decided by the master. This means that the player never knows whether his spell was successful. However, if the subject succeeded with his resistance check, the result is "you do not learn anything ", and everything is clear again.

As the normal magic points procedure does not work – asking to use MP would be the same as telling the player that his spell was successful –a different procedure is

used: The player informs the master, how many MP he wants to use and for which purpose – normally, this will concern the range - and a respective DM of - 5 x MP is applied on the magic check. The result is the same, only the procedure is actually reversed. Of course, later ED investments are not possible.

The exclusion of known creatures or objects/ effects from a spell, so that it produces only useful information, causes a DM of -5 per exclusion named during the ritual.

6.31 Protection magic

Many protection spells have a so-called protection value. Attacks attempt in a duel to overcome it with their magic check (rarely also with a resistance check). If this succeeds, the full attack affects the protected creature, otherwise, it is wholly deflected. The protection sphere, however, will only collapse if this is mentioned explicitly in the description.

6.32 Conjuring

This covers all the spells which call creatures from other planes of existence, this includes elementals, demons and e.g. spirits of nature. For them, special rules are used.

The conjured creatures themselves are qualified by their order. Their game stats can be found in the bestiary. Please note, that 2 magic points (or 200% reinvestment) are required to increase the order by one level.

If a material component is listed for a conjuration spell, this is always required. Verbal and gesture components, however, are voluntary decisions of the caster, i.e. may result in a reduction.

Thirdly, it is important to know that all time reductions on conjuration, calling or binding spells cause double the standard DM, i.e. –40 per level.

If a binding spell fails, immediately a duel willpower against 5x order of the creature must be made. A defeat permanently costs one magery level! If the creature furthermore attacks, kidnaps the caster, disappears into the world or simply vanishes, is decided by the master as also mentioned in the spell descriptions. Demons, especially evil demons, will usually attack, other creatures tend to flee. A kidnapping, by the way, requires a victory of the creature in a duel 5 x order against willpower of the caster.

Binding spells do not prevent a creature from acting. It could even attack the caster! Therefore, usually polygons are used for protection.

Please note furthermore that many of these spells have variable ritual times. This can mean that, if calculations were wrong, the protection of a conjuration spells ends before binding has been successful. Oops.

If a caster is already controlling other creatures from other planes, apply a DM of - 5 x (total of order of already bound creatures) on all further binding attempts.

A bound or serving creature may be called at any time. It then waits in astral space and appears within 1d6 seconds. Calling it requires 0 AP, is thus a free action, and purely mental.

Scare away:

All calling spells are reversible. The reverse is called scaring away. If the caster, after a successful magic check, wins a duel CH against 5 x order, the creature is compelled to move away 1d6 km from the caster, and it will not approach him again in the next 1d6 hours. However, the creature may act normally during the magic ritual!

Banishing:

Banishing spells are the reverse of binding spells. They have t= 2 sec and cost 5 ED. The procedure is similar as for binding, but the second magic check decides whether the banishing attempt succeeds. Banished creatures must return to their native plane of existence.

Banishing spells may be learned separately. In this case, they have half the difficulty and the minimum magery level is one level lower.

6.33 Illusions

Illusion spells show the mind something that is not present in reality. Special rules apply: resistance checks are only allowed, if a creature has a justified reason to believe that there is an illusion or if – in case of weak magic - this in explicitly mentioned in the description. Only one resistance check is allowed per illusion, unless there is a new reason for doubt in it. If something impossible happens (one steps on an illusionary hole and of course does not fall into it), the illusion immediately ends for all subjects.

A different matter are damaging effects: Due to a psychosomatic feedback, illusions are actually able to cause real damage: An illusionary torch is hot, and if it is touched, one thinks to be burned and takes respective damage. The same applies for combat against illusionary creatures. There is only one exception: Any LF damage caused by illusions is only partially real. This means, that it is noted separately and initially has full effects concerning pain, DM, etc. However, as soon as an hour has passed, the body becomes aware of the reality: the damage disappears and there is no permanent damage. However, ED losses are permanent as they reflect exhaustion. And there is a further important exception: If someone has been killed by illusionary damage, the shock might have killed him in fact. The character immediately makes a check: willpower or health (both standard, use better amount). On a disaster, he dies of shock, a failure means that he falls into a coma, from which he will not awaken without aid (cf. coma).

Typical events for resistance checks are, that an illusion appears in the line of sight of a character, and the event is rather improbable (a warrior appears from nothing, suddenly, the room is full of fire...). Exceptions are events, that could really happen in this way (an illusionary torch ignites an illusionary fire, an elemental appears...). The master decides if necessary, if in doubt, make a std check: intelligence or one with suitable skills for NPC. On success, they may make a resistance check. Players must decide themselves, whether they think that something is an illusion, and tell the master. In order to prevent permanent cries of "That is an illusion", they must however give a reason for their doubts! Insufficient reasons may be refused.

Very improbable results cause DM on the resistance checks and IN checks. It is also generally possible that some characters disbelieve an illusion, and others do not. In this case, they may try to convince their friends ("There is no bridge..."). The others may then make a new resistance check with DM+25 per turn.

6.34 Bard songs

The magic of the bards is a special chapter: Bards are some kind of adepts, but their magic is so unusual, that full mages do not know it automatically, but only those characters, that have paid respective CP for the purchase of a magery level as bards (adepts). It is explicitly allowed, that a full mage or adept pays an additional 50 CP + 25 CP per further level, to be able to know bard magic as well.

Second requirement is knowledge of the bard music skill. No skill level in any bard song can ever be higher than the skill level in bard music.

Third condition is knowledge of an instrument or of singing. The bard can never use (though he may learn) a higher skill level in a song, than the skill level with the instrument he is using, or with singing if he uses his voice.

Bard songs use special rules. Firstly, their effect depends on being heard, i.e. their maximum range is equal to hearing range. Creatures without hearing (deaf, plugged or shut ears,...) or in a zone of silence are completely immune. Creatures with bad hearing (cf. characters) get a DM of +5 per level of bad hearing, i.e. per point below 10 , on their resistance. Base range is a circle of 5 meters around the bard; this can be increased with MP or ED investments.

The song is always mental magic, and per 5 turns of play of the bard, a resistance check is made. The first resistance check happens at the end of the first turn of the song, i.e. if the bard is disabled before or his ritual is interrupted, the song will not work. As soon as a creature succeeded on its resistance check, it resists the magic, until the bard interrupts his play and starts again. The ED cost are meant per turn of playing. Cost reduction is also checked once per turn.

Absolute requirement is a magic instrument. Use of the voice or of an ordinary musical instrument causes DM + 50 on all resistance checks. Furthermore, the ED cost will only be reduced (material component), if the magic instrument is used. Gesture and verbal components are always included, so that they do not result in any cost reductions.

For the magic check, use the normal formula, but with charisma instead of intelligence. MP can be used as for standard spells.

6.35 Black magic

This is a quite difficult chapter. From world to world, well, even from country to country, the attitude of population and government towards magic will be different. Depending on the national religion and laws, any magic may be banned, or only some spells, especially those of the so-called "black magic".

A clear separation is hardly possible and thus left to the master. In general, any spells that concern the inhabitants of the Dark Spheres (demons), that create undead, require human sacrifice or e.g. let humans die painfully or immediately (e.g. death, poison, cripple) should be qualified as black magic.

Blood rituals :

An especially disgusting chapter are the rituals of blood magic, which are always black magic. Especially unscrupulous caster are willing to sacrifice living creatures in order to get more power. Details are up to the master. A rule of thumb may be that a human sacrifice transforms about 50% of the attributes, LF and ED of the human being into usable ED, if made correctly, i.e. by performing a disgusting ritual taking several minutes.

6.36 Reversible spells

Some spells are defined as reversible. This is magic that can be used in two opposite directions, e.g. healing or injuring. If the master desires that in his world, both components are separated, or if a caster wants to learn only one the two variants, this is no problem: In this case, reduce the learning cost by 40%. To obtain exact results, use the decimal value for difficulty and round the final product of level and difficulty to half character points.

6.37 Descriptions of the spells

In the following, the spells that were already developed for Omnirole will be presented, together with their effects and learning conditions. The list does not claim to be complete, Players and master are free to extend it any time. On the other hand, spells may also be modified or eliminated.

The different magic areas are also only a proposal. As can be seen, many spells are part of more than one group, and as stated, the qualification is only intended to facilitate the creation of magic characters.

The following nomenclature is used :

Spell name

Difficulty — Minimum magery level

Concentration time — Duration

Range — Category

Damage form or type of magic — ED-Cost

Material (if applicable)

The difficulty is the factor for learning, like the difficulty of a skill. The minimum magery level mentions which characters may learn and use this spell. In case of area effect spells, the range die maximum allowed distance to the center of the effect.

Optional rule: It can be allowed that spells may also be learned by characters with insufficient magery level, however, they must have at least a magery level of 1, because they otherwise would not be able to cast spells at all. As they, however, in this case try to handle powers which they can not fully control, the base cost are not payable in the form of ED, but in the form of LF and ED (!) and for reduction of the cost, the normal rules are used.

1) Fire magic

Move fire

Difficulty = 2 — Minimum magery level = 2

t= 2 sec — Duration = maintained

Range = 5 m — mat

none — Basis: 6 ED

The spell allows to control a fire with a size of up to 1 square: It may be caused to grow or shrink by up to 10% per turn (i.e. extinguished in 10 turns) or its growth can be moved into desired directions. The master decides.

Create fire

Difficulty = 3 — Minimum magery level : 2

t = 2 sec — Duration : maintained

(or burning time)

Range : 5 m — mat

Fire — Basis: 15 ED

Material : charcoal = 4 BP

The caster can create a natural fire of up to 1 square. If flammable material is available, it is ignited and an ordinary fire is created. Otherwise, the fire only burns while the spell lasts. Concerning damage, assume that the flames are about hip high, further details in the fire rules.

Destroy fire

Difficulty = 2 — Minimum magery level : 2

t = 2 sec — Duration : immediate

Range: 5 m — mat

none — Basis : 10 ED

Material: Sand = 1 BP

The spell allows to extinguish a natural fire (not lava or similar, not a fire wall), of up to 1 square. If magic fires shall be extinguished, a magic duel is necessary. Very hot fires (melting furnaces, burning phosphor, etc.) can only be extinguished with a 25% chance.

Conjure fire elemental

Difficulty = 4 Minimum magery level: 3

t = 1 h Duration: special

Range: none mat

Conjuration Basis: 30 ED

Material: Ruby = 100 GP

One fire elemental of the 1.order appears. During a period of 1d3 x 10 minutes, he is unable to act, so that e.g. a binding attempt (cf. there) or the negotiation of a service are possible. For the latter, an interesting offer (the master decides) is required – what does an elemental need? If the master allows, he can also have the caster make a duel CH against 5 x order, and if he wins, the elemental grants him one service. In any case, no service may take longer than a week, and it must immediately be formulated clearly. Only one order is allowed. Typical examples are: guard a place or a creature, attack someone, fetch something, watch someone. If nothing is achieved while the spell has effect, the elemental disappear again.

Bind fire elemental

Difficulty = 7 Minimum magery level: 3

t = 1d6 x 5 min Duration: special

Range: special mat

Conjuration Basis : 60 ED

The caster can bind any selected fire elemental into his service for 1d100 ² / order (min. one) hours. This requires a second magic check with DM - 10 x order and DM + 2 x CH. Bound elementals obey all commands from the caster; they may also wait in astral space until they are called (in this case, it takes 1d6 seconds, until they appear). If a binding attempt against a free elemental, i.e. not conjured by the caster, it is angered: The master makes a reaction roll with DM-50, and negative reactions mean an attack against the caster.

If an elemental is already bound to another caster, a magic duel occurs, in which both casters roll with DM-10 x order and +2 x CH. The victor controls the elemental; if both fail, the elemental is free.

Call fire elemental

Difficulty = 1 Minimum magery level: 2

t = 10 sec Duration: special

Range: special mat

Conjuration Basis : 3 ED

One elemental of the 1.order appears with CH % probability (+ CH % per further 10 sec of ritual). The spell can only succeed, if at least 1 cubic meter of fire exists in a in 5 m circle around the caster. The called elemental is free. It may be bound, but only with halved magic value, or a service can be negotiated. If the CH rule is used, make a duel against 10 x order. Please note also that the elemental is free, i.e. if it is neither bound nor something is negotiated, the master decides about its actions. It might disappear, attack, hang around curiously,...

Conjure fire elemental group

Difficulty = 6 Minimum magery level: 4

t = 3 h Duration: special

Range. special mat

Conjuration Basis: 60 ED

Material: rubies = 1,000 GP

The spell is similar to the conjuration of a single fire elemental, but it conjures 1d3 elementals. For negotiation by a CH duel, this must be made against the entire group, i.e. against 5 x total order of the elementals.

Bind fire elemental group

Difficulty = 9 Minimum magery level: 4

t = 1d6 x 5min Duration: special

Range: special mat

Conjuration Basis : 120 ED

The spell allows to bind a group of up to 3 fire elementals. Only one magic check is made, with DM caused by the total of the orders (!), otherwise, use the rules for binding a single elemental. The duration of effect is divided by the number of bound elementals.

Call fire elemental group

Difficulty = 3 Minimum magery level: 3

t = 10 sec Duration: special

Range: special mat

Conjuration Basis : 9 ED

The spell is similar to calling a single fire elemental, but it calls 1d3 elementals. Otherwise, use the same rules.

Fire weapon

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range: 10 cm mat

Fire Basis: 15 ED

Material: Ruby = 3 GP

One weapon or up to 10 missiles of at least ordinary quality, that do not consist only of wood, are enchanted and are treated as magic weapons. Additionally, each hit causes a fire damage of 1d3. There are no resistance checks against the additional damage, use the standard fire rules.

Fireball

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration: immediate

Range : 5 m mat

Explosion (Fire) Basis: 20 ED

Material: sulfur, charcoal = 5 SD

A fiery glowing globe appears on a square. It explodes and causes 1d6 damage. The damage farther away is reduced using the explosion rules. Flammable materials in the area of effect may be ignited (cf. fire rules). Apply the impact protection of armor.

Fire mastery

Difficulty = 7 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 5 m mat

special, Fire Basis : 100 ED

Material : Ruby = 50 GP

This is one of the higher fire spells. It is possible to use it to simulate the effect of the spells protection from fire, move fire, create fire and destroy fire. Furthermore, a magic duel with DM+40 may be attempted against any fire magic of another caster, whose effect targets the character or whose ritual is observed. On success, the enemy spell is neutralized, on failure, it works normally.

Protection from fire

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm mat

none Basis: 6 ED

One creature or object is protected against any damage caused by fire. All natural fires do not cause damage to it. Against fire magic (e.g. fireball), the spell provides a protection of die roll result + 50 points and halves any damage. If the spell shall protect against very hot fires, this is possible at the following levels (each costs 4 MP or an ED increase by 200%): normal fire – volcano or similar up to several 1,000 degrees - stars etc. i.e. unlimited. If the protection is extended to one of these levels, the protected creature / object is also resistant against any fire magic.

Fire beam

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration : immediate

Range : 10 m mat

Fire Basis: 15 ED

Material: Schwefel = 4 SD

One target is attacked by a fire beam that causes 1d8 damage and could ignite flammable objects. Use the impact protection. Stats: at code 16, dodge - 10.

Fire wall

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 3 m mat

Fire Basis: 20 ED

Material: Ruby = 4 GP

The spell creates a 1 meters thick fire wall of 1 meter width and consisting of 3 meters high flames. The area in which the wall shall appear must be free of larger obstacles. A fire wall may be extinguished by ice magic, water magic or similarly, if a duel is won. The flames do not radiate much heat, and they only ignite objects which they touch directly. Missiles fly through a fire wall unimpaired, but as the wall blocks any vision completely, attacks are made as in total darkness. If a creature wants to pass through the wall, it suffers 1d20 fire damage per passed meter, with the usual consequences and without any resistance check.

Fire shield

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration: maintained

Range : 10 cm mat

Fire Basis: 20 ED

Material: ruby dust, sulfur = 3 GP

One creature is surrounded by a brightly shining sphere of flames, that, however, does not cause damage to it. Every attacker, that does not use a ranged weapon or a close combat weapon with at least 2 meters range, and that scores a hit, must immediately win a duel : attack skill against die roll result, or he suffers 1d6 fire damage. Unarmed attackers always suffer this damage against their hand / their foot. The shield furthermore protects from cold magic as a protection from cold spell, and all attackers suffer DM - 20 on attacks because of the flickering fire.

Flaming rain

Difficulty = 7 Minimum magery level: 4

t = 2 sec Duration : maintained

Range: 25 m mat

Fire Basis: 100 ED

Material: Lava = 5 GP

In a circle with 5 meters radius, flames of magic fire rain from the sky. The spell only works under open sky. Each creature and important object in the area of effect is attacked once per turn with attack value 50 + 10 = 60. On a hit, flames cause 1d6 damage (At code 16, dodge - 15). Use the impact protection; flammable things might be ignited.

Flame

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 cm mat

Fire Basis: 3 ED

From the hand of the caster, a flame appears. This gives light as a candle and can respectively ignite flammable material. Increased effects are possible, the stages are: candle - torch - blowtorch - phosphorous with respective faster ignition or ignition even of wet or barely flammable material. The master decides.

Heat

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 2 m mat

Heat Basis: 3 ED

In a globe of 2 meters radius, the temperature increases by 30 degrees Centigrade an. After the end of the spell effect, it quickly adjusts to the surrounding value again. Effects of heat on characters can be found in the respective chapter of the rules.

Protection from heat

Difficulty = 1 Minimum magery level: 1

t = 2 sec Duration : maintained

Range : 10 cm mat

none Basis : 3 ED

One creature is protected from all negative effects of large heat. This explicitly excludes fire damage, thus, only e.g. high surrounding temperatures, radiated heat, etc. are included.

Heat metal

Difficulty = 3 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 3 m mat

Heat, special Basis : 9 ED

The temperature of metal with a total weight of up to 2 kg increases by about 50 degrees Centigrade per turn of spell effect. If the melting point is reached, it melts. Creatures in contact with the object / the objects suffer a damage of 1d3 per full 100 degrees of temperature increase and per 10 kg of metal, per turn. Possibly, only certain body parts are affected (rings...!). The heat rules may be used additionally. Resistance checks are not allowed, the heating of magic items requires to win a magic duel. The use of hot weapons is difficult (min. DM-25), hot armor means real trouble - the master should decide individually, also concerning possible permanent damage or attempts to get rid of the metal object. When the spell ends, the object cools down with 300 degrees per turn.

Volcano

Difficulty = 8 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 5 m mat

very hot fire Basis : 150 ED

Material : Lava in special glass = 50 GP

On 2 squares (= 2 square meters), the earth opens and gives way to glowing lava. The relations of length and width of the area of effect may at maximum be 1:10 or 10:1. Lava causes 2d10 of damage per turn on body contact, and no resistance checks are allowed, although armor protects as against fire. Furthermore, heat of about 1,000 degrees Centigrade is radiated in a circular area around the area of affect with a width equal to its width or length. Of course, the temperature falls when nearer at the outside (master). Creatures that are present in a square when the lava appears, may try to save according to the explosion rules. On success, they do no suffer any damage. If the area is too large, they may – if they survive the damage – make a new attempt in the next turn, etc.

If desired by the caster, the lava may rise by 1 meter and flow to the sides, moving at 1m/ turn in all directions.

2) Water magic

Dehydrate

Difficulty = 7 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 1 m phs

special Basis : 60 ED

The spell removes liquid from the body tissue of a creature and thus causes damage to it. Creatures without any body liquids (undead, spirits, animated matter, certain aliens) are immune against the effect. All others are entitled to a resistance check: phs per turn. A success ends the spell effect, a failure causes 1d10 damage. Armors are completely useless against the Spell.

Move water

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration : maintained

Range : 5 m mat

special Basis : 6 ED

The caster can move up to 1 cubic meter of water in any dimensions. It can move by up to 1 meter per turn. The spell can e.g. move water from one container into another. The water does not need to obey to gravity. Further applications are up to players and master, just think of Moses and the Red Sea...

Create water

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : immediate

Range : 5 m mat

special Basis : 15 ED

Material : 1 l Water = 1 BP

The spell creates up to 1 cubic meter of natural water. This can be created in any chosen place, but behaves like ordinary water, i.e. disperses, seeps away, etc. The master decides if necessary. In any case, very useful to save oneself from dying of thirst.

Destroy water

Difficulty = 2 Minimum magery level :2

t = 2 sec Duration : immediate

Range : 5 m mat

special Basis :6 ED

The spell allows to destroy 1 cubic meter of water or any other liquid. It does not affect the body liquids of a creature (however, cf. dehydrate). If the spell is used in a large body of water, the created gap will be filled immediately with surrounding water. The master decides about details.

Fog

Difficulty = 4 Minimum magery level : 2

t = 2 sec Duration : maintained

Range: 5 m mat

special Basis : 20 ED

Material: bottle of fog = 5 GP

This creates a naturally-looking field of fog (although it may be unusual in certain regions or during certain seasons...) of 20 meters diameter and 3 meters height. The spell only works under open sky. Inside the fog, vision is impaired (range of sight 5 m [halved per MP], DM cf. combat) and the transmission of sounds is reduced; the master decides here.

Acid weapon

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration : maintained

Range : 10 cm mat

Acid Basis : 15 ED

Material: Jade = 3 GP

The spell enchants one weapon or up to zu ten missiles of at least ordinary quality using the rules as for fire weapon. Every hit causes 1d3 additional damage. Furthermore, the acid may affect objects, the master decides. After a hit with LF loss, some acid sticks at the target and causes 1 point of damage per turn for up to 1d3 turns or until a countermeasure (master) has been used.

Acid splash

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration: immediate, special

Range : 1 m mat

Acid, scatters Basis : 16 ED

Material : Flask of acid = 8 SD

In a defined direction, acid splashes in a 1 meter wide cone. In case of a hit, it immediately causes 1d4 damage and afterwards 1d3 damage in each of further 1d6 turns

(increases proportionately if the base damage is increased via MP or ED payment), without any resistance checks, although countermeasures (decided by the master, e.g. removing of clothes, washing) are possible. The acid can also corrode pieces of equipment, only precious metals are resistant.

Breathe underwater

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration : maintained

Range: 1 m phs

none Basis: 10 ED

Material : Gills = 1 BP

One creature gets the ability to breathe normally while under water, as if it had gills. The water must contain enough oxygen and during the spell effect, normal breathing of air is also possible. The range only concerns the moment of activation. Generally, the rules for operations under water should be observed, and it should be considered that speaking under water is not possible, i.e. no verbal spell components may be used.

Conjure water elemental

Cf. Conjure fire elemental, material: emerald = 100 GP

Bind water elemental

Cf. Bind fire elemental

Call water elemental

Cf. Call fire elemental

Conjure water elemental group

Cf. Conjure fire elemental group, Material: emeralds = 1.000 GP

Bind water elemental group

Cf. Bind fire elemental group

Call water elemental group

Cf. Call fire elemental group

Water mastery

Difficulty = 7 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 5 m mat

special Basis : 100 ED

Material : Emerald = 50 GP

This spell can simulate the effects of move water, create water, destroy water and wave. Furthermore, it allows, as mentioned for fire mastery, to stop any given water magic with a magic duel with DM+40.

Water beam

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration: maintained

Range: 5m mat

special Basis: 15 ED

Material: Scales of fish = 1 BP

From the hands of the caster, a powerful water beam originates. It may be used as a weapon depending on the circumstances (2d6 crushing damage, attack value 60, at code 12, dodge +0). If the beam hits a creature, it could be knocked down (duel strength against strength water beam of 15). By the way, the spell creates about 100 liters of water, this extinguishes 5 squares of ordinary fire or allows a magic duel against one square of magic fire. Each increase of spell duration proportionately increases the amount of water. Further uses are left to the imagination of players and master.

Walk on water

Difficulty = 3 Minimum magery level: 1

t = 2 sec Duration: maintained

Range : 10 cm mat

special Basis : 9 ED

One creature gets the ability to walk on the surface of liquids as if it were on solid ground. The spell does not protect from the effects of aggressive liquids (someone running across an acid lake should better be fast), and high waves may reduce the movement speed or require DX checks to avoid falling. A fall ends the spell.

Wave

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 m mat

special Basis: 9 ED

On a surface of water, a 25 cm high wave, that is 5 meters wide including side streams, is created and moves with a speed of 5 meters per turn in a direction specified upon creation. This wave could accelerate or hinder ships or, if its size is sufficient, capsize boats or even ships or take swimmers away.

Water weapon

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm mat

special Basis: 15 ED

Material : Emerald = 3 GP

One weapon or up to 10 missiles of at least ordinary quality are enchanted and are treated as magic weapons in combat if they are used against creatures vulnerable to water (i.e. mainly earth or fire creatures). In this case, every hit does additional damage of 1d8, against which armor protects.

3) Ice magic

Freeze

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : permanent (10 sec)

Range : 1 m mat

none Basis : 3 ED

The caster can freeze up to 10 Liters of every liquid. However, the spell does not affect liquids in the body of a creature. The effect will last depending on area temperature, but at least for a minute in any case.

Move ice

Difficulty = 2 Minimum magery level :2

t = 2 sec Duration : maintained

6. Magic

Range : 5 m mat

special Basis : 6 ED

The spell allows the caster to move up to 1 cubic meter of ice, i.e. it can be shifted with a speed of up to 1 meter/turn, shaped as desired or a tunnel in a larger mass of ice can be started. The master decides if in doubt. The spell affects also snow. If a created structure is unstable, it collapses after the duration has expired.

Create ice

Difficulty = 3 Minimum magery level :2

t = 2 sec Duration : immediate, special

Range : 5 m mat

special Basis : 9 ED

This spell creates 1 cubic meter of natural ice or snow. This acts completely like normal ice and must be created with contact to the ground, i.e. it is not possible to let it drop on a creature. If ice is created in an occupied square, it is no problem to avoid it. Depending on the surrounding temperature, ice or snow will melt sooner or later. Please note that this is a heap of loose ice or snow, not a solid block.

Destroy ice

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration : immediate

Range : 5 m mat

special Basis : 6 ED

The spell destroys 1 cubic meter of natural ice or snow. Exact effects are decided by the master. Holes in unstable structures will usually refill quickly.

Conjure ice elemental

Cf. Conjure fire elemental, material: crystal = 100 GP

Bind ice elemental

Cf. Bind fire elemental

Call ice elemental

Cf. Call fire elemental

Conjure ice elemental group

Cf. Conjure fire elemental group, material: crystals = 1.000 GP

Bind ice elemental group

Cf. Bind fire elemental group

Call ice elemental group

Cf. Call fire elemental group

Ice surface

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration : maintained

Range : 5 m mat

special Basis : 10 ED

Material: Snow = 2 BP

This creates an icy surface in a circle of 3 meters radius. This is extremely slippery, i.e. all creatures that move faster than walking, or that e.g. use weapons with a recoil, must succeed on a difficult check: DX or a check: balance per turn, or they slip and fall down. Knockback distances after a hit are doubled and on all similar checks, apply a DM of -30 because of the slippery surface.

Ice missile

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : immediate

Range : 10 m mat

Ice , impaling Basis : 10 ED

Material : Crystal shard = 2 GP

The caster may fire an icy spear on one target. This attack does 1d6 damage, impact protection is used. The attack has At Code 15 and Dodge DM - 10. The rules for impaling weapons are used, i.e. the damage after armor is increased by 2/3.

Ice shield

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 10 cm mat

Ice, Cold Basis : 20 ED

Material : Crystal shard = 3 GP

This is the equivalent of a fire shield. One creature is surrounded by icy crystals, which have effects similar to those of a fire shield. However, the spell furthermore works as protection from fire instead of affecting ice magic.

Ice mastery

Difficulty = 7 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 5 m mat

special Basis : 100 ED

Material : Crystal = 50 GP

This spell can duplicate the effects of protection from ice, protection from cold, move ice, create ice, destroy ice and freeze and stop any kind of ice magic as described for fire mastery using a magic duel with DM+40.

Protection from ice

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm mat

special Basis : 6 ED

This the equivalent of the protection from fire spell: One creature is completely protected from all attacks that make use of ice.

Ice wall

Difficulty =4 Minimum magery level : 3

t = 2 sec Duration : maintained

Range :3 m mat

special, Ice Basis :20 ED

Material : Crystal = 4 GP

A 3 meters high, 1 meter thick and 1 meter wide wall of ice is created. The general conditions as for fire wall are used. An ice wall is massive, i.e. is treated as a barrier and visibility is severely impaired as only vague shapes can be seen through it (i.e. vision DM as for ordinary darkness). Ice walls have 100 structure points per square meter and per 10 cm thickness. Their protection is 5 per 10 cm

thickness. Attacks affect only 10 cm at a time, destroy this and continue afterwards because ice, though massive, tends to brittle under attack.

Ice cloud

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 m mat

Cold, Ice (Area) Basis : 10 ED

Material : Crystal = 2 GP

The spell creates a 3 meters high, 3 meters wide and 1 meter long cloud of ice crystals. Creatures that attempt to enter a square covered by the cloud, must make a std. check: HT. On success, they lose 1d6 ED, otherwise 1d3 LF and 1d12 ED, and this happens per turn. Armor does not protect, unless it has been designed against cold, such as e.g. spacesuits. Creatures that are present on one of the squares when the cloud is created, may try to dodge using the explosion rules. On success, they will not take any damage.

Ice weapon

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm mat

Ice Basis : 15 ED

Material : crystal = 3 GP

The spell enchants one weapon or up to ten missiles of at least ordinary quality. They are treated as magic weapons and cause an additional damage of 1d3 using the rules as described for fire weapon.

Deep-freeze

Difficulty = 5 Minimum magery level : 3

t = 2 sec (30sec) Duration : permanent

Range : 10 cm phs

special Basis : 21 ED

This spell can freeze all body liquids of a creature. This has the effect that the creature becomes a block of ice until the spell is ended by antimagic. The victim is allowed to make a resistance check: phs. On success, it does not take damage. Frozen creatures cannot act, but they also do not age and neither need food nor air to breathe. The ice provides them with 10 points of protection against attacks. If the spell is banished, the victim must pass a std check: HT, or it does not survive the shock and dies. The spell only affects creatures with body liquids, cf. dehydrate.

Hailstones

Difficulty = 6 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 25 m mat

Ice Basis: 50 ED

Material : Ice pellet = 1 GP

In a circle of 10 meters radius, hailstones begin to fall. The spell only works under open sky. All creatures and important objects are attacked once per turn with attack value 50+10= 60. Hailstones have at code 15, dodge- 10 and they cause 1d3 damage. Apply the impact protection. A side effect is that the area of effect is covered by ice within short time and thus becomes quite slippery.

Cold

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 2 m mat

Cold Basis : 3 ED

In a globe of 2 meters radius, temperature is decreased by 30 degrees centigrade. Effects of cold can be found in the miscellaneous rules section. After the duration expires, temperature quickly readjusts to the surrounding temperature.

Protection from cold

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range: 10 cm mat

none Basis : 3 ED

The equivalent of protection from heat: One creature is protected from all consequences of cold. This excludes ice damage, the spell only protects from strong cold such as e.g. winter temperatures.

Cool metal

Difficulty = 3 Minimum magery level :3

t = 2 sec Duration : maintained

Range : 3 m mat

Cold, special Basis : 9 ED

The reverse of the heat metal spell up to 2 kg of metal are cooled down by 30 degrees Centigrade per turn. Damages are assessed with 1d3 in case of temperature below -10 degrees Centigrade (and per 10 kg of metal), increased respectively for each further -30 degrees; of course per turn. The rules for cold and freezing may be used to determine permanent damage; otherwise, refer to the heat metal spell.

4) Earth magic

Move earth

Difficulty =3 Minimum magery level :3

t = 2 sec Duration : maintained

Range : 5 m mat

special Basis : 9 ED

The spell allows to move up to 1 cubic meter of earth. The earth may appear in any form (sand, soil, rubble), as long as it is not massive rock. In the latter case, the spell only works with 10% chance, the same applies for earth that has been worked on. The movement speed may not be higher than 1 meter/ turn. Forms that are not stable collapse after the spell ends; the master decides about possible uses. In any case, the spell is too slow for attacks.

Create earth

Difficulty = 4 Minimum magery level :3

t =2 sec Duration: permanent (10 min)

Range : 5 m mat

special Basis : 12 ED

The spell creates 0.1 cubic meter of natural earth. This must be created in contact with existing earth (thus, not in water, in the air, etc.) and acts normally, i.e. is not a stable structure. Useless as an attack, because, as for create ice,

creatures have enough time to withdraw. The master decides if in doubt.

Transform earth

Difficulty = 6 Minimum magery level : 3

t = 2 sec Duration : permanent (10 min)

Range : 3 m mat

Transformation Basis : 50 ED

Material : Gold nugget = 1 GP

The spell allows the transformation of 0.1 cubic meters of earth into stone or vice versa. Earth or stone that has been worked on (e.g. bricks) only can be affected with 10% chance (i.e. if both applies, the chance is only 1%!). In any case, the spell cannot be used to cause buildings to collapse because the created earth is rather densely packed. The master decides if in doubt.

Destroy earth

Difficulty = 4 Minimum magery level :3

t = 2 sec Duration : immediate

Range : 5 m mat

special Basis : 12 ED

The spell destroys up to 0,1 cubic meters of earth. For rocks and for substances that someone has worked on, use the same rules as mentioned for transform earth. This spell could be used to move below the earth or to escape from a collapsed mine, it would also be possible to create a pit under a creature (explosion rules!). The master decides, especially about the stability of the surrounding earth, cf. ice magic.

Earth weapon

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm mat

Earth, special Basis : 15 ED

Material: Gold = 3 GP

Similar to fire weapon, one weapon or up to ten missiles of at least ordinary quality are enchanted and thus treated as magic weapons in combat. The additional damage is 1d4.

Earthquake

Difficulty = 6 Minimum magery level : 3

t = 2 sec Duration : maintained

Range: 1 m mat

special Basis : 50 ED

Material : dust of rock = 1 BP

In a circle with 10 meters radius, an earthquake occurs. Fragile structures collapse, stronger ones such as e.g. buildings collapse with 5% chance. The master decides if in doubt. All creatures on the ground except for the caster lose 1d3 ED per turn. They fall down, if they fail a std check: DX (one per turn). Furthermore, for each creature, there is a 1% chance that the earth opens below it. This is deadly unless a dodge using the explosion rules succeeds. All chance are per turn of the earthquake.

Conjure earth elemental

Cf. conjure fire elemental, material: gold = 100 GP

Bind earth elemental

Cf. bind fire elemental

Call earth elemental

Cf. call fire elemental

Conjure earth elemental group

Cf. conjure fire elemental group, material: gold = 1.000 GP

Bind earth elemental group

Cf. bind fire elemental group

Call earth elemental group

Cf. call fire elemental group

Earth mastery

Difficulty = 7 Minimum magery level : 4

t = 2 sec Duration: maintained

Range : 5 m mat

special Basis : 100 ED

Material : Gold = 50 GP

The spell can duplicate the effects of create earth, move earth, destroy earth and transform earth and, as explained for fire mastery, banish any earth magic with a magic duel with DM+40.

Metal bullet

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration : immediate

Range : 10 m mat

crushing Basis :15 ED

Material : small metal ball = 5 SP

The spell creates a small bullet that flies towards one target like a rifle bullet. The attack has a P-factor of 3 + 2 = 5, and the rules for ballistic attacks are used. A parry is not possible, but a dodge with DM-40 is allowed. The damage multiplier is 1d3.

Metal wall

Difficulty = 5 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 3 m mat

special Basis : 35 ED

Material : Gold pellet = 4 GP

A 3 meters high, 1 meter thick and 1 meter wide wall of glittering metal is created. A metal wall is a barrier that furthermore blocks any line of sight. It has a structure point value of 10,000 per square meter and per 10 cm thickness, i.e. 100,000 per meter. The protection is 100 against close combat attacks and ballistic attacks and 50 against energy. If a weapon hits the wall without doing damage, it breaks with 99%.

Stone missile

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration : immediate

Range : 10 m mat

crushing Basis :10 ED

Material : Stone = 2 SP

The caster can create a small rock and fire it on a target. This attack causes 1d8 damage, impact protection has to be used. The At Code is 17, the dodge DM - 10.

Stone wall

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 3 m mat

special Basis : 20 ED

Material : Stone = 4 SP

A 3 meters high, 1 meter thick and 1 meter wide wall of solid rock appears. It blocks vision like a metal wall and counts as a barrier. The structure points amount to 3,000 per 10 cm thickness, i.e. 30,000 per meter, and the protection against attacks is 70 or 35 against energy. Weapons are in danger of breaking as for a metal wall.

Quicksand

Difficulty = 4 Minimum magery level: 3

t = 2 sec Duration: maintained

Range: 5 m mat

special Basis: 20 ED

Material: bottle of water = 1 BP

In a circle of 3 meters radius, natural earth (not rock, not processed material such as a road) is transformed into quicksand. Creatures in the area may try to save themselves at the beginning of the effect with a dodge according to the explosion rules. Otherwise, they and any others that enter the circle are stuck in the quicksand and start to sink, i.e. their speed level drops to 1 meter per turn. Furthermore, they can only free themselves with a difficult check: DX, one attempt per turn with cumulative DM-5. Creatures in quicksand have halved dodge value, they cannot attack and are in danger of drowning (cf. swimming). To save, only DX checks (see above) are allowed.

Volcano

Cf. fire magic

5) Air magic

Create air

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration: immediate

Range : 5 m mat

special Basis : 6 ED

The spell creates 1 cubic meter of natural air. This will mix immediately with the surrounding air, i.e. the spell is normally useless against pollution of the air caused by poisonous gases. Under water, small bubbles are created that climb towards the surface, and in a vacuum, the air dissipates immediately. The master decides if necessary.

Destroy air

Difficulty = 4 Minimum magery level: 2

t = 2 sec Duration : immediate

Range : 5 m mat

special Basis : 12 ED

The spell destroys 1 cubic meter of air. This will normally not have larger effects, because the surrounding air immediately closes the gap, but in a confined surrounding (spaceship, diving bell,...), this may be disastrous... If a creature is present in a square in which the air has been completely destroyed (i.e. for humans, 2 cubic meters), it might be damaged by the shockwave caused by the incoming new air: It must make a std. check: HT with DM -5 per further adjacent square on which the spell has been used. On a failure, the creature is deaf for 1d6 turns and is treated as confused.

Lightning weapon

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm mat

Electricity Basis : 15 ED

Material : sapphire = 3 GP

The spell enchants one weapon or up to ten missiles of at least normal quality, so that they count as magic weapons in combat. The additional damage is 1d3 in the form of a lightning, i.e. besides the rules given for fire weapon, the following special rules apply: metal armors do not protect against the additional damage. If the wearer of a metal armor did not suffer damage thanks to his armor, or made a defense check only due to the armor DM, he is still affected by the lightning damage.

Lightning stroke

Difficulty =3 Minimum magery level : 2

t = 2 sec Duration : immediate

Range : 1 m mat

Electricity Basis : 15 ED

Material : Silver staff = 1 GP

The caster fires a lightning, i.e. a discharge of electrical energy, at one target. A hit causes 1d8 damage (At code 18, dodge - 12), with the usual rules for electrical attacks: Metal armors do not protect against the damage, otherwise, use the energy protection. Lightnings cannot be fired through a metal grid or e.g. from a metal object (car), a target in a Faraday basket (e.g. car) is immune. Electrical appliances will usually suffer a short-circuit after a hit. The master decides about details.

Thunderstorm

Difficulty = 4 Minimum magery level: 3

t = 2 sec Duration : maintained

Range : 10 m mat

Electricity, special Basis : 20 ED

Material: Heart of an electric eel = 2 GP

In a circle with 2 meters radius, a thunderstorm is created. It starts to rain (normal fires are extinguished) and thunder can be heard. Creatures in the area of effect are deaf for 1d6 turns with a 10% chance, if they fail a std. check: HT. Bowstrings become useless with 10% chance, powder gets wet, etc. With 5% chance, lightnings will hit one creature and cause 1d6 electrical damage (cf. lightning, also concerning defense stats). All rolls are made once per turn and creature, Creatures in the area of effect have halved speed level and a vision DM as for partial light.

Conjure air elemental

Cf. conjure fire elemental, Material: sapphire = 100 GP

Bind air elemental

Cf. bind fire elemental

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Call air elemental

Cf. call fire elemental

Conjure air elemental group

Cf. conjure fire elemental group, Material: sapphire = 1.000 GP

Bind air elemental group

Cf. bind fire elemental group

Call air elemental group

Cf. Call fire elemental group

Air mastery

Difficulty = 7 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 5 m mat

special Basis : 100 ED

Sapphire = 50 GP

The spell can simulate the effects of create air, destroy air, wind and air mask and, as described for fire mastery, be used to neutralize air magic by a magic duel with DM+40.

Air mask

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration: maintained

Range : 10 cm mat

special Basis : 6 ED

One creature gets its own storage of air, similar to a breathing mask. During the effect, it thus always has enough air to breathe and is e.g. immune against breath poisons. The spell can also be used to breathe under water. During the effect, a creature may talk normally.

Breathe underwater

Cf. water magic

Predict weather

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : immediate

Range : special mat

Information Basis : 6 ED

The caster learns which whether will be present on the next day in a circle of up to 5 kilometers around him. The influence of magic or other external effects is not reflected by the spell, however.

Weather magic

Difficulty = 7 Minimum magery level : 3

t = 2 sec Duration : maintained

Range: 1 m mat

special Basis : 100 ED

Material : various powders and ointments, etc. = 50 GP

In a circle of 5 kilometers around the caster, the weather can be changed, but this is limited by the natural possibilities (rain showers, snow in spring, etc.). At the borders of the zone, the whether gradually adjusts to the surrounding conditions. Created weather must be able to occur naturally in the region. Weather conditions of different seasons double the ED cost. Extreme changes (snow in the desert) only succeed with a 2% chance and have triple cost.

Wind

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : immediate

Range : 5 m mat

special Basis : 3 ED

In a 90 degrees cone, starting at the caster, a strong gust of wind occurs. It impairs primitive missiles that are fired in this turn in its area of effect (attack DM - 50), respectively blows fogs, gases etc. away and extinguishes candles. Torches are extinguished with 60%, other fires with 20% chance. All creatures in the area of effect must pass a std. check: ST with DM - 10. On a failure, they fall down.

Whirlwind

Difficulty = 6 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 5 m mat

special Basis : 50 ED

Material : bellows = 5 SP

In a circle with two meters radius, a small whirlwind is created. The middle square is the eye of the storm (can also cover several squares in case of very large area of effect, master decides), where the storm does not show any effect. All ranged attacks which pass through the whirlwind, suffer DM -50. Primitive missiles (arrows, thrown objects) are wholly unable to get through it. In any case, the storm will lift objects with an individual weight of up to 10 kg an carry them to 1d10 meters height. When the spell end, they fall down respectively. Creatures that are threatened to be lifted (if their weight meets the category) may attempt a duel ST against the ST of the storm. The latter is equal to object weight limit / 5 points. On success, they stay on the ground, however, one duel must be made per turn of presence in the storm. Movement in storm squares may not be made at higher speed than 1 square per turn. If the caster desires, the storm itself can move with 1 square per turn, however, this requires his concentration.

6) Spells of light and darkness

Darkness

Difficulty =1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 m mat

Darkness Basis : 3 ED

In a globe of 5 meters radius, darkness similar to that at night is created, i.e. apply the vision DM for weak light. The darkness looks absolutely naturally, but might of course be strange depending on the time of the day.

Energy weapon

Difficulty = 4 Minimum magery level: 2

t = 2 sec Duration : maintained

Range : Caster mat

Energy Basis : 20 ED

Material : Diamond = 10 GP

In the hands of the caster, a glowing weapon made from pure energy appears, its form may be chosen at will copying any existing weapon. This energy weapon causes

a damage of 1d8+1d8 = 2d8 on every hit, using the energy protection of armor. The range is that of the weapon after which it has been modeled. For successful use, the respective weapon skill is necessary; however, apply a DM of +10 on all attacks, because the energy weapon is very easy to use. It can also be parried or parry other weapons, but can never leave the hands of the caster. If an energy weapon is thrown, only one attack is possible – afterwards, the weapon vanishes. The same applies for arrows or bolts made from energy.

Light

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 m mat

special Basis : 3 ED

In a globe of 5 meters radius, light similar to daylight is created, i.e. all vision DM due to light are neutralized.

Flash

Difficulty = 5 Minimum magery level : 3

t = 2 sec Duration : immediate

Range : 5 m mat

Light, Area Basis : 35 ED

Material : Diamond = 5 GP

The spell creates an extraordinarily strong flash of light that may blind all creatures that are looking in its direction (i.e. master decision or model setup), unless they have their eyes closed. All creatures in a 2 meters circle around the lightning must win a duel HT against 20. In 5 meters circle, the duel is made against 15 and in 10 meters circle against 7. A failure means: The creature is blind for 2d6 turns. On success, there still is a DM of -10 on all attacks for 2d6 turns, because the flash is that strong. Increases of the area of effect always cover the total area (thus e.g. 4 m, 10 m, 20 m or 6 m, 15 m, 30 m).

Light shield

Difficulty =4 Minimum magery level :3

t = 2 sec Duration : maintained

Range :10 cm mat

Light Basis : 20 ED

Material : Diamond = 3 GP

The spell is very similar to the fire shield spell: one creature is surrounded by light. Similar to the description of fire shield, all attacker suffer DM - 30 on close combat and DM - 60 on ranged attacks against the protected character, caused by the strong blinding power of the light. Furthermore, a light shield protects from all attacks, which use light, such as e.g. flashes.

Protection from light

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration : maintained

Range : 10 cm mat

special Basis : 6 ED

Similar to protection from fire, one creature is protected from all attacks using light while the spell lasts. Furthermore, it does not suffer any DM from blinding light.

Sunbeam

Difficulty = 4 Minimum magery level : 2

t = 2 sec Duration : immediate

Range : 10 m mat

Light Basis : 20 ED

Material : Diamond = 10 GP

The spell only works under open sky and in daylight. One square is hit by a beam of focused sunlight (At code 18, dodge- 20), doing 1d8 damage. Use the energy protection of armor.

Total darkness

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 5 m mat

Darkness Basis : 12 ED

In a globe of 3 meters radius, total darkness is created, i.e. apply the respective vision DM. Additionally, there is effectively no range of sight, and sources of light are useless. Characters with true night vision (not LI or IR) are the only ones unaffected by the spell.

Invisibility

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm mat

special Basis : 9 ED

One creature becomes invisible while the spell lasts, i.e. it is protected against visual detection. This only covers the normal human spectrum of vision, every further spectrum (infrared, ultraviolet) increases the ED cost by 100%. Please consider also that invisible characters can still be heard, smelled and felt. Under water, they create a "bubble", they leave footprints and much more. If in doubt, the master decides. Furthermore, it is important that the spell is limited by the requirement of a lot of concentration of the invisible character: he suffers DM - (100 - 5) = - 95 on all physical and mental skills including parry and dodge, but not on resistance checks.

Blur

Difficulty = 4 Minimum magery level : 2

t = 2 sec Duration: maintained

Range : 10 cm psy

special Basis : 12 ED

The contours of a creature or object of up to 3 cubic meters of volume appear to blur. This causes a DM of -5 on all close combat attacks against this creature. In ranged combat, the DM is doubled; Creatures that do not rely on optical perception do not suffer any DM.

7) Nature magic

Tree

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : Caster phs

special Basis : 3 ED

The caster can transform himself and all possessions carried on his body into a roughly 4 meters high, naturally looking tree. If it is damaged, the damage respectively affects the caster (protection = 5). Retransformation is

possible at any time; trees are only able to cast mentally, because they can not speak, make gestures or use material!

Animate tree

Difficulty = 6 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 10 m mat

special Basis : 30 ED

The caster can animate a tree of at least 5 meters height so that it becomes a pseudo treeman, that obey his commands, e.g. works or fights for him. The stats :

ST 50, DX 10, HT 20, RE 5, IN 8, AP 1, CH 1

LF = ED = 6d6 + 25

Dodge value 25 , attack value = 30+10 = 40 = parry

Damage: 6d12 +3 crushing; At code 12, par code 4, dodge-DM + 15

Armor: Impact 11 (DM + 25); energy 3 (DM + 5), ballistic 6 (DM + 10). Vulnerable to fire

Hedge of thorns

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 3 m mat

special, Poison Basis : 20 ED

Material : Emerald = 4 GP

The spell creates a 3 meters high, 1 meter thick and 1 meter wide wall of thorny plants. A hedge of thorns is a barrier that completely blocks any vision. It is possible to attack the hedge (e.g. fire, suitable weapons); it has 200 structure points per meter of thickness and square meter. Missiles can penetrate the wall, but they hit as in total darkness and their damage is reduced by 1/3. If a creature attempts to break through the wall, this requires a duel ST against 20, one per meter of thickness. A success means movement of 1 meter into the hedge, i.e. a penetration in case of a 1m thick wall, otherwise one (or several) further duels are necessary. The problem: The character loses 1d10 LF from thorn scratches for every passed meter (only full body armor protects) and he must check for poison resistance against a 1d20 poison.

Entangle

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 m mat

special Basis : 6 ED

In a zone with 5 meters radius, in which plants grow, that can at least reach bush size, these begin to grow and entangle all present creatures. The creatures are allowed to make a duel DX against 15 per turn. If they win, they may move at half normal speed, if they lose, they are grappled. Grappled creatures can still act, but they are unable to move. On their dodge checks, DM –30 applies. An escape requires a duel ST against 10 +5 =15, one attempt per turn. Creatures whose strength is at least three times the plant strength may move through the area of effect unimpaired because the plants are unable to stop them.

Thunderstorm

Cf. Air magic

Hail

Cf. Ice-Magic

Warp wood

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : immediate

Range : 4 m mat

special Basis : 9 ED

The spell warps one wooden object of up to 2 kg mass. No resistance check is allowed, but the warping of magic items requires a magic duel. This spell requires creative use: For example, arrow or axe shafts might be warped (DM-30 and more on attack), if ship planks are warped, the ship will leak; warped supporting beams are anything else...

Insect swarm

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 m mat

special Basis : 6 ED

A swarm of insects with a size of 1 square appears and attacks opponents of the caster. The swarm rules are used and the caster must concentrate on the control of the swarm. Furthermore, there is a 5% chance, that the swarm possesses a 1d10-poison. The game stats:

LF=ED = 10 per square, attack swarm, no parry, no dodge, no armor. Base damage: 1d3

Sense lifeforms [reversible]

Difficulty = 1 Minimum magery level: 1

t = 2 sec Duration : maintained

Range : 50 m psy

Information Basis : 3 ED

The spell discovers all creatures of a kind defined by the caster that are present in a circle around the caster (orcs, dragons, humans, animals, magical creatures, rats,...). The caster can determine their number and location. Certainly, the more exact the definition chosen is, the better the information produced by the spell. The reverse protects from discovery by this spell, i.e. requires a magic duel.

Love magic

Difficulty = 4 Minimum magery level : 3

t = 1 h + 2 sec Duration : special

Range : special psy

Control Basis: 50 ED

Material: always required, see below

The classical love charm. One creature of the opposite sex absolutely falls in love with the caster, if it fails a resistance check: psy. The spell can used with two different methods :

a) mixing a love potion. The victim must be convinced or tricked to drink this. Cost = 10 GP

b) preparation of a love gift: The victim must be convinced to voluntarily accept this gift. Cost = 20 GP.

6. Magic

The 2 seconds concentration time concern the casting of the actual spell. The other listed time is the preparation time.

The spell effect is ended by bad behavior of the caster towards the subject (e.g. leaving alone in combat, injuring, threatening, etc.), by use of control magic by another caster on the subject (magic duel) or by antimagic.

Victims of the spell are absolutely obeying the caster, with the exceptions mentioned above.

Conjure spirit of nature

Difficulty = 5 Minimum magery level: 3

t = 1 h Duration: special

Range: special mat

Conjuration Basis: 18 ED

One spirit of nature of the 1.order and of the respective region appears for 1d3 x 10 minutes. He can be bound as described for elementals or one service may be negotiated.

Bind spirit of nature

Difficulty = 8 Minimum magery level: 4

t = 1d6 x 5 min Duration: special

Range: special mat

Conjuration Basis: 48 ED

One spirit of nature can be bound. For details, refer to bind fire elemental, but spirits of nature use a reaction DM of -60 unless the caster is member of a religion of nature. In the latter case, the DM is -10.

Call spirit of nature

Difficulty = 1 Minimum magery level: 2

t = 10 sec Duration: special

Range. special mat

Conjuration Basis: 3 ED

The spell calls a spirit of nature of the suitable region. The spirit is of 1.order. The rules as for call fire elemental apply.

Fog

Cf. water magic

Net

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration : maintained

Range : 2m mat

entangling Basis : 15 ED

Material : Spider web = 1 SD

One creature is entangled in a spider web like net if it fails a defense against the attack (as net in combat section). Entangled creatures are completely immobilized, but can still think or speak and thus e.g. cast spells. For escape, a duel ST against 10+10 = 20 or the use of acid, fire or magic weapons against the net (requires 20 points of damage) is necessary. Creatures with a body size of at least 3 meters are immune against the spell.

Speak to plants

Difficulty = 5 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 3 m psy

Information Basis : 21 ED

This spell allows empathic communication with all plants in the area of effect, a circle. However, only very rough information and possibly images of events can be transmitted because the intelligence of plants is limited. The master decides.

Plant growth [reversible]

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : permanent (30 min)

Range : 5 m mat

special Basis : 12 ED

In a circle with 3 meters radius all plants grow with about 100,000 times normal speed. This means that the growth of one year is reached after about 5 minutes. The growth ends when the caster wishes or as soon as die plant has reached its maximum natural size. The reverse is used to shrink plants respectively until becoming a sapling again.

Cleaning

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : immediate

Range : 5 m mat

special Basis : 3 ED

The spell cleans up to 1 liter of liquid or 1 kg mass of any infectious bacteria, dirt and similar impurities. It does not have any effect on poisons or on germs in the body of a living creature.

Snake mastery

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : immediate

Range : 2 m phs

Transformation Basis: 9 ED

The caster can transform a wooden staff of at least 1 meters length into a snake (poisonous snake with 1d6-poison and DM+5 on attacks) and control this snake without necessity of concentration. Retransformation is always possible, unless the snake has been cut into several parts. The spell may also be used to transform any kind of snake into a wooden staff. However, the snake is allowed a resistance check: phs.

Call animals

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : special

Range : 1 km psy

Control Basis : 6 ED

The spell calls 1d10 mouse sized, 1d4 dog sized or one bigger animal, if such are present in a circle defined by the range and if they fail a resistance check: psy. The animals follow the caster's orders for 2d6 turns and might e.g. fight, work or whatever. If an animal loses at least 50% of its LF maximum or all its ED, the spell ends immediately. Normally, animals will flee when the spell ends, but there may be exceptions. The calling of birds is made at double ED cost. Animal size must be decided when casting the spell.

Animal form

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : Caster phs

Transformation Basis : 9 ED

The caster can transform himself into an animal that has some affinity with him. Normally, this is the totem animal for shamanistic or the familiar for druidic faith. Other casters normally will not know this spell. It is only possible to change into the defined animal form and this can be ended by the caster at any time. While transformed, the caster gets all abilities of the animal, but keeps his LF and ED and his mental skills. However, he cannot speak!

Speak to animals

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 3 m psy

Information Basis : 9 ED

The caster can communicate with natural animals in the area of effect, a circle. One animal kind must be chosen when casting the spell. The transmitted information depends on the intelligence of the animal. In any case, animals that understand the caster will be friendly while its effects last.

Quicksand

Cf. earth magic

Rot

Difficulty = 3 Minimum magery level: 3

t = 2 sec Duration: maintained

Range : 5 m Basis : 15 ED

Material: rotten organic matter = 1 ZP

One chosen object that is composed of organic matter and has a maximum mass of 20 kg begins to rot. It loses 3d6% of its structure point maximum per turn until the spell ends or the structure points are reduced to zero. Protection value is reduced proportionately to the structure point loss. Magic items require a magic duel. The spell does not affect still living matter, i.e. plants, animals etc., but e.g. all kinds of wooden items, bone objects, etc. The effects are permanent.

Predict weather

Cf. air magic

Weather magic

Cf. air magic

Calm animal

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 5 m psy

Control Basis : 3 ED

One animal is pacified while the spell has effect, if it fails a resistance check: psy with DM -20. If the animal is threatened or attacked, the spell effect ends immediately.

8) Thaumaturgic Spells and meta magic

Alarm seal

Difficulty = 3 Minimum magery level : 2

t = 10 min Duration : variable

Range : special psy

Information Basis : 15 ED

Material: ink = 2 SD

An invisible seal is written onto one object of up to 200 kg mass or one square (= 1 square meter). If a creature touches the object or square, the seal triggers a mental alarm which immediately reaches the creator of the seal. The seal then disappears. In order to specify the kind of creature, up to four criteria (e.g. "humans", "all with red hair ", "at least 25 years old",...) may be named. The seal is discovered by sense magic or discover type of magic; Antimagic can remove it with a magic duel.

Antimagic

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : immediate

Range : 5 m psy, phs, mat

special Basis : 12 ED

The spell banishes all magic effects in one object, one creature or an area of up to 9 cubic meters. For every magic effect, a separate magic duel must be made. Antimagic only ends a magic effect on a success.

Antimagic Sphere[against psy, phs or mat]

Difficulty = 4 Minimum magery level: 3

t = 2 sec Duration : maintained

Range : 10 cm psy, phs or mat

special Basis : 12 ED

One creature is surrounded by an invisible spherical field of 1.50 meters radius, that moves with it. The spell need only be learned once, but on every use it must be announced, against which magic it shall work (or in case of double or triple ED payment, it protects against two or all three kinds). Incoming spells must win a duel against the protection of die roll result + 50, or they are deflected harmlessly. Matter effects are only affected if they shall be created inside the globe, i.e. e.g. a hurled stone missile penetrates the sphere without any problems, while the attempt to have a fireball explode inside the sphere, requires a duel. Spells from the inside can affect targets outside of it without any interference.

Intensity

Difficulty = 4 Minimum magery level : 3

t = + 2 sec Duration : immediate

Range : special psy, phs, mat

special Basis : 12 ED

The spell increases the chances of any other spell to break through magic barriers. A DM of (result magic check) -99 is granted on the penetration check. Successive improvement is allowed by casting the spell repeatedly, but with a limit of three uses. In this time, the spell that shall be intensified is in a „waiting position“. Of course, it is also possible to improve protection spells using this spell. Furthermore, this spell is an exception from the rules for multiple spell use: The spell may be cast once in a combined ritual (added time and cost, separate die rolls, time reduction on the total) with the spell that shall be intensified without any negative DM.

Disrupt mana

Difficulty = 9 Minimum magery level: 5

t = 2 sec Duration: maintained

Range : 5 m psy, phs, mat

special Basis : 200 ED

Material: any magic item

This very powerful spell decreases the mana level in a sphere with 3 meters radius, with respective effects. Mana level drops by 1, but never to less than zero. Further information of the effects of mana levels can be found in the respective chapter.

Tap mana

Difficulty = 9 Minimum magery level: 5

t = 2 sec Duration: maintained

Range : Caster psy, phs, mat

special Basis: 200 ED

Material: any magic item

The caster gets a much better ability of tapping the surrounding mana. For all spells that are cast by him, he behaves as if the mana level were one point higher. Please note the respective rules. A drawback of this spell is that for ten times its duration of use, the mana level in the respective region, i.e. in a 10 meter circle around the caster, drops by the same number of points, because the mana needs to recover. The effect is bound to one place , i.e. the caster may not move while using this spell. Only the caster himself can benefit from this spell.

Permanency

Difficulty = 10 Minimum magery level : 5

t = variable Duration : immediate

Range : 10 cm psy, phs, mat

special Basis : variable

This spell is necessary for the creation of permanent magic effects and e.g. the production of magic items. Further details are explained in the respective section. Learning by experiments and improvisation of this spell are not possible.

Privacy

Difficulty = 6 Minimum magery level: 3

t = 2 sec Duration : maintained

Range : 10 cm psy, phs, mat

special Basis : 50 ED

Material: metal chain die = 15 GP

A spherical area of 2 meters radius is protected from all kinds of information gathering magic with a protection value of die roll result + 50.

Enchant armor

Difficulty = 3 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 10 cm mat

special Basis : 15 ED

Material : platinum ink = 20 GP

The spell allows to enchant one suit of armor of at least normal quality. It provides one additional point of protection or the defense DM is improved by 5 points. At maximum, defense DM + 50 is possible.

Rune of (category)

Difficulty = 4 Minimum magery level: 3

t = 5 min Duration: special

Range: special psy, phs, mat

Rune Basis : 20 ED

Material: Ink = 2 SD

The spell must be learned separately for every category (= magic areas, i.e. e.g. ice, nature or movement). The spells permanency, intensity and delay have their own runes, thus, they cannot be bound into a rune of thaumaturgy.

The rune is used to bind a spell of the respective colleges into a rune.

Rune of activation

Difficulty = 2 Minimum magery level: 2

t = 3 min Duration: special

Range: special psy, phs, mat

Rune Basis: 10 ED

Material: Ink = 2 SD

This rune is only useful when combined with others. The following options may be chosen upon creation:

- activation with a key word (t = 1 sec)

- activation by an event (after x days, when the sun rises, when a man walks through the door,...)

- activation by touching (of the binding object, square, creature).

Rune of distance

Difficulty = 2 Minimum magery level: 2

t = 1 min Duration: special

Range: special psy, phs, mat

Rune Basis : 10 ED

Material: Ink = 2 SD

This rune must be combined with others. It allows to increase the activation area (cf. activation) to a 1 m radius sphere.

Rune of permission

Difficulty = 2 Minimum magery level: 2

t = 2 min Duration: special

Range: special psy, phs, mat

Rune Basis: 10 ED

Material: Ink = 2 SD

This rune must be combined with others. There two general possibilities: In combination with activation runes, a rune of permission may define which type of creatures either trigger or do not trigger the rune. In case of a limitation to individuals, one drop of blood of the respective creature must be part of the ink, however, it is also possible to make general statements (humans, humanoids, red haired), but not more than 3. Runes that are not combined with a rune of permission, will e.g. in case of contact activation be triggered by any creature touching them!

Example: Frederic combines a rune activation: touch with the rune: permission humans, that is written directly besides the activation rune. At the borers, he places a rune: permission, into which he pours a drop of his own blood. Now, all humans except for himself, if they touch the binding object, will trigger the spell. Other creatures will not trigger it.

A combination activation: touch only with the second permission rune would have meant that all creatures except him would trigger the Spell. Finally, a design in which the permission rune with his blood is place inside means that only he is able to activate the spell.

Rune of intensity

Difficulty = 4 Minimum magery level: 3

t = 3 min Duration: special

Range: special psy, phs, mat

Rune Basis: 20 ED

Material: Ink = 2 SD

The rune must be combined with others. It works like the intensity spell for the runes combined with it.

Rune of permanency

Difficulty = 10 Minimum magery level: 5

t = variable Duration: immediate

Range: 10 cm psy, phs, mat

special Basis: variable

The spell creates permanent rune magic. Further details in the respective section. It can not be improvised or be learned by experiments.

Rune of delay

Difficulty = 3 Minimum magery level: 2

t = 2 min Duration: special

Range: special psy, phs, mat

Rune Basis: 15 ED

Material: Ink = 2 SD

The rune must be combined with others and affects them like the delay spell.

Protection seal

Difficulty = 4 Minimum magery level: 3

t = + 2 h Duration : special

Range : 10 cm psy, phs, mat

special Basis : 20 ED

Material : Ink, blood, dust of gemstones = 4 GP

A door, a gate or similar passageway of any kind can be protected with an invisible seal, into which one spell selected during the ritual is bound. Each creature, except for the creator, that walks through the passage without speaking a keyword defined by the creator, triggers the seal: Immediately, a magic check is made for the bound spell and it takes effect accordingly. The spell can be triggered 1d10 times, then, the seal vanishes. Generally, the magic sensor spell or discover type of magic spell can locate a seal. Antimagic can banish a seal (magic duel), but gets DM -2d20, if the bound spell is not known. For the effect of the spell that is bound into the protection seal, use the same rules as for rune magic.

Home sweet home

Difficulty = 8 Minimum magery level : 4

t = 2 sec Duration : permanent (12 h)

Range: 10 cm psy, phs, mat

special Basis : 150 ED

Material : precious metals, Ink = 100 GP per 10 m²

This powerful protection spell shields a building, that fits into a globe with 25 meters radius, from magic. No magic of either form is able to enter the protected area from the outside (for physical spells, cf. sphere against magic). Magic items may be brought into the area of effect, but they are useless there. Casting spells out of the building or inside the building is treated as if operating three mana levels lower. The spell can only be dispelled if the central stone in the building is destroyed. However, it usually well-protected.

Reversal shield

Difficulty = 6 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 3 m psy, phs, mat

special Basis : 50 ED

Material: mirror, crystal = 15 GP

The spell behaves like a force field of one meter width and 3 meters height, but it only affects magic that hits it from the outside. This magic is reflected at its source, if it does not exceed the protection of die roll result + 100 (in this case, it penetrates). Reflected spells hit their creator with a result of “his magic check - 1d100 + 1d100”. Results of less than 100 mean that the spell has been deflected harmlessly. Resistances against reflected spells may be made if the spell description allows them in general.

Universal protection

Difficulty = 8 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 10 cm psy, phs, mat

special Basis: 90 ED

Five globes of 1.50 meters radius each appear around any one creature and move with it. The first three work like antimagical spheres against psy, phs and mat magic, the fourth like a privacy spell and the fifth has special qualities: It always, i.e. without a duel, blocks 1d4 spells determined by the caster.

Delay

Difficulty = 2 Minimum magery level : 2

t = + 1 sec Duration : special

Range: special psy, phs, mat

special Basis : + 6 ED

Some kind of time-fuse and an exception from the rule for multiple spell use: A spell that is spoken during the combined ritual (cf. intensity) is delayed so that its effect only occurs after a defined period of up to 5 minutes. The timing may be chosen freely by the caster, but can not be modified afterwards. The ED cost is payable immediately. The spell may target one specific square (similar to a time-fuse bomb) as well as a specific creature – however, if in the latter case, the creature leaves the spell’s range, it will vanish harmlessly.

Enchant weapon

Difficulty = 3 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 10 cm mat

special Basis : 15 ED

Material: platinum ink = 20 GP

The spell transforms one weapon or up to ten missiles of at least normal quality into a magic weapon with either DM+5 on attack or parry or DM+1 on damage. The DM may not be higher than +50 on attack or parry or +10 on damage.

Read spell

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration: maintained

Range : 10 cm psy

Information Basis : 3 ED

The spell determines without any danger, i.e. triggering protective seals, which spells have been written on a spell scroll.

Write spell

Difficulty = 3 Minimum magery level : 2

t = variable Duration : immediate

Range : 10 cm mat

special Basis : 15 ED

Material: blank parchment = 1 GP

The material is always necessary. The spell copies a spell of maximum level 1 from a spell scroll to the blank parchment, needing a ritual time of one hour per level that can not be shortened. Protective seals are ignored.

9) Transformation magic

Tree

Cf. Magic of nature

Battle frenzy

Difficulty = 5 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 10 cm phs

Transformation Basis : 35 ED

Material: untreated berserk mushroom = 100 GP

One creature becomes a berserk fighter while the spell takes effect, i.e. it is subject to the berserk rules. Furthermore, it gets 10% more LF and ED than its current value - it is explicitly allowed to exceed the maximum values. Injuries cost the additional LF and ED first. Finally, the weapon skill is increased to a minimum level of 3 +2 = 5.

Disintegrate

Difficulty = 5 Minimum magery level: 4

t = 2 sec Duration : immediate

Range : 2 m phs

Disintegrate Basis : 35 ED

Material: glass chain globe = 5 GP

Creatures or objects inside a globe of 1 meter radius are dissolved into individual atoms if they fail a resistance check: phs. For magic items, a magic duel is required. The spell also affects parts of larger objects by respectively reducing their structure points total.

Lighten [reversible]

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration: maintained

Range: 1 m mat

special Basis : 6 ED

Inanimate matter with a total weight of up to 20 kg becomes lighter. The reduction is 10%. Reductions to less than 0 kg weight are not possible. Please note, however, that the mass stays unchanged, i.e. voluminous objects will tend to act very strangely.

The reverse, **encumber**, has the opposite effect. Magic items require a magic duel.

Energy shock

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration: immediate

Range: 10 m phs

special Basis: 9 ED

The spell builds up a critical energy level in the body of one creature, if it fails a resistance check: phs. This is similar to heating its body (cf. heat metal) and causes 1d8 damage, ignoring armors, because the energy is directly created in the body. The spell also affects inanimate matter, that is also allowed to make a resistance check.

Fairy magic

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : special

Range : 5 m mat, phs, psy

special Basis : 9 ED

Small magic tricks affect one creature that is not allowed to make a resistance check. Instead, make a willpower check with DM-25. One success, it may mostly ignore the spell, on a disaster, double the duration of effect that is basically 1d6 turns.

The effects include are e.g. wart growth, hair loss, wild hair growth, weapons rot, objects cannot be found, beer becomes sour, etc. The master decides, which DM this causes, but we talk more about inconveniences than about true damages.

Shapeshifting

Difficulty = 7 Minimum magery level = 4

t = 2 sec Duration: permanent (10 min)

Range : 10 cm phs

Transformation Basis : 60 ED

One creature can be transformed into any other creature or object, but equipment is not changed with it. The mass difference may not be higher than 10% upwards or downwards. If a creature does not want to be transformed, it is entitled to a resistance check: phs.

Transformations mean that all physical abilities of the creature are acquired, but not its magic abilities. For example, a transformation into a dragon would result in flight ability, dragon strength and bite and claw attacks, but not the ability to breathe fire have. LF, ED and mental attributes remain unchanged. If in doubt, the master decides. Transformations are permanent, but they can be ended by an act of will of the caster or with antimagic by a magic duel.

Cold melt

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration: maintained

Range: 5 m mat

Transformation Basis : 9 ED

Up to 1 kg of metal melt without any heat effect and regardless of its melting point. Magic items require a magic duel. If the spell works, the caster can change the shape of the object as he desires or simply have it drop... After the duration expires, the melt solidifies in its new shape.

Cool metal

Cf. Ice-Magic

Heat metal

Cf. Fire-Magic

Transform object

Difficulty = 7 Minimum magery level: 4

t = 2 sec Duration: permanent (30 min)

Range: 3 m phs

Transformation Basis : 60 ED

One object of up to 10 kg mass may be transformed into any other object, with a maximum mass difference equal to halving or +100%. Magic items require a magic duel. Apply the conditions for shapeshifting concerning abilities and spell duration.

Repair [reversible]

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration : permanent (2 min)

Range : 2 m mat

special Basis : 9 ED

The spell only affects non-living matter. One chosen object regains 2d6 structure points, and the maximum may not be exceeded. If an object recovers all structure points, it is fully operable again, i.e. e.g. broken weapons are whole again, technical devices work again, etc. Magic items may also regain structure points by this spell. If an object is completely destroyed (structure points = 0), all its fragments must be present to let the spell succeed. It fails with (missing percentage x 5) %. For completely destroyed magic items, the spell does not restore the magic, but only repairs the base object.

The reverse, **destroy**, causes one chosen object to immediately lose 2d6 structure points regardless of its protection. Objects with protection are allowed to make a resistance check with 1d100 + protection. On success, they do not take damage. Magic items require a magic duel.

Rust

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration: special

Range : 3 m phs

special Basis : 10 ED

Material: pieces of rust = 2 TP

One object of up to 1 kg mass, and that is made of base metal, rusts within 60 - 5 = 55 seconds. For objects made of semi-precious metals, the spell only works with 25% chance. Magic items require a magic duel. Rusty weapons lose two quality levels, rusty armor as well. Rusty metal doors may be attacked like wooden doors, the same applies for grids. The master decides in detail.

Acid weapon

Cf. Water magic

Snake mastery

Cf. Magic of nature

Animal form

Cf. Magic of nature

Increase size

Difficulty = 4 Minimum magery level: 3

t = 2 sec Duration: permanent (5 min)

Range : 10 cm phs

Transformation Basis : 12 ED

All body dimensions (length, width, height) of a creature or object are increased by 100%, possible causing the destruction of clothing, armor, etc. Creatures or objects may have a maximum mass of 250 kg. If someone does not want his size to be increased, he is allowed a resistance check: phs.

An increase by 100% doubles the strength of a creature, but reduces the DX by 20%. The weight is roughly multiplied by eight. LF and ED remain unchanged. For objects, the ED cost is doubled, for metal objects, it is even quadrupled.

Decrease size

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : permanent (5 min)

Range : 10 cm phs

Transformation Basis : 12 ED

All body dimensions of a creature or object of not more than 250 kg are halved. Cost increases are determined as for the increase size spell. Furthermore, resistance checks: phs are allowed.

Halving the size also halves the strength of a creature. Furthermore, it suffers double damage from hits and has only one eighth of its original weight. Further rules can be found in section 3 in the paragraphs on reduced size.

Rot

Cf. magic of nature

Strengthen barrier [reversible]

Difficulty = 4 Minimum magery level: 3

t = 2 sec Duration: maintained

Range: 3 m Basis : 12 ED

The spell improves the protection of any one object (not armor of a creature) with a maximum mass of 100 kg by 1d3 points.

The reverse, **weaken barrier**, reduces the protection respectively. Magic objects require a magic duel.

Petrification [reversible]

Difficulty = 6 Minimum magery level : 3

t = 2 sec Duration : permanent (5 min)

Range : 10 cm phs

Transformation Basis : 30 ED

The (=1) victim of the spell (500 kg maximum mass) is changed into porous stone if it fails a resistance check:

phs. The petrification is permanent, unless the reverse (magic duel), antimagic (ditto) or super healing (guess) are used successfully. Petrified creatures have double weight, they do not age, cannot act and neither need food nor air. Furthermore, they have a protection of 15 against any attacks. If a retransformation succeeds, a std. check: HT must be made. On a failure, the victim dies due to physical stress.

Two dimensions

Difficulty = 5 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 10 cm phs

Transformation Basis : 21 ED

One creature becomes two-dimensional, i.e. similar to a photograph or a shadow, it only has width and height, but a thickness of zero. Accordingly, it almost cannot be perceived from the side and can creep through the smallest slits, or glide flat on the ground. All attacks against the Creature cause double damage; the creature itself cannot make any attacks except magic or psionic attacks. In order to avoid many practical problems, assume that even a two dimensional creature retains its original mass.

10) Magic of the mind

Amnesia

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : permanent (10 min)

Range : 1 m psy

special Basis : 20 ED

Material : white paper = 6 SP

The spell erases the memory of one creature, affecting the memories of one day. Alternatively, this spell may also be used in order to make the use of Magic impossible for a creature for 1d6 minutes. In any case, the victim is allowed a resistance check: psy, and the spell effect can be healed with a magic duel using antimagic or super healing.

Awaken

Difficulty = 2 Minimum magery level : 1

t = 2 sec Duration : immediate

Range : 1 m psy

special Basis : 6 ED

The spell immediately awakens one sleeping creature. The creature wakened by the spell is ready to act.

Increase / reduce charisma

Difficulty = 2 Minimum magery level :1

t = 2 sec Duration :maintained

Range : 5 m psy

special Basis : 6 ED

The spell increases the charisma of a creature by 5%, but at least by one point. This has the respective effects on skills and checks.

The reverse reduces the charisma respectively, if a resistance check psy is failed. Charisma will never drop below 1.

Color cloud

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 5 m psy

Illusion Basis : 3 ED

Creatures that fail a resistance check: psy think to see a colored cloud of 3 meters radius. The color may be chosen freely, the cloud is absolutely immobile. Its effect is to block vision like thick fog - and to be colorful...

Fairy gold

Difficulty = 4 Minimum magery level : 2

t = 2 sec Duration : permanent (1h), special

Range : 10 cm psy

Illusion Basis : 20 ED

Material : fallen leaves, bark, etc. = 1 BP per Cubic meter

The spell transforms the material into one cubic meter of illusionary gold in any form, such as e.g. bullion, coins, jewelry, plates. Natural daylight destroys the illusion within 1d6 minutes, otherwise it holds for 24 hours. Resistance checks are not allowed, but of course antimagic can dispel the illusion with a magic duel and e.g. true seeing or magic sensor might give hints.

Fairy magic

Cf. Transformation magic

Fear

Difficulty = 5 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 5 m psy

Illusion Basis : 21 ED

All creatures in a circle with 1 meter radius, that fail a resistance check: psy, are affected by strong fear while the spell has effect. They will act cautiously, avoid combat etc. Apply DM-30 on all their actions. With 1% chance, they flee in panic, and with 5%, they surrender, provided that fearful creatures are threatened respectively. Make one roll per threat.

Illusion mastery

Difficulty = 5 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 5 m psy

Illusion Basis : 35 ED

Material : crystal powder, spores of the yellow shadow mushroom, drops of a hallucinogen = 50 GP

The caster can create any desired optical illusion inside an area of 8 cubic meters. Acoustical or smell/taste components can be added for an increase of the ED cost by 100%. Resistance checks are only allowed in case of justified doubts (cf. illusion rules). Illusions can act normally, move, etc. The caster does not need to concentrate, unless he wants to modify the illusion later on.

Increase / reduce intelligence

Difficulty = 2 Minimum magery level :1

t = 2 sec Duration : maintained

Range : 5 m psy

special Basis : 6 ED

6. Magic

The spell increases the intelligence of a creature by 5%, but at least by one point. This has the respective effects on skills and checks.

The reverse reduces the intelligence respectively, if a resistance check psy is failed. The value will never drop below 1.

Control animals / humanoids / all beings

Difficulty = 1 / 4 / 6 Minimum magery level: 2 / 3 / 4

t = 2 sec Duration : maintained

Range : 5 m psy

Control Basis : 3 / 12 / 21 ED

The spell must be learned separately for each mentioned category. It allows the caster the full control of one creature that failed a resistance check: psy. Controlled creatures still have their self preservation drive, i.e. they may not ordered to suicide directly. Anything else is possible, however. The control can end, when the caster is wounded, the ED of a creature drops to zero or his LF below 50% of the maximum - all these cases allow a new resistance check. The control always ends when a creature becomes unconscious or the caster is incapacitated - or when he decides to end the control.

Love magic

Cf. magic of nature

Mana bolt

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration: immediate

Range: 10 m psy

special Basis : 9 ED

The spell only affects living creatures: One creature that fails a resistance check: psy is hit by a bolt of pure mental energy that causes 1d8 damage. Armors are useless because this is a mental attack.

Shadow mastery

Difficulty = 5 Minimum magery level : 3

t = 2 sec Duration: maintained

Range : 2 m psy

Illusion Basis : 35 ED

Material : Shadow herb = 1 GP

One shadowy creature is created any may be used for combat. There are no resistance checks, and the shadow has the following game stats:

Attack + 30+ 15= + 45; no defense

Damage : 2d6+1d6 = 3d6, at code 5 , dodge-DM 0

LF = 0 , ED = 2d10+1d10= 3d10

Shadows have the same magic resistance as their creator.

Sleep

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : immediate

Range: 5 m psy

special Basis : 5 ED

Material : Lotus dust = 1 GP

A rather weak attack spell: One creature that fails a resistance check: psy, on which it gets DM+20 per attribute value above 14, falls into a magic sleep, from that it can only be woken by mechanical irritations (movement, wounds, water), but not by mere calling. Creatures with at least one attribute value of 20 or more or three attributes of at least 17 are immune against the spell. The sleep ends after 1d6 h at the latest.

Stalker

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 m psy

Illusion Basis : 3 ED

One creature gets DM + 25 on all checks: stealth while the spell lasts. This does not apply against watchers that use technical means of vision.

Pain

Difficulty = 2 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 5 m psy

Illusion Basis : 6 ED

One creature is subject to severe pain, if it failed a resistance check: psy (creatures add/subtract 5 x pain resistance / weakness). It loses 1d6 ED and suffers DM -10 on all checks while the spell lasts. Furthermore, it is unable to concentrate for more than 2 seconds; existing concentration is broken, if a willpower check with DM as above fails.

Sphere of protection against...

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : Caster psy

special Basis : 9 ED

The spell must be learned separately for every category of creatures. Examples are undead, demons, ethereal creatures, animals, humanoids, animal men, dragons,... A sphere of 1.50 meters radius around the caster is created. This can only be penetrated by creatures of the selected type if they exceed the protection (result of magic check + 100) with a resistance check: psy. Every creature has only one try, on success, it may ignore the sphere, but this continues to impair any other creatures. Ranged combat or magic attacks against targets protected by the sphere are always possible, but with DM-40.

If the shall affect large groups of creatures (all living creatures, all magic creatures, etc.), the learning costs are doubled and the minimum magery level is increased to 3.

Mirror fighter

Difficulty = 5 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 10 m psy

Illusion Basis : 21 ED

The caster can confront a creature with a maximum mass of 1.000 kg with its mirror image. A resistance check: psy is allowed, the mirror image only appears after a failure. The mirror image is only visible for the original, has intelligence=0 and can do nothing except fight against the original. It has the same combat stats as the original, a LF of zero and an ED of 10.

6. Magic

Stealth

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 1 m psy

Illusion Basis : 3 ED

One creature gets the ability to adapt to its environment like a chameleon. As long as it stays immobile, it gets DM+25 on hiding, otherwise only DM+5. Checks are only required at all, if a watcher approaches to 5 meters or less.

Daze

Difficulty = 2 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 5 m psy

special Basis : 6 ED

One creature that fails a resistance check: psy becomes completely ignorant of its surroundings. This means, it has not interest for anything around it. Watchmen simply stare into empty space, actions are made if they are pure routine,... The spell ends immediately if an affected creature is injured, or also by strong outside irritations (the master decides).

Convince

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration: permanent (2 min)

Range : 2 m psy

Illusion Basis : 6 ED

One creature that fails a resistance check: psy becomes very susceptible to the proposals of the caster: It reacts with DM+25 and will in general be helpful. However, the spell ends immediately, if the creature is attacked. Similarly, suggestions to commit heavy breaches of one's duties or to make disadvantageous actions allow a new resistance check with DM+25 up to +100 depending on the suggestion; examples include the proposal to a guard to leave its post, when it knows, what kind of punishment might happen, or e.g. the suggestion to give away one's belongings. If in doubt, the master decides; please note also that creatures may never caused to commit suicide or make similar actions.

Invisibility

Cf. Light-Magic

Cloak

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 1m psy

Illusion Basis : 6 ED

A weak illusion spell: The spell modifies the appearance of an object or a creature not bigger than 3m x3m x 3m. All watchers may make a resistance check: psy with DM+25, on success they see through the illusion. The spell can also let objects appear from nothing. In this case, the DM is doubled.

Blur

Cf. Light-Magic

Confusion

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 5 m psy

special Basis : 10 ED

Material : stardust = 5 GP

One creature is confused if it fails a resistance check: psy. It no longer knows where it is, stops actions that it had begun (e.g. concentration) and just stands around, dazed. With a 5% chance, allies are attacked involuntarily in a combat situation and with 5% the creature flees in panic. The defense of confused creature is made without any negative DM.

Madness

Difficulty = 6 Minimum magery level: 3

t = 2 sec Duration: permanent (5 min), special

Range: 10 cm psy

special Basis : 50 ED

Material : madness herb = 20 GP

One creature that fails a resistance check: psy becomes mad, i.e. its actions are made after a random pattern and it is controlled by the master. Typical are frenzies, depressive phases, panicky flight, senseless stammering, etc. The duration is variable: super healing can end the spell immediately; otherwise, a standard check: intelligence is allowed every full hour. One success ends the effect.

Calm animal

Cf. magic of nature

Magic voice

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration : maintained

Range : 10 m psy

Illusion Basis : 6 ED

The caster can have his voice sound from a distant place, similar to a ventriloquist, e.g. he could talk with the mouth of a statue.

Optimism [reversible]

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : Caster psy

special Basis : 9 ED

Up to 5 creatures in a circle with 5 meters radius around the caster are filled with courage: They benefit from increased combat morale, i.e. the moral value is 25% higher and they get DM+5 on all attacks.

The reverse, **frustration**, has the opposite effects on creatures that failed a resistance check: psy.

11) Magic of the body

Stop aging

Difficulty = 8 Minimum magery level : 5

t = 2 sec Duration : permanent (24 h), special

Range : 10 cm phs

none Basis : 150 ED

Material : living phoenix = 10.000 and more GP

The spell freezes the age of a creature for 100 years, i.e. it ceases to age. A critical failure when casting this spell ages the target immediately by 2d20 years. If someone uses antimagic on a character that is under the effect of this spell, make an immediate magic duel with DM-80 for the attacker. If the latter wins, the character reaches his true age...

Amnesia

Cf. Magic of the mind

Increase / reduce appearance

Difficulty = 2 Minimum magery level : 1

t = 2 sec Duration : maintained

Range: 5 m phs

special Basis : 6 ED

The spell increases the respective attribute of a creature by 5%, but at least by one point. This has consequent effects on all skills and die rolls.

The reverse reduces the respective attribute, if a resistance check: phs fails. An attribute can never be decreased to less than 1.

Battle frenzy

Cf. Transformation magic

Stun

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 m phs

special Basis: 9 ED

One creature is unconscious while the spell works, provided that it failed a resistance check: phs. Only antimagic or super healing can awaken it earlier with a magic duel.

Blindness

Difficulty = 3 Minimum magery level : 3

t = 2 sec Duration : permanent (5 min)

Range : 1 m phs

special Basis: 15 ED

Material: drop of pitch = 1 BP

One creature is blind if it fails a resistance check: phs. Antimagic or super healing can end the spell effect with a magic duel.

Stop bleeding [reversible]

Difficulty = 1 Minimum magery level: 1

t = 2 sec Duration: permanent (10 sec)

Range : 10 cm phs

special Basis : 3 ED

The spell stops immediately all bleedings of one creature, but it does not heal any LF or ED.

The reverse, **create bleeding**, causes ordinary bleeding of the weakest level (cf. combat) one creature that failed a resistance check: phs.

Evil eye

Difficulty = 4 Minimum magery level: 3

t = 2 sec Duration: immediate

Range: 1 m phs

special Basis : 12 ED

One creature that failed a resistance check: phs, begins to decay from the inside. It loses 1d3 LF and ED at midnight every day. This loss cannot be healed except by wonders. The spell ends with the death of the creature, death of the caster, revocation by the caster or by a suitable wonder or magic duel, in which simultaneously antimagic and super healing (i.e. in general by two spellcasters) must be used.

Clone

Difficulty = 8 Minimum magery level : 4

t = 2 sec Duration : permanent (24 h)

Range: none phs

special Basis : 150 ED

Material: 10g fresh body matter of the original, spell does not work without!

It is possible to clone a duplicate copy from a sample of body tissue of any creature. The process requires 360 days, and once every 30 days, a magic check must be made and respective ED be invested. A single failure or an interruption means that the whole spell fails. If successful, the clone will have all attribute values of the victim as well as 25+ 5 = 30 % of its skills and memories at the moment when the sample has been taken.

Energy shock

Cf. Transformation magic

Energy grant [reversible]

Difficulty = 6 Minimum magery level: 4

t = 2 sec [immediate] Duration : permanent (10 min)

Range : 10 cm phs

special Basis : 30 ED

The spell restores up to 1d6 attribute points that a creature has lost due to energy drain, provided that it is cast within two weeks.

The reverse, **steal energy**, costs a creature, if it fails its resistance check: phs, 1d4 points of randomly selected attributes. 1d100 % (at least one) of these attribute points are granted to the caster for 2d6 turns. If a value is reduced below 1, the creature falls into a coma.

Increase / reduce dexterity

Difficulty = 2 Minimum magery level :1

t = 2 sec Duration : maintained

Range : 5 m phs

special Basis : 6 ED

The spell increases the dexterity of a creature by 5%, but at least by one point, with respective effect on skills and checks.

The reverse reduces the dexterity accordingly, if a resistance check: phs is failed, but never below 1.

Poison

Difficulty = 5 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 10 cm phs

Poison Basis: 21 ED

In the body of a creature, a level 2 poison is created that costs 1d6 LF and ED per turn, until a resistance check: poison, one per turn, succeeds, or the poison has been neutralized.

Sense poisons

Difficulty = 2 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 1 m mat

Information Basis : 6 ED

The spell shows if there are poisons of any kinds in or on an object or creature. The caster is informed about the level as well as the poison name (it depends on his skills if this information is useful for him). However, the spell does not show the exact location of hidden poisonous thorns, but only the general presence of poison in a certain area. This is sufficient for neutralization (see below).

Neutralize poison

Difficulty = 5 Minimum magery level : 3

t = 2 sec Duration : permanent (10 min)

Range : 10 cm phs

special Basis : 21 ED

The spell neutralizes all poisons of up to level 3 in the body of a creature or in or on an object (this also applies to poisonous gas in the air, maximum 1 square = 2 cubic meters), but does not heal any LF or ED losses. If cast on an object, it must be known that it is poisoned, or the “unknown target" rules apply.

Slow poison

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm phs

special Basis : 6 ED

The effect of any poisons or similar substances in the body of a creature is slowed by a factor of 200. The spell thus allows to win time in case of poisons with a longer duration of effect. This can be used e.g. to find a healer.

Healing [reversible]

Difficulty = 2 Minimum magery level : 2

t = 2 sec [immediate] Duration: permanent (1 min)

Range : 10 cm phs

special Basis : 6 ED

One creature regains up to 1d6 LF and ED, maximum values may not be exceeded. At least 8 hours should pass between two uses of this spell on the same creature, regardless whether by the same or different casters. Otherwise, a cumulative DM of -10 per missing hour is applied on the magic check. The spell does not stop any bleedings, unless the LF should have been restored to maximum value.

The reverse, **wound**, causes one creature to lose 1d6 LF and ED, if a resistance check: phs fails.

Youth [reversible]

Difficulty = 9 Minimum magery level : 5

t = 2 sec [immediate] Duration : permanent (12 h)

Range : 10 cm phs

special Basis : 200 ED

Material : egg of a phoenix = 6.000 GP [zombie arm = 500 GP]

One Creature is made 1d6 years younger. However, it must pass a std-check: HT with DM +10, or it dies of physical stress. A further difficult check: HT with DM +5 must be made. On a failure, HT is reduced by 1. The spell is permanent, but is neutralized sooner or later by the natural aging process.

The reverse, **age**, ages one creature by 1d6 years if it fails a resistance check: phs. This has the same consequences as ordinary aging.

Increase / reduce health

Difficulty = 2 Minimum magery level :1

t = 2 sec Duration : maintained

Range : 5 m phs

special Basis : 6 ED

The spell increases the HT of a creature by 5%, but at least by one point. This affects skills and checks, but does not change LF and ED.

The reverse reduces HT accordingly if a resistance check: phs fails, but never to less than 1.

Conservation

Difficulty = 1 Minimum magery level: 1

t = 2 sec special Duration: permanent (1 min),

Range: 10 cm phs

special Basis : 3 ED

The spell increases the time, during which up to 100g organic matter is fresh, with a factor of 10. This means that food stays fresh longer, body matter may longer be used for magic (cf. clone), etc.

Recovery [reversible]

Difficulty = 1 Minimum magery level : 1

t = 2 sec [immediate] Duration : permanent (10 sec)

Range : 10 cm phs

special Basis : 3 ED

The spell restores up to 1d6 lost ED to one creature, but the ED maximum may not be exceeded. Between two uses on the same creature, at least 4 hours should pass. Otherwise, apply a cumulative DM of -10 on the magic check per missing 30 minutes.

The reverse, **drain force**, steals a creature 1d6 ED, if a resistance check: phs fails.

Discover disease

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 cm phs

Information Basis : 3 ED

The spell shows if a creature is ill and what disease it has, even it is still in the incubation time.

Cure disease

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : permanent (10 min)

Range : 10 cm phs

special Basis : 12 ED

The spell heals any diseases up to level 5 of one creature, but does not restore any lost LF or ED.

Increase / reduce reaction

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 5 m phs

special Basis : 3 ED

The spell increases the RE of a creature by 5%, but at least by one point. This affects skills and checks accordingly.

The reverse reduces RE accordingly if a resistance check: phs fails, but never to less than 1.

Regeneration [reversible]

Difficulty = 5 Minimum magery level : 4

t = 2 sec Duration : permanent (30 min) [immediate]

Range : 10 cm phs

special Basis : 21 ED

Severed/crippled/destroyed body parts, i.e. limbs or organs, of a creature are regrown within 30 minutes. The spell does not heal any LF or ED losses or attribute reductions except for such directly caused by losses of limbs.

The reverse, **wither**, renders a body part permanently useless (treat as crippled), if a resistance check: phs is failed. The body part may be targeted with an aimed attack or determined by hit location. In the latter case, results that are neither limbs nor sense organs cause a new die roll on the table.

Protection from acid

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration : maintained

Range :10 cm mat

none Basis : 6 ED

Similar to protection from fire, one creature or object is protected from any damage caused by acid. Two levels are possible. The first protects against ordinary acids and acid magic, the second (4 MP or +200% ED) also against extremely aggressive acids.

Catalepsy

Difficulty = 1 Minimum magery level : 2

t = 2 sec Duration : permanent (2 min)

Range: 10 cm phs

special Basis : 3 ED

The caster is able to put one creature of any kind into a cataleptic paralysis similar to death for 8 hours, however, this can not be done against the will of the target. During the catalepsy, no food or water is required and breathing and body functions are reduced to 1/1.000. A mechanical irritation can end the catalepsy, the same applies for an act of will of the caster. In order to distinguish the catalepsy from death, a medical examination in the form of a duel against the magic check is necessary.

Pain

Cf. Magic of the mind

Pain resistance [reversible]

Difficulty = 2 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 cm phs

special Basis : 6 ED

One creature gets two levels of pain resistance during the duration of the spell.

The reverse, **pain weakness**, causes a creature that failed a resistance check: phs to lose two levels of pain resistance.

Protective skin

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm phs

special Basis : 15 ED

Material: stone dust, iron chips = 1 BP

One creature gets a stone hard skin while the spell takes effect. This provides a protection of 3+ 2 = 5 against all attacks. However, the speed level is reduced by (20 + (protection - 5) x 2) %. This reduction may be decreased by 2% per 1 MP.

The protection applies against close combat, ballistic and energy attacks. However, the subject is treated as wearing metal armor, unless tripe the ED cost is invested. Apply the standard rules for multiple armor. As the spell impairs skin breathing, at least ten times the duration should pass before a second use of the spell. Otherwise, a difficult check: HT is required; a failure costs 2d6 LF and ED.

Stabilize

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration: permanent (1 min)

Range : 10 cm phs

special Basis : 6 ED

One creature does not need to check against death (cf. combat) for 10 minutes, unless it is injured again. The spell affects only creature whose LF is zero or less, i.e. does not serve as a prophylaxis.

Increase / reduce strength

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 5 m phs

special Basis : 3 ED

The spell increases the strength of a creature by 5%, but at least by one point, with respective effects on skills, damage and checks.

The reverse reduces strength accordingly, if a resistance check: phs is failed, but never to less than 1.

Paralyze

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : permanent (5 min)

Range : 4 m phs

special Basis : 20 ED

Material : Basilisk scale = 20 GP

One creature is completely paralyzed for up to 8 hours, if it fails a resistance check: phs. Paralyzed creature are immobilized; they cannot speak. The use of thought spells or psionic abilities, however, is still possible. The spell can be ended before the duration expires by super healing or antimagic if a magic duel is won.

Super healing [reversible]

Difficulty = 7 Minimum magery level : 4

t = 2 sec Duration : permanent (10 min) [immediate]

Range : 10 cm phs

special Basis: 60 ED

The spell restores up to 2d6 LF and ED to one creature, but the maximum values may never be exceeded. Furthermore, with a chance of (Result magic check / 5) % critical injuries of all kinds are healed (one die roll per injury). Diseases are cured. Lost or crippled body parts are healed with (result / 10) %. Each use also heals up to one attribute reduction. At least one week should pass between two uses of this spell on the same creature, regardless whether by the same or different casters. Otherwise, a cumulative DM of -10 per missing 12 hours is applied on the magic check.

The reverse, **super injury**, costs one creature that failed a resistance check: phs 2d6 LF and ED and causes a random critical injury.

Deafness

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : permanent (5 min)

Range: 1 m phs

special Basis : 6 ED

Material : wax = 2 BP

One creature that failed a resistance check: phs loses its hearing ability during the duration.

Death

Difficulty = 8 Minimum magery level: 4

t = 2 sec Duration : immediate

Range : 10 cm phs

Death Basis : 90 ED

A very powerful attack spell: One creature dies immediately if it fails a resistance check: phs. Even on success, it still loses 1d6 LF and ED. Drawback of this spell is that it stresses the caster extremely. He cannot cast any spells for (1d20 - 1) x 5 minutes and permanently loses one point of HT, unless he makes a resistance check: phs against his own spell.

Ban death

Difficulty = 9 Minimum magery level : 5

t = 2 sec Duration : permanent (6 h)

Range : Caster phs

special Basis : 200 ED

Material : Human sacrifice (always required)

The caster reduces his age by 1d8 years, by stealing the full lifeforce of victim (it dies). He must immediately make a std-check: HT with DM+10, or the spell fails and he reaches his true age... Furthermore, a difficult check: HT with DM+5 is required. A failure permanently costs one point of HT. The spell is permanent, but is neutralized by natural aging. On each use, there is a 7% cumulative chance that permanent immortality (concerning aging, not other dangers) results. In this case the caster becomes a **soul thief.**

Activate dead

Cf. Conjuration magic

Walk through walls

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 1 m phs

special Basis : 9 ED

One creature is able to move through all kinds of matter with a maximum speed of 1 meter / turn (cf. psionics). As usual, it still needs to breathe inside closed objects, and up to 10 kg of matter, if worn on the body, may be taken with it. The danger of getting stuck is a fact, if the concentration is broken. For details refer to the psionic rules .

12) Information and sense magic

Sense type of magic

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 2 m psy/ phs / mat

Information Basis : 6 ED

The spell needs only be learned once, but the caster must decide before every use whether he is searching for mental, physical or matter magic. In the area of effect, a cone of 90 degrees, he then is informed about all active spells of the selected category, but also any passive seals or similar. The information provided is the spell name and its location.

Sense emotions

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 1 m psy

Information Basis : 3 ED

During the duration, the caster gets the ability of empathy with a skill value equal to his magic value. Further details in the characters section.

True seeing

Difficulty = 3 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 10 m psy

Information Basis : 9 ED

During the duration, the caster can see the following if it is in his field of vision: Anything hidden or changed by magic is seen in true form, invisible things or creatures, auras of all kinds, illusions, creations, etc. However, magic effects require a magic duel with DM+20. On failure, the caster cannot see through the spell, but is only informed that magic is present in the area. For each effect, a separate duel must be rolled.

Sense traps

Difficulty = 2 Minimum magery level : 1

t = 2 sec Duration : maintained

Range: 5 m psy

Information Basis : 6 ED

In a 2 meters wide, 2 meters high and 2 meters long area, the caster discovers all non-magic traps.

Eidetic memory

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : Caster psy

Information Basis : 9 ED

During the duration, the caster gets the ability of eidetic memory (cf. characters) with a skill value equal to the magic value.

Mindreading

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration: maintained

Range : 20 m psy

Information Basis : 12 ED

While the spell has effect, the caster can read the conscious thoughts of a creature if it failed a resistance check: psy. Furthermore, he can attempt a telepathic interrogation, i.e. search for specific information. In this case, the creature may make one resistance check per searched information. The search takes about 1 minute per information, for events from long ago possibly longer. Important note: This spell is independent from the psionic ability of telepathy - both operate on different frequencies and therefore can neither cooperate nor impair each other.

Send thoughts

Difficulty = 4 Minimum magery level: 3

t = 2 sec Duration: maintained

Range : 1 km psy

Information Basis : 12 ED

This spell allows to transmit a mind message to another creature. The subject must be personally known to the caster (at lest one hour of preceding personal contact is necessary) or be in his line of sight. The transmitted message should be played out in real time. For this spell, the rule applies as well that is operates independent of the psionic ability of telepathy.

Sense dangers

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : Caster psy

Information Basis : 6 ED

While the spell takes effect, the caster gets the special ability of danger sense, also called sixth sense. Further details in the section on characters.

Sense attitude [reversible]

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 1 m psy

Information Basis : 9 ED

The spell shows the attitude of a creature that failed a resistance check: psy. The attitude is identical with the intentions of the creature towards the caster, i.e. hostile, friendly, neutral, etc. In case of priests and creatures from other planes if existence, the spell also discloses their possible good or evil aura.

Sense poison

Cf. Body-Magic

Infravision

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm psy

special Basis : 6 ED

One creature gains the ability to see in the infrared spectrum. The effects are given in the description of the infravision ability in the section on races or the psionic rules in the description of see frequencies. The magic value is treated as the skill value.

Sense disease

Cf. Body-Magic

Sense lifeforms [reversible]

Cf. Magic of nature

Find [reversible]

Difficulty = 3 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 100 km psy

Information Basis : 9 ED

The spell shows the exact direction and distance to an object that has been in the possession of the caster for at least 7 x 7 = 49 days (MPs halve this time). The spell can also determine where a certain creature is located (double cost, respectively long contact time, not possession...).

The reverse, **cloak**, protects one creature or object from discovery by this spell, i.e. requires a magic duel.

Sense lies [reversible]

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 5 m psy

Information Basis : 6 ED

The spell allows to discover whether one creature is telling the truth or just told the truth. Lies are announced as a knocking feeling in the temples area. The reverse protects from discovery by this spell, i.e. requires a magic duel.

Sense magic [reversible]

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 m psy

Information Basis : 3 ED

In a cone with 90 degrees opening angle, the caster discovers all objects, creatures, etc., that are somehow connected with magic. This includes e.g. all spellcasters, magic items, enchanted creatures or objects, working spells, etc. However, the spell does not provide any information about the nature of the magic; if several magic effects are present in a square (e.g. character with two magic weapons), only the strongest is discovered. The reverse protects from detection by this spell, i.e. requires a magic duel.

Magic eye / ear

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 20 m psy

Information Basis : 15 ED

Material: Eye (ear) made of gold = 30 GP

The spell creates a small object that resembles an eye or ear and that can be moved with up to 2 meters/ turn, even trough any non-metallic obstacles. The caster perceives anything that the object sees (hears), including the infrared spectrum or sub- and ultrasonic frequencies, respectively,. The object may not be farther away from the caster than the spell's range. If it is discovered, it may be attacked or spells may be cast at it. Its stats : LF = 1, armor = 0, dodge +30 + 30 = +60, magic resistance as the user. If the object is destroyed, the caster loses his respective perception sense for 1 week, unless he succeeds with a resistance check: phs with a result of at least 200.

Microscopic vision

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm psy

Information Basis : 6 ED

One creature gains the ability of microscopic vision, i.e. its eyes magnify details. The magnification factor is a maximum of x10 (this is doubled for each increase). Details may not be farther away than two meters, i.e. the spell can not be used as a telescope.

Night vision (as advantage)

Difficulty = 2 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 cm psy

Information Basis : 10 ED

Material: eye of an owl = 5 SP

One creature acts as if it possessed the ability of night vision at level 1. This means that it suffers respectively reduced DM from darkness.

Night vision (true)

Difficulty = 4 Minimum magery level: 2

t = 2 sec Duration : maintained

Range : 10 cm psy

Information Basis : 12 ED

One creature gains the ability of total night vision, i.e. it can see in darkness as well as in bright daylight. Any DM caused by bad or missing light including the effects of total darkness may be ignored.

Omnilingua

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm psy

Information Basis : 9 ED

One creature is able to understand all languages of other intelligent beings at a level equal to that of an advance student (native speaker equivalent = + 4 MP or +100% ED; native speaker once again the same). It is able to speak the language at one level less, provided that its means of speaking are suitable to form the required sounds.

Orientation

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range: special psy

Information Basis : 6 ED

The caster learns exactly into which direction and how far he has to move in order to reach a certain place, at which he must have been personally at least once (direct line + distance information appear in his mind). If the caster only has a description of the place, triple the ED cost and apply DM-50 on the magic check. While the effect lasts, the caster always fells the proper direction.

Speak with plants

Cf. Magic of nature

360 degree vision

Difficulty = 4 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm psy

Information Basis : 12 ED

One creature can see in a 360 degrees area, i.e. in front of and behind it. This means that it does not suffer any dodge penalties against attacks from behind or from the side and is almost impossible to be surprised. Furthermore, attacks into rear squares become possible with karate with DM-20 or with firearms without any DM.

Speak with the dead

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 10 m psy

Information Basis : 12 ED

The caster communicates with the soul of a dead person in real time. This should be roleplayed, and the master decides about the reaction of the soul and whether it is telling the truth. However, the caster may attempt to discover lies using respective magic. The spell will only succeed if the place of death or at least 51% of the corpse are inside the range, and the death may not have occurred more than $2^2 = 4$ years ago.

Telescopic vision

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

6. Magic

Range : 10 cm psy

Information Basis : 6 ED

One creature behaves like a natural telescope, i.e. it is able to better see distant things. The maximum magnification is x2 (doubles respectively), and objects must be at least 5 meters away and their details must have a minimum size of 10 cm. The spell also can not be used as a microscope.

Teleoptics

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 m psy

Information Basis : 9 ED

The caster is able to share one sensory perception (optical, hearing, smell and taste, ...) of another creature. For payment of 100% further ED, respectively, one further sense can be used. Limitations as described in the psionics rules apply, and the caster is unable to use his own sense and that of the subject simultaneously, possibly causing drawbacks in combat... The spell cannot be resisted; but it may be dispelled e.g. via antimagic, calling for a magic duel.

Speak with animals

Cf. Magic of nature

Discover invisible [reversible]

Difficulty = 2 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10cm psy

Information Basis : 6 ED

One creature gets the ability to perceive all invisible things normally, i.e. anything cloaked by respective magic or equipment.

The reverse, **cloak invisible**, protects one invisible creature or object from detection by this spell, i.e. requires a magic duel.

Improved hearing

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 cm psy

Information Basis : 3 ED

One creature gets DM+25 on all checks that concern hearing.

Improved sense of smell

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 cm psy

Information Basis : 3 ED

One creature gets DM+25 on all checks that concern its sense of smell.

Improved sense of taste

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 cm psy

Information Basis : 3 ED

One creature gets DM+25 on all checks that concern its sense of taste.

Prophecy

Difficulty = 4 Minimum magery level : 2

t = 2 sec Duration : special

Range : Caster psy

Information Basis : all, min. 100 ED

Material: candles, drugs etc. = 100 GP

The caster enters a 1d6 hours trance and gets more or less vague information about his immediate future that is communicated in a dream. The exactness should depend on the result of the magic check.

Example : The planned scenario includes entering the temple of a dark deity in order to steal an item so that it can be destroyed. The truth is, that the employer of the characters is an evil priest ,who wants to get the item because it belongs to his cult. The PCs do not have any knowledge of either of the two cults.

The player mage Luthar casts a prophecy spell. He dreams that he walks into a temple and is attacked by skeletons. He hits them, as they burst and friendly smiling monks Appear in their place. He walks further on, and enters a torture chamber, in which prisoners mourn. He liberates them - and they charge him. Etc.

Rapid awakening

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : permanent (5 min)

Range : 10 cm psy

Information Basis : 6 ED

One creature gains the ability of rapid awakening for up to 8 hours, with the effects described in the characters section.

Predict weather

Cf. Air magic

Read spell

Cf. Thaumaturgische magic

Magic vision

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm psy

special Basis : 9 ED

The caster can see through walls that are up to 50cm thick, treating them as completely transparent. For metal walls, a DM-100 is applied to the magic check.

Magic hearing

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 cm psy

Information Basis : 6 ED

The spell works as magic vision, but concerns hearing of noises.

Time sense

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration : maintained

Range : 10 cm psy

Information Basis : 3 ED

This spell tells the caster the exact time. It can also be used to measure elapsing time.

13) Movement spells

Acceleration

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 1 m phs

special Basis : 20 ED

Material : quicksilver = 2 GP

One creature is accelerated by 100% during the spell duration. This means that it gets respectively more AP each turn and thus can e.g. attack more often or run faster, but not speed actions that require interaction with others (e.g. feints, conversation). A drawback is that the creature also ages faster.

The spell increases the subjective flow of time, i.e. from the perspective of the creature, everything looks very slow, whereas the creature appears to be very fast for other beholders. Very high accelerations may cause a creature to become actually invisible (cf. psionics).

However, the spell substantially stresses the body: after the end of the effect, apply a DM of -10 per 100% acceleration on all checks, for (number of accelerated turns) x 5 minutes. Furthermore, 1d6 ED are lost per 20 turns and 100% of acceleration.

Bridge

Difficulty = 5 Minimum magery level: 2

t = 2 sec Duration: maintained

Range: special mat

special Basis: 35 ED

Material: miniature bridge= 10 GP

The spell creates a magic bridge that covers a ravine of up to 5 meters width. The spell can also be used to cross bodies of water, lava, etc. The height difference between the two ends of the bridge may not be more than 1 meter per 5 meters of length. The bridge cannot be damaged, but it may be dispelled by antimagic (magic duel).

Gate

Difficulty = 8 Minimum magery level : 5

t = 2 sec Duration : permanent (6h), special

Range : special mat

special Basis : 150 ED

Material: chalk, ink, crystal dust = 500 GP

For up to 50 days, the spell creates a passage to any chosen other place located in the same or another plane of existence, having the shape of a gate, that may be used by up to 500kg mass per turn. At the targeted place, a second gate must be set up, otherwise, the gate remains inactive. The spell always links just two gates, but these need not have been created by the same caster– exchange of information is sufficient. Travel through a dimensional gate does not require any measurable time, and the range is theoretically unlimited, if a partner gate exists. However, creatures feel the transfer as stressing, they lose 1d6 ED.

Lighten [reversible]

Cf. Transformation magic

Flight

Difficulty = 5 Minimum magery level : 3

t = 2 sec Duration: maintained

Range : 10 cm mat

special Basis : 35 ED

Material : eagle feather = 4 SD

One creature gains the ability to fly as it desires, moving at a speed of up to 10 meters per turn. For high speeds, refer to the description of levitation in the psionics chapter. Please note that concentration is required – if it ends, one possible falls very deep.

Gravity mastery

Difficulty = 7 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 5 m mat

special Basis : 100 ED

Material : metal orb = 10 GP

In a cylinder of 5 meters height and 5 meters diameter, the gravity can be manipulated by up to 30% upwards or downwards. Respectively, the weight of objects and creatures changes (additional weight counts as encumbrance!). Further details can be found in the chapter on gravity; all gravity decreases to less than zero cause a reversal of the vector, i.e. objects and creatures start to fall upwards! Creatures in the area of effect may try to save themselves according to the explosion rules when the effect is created.

Warp wood

Cf. Magic of nature

Force field (big)

Difficulty = 6 Minimum magery level : 3

t = 2 sec Duration : maintained

Range: 3 m mat

none Basis: 50 ED

An invisible, 3 meters high and one meter wide wall appears, being impenetrable for all objects and magic from either side. Only antimagic is able to destroy the field with a magic duel. If the field shall be penetrable from one side, this must be defined and the base cost are tripled.

Another possible application is to create a globe with 2 meters diameter that surrounds one or several creatures depending on its actual size. In this case, the ED cost is quadrupled.

If a force field shall be moved, this requires concentration of the caster. He may not move faster than with 2 meters / turn.

It is possible to learn this spell limited to only one attack form. Examples would be only energy, only missiles, only close combat attacks, etc. The master decides if a limitation is allowed; the learning cost and ED cost should on average be reduced by 40% and the minimum magery level by 1.

Force field (small)

6. Magic

Difficulty = 3 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 3 m mat

none Basis : 9 ED

This is a weaker version of the force field spell. Apply all rules and abilities as described for the force field, but the barrier is not impenetrable. Instead, it has a protection of 5. Penetrations do not cause the field to collapse. They hit with half the remaining damage, cf. barrier rules.

Animate objects

Difficulty = 3 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 5 m mat

special Basis : 9 ED

The spell animates one object with a mass of up to 10 kg. This reacts to orders of the caster and acts according to its possibilities. The master decides based on the examples.

Example: an animated table does 1d8 damage on a hit. At code 8, dodge-DM+5, protection = 5, structure points 60, attack value +30. A rope can entangle characters (attack + 40, protection = 0, structure = 3 -5, dodge-DM-10, at code 5, on hit entangling as from lasso). Metallic objects may cause more damage, e.g. weapons do their normal Damage with ST 11, Pistols fire with attack value +30, statues behave like a creature.

Reflect

Difficulty = 9 Minimum magery level : 4

t = 2 sec Duration : maintained

Range : 3 m mat

special Basis : 200 ED

Material : mirror = 6 GP

In general, the spell acts like a force field concerning all applicable rules and possibilities. However, attacks are not just absorbed, but reflected at the attacker. The latter must deal with an attack result equal to his own result - 1d100 + 1d100. If the result is less than 100, the attack dissipates harmlessly.

The spell does not affect magic. Similar to a force field, it can also be learned in a form that only affects certain attack types.

Shield

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration : maintained

Range : 10 cm mat

none Basis : 10 ED

Material: miniature shield = 3 GP

The spell creates an invisible shield, i.e. a small force field with the following game stats: par code = 7 + 1 = 8, defense DM + 20+ 5 = + 25 . The shield can not be damaged by attacks and it does not require a free hand or concentration. Characters need the shield skill in order to parry effectively with it, but the defense DM also should not be neglected, because it applies against all attack forms.

Lock

Difficulty = 2 Minimum magery level: 1

t = 2 sec Duration : maintained

Range : 1 m mat

none Basis : 10 ED

Material: gold chain = 1 GP

The spell magically locks one door or other lockable object (e.g. lid of a chest, window shutter), so that only brute force (bashing...) or a magic duel can open it afterwards. The spell can only work if the door has already been closed; it can only bar or block, but not move the door itself.

Key

Difficulty = 2 Minimum magery level : 1

t = 2 sec Duration : immediate

Range: 1 m mat

none Basis: 10 ED

Material: golden key = 1 GP

The caster can magically open a locked or barred door (cf. lock), provided that he knows that there is a door at all. It is not possible to cast the spell at random into a room in order to open possible secret doors. Magically locked doors require a magic duel, the spell only works if the caster wins.

Hover

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration: maintained

Range: 10 cm mat

none Basis: 10 ED

Material: bladder of flying ray = 4 GP

One selected creature is able to levitate while the spell lasts, i.e. it can move upwards or downwards with a speed of up to 10 meters / turn. Horizontal movement requires to push off and use the hovering ability, the master decides about possible DX checks, that determine whether a target has been reached properly. Please note that the spell requires concentration – if it ends, one might fall deep.

Sphere voyage

Difficulty = 9 Minimum magery level: 5

t = 2 sec Duration: immediate

Range: special mat

none Basis: 200 ED

Material: Polygon = 500 GP

The caster can teleport himself and up to 100 kg of mass, with which he must have body contact (also other creatures) to any other plane of existence. It is strongly recommended to inform oneself about the conditions at the destination in advance, in order to allow survival of the expedition. If no research was made before use of the spell, the master may assess a percentage change that the wrong plane has been reached - and the elemental plane of fire is a bit different from a parallel earth...

Spider climbing

Difficulty = 1 Minimum magery level : 1

t = 2 sec Duration: maintained

Range: 10 cm phs

special Basis : 5 ED

Material: spider legs = 1 SP

One creature gains DM+25 on all skill checks: climbing. Furthermore, it may attempt to climb any kind of wall, including such that are qualified as "impossible". Movement along the roof of a room requires checks with DM-120.

Jump

Difficulty = 1 Minimum magery level: 1

t = 2 sec Duration: maintained

Range: 10 cm phs

special Basis : 5 ED

Material: frog legs = 5 BP

One creature gains a 100% higher jumping length and height, applicable for any jumping actions.

Silence

Difficulty = 2 Minimum magery level : 2

t = 2 sec Duration : maintained

Range : 10 m mat

special, Area Basis : 10 ED

Material: owl feathers = 2 SP

The spell creates a globe of 2 meters radius, inside of which absolute silence governs, i.e. no sounds can be transmitted. Spoken words can not be heard (thus, no verbal spell components may be used) and sound-based weapons are useless. Noises from outside can not be heard inside the zone. Resistance checks are not allowed, but creatures may defend according to the explosion rules when the zone is created.

Telekinesis

Difficulty = 3 Minimum magery level : 3

t = 2 sec Duration : maintained

Range : 5 m mat

special Basis : 9 ED

The spell allows the caster to manipulate one object of up to 2 kg weight without touching it. He can e.g. let it hover. The object must be seen or its location must be known. For sophisticated manipulations (e.g. very small objects, coins into a slot, writing with a pen), skill checks with value 60+10 = + 70 must be made. Further details also in the psionics section. The strength of the telekinetic grip for duel purposes etc. is 5.

Teleportation

Difficulty = 6 Minimum magery level : 4

t = 2 sec Duration : immediate

Range : 10 km mat

special Basis : 30 ED

The caster can teleport himself and up to 10 kg of matter, with which he must have body contact, to any other place within the range in zero time. He must have been at the destination at least once, otherwise, make a die roll with value +90 + 10 = 100. Apply DM-100 for wholly unknown places, -50 for such known from the descriptions of a third party and -30 for indirectly seen places (e.g. TV images). If the die roll fails, the spell is subject to a deviation of (2d6-7) x A %, calculating A as 100 / result of the check.

The caster will never materialize in solid matter, but instead will be reflected back to his origin in such a case. However, there is no protection against materialization in unpleasant locations. Further details in the psionics section. A teleportation by magic can only be prevented by certain antimagic wonders or potent barrier magic (e.g. home sweet home). However, there is the small drawback that any magic item is not teleported together with the caster with a 5% chance...

Time control

Difficulty = 8 Minimum magery level: 4

t = 2 sec Duration: maintained

Range : 1 m mat

special Basis : 90 ED

In a globe with up to 1 meter radius, the flow of time can be accelerated or slowed by a factor of 10, with respective consequences (cf. acceleration). Nothing can enter or leave the area of effect, because an impenetrable, although transparent field surrounds it. For five times the standard ED cost it is possible, that no time passes at all in the area of effect! Furthermore, creatures may try to escape from the area of effect according to the explosion rules when it is created (i.e. one attempt). Creatures, that are on the border of the area, are actually cut in two!

Slowness

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration: maintained

Range : 1 m phs

special Basis : 20 ED

Material : Lead = 2 GP

One creature is slowed if it fails its resistance check: phs. It is reduced to only half speed, i.e. can only act on every second turn. For aging, refer to the statements on acceleration, but without any body stress. Slowed creatures suffer DM-40 on all parry or dodge checks per halving of their speed, and the maximum number of dodges or parries is calculated based on the subjective turns!

Walk on water

Cf. Water magic

Whirlwind

Cf. Air magic

Time travel

Difficulty = 8 Minimum magery level: 4

t = 2 sec Duration: immediate

Range : special mat

special Basis : 90 ED

The caster can teleport himself and up to 100 kg of mass, with which he must be in body contact, in time. The spell does not allow to reach a more distant future than the one from which the caster departed. The range in time is up to 2 1 years.

Some comments: it will depend on the game world whether this spell exists at all and which effects it has. Time travels are a very complex issue that will be treated in a separate book. Decide for yourself if and to what extent manipulations of the past shall be possible, or maybe even travels into the future.

Crushing hand

Difficulty = 5 Minimum magery level: 3

t = 2 sec Duration: maintained

Range : 3 m mat

special Basis : 35 ED

Material : glove, eggshell 2 GP

One creature, that is allowed to make a dodge check, is grappled by a large invisible hand that starts to squeeze it. The damage is 1d6 in the first turn, then 2d6, then 3d6, etc., and armor protects with its close combat value. Each turn, a new dodge check or a Duel ST against ST 20 + 10 x (number of turns in which the spell has been working) is allowed, on success, the spell ends. During the effect, the creature is completely immobilized, but able to speak or e.g. cast spells. The force field surrounding it provides 30 points of protection against all incoming attacks. Creatures with a body size of 3 meters and more are immune.

Devastating fist

Difficulty = 4 Minimum magery level: 3

t = 2 sec Duration : maintained

Range : 4 m mat

special Basis : 20 ED

Material :glove, brass knuckles = 3 GP

The spell allows the caster to make attacks with an invisible clenched fist against any one creature in range. The attacks have At code 8, damage 1d6, DM-20 on all defenses, and armor protects with its impact value. Each hit has a knock out chance: A duel LF damage against HT is made. If the fist wins, 1d6 turns of unconsciousness follow.

14) Conjurations

Animate tree

Cf. Magic of nature

Conjure demon

Difficulty = 5 Minimum magery level: 3

t = 1 h Duration: special

Range: special mat

Conjuration Basis : 30 ED

Material : Polygon = 50 GP

One demon of the 1.order appears in the polygon for 1d3 x 10 minutes. It cannot leave it as long as it remains intact. The demon may be bound, or the caster can negotiate a service with it. (demons love lifeforce, souls, etc...) Use the rules as for conjure fire elemental, but three commands are allowed. One of these should always be "return to where you came from", because demons often react very, well, unfavorable towards the people that conjured them. For this spell as well, no service may take more than 1 week. Please note furthermore that demons tend to take orders very literally.

Example: Xpomuk has ordered a demon "attack everyone except me, if he wants to take something out of my working room ". As he returns from a longer voyage some time later, and sees a large heap of rubble in place of his room, he angrily summons his guardian. "Master, you had not said anything about people that want to burn your room ", the demon says.

Bind demon

Difficulty = 8 Minimum magery level: 4

t = 1d6 x 5 min Duration: special

Range: special mat

Conjuration Basis: 50 ED

The spell allows to bind a demon using the procedure described for bind fire elemental. Demons react very negatively on failed binding attempts, i.e. they will usually attack!

Call demon

Difficulty = 3 Minimum magery level: 3

t = 10 sec Duration: special

Range: special mat

Conjuration Basis: 9 ED

This spell calls one demon of the 1.order using the same rules as for call fire elemental and without any special requirements.

Conjure demon group

Difficulty = 7 Minimum magery level: 4

t = 3 h Duration: special

Range: special mat

Conjuration Basis: 60 ED

Material: conjuration tools = 500 GP

Similar to conjure fire elemental group, but 1d3 demons of the 1.order appear.

Bind demon group

Difficulty = 10 Minimum magery level: 5

t = 1d6 x 5 min Duration: special

Range: special mat

Conjuration Basis: 120 ED

As bind fire elemental group, but concerns demons.

Call demon group

Difficulty = 5 Minimum magery level: 4

t = 10 sec Duration: special

Range: special mat

Conjuration Basis : 21 ED

As call fire elemental group, but concerns demons.

Conjure elemental

Cf. resp. Elemental-Magic, learn separately for each element

Bind elemental

Cf. resp. Elemental-Magic , learn separately for each element

Call elemental

Cf. resp. Elemental-Magic, learn separately for each element

Conjure elemental group

Cf. resp. Elemental-Magic, learn separately for each element

Bind elemental group

Cf. resp. Elemental-Magic, learn separately for each element

Call elemental group

Cf. resp. Elemental-Magic, learn separately for each element

Conjure spirit

Difficulty = 4 Minimum magery level: 3

t = 1 h Duration: special

Range: special mat

Conjuration Basis: 30 ED

Material: conjuration tools = 100 GP

The spirit of an intelligent, deceased creature appears in the polygon for 1d3 x 10 minutes. It is of 1.Order. If a special spirit shall be conjured, the order is decided by the master. In this case, research is necessary and the spirit's name must be uttered during the ritual. Spirits may be bound or a service can be negotiated; however, CH duels are not allowed. The spell is normally used to get information. Please note that spirits are often unpredictable, they may be good nature, but also darkest evil.

Bind spirit

Difficulty = 8 Minimum magery level: 4

t = 1d6 x 5 min Duration: special

Range: special mat

Conjuration Basis: 60 ED

The caster may bind one spirit using the rules as for bind fire elemental. However, the binding time is halved.

Call spirit

Difficulty = 2 Minimum magery level: 2

t = 10 sec Duration : special

Range: special mat

Conjuration Basis : 6 ED

One spirit of the 1.Order or a special spirit (see above) appears as described for call fire elemental, if it is present in 1 km circle around the caster. The usual rules apply, and of course a CH duel may not be attempted.

Insect swarm

Cf. Magic of nature

Wall of blades

Difficulty = 4 Minimum magery level : 3

t = 2 sec Duration: maintained

Range : 3 m mat

special (cutting) Basis : 20 ED

Material : Knife = 4 GP

A 3 meters high, one meter thick and one meter wide wall of moving blades appears under the same conditions as for wall of fire. The wall may be removed by antimagic or rust with a duel. Missiles pass through as for a wall of fire (i.e. total darkness), but they only cause half damage. A penetration of the wall is possible: Per meter of thickness, the character is attacked by 1d6 blades with the following stats Attack + 90, DM - 50 to defense only dodge is possible. Every hit causes 1d12 damage (cutting, i.e. plus one third after armor) and armor protects with its close combat value.

Call monster

Difficulty = 2 Minimum magery level: 2

t = 10 sec Duration: special

Range. special mat

Conjuration Basis: 9 ED

One creature of any kind (not a demon, elemental, spirit, spirit of nature or creature of at least human intelligence) appears with CH % (+ CH % per further 10 sec of time), if such a creature is present in 1 km circle around the caster. The total of the attribute values (ST, DX, RE, HT, IN, CH, AP) of the creature may not be higher than 120. If a creature appears, it stays for up to 10 minutes. A service may be negotiated (or duel CH against the best attribute value of the creature). Services may never take more than 10 minutes. If no control over the creature is achieved, the master decides about its behavior. The type of the creature should be determined randomly depending on the region and situation.

Conjure spirit of nature

Cf. Magic of nature

Bind spirit of nature

Cf. Magic of nature

Call spirit of nature

Cf. Magic of nature

Speak with dead

Cf. Magic of information

Call animals

Cf. Magic of nature

Cloud of death

Difficulty = 4 Minimum magery level: 2

t = 2 sec Duration : maintained

Range: 1 m mat

Poison, Area Basis : 20 ED

Material : grated arum = 5 GP

The spell creates a dark cloud on one square. The cloud grows to all sides with a speed of 1 meter per turn. It is heavier than air and a contact agent of level 3, which costs 1d6 LF and ED per turn. On a successful resistance check: poison, the damage is halved.

Activate dead [reversible]

Difficulty = 5 Minimum magery level: 3

t = 2 sec Duration: permanent (1 h), special

Range : 10 cm phs

special Basis : variable

Material : corpses, skeletons, ...

The caster can use respective material to create one animated skeleton (15 ED), a zombie (25 ED) or an animated mummy Mumie (50 ED). The undead follows orders of its creator, as long as he concentrates on this. Also, any orders that consists of not more than 20 words may be given.

Undead become inactive after 24 hours, unless the ritual of power is performed: Use the rules for permanent magic, but the spell permanency is not required. Instead, make a magic check any pay the ED cost multiplied by 20.

The reverse, **deactivate undead**, costs always 21 ED. Any selected undead (zombie, skeleton, ghast, ghoul,

mummy) becomes inactive, it it fails a resistance check: phs. If the creator of the undead is present, a magic duel is necessary. Self-created undead may be deactivated without cost at any time.

Spirit return

Difficulty = 5 Minimum magery level: 3

t = 2 sec Duration: permanent (30 min)

Range : special phs

special Basis : 35 ED

Material: special herbs and powders = 50 GP

The spirit of one creature, that has died not more than 10 days ago, returns and enters any creature selected by the caster. If none is selected, randomly a creature with at least animal intelligence in 1km circle except for the caster is affected. The caster must have personally known the dead creature or have access to at least 51% of the corpse.

The spirit has all memories and mental abilities of his former life, but might be impaired to use them by his new body form: Animals cannot speak or fight with a sword...

Intelligent creatures that are in danger of being possessed by the spirit, are allowed to try a duel willpower against the spirit. If they lose, the spirit possesses them.

Antimagic or priestly exorcisms may ban the spirit again.

15) The songs of the bards

Song of fear [reversible]

Difficulty = 5 Minimum magery level: 2

t = special Duration: special

Range : special psy

special 10 ED / Turn

Material: Magic instrument

All creatures in the area of effect are subject to the spell fear.

The reverse, **song of courage**, neutralizes the spell fear or the respective bard song. Creatures that did not suffer from fear get a 50% bonus on their morale values and DM+5 to attacks for 10 minutes.

Song of fury [reversible]

Difficulty = 5 Minimum magery level: 3

t = special Duration: special

Range : special psy

special 15 ED / Turn

Material: Magic instrument

All creatures in the area of effect become very angry: They attack the nearest creature or object in range except for the bard. During this phase of uncontrolled fury, they may not cast spells and suffer DM-10 on all checks. However, they need not make morale checks or willpower checks. The song has effect as long as the bard is playing.

The reverse, **song of peace**, causes all creatures in the area of effect to become peaceful: They will not intentionally damage anything or anyone and could e.g. be convinced to drop their weapons. Attacks against such a creature immediately end the effect. Otherwise, it stays as long as the bard is playing, and further 5 minutes.

Song of sleep [reversible]

Difficulty = 1 Minimum magery level : 1

t = special Duration : special

Range : special psy

special Basis : 5 ED / Turn

Material : Magic instrument

All creatures in the area of effect are subject to a sleep spell. Use the respective game stats.

The reverse, **song of awakening**, has effects as the spell awaken.

Song of dance

Difficulty = 3 Minimum magery level : 2

t = special Duration : special

Range : special psy

special Basis : 10 ED / Turn

Material : Magic instrument

All creatures in the area of effect start to dance maniacally as long as the bard is playing. They may not make any other actions and lose 2d6 ED per turn. Defenses are made with DM-30.

Song of control of animals / humanoids / all creatures

Difficulty = 1 / 4 / 6 Minimum magery level: 2 / 3 / 4

t = special Duration: special

Range : special psy

special 5 / 10 / 20 ED / Turn

Material: Magic instrument

Affects all creatures in the area of effect as the respective Spell. The effect lasts as long as the bard is playing.

Song of calming animals

Difficulty = 1 Minimum magery level: 1

t = special Duration: special

Range : special psy

special 5 ED / Turn

Material: Magic instrument

Affects all creatures in the area of effect like the spell clam animal.

Song of illusions

Difficulty = 5 Minimum magery level: 4

t = special Duration: special

Range : special psy

special 20 ED / Turn

Material: Magic instrument

As long as the bard plays, all creatures in the area are subject to the spell illusion mastery.

Song of shame [reversible]

Difficulty = 5 Minimum magery level : 3

t = special Duration : special

Range : special psy

special Basis : 20 ED / Turn

Material : Magic instrument

This very potent magic song is one of the strongest weapons of the bards, and its use if therefore severely restricted by the community of the bards. One creature, that may not make any resistance check (!),loses one point of charisma per turn of play of the bard until the charisma drops to 1. This loss is permanent. Followers will desert, reputation dwindles (same speed), etc. The effect is permanent and cannot be banished by mundane magic.

The only saving possibility is the use of the reverse, **song of fame**, if played by the same bard!

Song of amnesia

Difficulty = 4 Minimum magery level: 3

t = special Duration: special

Range : special psy

special 15 ED / Turn

Material: Magic instrument

All creatures in the area of effect lose the memories of 1 day ² = 1 day per turn of play of the bard

The reverse heals any amnesia caused by the song or the respective spell, at same speed, but not any "natural" amnesia. A magic duel must be made. Suitable healing spells or antimagic can also be used to cure the amnesia.

Song of turning of animals / humanoids / all creatures

Difficulty = 1 / 4 / 6 / 3 / 4 Minimum magery level: 2

t = special Duration: special

Range : special psy

special 3 / 8 / 16 ED / Turn

Material: Magic instrument

All creatures in the area of effect flee in a straight line away from the bard. They do not dare to return for (10 x played turns) minutes and are also not allowed to make any attacks into the area of effect. If the escape rout is blocked, a creature will cower in front of the respective obstacle.

Song of confusion

Difficulty = 2 Minimum magery level: 2

t = special Duration: special

Range : special psy

special 8 ED / Turn

Material: Magic instrument

All creatures in the area of effect are subject to the confusion spell.

Song of love [reversible]

Difficulty = 4 Minimum magery level : 2

t = special Duration : special

Range: special psy

special Basis : 20 ED / Turn

Material: Magic instrument

One creature is affected by the spell love magic. The effect has the respective duration.

The reverse, **song of hatred**, installs hatred against a selected being, that must be familiar to the bard, in the subject creature. Hatred results in insults, attacks, etc. and lasts for 1d6 hours.

6.38 Astral space (Mana space) (optional)

In many worlds, it is assumed that the mana that flows through the world, is not only directly important for spellcasting, but it defines an entire plane of existence, the astral space, also called mana space. In this case, it is considered that this astral space can be used for several purposes.

All the following remarks are merely optional rules. Whether they are used, is up to the players and the master.

1) Astral vision/perception

All magically apt characters are able to switch over to astral vision with a simple action that costs them 0 AP. In this case, they no longer perceive the normal space as we know it, but the astral appearance of all things.

In astral space, one sees only the essence of the things. This means more specifically: All objects, that exist in the real world, are also visible in astral space. However, they appear differently. For example, one no longer sees a weapon, but perceives the ability to cause damage in a rather undefined object. Similarly, all creatures are surrounded by their aura (see below), and anything hidden or changed by magic has its true shape in astral space. Thus, invisible things are visible, illusions are discovered, etc. Otherwise, some things do not have any importance for the astral space: Thus, it is not possible to read any books or street signs, and most technical equipment appears as dead black spots.

As the astral space is illuminated different from the real world, it is no problem to perceive astrally at night. Only in highly technical areas, it is dark in astral space, otherwise, apply a simple general DM of -20 on all vision rolls – because of the rather blurred vision.

- **Aura reading**: From the aura of a creature, it is possible to read its state of feelings, i.e. whether it is fearful, angry, nervous, careful, etc. Furthermore, it can be discovered if someone can cast spells and roughly how high his magery level is. This makes several spells almost obsolete. The aura of an object shows if it is magic, how powerful it is and who is its owner. Aura reading can be studied as a special mental skill with difficulty = 6. Any magically apt character automatically knows this as a universal skill.

- **Disguises** : It is possible to change the astral appearance of things. This is especially useful when illusion or cloaking magic shall be used against magically apt characters. In this case, the ED cost of the spell is doubled, and every astral watcher is, in addition to the standard resistance (if a such is allowed at all), entitled to a duel aura reading against spell. If the watcher wins, he penetrates the masquerade, otherwise he does not even perceive it as such. For disguising the aura of casters, a respective spell should be created.

2) Astral travels

It might be possible, to let one's spirit (not the body) travel through astral space. In this case, the body stays back as an empty hull, connected with the spirit with an astrally visible silvery thread.

Initiation of **astral projection** costs 2 AP. At maximum, spirit and body may be separated for HT/2 hours; if this threshold is passed, the body dies.

In astral space, it is possible to move through any material objects that do not live. It is possible to travel through

walls, but not to the interior of a sperm whale, because the aura of the creature blocks this. Furthermore, any barriers against magic also affect astral movements.

It is possible to cast spells in astral space, but only against other astral beings, not against creatures outside astral space. This means that it is not possible to sneak astrally into a building and then to throw a fireball.

The astral body has the same LF and ED as an ordinary character, and it can be wounded by magic of all kinds or magic weapons (including spells in normal space because they affect the astral plane as well). It cannot be seen from normal space, although it has the possible to manifest in an ethereal appearance in order to communicate using gestures only. The only other possible means of communication is use of suitable information magic such as send thoughts.

Theoretically, astral begins can fight each other or against e.g. elementals. This is treated like ordinary combat, however, no magic weapons are required to injure e.g. an ethereal creature. The bare hand of an astral body is sufficient.

If the silver thread is cut (this requires magic weapons or magic, 6 Points of damage for an aimed attack as against the head, but might also be caused by some relics), the caster is unable to return to his body. He will eventually die unless someone casts reincarnation on him and has his body in range.

Astral travel is possible with a speed of up to 10.000 km per hour. Other worlds can also be reached because all spheres of existence are embedded in the same astral space. However, exact rules should be defined individually.

6.39 Magic equipment

This small section introduces some items that are generally used by casters besides staffs in order to improve their spellcasting. The chapter describes their manufacture as well as their use.

6.39.1 The power focus

Power foci are magic objects that draw power from the surrounding many and store it until used by the caster. They usually appear as bigger pieces of jewelry such as chains or arm rings, but they could also be small staffs or wands depending on the culture.

A power focus can store up to Level x 5 ED. These points can be used partially or completely by its owner, who must be touching the focus, in order to cast a spell, just like ordinary ED. Power foci regenerate ED et a speed of 1d6 points per 6 hours. This is halved (doubled) for every mana level below (above) 4. At mana level 0, the focus cannot regenerate any ED. Furthermore, no other power focus needing regeneration may be in 1 meter radius, or the regeneration is split respectively.

For manufacture, one skill check per level using the special **skill manufacture focus** (Difficulty 5, mental) must be made with a base time of 12 hours. Furthermore, a magic workshop costing at least 10.000 GP (10 m²) is required. Every check also costs 100 ED. Failures are dangerous, disasters and accidents destroy the focus. The manufacture finally uses one unit of purified material (cf. alchemy) per level, plus one unit of orichalkum per full five levels and one unit or special material (cf. magic items) per full 10 levels.

As for other magic items, it is possible to create power foci with limitations concerning certain users or conditions of use.

ED cost can re reduced by adding further units of material following the general rules (cf. magic items).

6.39.2 The spell focus

A spell focus is used in order to improve the performance with a spell or a whole category of spells. Otherwise, it has the same effects as a power focus.

The procedure is that a single spell focus can only be used to power one defined spell and a spell category focus can only be used for spells of one category (e.g. fire).

Consequently, the material requirements for spell group foci are reduced to one unit of purified material per two levels (round up) and one unit of orichalkum per full 10 levels; special material is required at a rate of one unit per full 20 levels. Base time is reduced to 10 hours and the ED amount to 50. For single spell foci, base time is 8 hours, the ED amount is 25 and the increments are per three levels for purified material and per 15 levels for orichalkum. Special material is never necessary.

6.39.3 The fetish

Fetishes are the most simple objects that a caster can use to improve his potential. They normally appear in the form of small pieces of jewelry or e.g. small sacks with animal or plant parts, depending on the culture.

Their effect is that they provide a DM of + 5 x level on the magic checks with a certain spell or a category of magic. Similar fetishes do not add their effects, i.e. the magic check can only be modified by a single fetish, the strongest one. However, a character may carry as many fetishes as he likes.

Manufacturing requires one check with the special **skill manufacture fetish** (difficulty 4, mental) per level. The material consists of one pure unit of metal or another material (cf. alchemy) per 5 levels (round down).A failure is dangerous, accidents or disasters destroy the fetish. The base time per check is 12 hours. An interruption of the production cycle by more than 12 hours terminates the procedure irrevocably, so that the level stays fixed, although much more material may have been invested.

6.39.4 The talisman

Talismans are simple items of protective magic. Depending on the culture, they might be small sacks with animal and plant parts, necklaces, pendants, rings, etc.. The rules distinguish between talismans against poison, such against mental and such against physical magic. All talismans only work when carried on the body.

The effect is ruled simply: A talisman is always defined by a number between 1 and X, its level. It provides DM + level x 5 on all resistance checks against die selected attack form. Similar talismans are not cumulative, i.e. someone wearing a talisman level 2 and one of level 3 against mental magic, will only get DM+15 on his resistance checks, not +25. However, one character may carry as many talismans as he likes.

Talismans are normally effective for 1d6+4 weeks. Afterwards, the must be recharged.

Their manufacturing requires material worth about level ² x 1 GP. Once per level, a skill check in the special **skill manufacture talisman** (difficulty 4, mental) must be made, with a base time of 8 hours. A failure is dangerous, an accident or a disaster destroys the talisman. Between two enchantment checks, not more than 8 hours may pass, i.e. a single failure stops the process and the talisman stays at its level, although it may have cost much more, because the material cost must be decided at the beginning of the procedure. A newly manufactured talisman is already charged.

Recharging requires a check: manufacture talisman with a base time of level hours, and the expense of once again 50% of the material costs. An accident or disaster destroys the talisman.

6. Magic

6.40 Alternative systems of magic

In the following, Omnirole offers some different proposals to rule magic, intended for people that are not that satisfied with the "classic" system. The whole thing is, of course, world specific, but read on, and find your favorite system.

1) Dropping the magic points

One possibility to design the magic a bit less flexible and to reduce the influence of luck is to eliminate the magic point system. In this case, the standard Omnirole spells are still used, and checks are made as usual, but it is no longer possible to modify the spell effect using magic points.

Thus, ED reinvestments remain as the only possibility. The main consequence of this rules change is that casters must carefully consider the intended spell effects already before making their magic check. Furthermore, magic will in general become more energy-consuming, i.e. one has to pay more ED to get the same results.

2) Fixed spell effects

This rules change is a stricter version of the above-mentioned system: Every spell gets a clearly and separately defined effect, i.e. a fixed range, fixed area of effect, fixed damage, etc. There are neither magic points nor the possibility to change the spell effects by ED investment.

This results in a system as used by many roleplaying games: there is not only one fireball spell, but several, that are mainly different in the damage they cause. Respective procedures are used for any other spell.

Casters are obliged to learn more spells than before, probably resulting in an inflation of the spell list to about two to four times the number of spells. The definition of the individual spells is left to the master. In the following, we will give two examples, one for a combat spell and one for an information spell. Other spells could be modified accordingly.

a) Based on the spell "fire beam":

- Fire missile

Difficulty = 1 Minimum magery level: 2

t = 2 sec Duration: immediate

Range: 50 m mat

Fire Basis: 7 ED

This fire beam does 1d8 damage.

- Fire beam

Difficulty = 2 Minimum magery level: 2

t = 2 sec Duration: immediate

Range: 50 m mat

Fire Basis: 12 ED

This fire beam does 2d8 damage.

- Large fire beam

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration: immediate

Range: 50 m mat

Fire Basis: 20 ED

This fire beam does 3d8 damage.

- Fire blast

Difficulty = 3 Minimum magery level: 2

t = 2 sec Duration: immediate

Range: 50 m mat

Fire Basis: 30 ED

This fire beam does 4d8 damage.

- Devastating fire beam

Difficulty = 4 Minimum magery level: 3

t = 2 sec Duration: immediate

Range: 50 m mat

Fire Basis: 40 ED

This fire beam does 6d8 damage.

b) Based on the spell "sense magic ":

- Sense magic

Difficulty = 1 Minimum magery level: 1

t = 3 sec Duration: maintained

Range : 10 m psy

Information Basis: 5 ED

- Sense magic (improved Range)

Difficulty = 1 Minimum magery level: 1

t = 3 sec Duration: maintained

Range : 50 m psy

Information Basis: 10 ED

- Sense magic (extreme range)

Difficulty = 1 Minimum magery level: 1

t = 3 sec Duration: maintained

Range : 200 m psy

Information Basis: 20 ED

Please note the reduced learning costs and variable minimum magery levels and base costs. The most important effect of this system is that casters will have considerably less potential, because they are obliged to use several versions of the same spell – there will always be situations in which a 5-dice-combat spell is simply not necessary and thus pure waste of ED, whereas in others, a 1-die-spell will just not be sufficient. Personally, I prefer more variable magic rules, but this is a question of taste.

3) Addition of special components

A further possibility to modify a magic system, is to make the magic dependent of external factors. This should be done with a world specific explanation, and can have very different effects on the potential of casters:

Examples:

- The effective magery level of casters or also the mana level of the world fluctuates depending on the lunar or sun position.

- Any kind of magic absolutely requires a certain material component, usually something that is very difficult to obtain.

- There are only certain forms of magic, e.g. only body and mental magic, only information magic, etc.

- Casters get a DM on magic checks depending on the season of the year, divine influence, day of the week,...

And much much more. Be creative.

Many of the changes should result in a reduction of the CP cost of magic, at least if they are true limitations. The

comments in the sections races and psionics might be helpful for the calculations.

4) The free magic system

A very special variant follows: The free magic system. This is based on the assumption that the caster decides spontaneously what he wants to achieve, and does this by shaping the mana according to his desires. There are not any spells that could be studied.

Instead a proposal for the rules – others are possible: Magic is based on the system of magic words. These are as follows:

Fire, water, earth, ice, air, light, magic, body (life), nature, mind (thinking), search, hide, transform, call, control, move, create, heal (repair, strengthen), destroy (wound, weaken).

There are not any magery levels, and there is only one important skill: wizardry, and its difficulty should at least be increased to 20. Furthermore, instead of the magery level, a level with the different words is learned. Each word costs 20 CP for the first and 5 CP for every further level, with no upper limit.

Example: Control-3 costs 30 CP, magic-5 costs 40 CP.

If someone now wants to cast a spell, he mentions which effect he wants to achieve, and player and master agree on the required combination of magic words.

Example: Healing of wounds could be achieved via "heal body". A fireball is "create fire", a zone of darkness might be "destroy light" and the conjuration of a demon "call magic life".

In many cases, there will be several suitable possible solutions, because the magic words often overlap, mainly concerning control, move, destroy or heal. Thus, masters should be creative and generous.

A single word can be used repeatedly in a ritual, and often this is even compulsory to reach a higher level of magic power.

Example: When creating a fireball ("create fire"), one use of the word "fire" is sufficient for an effect of about 1 to 2d6 damage. If the word is used three times, the damage is 8 to 10d6 and the fireball affects 10 and more squares, and if the word is spoken ten times, world-shaking magic results.

The master should decide if in doubt, and always keep the game balance in mind. For the general stats of spells, the standard spell list may be used to get some inspiration. However, the listed ranges should be multiplied at least with 4. The required number of words can roughly be assumed as half the difficulty, modified by desired increased effects.

For the actual use of magic, there are some rules of thumb, but they should only be understood as suggestions.

The concentration time is one second per used word. Apply the standard rules for reduction and extension.

The base ED cost is 5 per used word. The use of material or verbal / gesture components can result in cost reductions as usual. If a word is used at a higher level than the one known, the cost must additionally be paid in LF.

Example: Ithan knows "fire" at level-2. If he now uses "create fire fire fire", this costs him 20 ED and 15 LF .

To determine the success of a ritual, the caster makes a skill check: wizardry, with DM depending on the number of used words and their accentuation. In detail:

- a word is used only once: no DM for the first word, DM -5 for every further one.

- two to five uses of a word: DM - 10 per level

- six to ten uses: DM – 15 per level

- eleven to fifteen : DM - 20 per level, etc.

Example: A ritual "create fire" means DM-5. A ritual "create fire fire fire" means DM -25 (-5 for two different words, 2 x -10 for three times fire). "Create fire fire fire fire fire fire" finall causes DM - 60 (-5 plus 4 x - 10 plus -15).

Following the same method, checks for reduction of the ED cost are made.

A failure or a disaster is treated as in the standard magic system. However, there are not any magic points, instead, the effect should only be increased for each 50 points above 100. However, this is entirely up to the judgment of the master. Spells should never have a fixed effect, but everything should depend on the die roll result and the number of used words.

How e.g. rune magic, spell scrolls or magic items are rules, is entirely left to the creativity of players and master.

In any case, this magic system requires very much improvisation talent and the ability to make quick decisions. Therefore, it is not recommended for roleplaying novices. However, it can produce very good results and help to simulate mages more "realistic", i.e. more convincing. With the free magic system, it will at least no more happen that a 1,000-CP-mage must grudgingly admit that he lacks a level 1 "peanuts" spell like light (after some minutes of flicking through the pages of his grimoire) and he is thus unable to help.

In general, mages will be potentially more powerful is this system is used, and it is also more complicated for the players to roleplay them, because they can no longer use fixed spell stats as guidelines. At mana levels below 4, by the way, the free magic system should ideally not be used, because it will produce unsuitable results – an adjustment to lower mana levels requires a lot of effort.

5) Magic poems

This is a very special free magic system, but one that can produce very funny results and add a lot of color to roleplaying. The casters no longer learn fixed spells. Instead, when they want to use magic, the player must present a poem (or a song) that matches the situation. The effect is decided by the master depending on the quality of the poem, not focusing on stylistic means and accentuation, but on good combination and humor. The larger the intended effect, the longer the poem must be, and suffering "rhyme or die "- doggerels will not have much value. Each poem may only be used once, thus, it cannot be saved for future repeated use.

Furthermore, one should be careful when inventing a poem, in order to avoid misunderstandings (see below).

Example: A poem such as "rabbits, vultures and a cow, give a campfire us now" will not win a prize for creativity and should only produce a small spark of fire (and perhaps a collection of animals). On the other hand, what about a banishing poem as follows : "Oh behold dark demon from evil plane, thou shallst never feed on souls again. By the power of my words and the light of the day, I thus command thee be forever away!" Not a literary masterpiece, but some creativity, or what do you think?

If this system is played, there are not any magery levels, spells or skill checks for spellcasting. The cost of magic aptitude should be assessed differently as follows: full mages 350 CP, adepts 200 CP + 50 CP per further area, dilettantes by master decision beginning with 50 CP.

Magic resistance checks are made against a result in the range from 100 to 200 depending on the quality of the poem, and many other rules must be modified by the master. Furthermore, players should not be allowed to think too long about poems while in an action turn

(combat, ...) – they either have one, or must wait until the next turn.

This variant of the magic rules requires very much improvisation talent and readiness to decide, from both players and master. If in doubt, just try it, and if you are not satisfied, return to the standard magic rules.

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Table: Magic spells

Spell	Difficulty	Minimum magery level	Basic ED	Time	Range	Duration	Area
Move fire	2	2	6	2 sec	5 m	maint.	Fire
Create fire	3	2	15	2 sec	5 m	maint.	Fire
Destroy fire	2	2	10	2 sec	5 m	immediate	Fire
Conjure fire elemental	4	3	30	1 h	special	special	Fire, Conjuring
Bind fire elemental	7	3	60	1d6 x 5 min	special	special	Fire, Conjuring
Call fire elemental	1	2	3	10 sec	special	special	Fire, Conjuring
Conjure fire elemental group	6	4	60	3 h	special	special	Fire, Conjuring
Bind fire elemental group	9	4	120	1d6 x 5 min	special	special	Fire, Conjuring
Call fire elemental group	3	3	9	10 sec	special	special	Fire, Conjuring
Fire-Weapon	3	2	15	2 sec	10 cm	maint.	Fire
Fireball	4	3	20	2 sec	5 m	immediate	Fire
Fire mastery	7	4	100	2 sec	5 m	maint.	Fire
Protection from fire	2	2	6	2 sec	10 cm	10 min	Fire
Fire beam	3	2	15	2 sec	10 m	immediate	Fire
Fire wall	4	3	20	2 sec	3 m	maint.	Fire
Fire shield	4	3	20	2 sec	10 cm	maint.	Fire
Flaming rain	7	4	100	2 sec	25 m	maint.	Fire
Flame	1	1	3	2 sec	10 cm	maint.	Fire
Heat	1	1	3	2 sec	2 m	maint.	Fire
Protection from heat	1	1	3	2 sec	10 cm	maint.	Fire
Heat metal	3	3	9	2 sec	3 m	maint.	Fire, Transformation
Volcano	8	4	150	2 sec	5 m	maint.	Fire, Earth
Dehydrate	7	3	60	2 sec	1 m	maint.	Water
Move water	2	2	6	2 sec	5 m	maint.	Water
Create water	3	2	15	2 sec	5 m	immediate	Water
Destroy water	2	2	6	2 sec	5 m	immediate	Water
Fog	4	2	20	2 sec	5 m	maint.	Water, Nature
Acid weapon	3	2	15	2 sec	10 cm	maint.	Water, Transformation
Acid splash	3	2	16	2 sec	1 m	Immed., special	Water
Breathe underwater	2	2	6	2 sec	1 m	maint.	Water, Air
Conjure water elemental	4	3	30	1 h	special	special	Water, Conjuring
Bind water elemental	7	3	60	1d6 x 5 min	special	special	Water, Conjuring
Call water elemental	1	2	3	10 sec	special	special	Water, Conjuring
Conjure water elemental group	6	4	60	3 h	special	special	Water, Conjuring
Bind water elemental group	9	4	120	1d6 x 5 min	special	special	Water, Conjuring
Call water elemental group	3	3	9	10 sec	special	special	Water, Conjuring
Water mastery	7	4	100	2 sec	5 m	maint.	Water
Water beam	3	2	15	2 sec	5 m	maint.	Water
Walk on water	3	1	9	2 sec	10 cm	maint.	Water, Movement
Wave	3	2	9	2 sec	10 m	maint.	Water
Water weapon	3	2	15	2 sec	10 cm	maint.	Water

Freeze	1	1	3	2 sec	1 m	Duration (10sec)	Ice
Move ice	2	2	6	2 sec	5 m	maint.	Ice
Create ice	3	2	9	2 sec	5 m	immediate, special	Ice
Destroy ice	2	2	6	2 sec	5 m	immediate	Ice
Conjure ice elemental	4	3	30	1 h	special	special	Ice, Conjuring
Spell	**Difficulty**	**Minimum magery level**	**Basic ED**	**Time**	**Range**	**Duration**	**Area**
Bind ice elemental	7	3	60	1d6 x 5 min	special	special	Ice, Conjuring
Call ice elemental	1	2	3	10 sec	special	special	Ice, Conjuring
Conjure ice elemental group	6	4	60	3 h	special	special	Ice, Conjuring
Bind ice elemental group	9	4	120	1d6 x 5 min	special	special	Ice, Conjuring
Call ice elemental group	3	3	9	10 sec	special	special	Ice, Conjuring
Icy surface	2	2	10	2 sec	5 m	maint.	Ice
Ice missile	2	2	10	2 sec	10 m	immediate	Ice
Ice shield	4	3	20	2 sec	10 cm	maint.	Ice
Ice mastery	7	4	100	2 sec	5 m	maint.	Ice
Protection from ice	2	2	6	2 sec	10 cm	maint.	Ice
Ice wall	4	3	20	2 sec	3 m	maint.	Ice
Ice cloud	2	2	10	2 sec	10 m	maint.	Ice
Ice weapon	3	2	15	2 sec	10 cm	maint.	Ice
Deep-freeze	5	3	21	2 sec	10 cm	Duration (30 sec)	Ice
Hailstones	6	4	50	2 sec	25 m	maint.	Ice, Nature
Cold	1	1	3	2 sec	2 m	maint.	Ice
Protection from cold	1	1	3	2 sec	10 cm	maint.	Ice
Cool metal	3	3	9	2 sec	3 m	maint.	Ice, Transformation
Move earth	3	3	9	2 sec	5 m	maint.	Earth
Create earth	4	3	12	2 sec	5 m	Duration (10 min)	Earth
Transform earth	6	3	50	2 sec	3 m	Duration (10 min)	Earth
Destroy earth	4	3	12	2 sec	5 m	immediate	Earth
Earth weapon	3	2	20	2 sec	10 cm	maint.	Earth
Earthquake	6	3	50	2 sec	1 m	maint.	Earth
Conjure earth elemental	4	3	30	1 h	special	special	Earth, Conjuring
Bind earth elemental	7	3	60	1d6 x 5 min	special	special	Earth, Conjuring
Call earth elemental	1	2	3	10 sec	special	special	Earth, Conjuring
Conjure earth elemental group	6	4	60	3 h	special	special	Earth, Conjuring
Bind earth elemental group	9	4	120	1d6 x 5 min	special	special	Earth, Conjuring
Call earth elemental group	3	3	9	10 sec	special	special	Earth, Conjuring
Earth mastery	7	4	100	2 sec	5 m	maint.	Earth
Metal wall	5	3	35	2 sec	3 m	maint.	Earth
Stone missile	2	2	10	2 sec	10 m	immediate	Earth
Stone wall	4	3	20	2 sec	3 m	maint.	Earth
Quicksand	4	3	15	2 sec	5 m	maint.	Earth, Nature
Create air	2	2	6	2 sec	5 m	immediate	Air
Destroy air	4	2	12	2 sec	5 m	immediate	Air
Lightning weapon	3	2	15	2 sec	10 cm	maint.	Air
Lightning stroke	3	2	15	2 sec	1 m	immediate	Air
Thunderstorm	4	3	20	2 sec	10 m	maint.	Air, Nature

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Conjure air elemental	4	3	30	1 h	special	special	Air, Conjuring
Bind air elemental	7	3	60	1d6 x 5 min	special	special	Air, Conjuring
Call air elemental	1	2	3	10 sec	special	special	Air, Conjuring
Conjure air elemental group	6	4	60	3 h	special	special	Air, Conjuring
Bind air elemental group	9	4	120	1d6 x 5 min	special	special	Air, Conjuring
Call air elemental group	3	3	9	10 sec	special	special	Air, Conjuring
Air mastery	7	4	100	2 sec	5 m	maint.	Air
Spell	**Difficulty**	**Minimum magery levell**	**Basic ED**	**Time**	**Range**	**Duration**	**Area**
Air mask	2	2	6	2 sec	10 cm	maint.	Air
Predict weather	2	2	6	2 sec	special	immediate	Air, Nature
Weather magic	7	3	100	2 sec	1 m	maint.	Air, Nature
Wind	1	1	3	2 sec	5 m	immediate	Air, Movement
Whirlwind	6	3	50	2 sec	5 m	maint.	Air, Movement
Darkness	1	1	3	2 sec	10 m	maint.	Light
Energy weapon	4	2	20	2 sec	Caster	maint.	Light
Light	1	1	3	2 sec	10 m	maint.	Light
Flash	5	3	35	2 sec	5 m	immediate	Light
Light shield	4	3	20	2 sec	10 cm	maint.	Light
Protection from light	2	2	6	2 sec	10 cm	maint.	Light
Sunbeam	4	2	20	2 sec	10 m	immediate	
Total Darkness	4	3	12	2 sec	5 m	maint.	Light
Invisibility	3	2	9	2 sec	10 cm	maint.	Light , Mind
Blur	4	2	12	2 sec	10 cm	maint.	Light, Mind
Tree	1	1	3	2 sec	Caster	maint.	Nature, Transformation
Animate tree	6	3	30	2 sec	10 m	maint.	Nature, Conjuring
Hedge of thorns	4	3	20	2 sec	3 m	maint.	Nature
Entangle	2	2	6	2 sec	10 m	maint.	Nature
Warp wood	3	2	9	2 sec	4 m	immediate	Nature, Movement
Insect swarm	2	2	6	2 sec	10 m	maint.	Nature, Conjuring
Creature-Sensor	1	1	3	2 sec	50 m	maint.	Nature, Information
Love magic	4	3	50	1 h + 1 sec	special	special	Nature
Conjure spirit of nature	5	3	18	1 h	special	special	Nature, Conjuring
Bind spirit of nature	8	4	48	1d6 x 5 min	special	special	Nature, Conjuring
Call spirit of nature	1	2	3	10 sec	special	special	Nature, Conjuring
Net	3	2	15	2 sec	2 m	maint.	Nature
Speak to plants	5	2	21	2 sec	3 m	maint.	Nature, Information
Plant growth	4	3	12	2 sec	5 m	Duration (30 min)	Nature
Cleaning	1	1	3	2 sec	5 m	immediate	Nature
Snake mastery	3	2	9	2 sec	2 m	immediate	Nature, Transformation
Call animals	2	2	6	2 sec	1 km	special	Nature, Conjuring
Animal form	3	2	9	2 sec	Caster	maint.	Nature, Transformation
Speak to animals	3	2	9	2 sec	3 m	maint.	Nature, Information

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Rot	3	3	15	2 sec	5 m	maint.	Nature, Transformation
Calm animal	1	1	3	2 sec	5 m	maint.	Nature, Mind
Alarm seal	3	2	15	10 min	variable	special	Thaumaturgy
Antimagic	4	3	12	2 sec	5 m	immediate	Thaumaturgy
Antimagic sphere	4	3	12	2 sec	10 cm	maint.	Thaumaturgy
Intensity	4	3	12	+ 2 sec	special	immediate	Thaumaturgy
Disrupt mana	9	5	200	2 sec	5 m	maint.	Thaumaturgy
Tap mana	9	5	200	2 sec	Caster	maint.	Thaumaturgy
Permanency	10	5	variable	variable	10 cm	immediate	Thaumaturgy
Privacy	6	3	50	2 sec	10 cm	maint.	Thaumaturgy
Enchant armor	3	3	15	2 sec	10 cm	maint.	Thaumaturgy
Rune of (category)	4	3	20	5 min	special	special	Thaumaturgy
Rune of activation	2	2	10	3 min	special	special	Thaumaturgy
Rune of distance	2	2	10	1 min	special	special	Thaumaturgy
Rune of permission	2	2	10	2 min	special	special	Thaumaturgy
Spell	**Difficulty**	**Minimum magery level**	**Basic ED**	**Time**	**Range**	**Duration**	**Area**
Rune of intensity	4	3	20		special	special	Thaumaturgy
Rune of permanency	10	5	variable	variable	10 cm	immediate	Thaumaturgy
Rune of delay	3	2	15	2 min	special	special	Thaumaturgy
Seal of protection	4	3	20	+ 2 h	special	special	Thaumaturgy
Home sweet home	8	4	150	2 sec	10 cm	Duration (12 h)	Thaumaturgy
Reversal shield	6	4	50	2 sec	3 m	maint.	Thaumaturgy
Universal protection	8	4	90		10 cm	maint.	Thaumaturgy
Delay	2	2	+ 6	+ 1 sec	special	special	Thaumaturgy
Enchant weapon	3	3	15	2 sec	10 cm	maint.	Thaumaturgy
Read spell	1	1	3	2 sec		maint.	Thaumaturgy, Information
Write spell	3	2	15	variable	10 cm	immediate	Thaumaturgy
Battle frenzy	5	3	35	2 sec	10 cm	maint.	Transformation,, Body
Disintegrate	5	4	35	2 sec	2 m	immediate	Transformation
Lighten	2	2	6	2 sec	1 m	maint.	Transformation, Movement
Energy shock	3	2	9	2 sec	10 m	immediate	Transformation, Body
Fairy magic	3	2	9	2 sec	5 m	special	Transformation, Mind
Shapeshifting	7	4	60	2 sec	10 cm	Duration (10 min)	Transformation
Cold melt	3	2	9	2 sec	5 m	maint.	Transformation
Transform object	7	4	60	2 sec	3 m	Duration (30 min)	Transformation
Repair	3	2	9	2 sec	2 m	Duration (2 min)	Transformation
Rust	2	2	10	2 sec	3 m	special	Transformation
Increase size	4	3	12	2 sec	10 cm	Duration (5 min)	Transformation
Decrease size	4	3	12	2 sec	10 cm	Duration (5 min)	Transformation
Strengthen barrier	4	3	12	2 sec	3 m	maint.	Transformation
Petrification	6	3	30	2 sec	10 cm	Duration (5min)	Transformation
Two dimensions	5	3	21	2 sec	10 cm	maint.	Transformation
Amnesia	4	3	20	2 sec	1 m	Duration (10 min)	Mind, Body

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Awaken	2	1	6	2 sec	1 m	immediate	Mind
Increase/reduce charisma	2	1	6	2 sec	5 m	maint.	Mind
Color cloud	1	1	3	2 sec	5 m	maint.	Mind
Fairy gold	4	2	20	2 sec	10 cm	Duration (1h), special	Mind
Fear	5	2	21	2 sec	5 m	maint.	Mind
Illusion mastery	5	4	35	2 sec	5 m	maint.	Mind
Increase/reduce intelligence	2	1	6	2 sec	5 m	maint.	Mind
Control of animals	1	2	3	2 sec	5 m	maint.	Mind
Control of humanoids	4	3	12	2 sec	5 m	maint.	Mind
Control of all creatures	6	4	21	2 sec	5 m	maint.	Mind
Mana bolt	3	2	9	2 sec	10 m	immediate	Mind
Shadow mastery	5	3	35	2 sec	2 m	maint.	Mind
Sleep	1	1	5	2 sec	5 m	immediate	Mind
Stalker	1	1	3	2 sec	10 m	maint.	Mind
Pain	2	1	6	2 sec	5 m	maint.	Mind, Body
Protective sphere against...	3	3	9	2 sec	Caster	maint.	Mind
Mirror fight	5	3	21	2 sec	10 m	maint.	Mind
Stealth	1	1	3	2 sec	1 m	maint.	Mind
Daze	2	1	6	2 sec	5 m	maint.	Mind
Convince	2	2	6	2 sec	2 m	Duration (2 min)	Mind
Cloak	2	2	6	2 sec	1 m	maint.	Mind
Spell	**Difficulty**	**Minimum magery level**	**Basic ED**	**Time**	**Range**	**Duration**	**Area**
Confusion	2	2	10	2 sec	5 m	maint.	Mind
Madness	6	3	50	2 sec	10 cm	Duration (5 min), special	Mind
Magic voice	2	2	6	2 sec	10 m	maint.	Mind
Optimism	3	2	9	2 sec	Caster	maint.	Mind
Stop aging	8	5	150	2 sec	10 cm	Duration (24 h), special	Body
Increase/reduce appearance	2	1	6	2 sec	5 m	maint.	Body
Stun	3	2	9	2 sec	10 m	maint.	Body
Blindness	3	3	15	2 sec	1 m	Duration (5 min)	Body
Stop bleeding	1	1	3	2 sec	10 cm	Duration (10 sec)	Body
Evil eye	4	3	12	2 sec	1 m	immediate	Body
Clone	5	4	150	2 sec	none	Duration (24 h)	Body
Energy grant	6	4	30	2 sec	10 cm	Duration (10 min)	Body
Increase/reduce dexterity	2	1	6	2 sec	5 m	maint.	Body
Poison	5	3	21	2 sec	10 cm	maint.	Body
Sense poisons	2	1	6	2 sec	1 m	maint.	Body, Information
Neutralize poison	5	3	21	2 sec	10 cm	Duration (10 min)	Body
Slow poison	2	2	6	2 sec	10 cm	maint.	Body
Healing	2	2	6	2 sec	10 cm	Duration (1 min)	Body
Youth	9	5	200	2 sec	10 cm	Duration (12 h)	Body
Increase/reduce health	2	1	6	2 sec	5 m	maint.	Body
Conservation	1	1	3	2 sec	10 cm	Duration (1 min), special	Body

Recovery	1	1	3	2 sec	10 cm	Duration (10 sec)	Body
Discover disease	1	1	3	2 sec	10 cm	maint.	Body, Information
Cure disease	4	3	12	2 sec	10 cm	Duration (10 min)	Body
Increase/ reduce reaction	1	1	3	2 sec	5 m	maint.	Body
Regeneration	5	4	21	2 sec	10 cm	Duration (30 min)	Body
Protection from acid	2	2	6	2 sec	10 cm	maint.	Body
Catalepsy	1	2	3	2 sec	10 cm	Duration (2min)	Body
Pain resistance	2	1	6	2 sec	10 cm	maint.	Body
Protective skin	3	2	15	2 sec	10 cm	maint.	Body
Stabilize	2	2	6	2 sec	10 cm	Duration (1 min)	Body
Increase/reduce strength	1	1	3	2 sec	5 m	maint.	Body
Paralyze	4	3	20	2 sec	4 m	Duration (5 min)	Body
Super healing	7	4	60	2 sec	10 cm	Duration (10 min)	Body
Deafness	2	2	6	2 sec	1 m	Duration (5 min)	Body
Death	8	4	90	2 sec	10 cm	immediate	Body
Ban death	9	5	200	2 sec	Caster	Duration (6 h)	Body
Walk through walls	3	2	9	2 sec	1 m	maint.	Body
Spell	**Difficulty**	**Minimum magery level**	**Basic ED**	**Time**	**Range**	**Duration**	**Area**
Sense type of magic	2	2	6	2 sec	2 m	maint.	Information
Sense emotions	1	1	3	2 sec	1 m	maint.	Information
True seeing	3	3	9	2 sec	10 m	maint.	Information
Sense traps	2	1	6	2 sec	5 m	maint.	Information
Eidetic memory	3	2	9	2 sec	Caster	maint.	Information
Mindreading	4	3	12	2 sec	20 m	maint.	Information
Sense dangers	2	2	6	2 sec	Caster	maint.	Information
Send thoughts	4	3	12	2 sec	1 km	maint.	Information
Sense attitude	3	2	9	2 sec	1 m	maint.	Information
Infravision	2	2	6	2 sec	10 cm	maint.	Information
Find	3	3	9	2 sec	100 km	maint.	Information
Sense lies	2	2	6	2 sec	5 m	maint.	Information
Sense magic	1	1	3	2 sec	10 m	maint.	Information
Magic eye/ear	3	2	15	2 sec	20 m	maint.	Information
Microscopic vision	2	2	6	2 sec	10 cm	maint.	Information
Night vision	2	1	10	2 sec	10 cm	maint.	Information
Night vision (true)	4	2	12	2 sec	10 cm	maint.	Information
Omnilingua	3	2	9	2 sec	10 cm	maint.	Information
Orientation	2	2	6	2 sec	special	maint.	Information
360 degrees vision	4	2	12	2 sec	10 cm	maint.	Information
Speak with the dead	4	3	12	2 sec	10 m	maint.	Information, Conjuring
Telescopic vision	2	2	6	2 sec	10 cm	maint.	Information
Teleoptics	3	2	9	2 sec	10 m	maint.	Information
Discover invisible	2	1	6	2 sec	10 cm	maint.	Information
Improved hearing	1	1	3	2 sec	10 cm	maint.	Information
Improved sense of smell	1	1	3	2 sec	10 cm	maint.	Information
Improved sense of taste	1	1	3	2 sec	10 cm	maint.	Information
Prophecy	4	2	all, min. 100	2 sec	Caster	special	Information
Rapid awakening	2	2	6	2 sec	10 cm	Duration (5 min)	Information
Magic vision	3	2	9	2 sec	10 cm	maint.	Information
Magic hearing	2	2	6	2 sec	10 cm	maint.	Information
Time sense	1	1	3	2 sec	10 cm	maint.	Information
Acceleration	4	3	20	2 sec	1 m	maint.	Movement
Bridge	4	2	35	2 sec	special	maint.	Movement

Gate	8	5	150	2 sec	special	Duration (6 h), special	Movement
Flight	5	3	35	2 sec	10 cm	maint.	Movement
Gravity mastery	7	4	100	2 sec	5 m	maint.	Movement
Force field (big)	6	3	50	2 sec	3 m	maint.	Movement
Force field (small)	3	2	9	2 sec	3 m	maint.	Movement
Animate objects	3	3	9	2 sec	5 m	maint.	Movement
Reflect	9	4	200	2 sec	3 m	maint.	Movement
Shield	2	2	10	2 sec	10 cm	maint.	Movement
Lock	2	1	10	2 sec	1 m	maint.	Movement
Key	2	1	10	2 sec	1 m	immediate	Movement
Hover	2	2	10	2 sec	10 cm	maint.	Movement
Sphere voyage	10	5	200	2 sec	special	immediate	Movement
Spider climbing	1	1	5	2 sec	10 cm	maint.	Movement
Jump	1	1	5	2 sec	10 cm	maint.	Movement
Silence	2	2	10	2 sec	10 m	maint.	Movement
Telekinesis	3	3	9	2 sec	5 m	maint.	Movement
Teleportation	6	4	30	2 sec	10 km	immediate	Movement
Time control	8	4	90	2 sec	1 m	maint.	Movement
Slowness	4	3	20	2 sec	1 m	maint.	Movement
Time travel	8	4	90	2 sec	special	immediate	Movement
Crushing hand	5	3	35	2 sec	3 m	maint.	Movement
Devastating fist	4	3	20	2 sec	4 m	maint.	Movement
Conjure demon	5	3	30	1 h	special	special	Conjuring
Bind demon	8	4	50	1d6 x 5 min	special	special	Conjuring
Call demon	3	3	9	10 sec	special	special	Conjuring
Spell	**Difficulty**	**Minimum magery level**	**Basic ED**	**Time**	**Range**	**Duration**	**Area**
Conjure demon group	7	4	60	3 h	special	special	Conjuring
Bind demon group	10	5	120	1d6 x 5 min	special	special	Conjuring
Call demon group	5	4	15	20 sec	special	special	Conjuring
Conjure spirits	4	3	30	1 h	special	special	Conjuring
Bind spirits	8	4	60	1d6 x 5 min	special	special	Conjuring
Call spirits	2	2	6	10 sec	special	special	Conjuring
Wall of blades	4	3	20	2 sec	3 m	maint.	Conjuring
Call monster	2	2	9	2 sec	special	special	Conjuring
Cloud of death	4	2	20	2 sec	1 m	maint.	Conjuring
Activate dead	5	3	variable	2 sec	10 cm	Duration (1 h), special	Conjuring
Spirit return	5	3	35	2 sec	special	Duration (30 min)	Conjuring
Song of fear	5	2	10 / Turn	special	special	special	Bard song
Song of fury	5	3	15 / Turn	special	special	special	Bard song
Song of sleep	1	1	5 / Turn	special	special	special	Bard song
Song of dance	3	2	10 / Turn	special	special	special	Bard song
Song of control of animals	1	2	5 / Turn	special	special	special	Bard song
Song of control of humanoids	4	3	10 / Turn	special	special	special	Bard song
Song of control of all creatures	6	4	20 / Turn	special	special	special	Bard song
Song of calming	1	1	5 / Turn	special	special	special	Bard song
Song of illusions	5	4	20 / Turn	special	special	special	Bard song
Song of shame	5	3	20 / Turn	special	special	special	Bard song
Song of amnesia	4	3	15 / Turn	special	special	special	Bard song
Song of confusion	2	2	8 / Turn	special	special	special	Bard song
Song of love	4	2	20 / Turn	special	special	special	Bard song
Song of turning of animals	1	2	3 / Turn	special	special	special	Bard song
Song of turning of humans	4	3	8 / Turn	special	special	special	Bard song
Song of turning of all creatures	6	4	16 / Turn	special	special	special	Bard song

7. Psionics

7. Psionics

7.1 General

This chapter treats the powers of the mind, which are generally called psionic powers or psionic abilities. Characters with respective abilities are known as psionics or PSIs, and it depends on the game world if and in which form they exist, just as for magic.

7.2 Psionics and game balance

Similar to the case of magic, psionic powers require careful game balancing of their effects by the master, because they result in granting the characters access to extraordinary abilities with which they e.g. can avoid some laws of nature. Therefore, most psionic powers are comparatively expensive and a psionic that desires a high power level will need a lot of character points. Telekinetics that throw cars and telepaths with planetary range are possible, but they have a price that is suitable for their abilities.

The master may choose to limit the power level for certain psionic powers in his campaign, as well as increase their cost or prohibit them entirely. Even a campaign using only very low power levels may have fascinating results (telepathy by touching, telekinesis rather used to open locks than for long distance elephant throwing, only short range teleports...). If you are thinking about a limitless campaign, and the characters have several hundred CP available, you should consider possible consequences first: Do you really want "Mindmaster" as a player character, being able to hypnotically control any human in his line of sight (if this is his limit at all), or maybe the mindreader that discovers every perpetrator immediately? It is best to make some playtesting in order to get used to the effects of psionics - and if your see no other solution, demand that a too powerful character is either modified or retired.

The big problem with most psionic powers is that there is no means of defense except for antipsionic powers. Therefore, it might be recommendable that the master – unless he wants all important people to be psionic anyway – thinks about technological means of defense which should be accessible for all more important characters. Otherwise, such things as e.g. government restrictions will not make much sense - the government should in such case have the possibility to defend itself against psionic powers and e.g. be able to arrest a teleporter.

7.3 Acquiring psionic abilities

Omnirole defines psionic powers by two figures: psionic power level and psionic skill. The psionic power level (also known as talent level or ability level) measures the strength of a certain ability in a selected area; this influences e.g. the range or for a telekinetic the weight that can be handled. The psionic skill, on the other hand, is acquired like an ordinary skill. This reflects the experience and dexterity of the use of a psionic power. A telekinetic for example needs his skill for aiming at a target, or a teleporter in order to exactly arrive at his target. However, power level and skill are completely independet of each other. It is perfectly possible to have a very high power level and low skill, as well as vice versa.

Psionic power is measured in levels. A minimum level of 1 is required to be able to use a certain psionic ability at all.

The base cost for the purchase of a single psionic ability are independent of the type of ability and are as follows :

150 CP for level 1 plus 5 CP per further level up to level 20 plus 2 CP per further level.

Example: Mindreading level 15 costs 220 CP (150 + 5 x 14). Levitation level 36 costs 277 CP (150 + 19 x 5 + 16 x 2).

The cost of the psionic skills, one per ability, are determined as usual based on their difficulty and applicable multiplier.

7.4 Modification of the CP cost of a psionic ability

There are several possible ways to reduce the (sometimes considerably high) CP cost of psionic powers. This is normally achieved by accepting limitations or drawbacks. The master has the final right of decision, he my prohibit limitations that he thinks are meaningless for a certain psionic ability. All reductions are in general applied to the CP cost of the power, not that of the skill. If more than one reduction is taken, they are applied successively (e.g. - 10% and - 25% means in case of 100 CP cost a first reduction to 90 CP and a further reduction to 68 CP). N the other hand, psionic powers can also be improved. Of course, this increases their cost. The following detailed rules apply:

7.4.1 Range modifications

- every halving of the ordinary range reduces the cost by 5%, but never by more than 45%%. The range cannot be reduced to less than 1 meter. For psionic powers that already have their range defined as line of sight or touch, this limitation is not allowed.

- a limitation to touch only reduces the cost by 50%. This replaces other range limitations and is not cumulative with them.

7.4.2 Modified concentration time

Every doubling of the required concentration time reduces the cost by 5%, but never to less than 50%. A reduction of the concentration time to 0 seconds is an improvement that increases the cost by 25%.

7.4.3 Activation chance

As mentioned before, the general assumption is that psionic abilities always work. For characters with the following limitation, this is different. For every use, they must reach at least a result of 1000 with 1d100 plus activation value (as usual, the rule of the 11, 22, 99, 100 is applied); a failure means that the concentration time is spent without activation and also costs 1 ED. Further activation attempts suffer a cumulative reduction of the activation value by 5 until an activation succeeded or the character has waited for at lest one hour.

Activation value	Cost reduction
75	- 10 %
50	- 25 %
25	- 50 %
10	- 75 %

7.4.4 Limited skill

The character has difficulties in training his talent. Regardless of his power level, he lacks all exactness. Different levels are possible:

The cost reduction is calculated as - [11 - maximum skill level] x 2 %. The actual result is that the skill level with the psionic skill can never be increase to more than the maximum level chosen.

If the character must make all skill checks with 1d100(-), this results in a reduction of -50% on the cost of the psionic power. Furthermore, this is of course also treated as a skill inability for purposes of the CP cost of the skill (cf. character creation).

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7.4.5 Special conditions

The ability only works if certain limiting conditions are fulfilled. The valuation is most up to the master and depends on the importance of a limitation. In the following some examples:

Example: only against women (or against men) : - 20%. Only against red haired -40%, not against red haired -5%. Only at day (night) - 20%, only in sunlight -30%, not in sunlight -30%. Only in full moon nights -60%, not in full moon nights -2%. Only while under stress (e.g. combat) - 10%, not while under stress - 20%. Only under the influence of otherwise incapacitating drugs -30%.

7.4.6 Groups of psionic abilities

Certain psionic abilities of a related kind, e.g. telepathic powers, are grouped together. If a psionic acquires more than one power from the same group, he will save CP: The CP cost for the first talent, i.e. the power with the highest level, must be paid in full. Every further talent, whose level may, however, not exceed that of the first one, is purchased with a 10% cost discount. If all talents of a group are taken, the discount is 20%. This rule intends that characters are motivated to concentrate their abilities to a related area, because this is more in line with the general conceptions used for psionics.

7.5 Latent abilities/ how to become a psionic

Normally, all psionic powers are inborn, i.e. a character either starts the game with them or he will never get them. Nevertheless, the improvement of existing powers with earned CP is allowed.

Following this rule, if a multi-talented psionic is desired, the concept of latent abilities should be used, i.e. the character purchases as many abilities as possible at level 1 and without training the skill; with the intention to develop these powers later.

Exceptions should only be allowed with a suitable explanation. Examples are mutations caused by mysterious diseases or experiments, bizarre accidents, contacts with powerful psionics or similar events. However, this entirely depends on the game world and the taste of players and master.

Once accepted limitations of a psionic power normally are permanent, i.e. a charcter cannot get rid of them later. The master may allow exceptions, but should require explanations (intensive and time-consuming training, surgery, special courses).

7.6 Psionic strength

The psionic strength of a character is simply a rough statistical measurement of his psionic potentials and thus his power. It is a simple addition of the power levels of all his talents, and this description already shows the limited usefulness of this figure: A character might be an expert in one area, or have some knowledge in different areas – his psionic strength would be the same.

7.7 Use of psionic abilities

The use of psionic powers is made by simple thinking. The requirements differ from case to case and can be found in the descriptions. An important point is that there is no general “success check: psionic” as e.g. in the case of magic. If a psionic wants to use a power, and his concentration time has passed, there will be an effect. It might happen that skillful manipulations fail because the skill check fumbled, but the psionic power will always create some effect.

In general, the ability descriptionen mention if and for what purpose skill checks are necessary and what effects they have.

7.7.1 General procedure

In any case, use aof a psionic ability requires a **concentration time** of 1 second (might be modified as above or by special rules for certain powers). During this time, the character is, just like a spellcaster, carrying out a concentrated action, i.e. disturbances such as defense checks or injuries might stop the action as described in the combat rules. If a concentrated action is broken, this means that no psionic effect is created. Powers with an activation time of 0 seconds take effect immediately on the characters turn, and he may then, as usual, take another action for full 2 AP. However, per combat turn (2 AP) and per character, not more than one psionic power may be used. Defense e.g. via a mind shield is not such a use because no AP are consumed. The same applies for antipsi, with the exceptions described there.

7.7.2 Used level

The character decides at the moment of the psionic action, which power level he wants to use. This is not necessarily identical to his maximum level, e.g. a teleportation might be made with a shorter distance or a telekinetic could want to move just some grams of weight. Reductions of the used power level influence the ED consumption (see below), the ordinary limit for the used level is the power level of the character. Further steps (additional effort) are expressively allowed, but each increase of the used level (effective level) by 10% or by one point (always take the higher value) above the maximum level causes an additional ED consumption of one point and a DM-10 on the skill checks.

Example: The telekinetic Arson has level 30. However, he has to move an extraordinary heavy object and therefore need an effective level of 36. This is equal to 6 points above 30, thus 2 x 10%. Consequently, he makes his skill check with DM-20 and consumes 2 additional ED.

Roldan with power level 3 wants to use power level 4. This is equal to 33%, or one point. One point is more than 10% of 3, therefore, Roldan rolls with DM-10 and consumes one additional ED.

7.7.3 ED consumption

Different from magic, most psionic talents do not consume energy in the form of ED when used, or at least they do not consume much of it. In general, the following procedure is applied :

- a used level up to and including 1/4 of the maximum level costs no ED.

- used levels up to half the maximum level cost 1 ED.

- used levels up to the maximum level cost 2 ED.

- additional efforts are calculated as mentioned above.

Some abilities have different cost formulas. These can be found in the description, that also might simply include a cost multiplier.

7.7.4 Maintained psionic abilities

Many psionic abilities are used for a longer duration, e.g. when a telekinetic levitates an object or a telepath reads thoughts. These abilities are therefore called **maintained abilities**. Maintaining requires concentration of the psionic, i.e. he is subject to the rules for concentrated actions concerning disturbances and suffers a cumulative DM-20 on any further skill uses.

A psionic may always, i.e. even when this is not his turn of action, declare the end of a maintained psionic ability.

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Some abilities require a higher concentration effort. In this case, every injury automatically breaks the concentration, and the character may not take any other actions including dodge or parry.

7.8 Resistance against psionics

As already mentioned, there are, different to magic, no general rules for the defense against psionic abilities. In each individual description is mentioned if and how resistance may be tried by a subject.

Furthermore, technical aids of all kinds might be used to defend against psionic abilities. These will be presented in respective worldbooks or be designed by the master.

7.9 Cooperation of psionics: the block

It is quite possible that several psionic characters try to join their powers in order to achieve a bigger effect. This kind of cooperation is called a psionic or mind block. Two types are distinguished, namely the **simple** and the **complex** block.

The skill psionic block plays an important role here. This is not a psionic skill, but a special skill and therefore an addition to the ordinary skill list similar to wizardry. The difficulty is 6, and the table for physical skills is to be used.

a) The simple block: addition

In a simple block, at least two psionics decide to join their abilities. General requirement is either line of sight or psionic contact of any kind (mindreading, teleoptics, psionic sense,...). For setting up this contact, all participating psionics must be able to see or psionically reach at least one of the others. An initial concentration period of one minute is required. Later, the maintenance of the block is treated as a concentrated action. After the concentration time has passed, a check: psionic block is made by the character with the best skill value. On a success, the block has been established.

From now on, the characters in the block may add their power levels in a certain psionic ability when using it and apply the best skill value (or the skill value with psionic block, if less) for all checks. However, there must be an unanimous decision about the use (luckily, there is total communication in a psionic block), and the block can only act as a single psionic, i.e. use not more than one psionic ability per turn.

Psionic blocks defend (mind shield, antipsi) with added power level as well.

b) The complex block : multiplication

The most potent form of cooperation is the complex or true block. The same basic conditions apply here, but the time for establishment is 10 minutes. While maintaing the block, all participating characters are in a trance, i.e. they may only use psionic abilities and cannot take any other actions, including dodge or parry in combat. For initiation of the block, a skill check: psionic block of the character with the best skill value must succeed, and a DM – number of participating psionics is applied. If all the characters are in touch range, the DM is halved.

In a concentrated block, pure psionic energy is pooled, resulting in tremendous power: The block can use any given psionic ability known by at least member, and apply the best skill value present in the block (or skill value in psionic block, if less). The power level is calculated as base power level (of the strongest psionic) x total of all power levels of the first partner/5 x total of all power levels of the second partner/ 5, etc. A factor can never be lower than 1 (thus, for power levels 1 to 4, the multiplier is 1, hence there is no advantage from the block). You can easily see how powerful a large block can be! If the calculation should result in a lesser effect than for a simple block (possible for very weak psionics), treat the block as a simple block.

For defense, the same system is used, i.e. multiplication.

7.10 Psionics against magic

One thing should be said at the very beginning concerning the relationship of magic and psionics: Psionic powers are not magic, and vice versa. This means more exactly spoken, that protections against magic do not work automatically also against psionics, and the other way round. A psionic is not better suited to defend against magic attacks than every non-mage, and for a mage, the same applies concerning psionic attacks.

Only the created effetcs might compete. For example, a mage using the telekinesis spell might perfectly be able to wrestle for the control of an object against a telekinetic psionic, or a spell that protects from heat will also help against pyrokinetically created heat. An important execption are mindreading and control spells, compared to the psionic power of telepathy: These are completely independent, i.e. it does not matter how strong e.g. the mind shield of a telepath is, mindreasing by magic will affect him like any non-telepath. This is something like a matter of different “frequencies”.

In case of battles of created effects, duels of psionics against magic might occur. These are up to the master for details.

Which is better ?

This question is not easy to answer. Psionic powers are a much more certain thing, i.e. they have clearly defined effects and will never result in a backfire or summon a demon. On the other hand, they are much more expensive than magic: The average psionic will have much less talents than the average mage have spells and the latter can, different to the psionic, later extend his knowledge as he likes. At the end, the whole thing is a matter of taste. Neither psionics nor mages are invincible.

7.11 Psionics and the public opinion

It is difficult to make general statements here, because almost everything depends on the society and the world. Unfortunately, one has to consider that psionic abilities, similar to magic, are not well regarded in all places. Especially things such as mindreading or offensive psionic powers touch fundamental human fears. Consequently, a character should try to judge potential reactions before openly using psionic powers. The dangers of public scorn, imprisonment, lobotomy or even geeting lynched might all be present! Individual worldbooks will provide further hints, the rest is up to the master. Also, different reactions depending on the psionic talent being used, the kind of its use and the person of the psionic might be possible.

7.12 List of psionic abilities

The following list delivers descriptions of the most important psionic abilities. Of course, additions are possible. Probably some worldbooks will include new psionic abilities.

7.12.1 Psionic effects

This section lists how much can be manipulated with a psionic ability or which range it has.

1) Weight classes

Level	Weight
1	1 kg

2	2 kg
3	3 kg
4	4 kg
5	5 kg
6	6 kg
10	10 kg
15	15 kg
20	20 kg
per further Level	+ 20 kg

Levels below 1 half the weight value every time, with a minimum of 1 gram. The CP cost is reduced by 10 for each halving.

Example: Move objects level 1 with a limit of 31,25 grams costs 90 CP (150 - 6 x 10).

2) Range table

Level	Range
1	50 km
2	100 km
3	150 km
4	200 km
5	250 km
6	300 km
10	500 km
15	750 km
20	1.000 km
per further Level	+ 1.000 km

Levels below 1 half the range each time with a minimum of one meter and reduce the CP cost by 5 CP per halving.

Example: Mindreading level 1 with a range of 1,5 kilometers costs 125 CP (150 - 5 x 5). Range 1,5 meters costs 75 CP (150 - 15 x 5).

7.12.2 Descriptions

1. Telekinesis

Telekinesis is the ability of manipulating objects from a distance, i.e. normally without touching them.

a) Move objects(= true telekinesis)

Difficulty = 5

The character can move any objects with the power of his mind; the range is his line of sight. Objects might also be seen on screens or using psionic abilities. However, the psionic must in general be able to see the object; a rifle bullet, for example, does not meet this condition, because it is too fast.

Skill checks measure in general the exactness of an action, i.e. failures result in just shoving an object around straight. A skill check should be made for every aimed movement, i.e. for each attempt to move a given object in a defined direction. Failures may also result in movement of the wrong, but nearby, object (the master decides.).

For aiming a moved object, a DM is determined using the rules for ranged combat, with only a wide range. The effective strength for damage purposes or duels is equal to half the power level, possibilities include e.g. telekinetically wielding a weapon or simply throwing an object, not to forget pulling away of objects held by someone. Alternatively, the rules for falling objects may be used.

The moving of objects, whose position is known, but that cannot be seen, is made with DM-10 and an increasing distance DM: This is -5 for up to 1 meter distance, and increases by -5 for every doubling of the distance.

The weight that can be handled depends on the power level; use the weight classes listed above.

When more than one object is moved, the weight total is multiplied by 1.5. Furthermore, a DM of -10 for two, -30 for three, -60 for four, etc. objects is applied on the skill checks.

For handling objects that are in motion, apply a speed DM as in ranged combat Geschwindigkeits-DM; this rule might e.g. be used to deflect spears or arrows with a successful skill check.

The acceleration of an object is possible. For this purpose, compare the weight of the object and the maximum weight that could be moved with the effective power level. Every 100% difference above the moved weight allow an acceleration of up to 0.5g (i.e. 5 meters/ sec²). Apply DM-5 to skill checks if acceleration is higher than 1m/sec², this is added again for every doubling of the acceleration. Theoretically, this make it possible to shoot telekinetic missiles, although it will not be easy to hit a specific target.

ED cost must in general be paid per minute of use.

Please note general problems for game balance if telekinetics are strong enough to move entire humans – there is almost no possible defense against such an attempt, and the psionic could e.g. let someone drop from several meters of height. And, well, it is also possible that someone with sufficently high power level (starting at about strength 40-50, i.e. power 80-100) could simply suqeeze his opponents to death... One note for this attack type: The victim takes damage per combat turn, and armor does not protect. One skill check is required every turn. The damage is determined by using effective strength in table T2 for close combat weapons. The dice type is d6. Successful skill checks with medicine or similar skills might change the damage to "impaling", simulating attacks on especially vulnerable areas. The intention to only cause ED damage results in a DM-20.

b) Levitation

Difficulty = 4

Levitation is telekinetic movement restricted to the own body of a character. Of course this can also be achieved with general telekinesis, but costs more energy. Levitation means that the character can hover and accelerate with a maximum of power level meters/sec². Skill checks are made similar to telekinesis for accuracy of the course, direction changes and for soft landings. The cost must be paid per minute of use. For speeds of about 100 km/h and more, protection against windspeed should be looked for.

c) Shield

Difficulty = 5

A psionic form of physical defense: The Character creates a wall of of 2 meters height and width in front of him. This is a telekinetic force field with a defense DM of +20 and an armor value (impact and ballistic) equal to the power level, applicable against any physical attacks (subtracted from all damages using the barrier rules), i.e. not against energy beams or similar, but e.g. against bullets.

The ED cost must be paid each turn. If a globe of about 2 meters diameter around the character is desired, cost must be tripled. The shield can be penetrated without difficulty from the inner side. It also protects in general against physical contact similar to a wall.

In order to move with an active shield (maintaining it is a concentrated action), a skill check must be made, and on failure, the shield collapses. Skill checks can also be used to determine whether the shield is activated fast enough if an attack against he psionic happens during the concentration time.

A psychokinetic shield can never be overloaded, i.e. it remains active regardless of how many attacks hit it and how much damage they do. However, for every attack that penetrates the shield, a skill check is required and on a failure, the shield collapses. For use of the barrier rules, the shield has 100 structure points per square meter.

2. Teleportation

Teleportation is the ability to move oneself or objects from one place to another without entering the space between. The theory says that travel through a higher dimension is made. Therefore, some protection field technologies might stop a teleporter if they also cover higher dimensions.

Please keep in mind game balance because teleportation allows to escape from many situations and the entering into otherwise closed rooms. It is best to check this ability during play for some adventures.

a) Autoteleportation

Difficulty = 8

This is the ability of a character to move himself and up to 10+ power level kg non-living matter to another place. In general, a skill check must be made to determine how exact the character arrives at his destination. A failure results in a deviation of (2d6-7) x A % of the distance. A is calculated as 100 / (result of the check). If the deviation is rolled as zero, the teleporter is thrown back to his starting point. The teleportations does not take any measurable time besidres the time required for concentration. For determination of teleportation range, the general rang table is used.

Generally speaking, the destination of a teleportation should be known to the character, i.e. he must have been there at least once. If the place is only seen indirectly (via telepathy, clairvoyance, TV image), a DM of -30 applies. Vague memories (character was there long ago for only a short time) or description by another character causes at least DM-50, and mere "ideas" (it could look this way...) result in DM-100.

The problem with teleportation is that failures can have very bad consequences, and unfortunately this is sometimes even ture for successes: Although stories that teleportation accidents may result in wrong reappearance (arms and legs change their place...) or reappearance in solid matter are fairy tales (a teleporter can never appear in a place if he cannot shift the matter present there), there are other problems. First of all, there is the danger to reappear in places without an atmosphere or otherwise hostile environments – even on a success. Therefore, it is better to be informed about the destination beforehand. If a teleporter would reappear in a place that is occupied by solid matter (gas or liquids are shifted – thus a further problem are water tanks), he is reflected back to his place of origin. This costs him 1d6 additional ED and he is unable to teleport for 1d6-1 turns. Critical failures result in reappearance in really unpleasant places and cost the teleporter 1d6 LF and 2d6 ED. Furthermore, he is unable to teleport for another 1d6 hours(!).

In general, ED cost for teleportation is doubled.

Special CP modifications are possible: The limitation that a character can only teleport naked causes a reduction of -50%. Conservation of current kinetic energy also means -50% and has the following effects: A falling character might teleport to the ground, but he will still hit with his airspeed from before the teleportation. Furthermore, teleportations on a planetary surface would be limited to some kilometers because due to planetary rotation, two distant points are likely to have a speed difference of some thousands of kilometers per hour - crash!

b) Exoteleportation

Difficulty = 6 requires: Autoteleportation

The character can transport objects or other creatures when teleporting himself, i.e. the character must always move to the destination as well. For the range and all rules, refer to a), but make an additional check on exoteleportation (normally, only one die roll is made for both). Use the lower value of autoteleportation and exoteleportation.

The maximum weight that can be transported is equal to 100 + 10 x value from the weight table (cf. telekinesis) in kg. Touching the object or creature is a further requirement.

The ED cost are subject to a multiplier of 2.

c) Telepsimatry

Difficulty = 10

The ability to teleport objects or creatures without accompanying them. The range is determined on the standard table, for the amount that can be moved, use the weight class table substituting grams (!), for kilograms.

There is a differentiation between sending objects and getting them. Sending is easier: The requirements are the same as for a telekinetic manipulation, i.e. line of sight to the object. For the destination, use the autoteleportation rules. Failures have the same consequences as mentioned there. Getting objects is only possible by transporting them to the psionic himself, and he must know the location of the object as precisely as possible (DM like destination DM for autoteleportation x 2 and additional DM -50). A failure means that the transported object lands somewhere within the range, and a critical failure means it disappears in hyperspace forever, unless the master decides for a random reappearance somewhere in the universe.

This is a very powerful ability, because it is expressively allowed to let objects reappear inside another object (or creature), as long as the matter-shift-condition is met. This means, that the psionic might transport e.g. a venom capsule into the stomach or heart... Surgery- or medicine checks are recommended for exact placement, and do not forget the DM for not exactly known and invisible destination!

3. Manipulation of living matter

This group covers the manipulation of living body cells and body functions with the goal of healing, injuring or creation of some special effects.

Typical cost reductions include powers that only affect the psionic (-40%) or such that only affect others (- 20%).

a) Healing/ Injury

Difficulty = 5

The psionic can perceive and manipulate the body cells of a creature. This can be used for healing simple injuries, and unfortunately also for creating them. The range is as for telekinesis,, i.e. line of sight, otherwise DM. A skill check is necessary to detemine if the desired effect was

achieved. Self-healing is made with DM+20, because psionic is more familiar with his own body; but of course, possible injury DM may have negative impact.

The maximum possible healing is 1d6 LF and ED per 2 power levels; the cost is 1 ED per used d6, seperately for LF and ED healing, i.e. healing of 1d6 LF and ED costs 2 points. Injuries are created using the same method; a hit location may be determined as in ranged combat, with respective DM. The victim may make a duel: HT against the effective power level of the psionic. If it wins, it does not take any damage. Stopping of bleeding costs 1 ED and requires a skill check. The healing of permanent injuries is not possible with this psionic ability; only the healing of mere LF and ED losses, regardless of their cause.

b) Heal/cause illness

Difficulty = 6

A very similar power, but treating illnesses as well as poisonings. The concentration time is 5 minutes; the maximum is the curing of illnesses or poisons with a level equal to the effective power level, i.e. their effect ends. However, the talent does not heal any ED or LF losses; it only ends the effect and cures possible symptoms such as attribute decreases or DM.

For range and DM, apply the rules as for a). The ED cost is determined using the general rules for psionic powers.

Causing illnesses or poisonings follows the same pattern. The psionic may cause any chosen illness or poisoning with a level equal to or less than his effective power level. However, he must pass a check in a suitable skill (medicine, heal illnesses, poisons, chemistry), if he wants to create rather special effects. A failure means that the use was without effect. As usual, make a duel effective power level against HT of the victim.

c) Heal/cause severe injuries

Difficulty = 8

The ability of healing or causing permanent injuries, including crippled or severed limbs. Use the general rules for range and DM. The cost in ED is ten times the standard psionic cost.

Healing requires a concentration time of 60 minutes/ power level, for causing injuries, this is measured in seconds. On every use, only one injury may be treated/ caused. Critical injuries can only be cured at a minimum power level of 10, permanent injuries (severed limbs,...) at level 20. For the creration of injuries, a hit location must be selected, resulting in respective DM. Please note that this psionic power neither costs nor heals any LF. The attempt to cause injuries requires a duel HT of the victim against effective power level.

d) Structure transformation

Difficulty = 8

This talent only affects the psionic himself. He is able to harden his body structure up to a point giving him natural armor against all attack types (before damage multiplication for cutting, impaling, etc.) equal to the used power level. ED cost must be paid per turn.

A skill check is required every 10 seconds. A failure costs per 3 points of protection (round up) 1d6 LF and ED because of impairing skin functions and damaging body tissue.

If the talent shall also be applicable to other characters, CP cost increases by 50% and the usual rules for ranges of this ability group apply.

e) Acceleration

Difficulty = 8

The character accelerates his own time. This talent only affects himself. The individual time can be increased by up to 100% per 5 power levels (round up). Every increase by 100% results in the character getting 2 additional AP per turn, i.e. he can take twice as many actions, move twice as far,... His initiative is increased by the acceleration amount (i.e. his second action happens at initiative – base initiative, the possible third at initiative - 2 x base, etc.). At a maximum, a character may accelerate for a time of power level x 10 seconds; the ED cost must be paid per 10 seconds and per +100%. Actions that require reactions from other characters (e.g. feints, conversation) are not accelerated!

Several problems are connected with acceleration. First of all, every use requires a skill check to review whether orientation at higher speed still works well. A failure means DM - 10 x acceleration value in 100% on all (!) checks made by the character. Very fast characters are almost invisible (this begins near sonic speed, i.e. about x 25); for them, the world appears to stand still.

Furthermore, this talent stresses the body importantly: the accelerated character ages respectively quicker, but this will normally not be a problem talking of short acceleration times. However, after the acceleration period, the character also suffers DM - 10 per 100% acceleration on all checks because of general exhaustion and changing his orientation, applicable for a number of turns equal to acceleration x 5 Minutes, and furthermore loses 1d6 additional ED per 20 acceleration turns (full or not) and per 100% acceleration.

f) matter walking

Difficulty = 5

The character can change his body structure, enabling him to pass through solid objects or stay inside them. The maximum movement speed is 10 cm per turn; modified by the structure of the object (x 2 for bars, /10 for structurally strengthened surfaces). The character can remain in the modified body condition for up to power level turns. It is important to note that he cannot breathe inside solid matter, i.e. the character must either have an air source or obey the rules for diving/ holding his breath.

Skill checks are required per turn, on a failure, the speed for the turn drops to zero and on a disaster, the character is stuck (he may save himself with a successful check with DM-40, one attempt per turn with cumulative DM-10 – otherwise, things look very, very bad for him...). If faster movement is desired, for every voluntary DM-10 on the skill checks, an increase of 10% can be achieved. The ED cost has to be paid per 5 turns (i.e. 10 sec).

Inanimate matter of a weight up to power level x 5 kg, with which the character has direct contact, may be carried by the character.

4. Telepathy

The psionic manipulation and the reading of thoughts is probably one of the most well known psionic abilities. In general, range is determined using the range table. For use in a globe around the character, divide by 10. Any creature that can be seen or whose location has been psionically determined may be the subject to telepathy.

For all telepathic actions, for which the Ppwer level influences not only the range, but also the effect, the effective power level is of importance. It is calculated by determing how much power levels remain after the range has been covered.

Example: Agolur has mindreading-25 and he wants to read the thoughts of a target 250 kilometers away. The range table states that this requires a power level of 5. Thus, the effective power level, to be used for duels against possible defenses,is 25 - 5 = 20.

7. Psionics

a) Empathy

Difficulty = 3

The ability of perceiving the emotions of creatures. The range is determined using the range table. A successful skill check allows the character to read the emotions of a creature. This is very similar to the respective inborn ability, but more exact. Can also be used to scan for living creatures (range/ 10 in a circle).

Send feelings

Difficulty = 3, requires empathy

The character can emanate simple emotions (fear, love, hatred,...) with a range of 1/10 of the value in the table. Every creature can feel this. Can be used for simple communications, calming of animals, etc..

b) Mindreading

Difficulty = 5, requires: empathy min. power level 5

The ability of perceiving and understanding the thoughts of a creature. The range is determined as for empathy, and one skill check must be made every minute, plus one to establish the contact. The same applies for the ED cost.

Normally, non-telepaths are unable to defend themselves against mindreading attempts. Which thoughts are read depends on the die roll result:

100 to 129: conscious thoughts only

130 to 159: includes subconscious thought

160 and more: all thoughts and strong memories

If a subject speaks its thoughts, and be it in a low voice, this results in DM+30 for the skill check concerning reading these thoughts. If a partner sends his thoughts, a DM of +skill value is added after establishment of the contact. Such a psionic contact is a very fast means of exchanging information, about ten times quicker than spoken words.

Mental stabilisations are possible in several worlds as immunisation against telepathy. Depending on their quality they cause a DM of -50 and more, but might also make telepathy wholly impossible.

The only thing that can happen to a non-telepath is that he discovers the telepathic action (respectively, a bad feeling, headache, etc. depending on his experience with psionic powers). For this purpose, a duel of the mindreading skill against willpower is made every minute (and in the beginning). A defeat of the telepath means that he is discovered.

Mindreading can also be used in a sphere for scanning for thoughts or to check a crowd for specific thoughts.

c) Mind shield

Difficulty = 2; Telepaths with send thoughts or mindreading may use this as an universal skill

The talent of shielding one's mind against telepathic attacks. A shield is normally always active; it may be raised or lowered within 0 seconds by a short impulse of thinking, regardless of waht other actions the psionic should execute. The shield use does not cost ED.

Skill checks must be made to determine whether a shiled was activated in time in case of a surprise attack (as a duel against the skill of the attacker). Furthermore, mind shields hinder all active uses of telepathy by the character himself: For all telepathic checks with an acitve shield, the lower of the two skill values must be used.

Now, how is the procedure in case of a telepathic attack (e.g. mindreading, mind blow, mind check, sleep)? In such a situation, a telepathic duel occurs, i.e. the attacker and the defender compare their power levels as in an attribute duel. During the duel, the attacker may only use his effective level, i.e. such levels that have not been needed to cover the distance. The duel takes one turn; defeat of the attacker will cost him the respective ED amount. Victory means entering the mind of the defender in spite of the mind shield.

A further advantage of the mind shield is the possibility of cloaking one's telepathic abilities: When a telepath is checking a larger crowd, he must win a duel against the mind shield (Skill) in order to discover that the character is a psionic – otherwise, he appears to be a non-telepath.

d) Send thoughts

Difficulty = 5 , requires empathy min. power level 5

The ability of transmitting telepathic messages to other telepaths as well as to non-telepaths. If the target is a telepath, apply DM+10. If it also knows mindreading, the respective skill value may be added to all checks after contact has been established. Distracted targets, on the other hand, mean DM-10 and more; one check is required per 10 seconds of transmission.

e) Mind check

Difficulty = 6, requires mindreading and send thoughts at least at power level 5

This ability results in a much deeper access to the mind of a subject. It requires a concentration time of 5 minutes and afterwards full and exclusive concentration (i.e. no other actions). The effects are similar to mindreading, but this ability provided access to all thoughts and memories, including forgotten ones. Directly searching for a specific memory requires a skill check with DM depending on the importance.

f) Mental blow

Difficulty = 6 , requires send thoughts min. power level 10

The offensive use of telepathic energy: The victim is overcharged with an energy stream that can stun or even severely injure it. ED cost is doubled, a use in a circle reduces damage and range.

A skill check determines whether the use was successful. The damage, i.e. LF and ED loss of the victim, is 1d6 per five full effective power levels. Furthermore, the victim must pass a std. check:HT or willpower (better value), or it is unconscious for 1d6 turns.

Optionally, a mental blow may be used to cause only ED loss.

g) Sleep

Difficulty = 6, requires send thoughts min. power level 10

Similar to a mind blow, but more gentle. Use the die roll procedure as for a mind blow, but followed by a duel effective power level against willpower victim. The victim will sleep for 1d6 minutes + 1d6 x 10 minutes per full 20 points of duel difference, if it loses. The sleep appears to be completely natural and normal to the victim, if it does not have any experience with telepathy. If the victim wins, it does not fall asleep. If it discovers the attack depends on the experience with telepathy.

h) Sensor

Difficulty = 5

This special telepathic ability does not concern thoughts, but the patterns of the brain waves of thinking creatures. These are as different as fingerprints, resulting in several possible applications:

Memorising of a brain wave pattern requires a skill check and takes one minute at ordinary ED cost; however, line of sight or telepathic contact is necessary.

Afterwards, scanning for a known pattern in a sphere (no division of the range by 10!) is possible. One skill check is allowed per 10 seconds of search (resulting in respective ED consumption), with DM - [lg number of creatures in the area] ². A success means that the familiar pattern is discovered.

Cloaked telepaths (active mind shield) are barely detectable: Apply DM- power level shield x 5 to all checks.

5. Matter manipulation

These psionic abilities cover the manipulation of atoms, molecules and subatomic parts in living and inanimate matter.

a) Pyrokinesis

Difficulty = 5

The ability to heat one object extremely. The range conditions as for telekinesis concerning vision and skill checks, etc. are used; the ED cost must be paid per turn.

While heating an object, the psionic must concentrate. At a maximum, it is possible to heat an amount of liters equal to the value in the weight table (instead of kg) by 100 degrees centigrade per turn. Only an entire object may be affected (e.g. not the arm of a human); the master decides if in doubt. Smaller objects are heated proportionately quicker, bigger ones slower. The maximum possible effect is an increase by 1,000 degrees centigrade per turn.

The heat stays in the object, i.e. it will only radiate to the outside with considerable effect when the object melts or burns. Before, only 1/10 of the effective temperature increase is transferred to the outside, for very high temperatures, however, this may be sufficient. Use the rules for heat and burn injuries. A normal human being has a volume of about 60 to 100 liters (1 liter of water weighs 1 kg).

b) Cryokinesis

Difficulty = 5

The reverse of pyrokinesis allows the cooling of objects of respective size by -30 degrees centigrade per turn, maximum temperature that can be reached is -273 degrees centigrade. Use the pyrokinesis rules with a maximum cooling of -300 degrees centigrade per turn.

c) Electrokinesis

Difficulty = 10

A very rare psionic ability, known e.g. to the Emperor in "Star Wars", is the transformation of psionic energy into electric energy and its targeted emission at an opponent. Effectively, this means the shooting of lightnings with a base range of 1 meter and a damage of 1d6 LF and ED per power level. As for a ranged attack, a skill check is made, and a dodge may be attempted with DM-40. Metal armor is fully useless (protection= 0, defense DM = 0); they even attract the lightning, i.e. DM +25 on the attack check. Other armor uses its protection against energy value.

Every doubling of range reduces the damage by 1d6. The ED cost must be paid per lightning.

Use the general rules for electrical attacks, i.e. targets inside a Faraday basket (closed metal structure, e.g. a car) or that do not touch the ground cannot be attacked. It is also impossible to fire through metal grids or similar - the lightning would be grounded immediately.

d) Matter transformation

Difficulty = 8

The ability to rearrange and transform atoms and molecules, resulting in the creation of new elements or compounds. In an extreme case, this means the transformation of lead into gold, or more.

For range, the general telekinesis rules are used. The concentration time is 10 minutes, and the ED cost is calculated using special rules. The base before multiplication (see below) is increased by 1 ED. The maximum volume that can be manipulated is the amount from the weight table x 10 cm³. A skill check must be made as for telekinesis; on a success, the target was transformed correctly. On a failure, a random nearby target is affected or the target is changed into a different (master decides) Substance.

Temperature and volumen of a manipulated object (it is possible to affect only parts, but in general only inanimate objects) are conserved. All transformations are permanent. Gases cannot be changed into solid matter; a transformation from gas to liquid multiplies the ED cost by 10 and causes DM-30. If a liquid shall become a gas, ED cost is multplied by 5 and the DM is -20. Solid matters cannot be gasified; a transformation into liquids means five times ED cost and DM-30.

Transformations may only be made into substances with which the character is familiar, i.e. chemistry, metallurgy, geology etc. checks may be required by the master, if more complex substances (not elements or e.g. water, hydrochloric acid, but most organic substances) are desired. In such cases, the master is also allowed to assign DM of -80 and more.

The following table modifies the cost depending on the type of manipulated matter:

Type	ED-Cost x
Gas	0,01
Liquids	0,2
Heavy metals	2
Structurally improved matter	10 and more

e) Disintegrate

Difficulty = 8

One of the probably most dangerous psionic powers is molecular disintegration: An object or a creature is dissolved into individual atoms, i.e. becomes gas. The range and skill DM rules as for telekinesis are used. The maximum object volume affected is determined as for pyrokinesis. ED cost is doubled.

Against this psionic power, a resistance is allowed: The attacker must win a duel of his effective power level (cf. telepathy) against HT of the victim. For inanimate objects, HT is equal to 1% of the structure points or the master decides.

6. ESP

These psionic abilities cover an extension of the normal senses (ESP= extra-sensory perception) of a character. Normally checks are made secretly by the master, because failures may result in wrong information (disasters do this always and normal failures if an accident check results in an accident).

a) Psionic sense

Difficulty = 3

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7. Psionics

The ability of discovering the use of psionic powers or even their mere existence. Range is as for the sensor ability.

Active and passive use are distinguished. Passive use means that the master, whenever a psionic power is used in the area of effect, makes a skill check with half skill value and no ED cost. Active use requires concentration of the character, normal ED consumption and an ordinary skill check.

In both cases, a success gives information depending on the result of the check: (Information in addition to that mentioned in preceding lines)

100- 119: The fact of psionic use is known (and an estimate distance to the place of use)

120 - 139: The type of psionic power is known

140 - 159: The exact place of use and the used power level are known

160 - 179: Skill level of the psionic power is discovered

180 - 199: The psionic has been identified (if known to the character, othwise sufficient to remember him)

more than 199: intention of the psionic use is discovered

It is not important whether the other psionic character or his target are in the area of effect. It is sufficient if one of these conditions is fulfilled.

Examing a character to find out if he has any psinonic powers requires a minute of concentration and a check with half skill value; on success, information about his strongest psionic ability as above is gained. Scanning and area for psionics is possibel with the same method, but will only discover their presence, and this is limited to the strongest psionic (highest psionic strength).

b) Clairvoyance/ watcher

Difficulty = 5

The ability of perceiving events that happen in places that cannot be seen directly. The character ignore any obstacles in his line of sight up to a maximum total thickness of $2^{(Level-4)b}$ meters, regardless of the material. Cost and skill checks are applicable per minute. By the way, technological means that shift the light or otherwise protect from being seen are also treated as “obstacles” in the meaning of the above definition.

c) Clairaudience/ listener

Difficulty = 5

The equivalent of clairvoyance, but covers acoustic perceptions.

d) Precognition

Difficulty = 10

The psionic ability of perceiving the future. Active and passive use are distinguished:

Passive use is similar to the sixt sense ability with skill checks. It results in rather obscure, general danger warnings. Checks with half skill value are also made if the near future includes potentially important/dangerous events concerning a person or a place.

Active use is made with 1/4 of the skill value. The range in time is a maximum of level² hours (this also applies for passive use); in any case, visions are rather unprecise. The master may adjust the details and quality depending on the success span.

Failures mean the danger of false information, as usual, but only for active use.

e) Psychometry

Difficulty = 8

This psionic ability is related to precognition: The character can perceive important events of the past related to persons, objects or places. Similarly, this ability uses active and passive checks, and as usual, passive checks should only be made for very important events (death of many humans, dark rituals, etc.). Successes will result in more or less exact information similar to dreams, but might even mean discovery of the murderer when touching the weapon with which the crime was committed. The range back to the past is power level² days; as usual, failures on active checks bear the danger of wrong information.

f) Frequency vision

Difficulty = 5

Actually not a true psionic ability, but more a mutation of the senses of a character, however, limited to short time use. The ED cost must be paid per minute; skill checks measure the quality of the perception. Possible uses are:

- **Infravision**: The character sees in the infrared spectrum. The maximum range is level x 5 meters. Very useful at night (maximum DM for bad light including fog is - 10), when pursuing tracks of creatures/ machines (DM +level x10 ;- age in half hours ²; max. +0). The character sees the events happen like a movie. Always required is a source of heat, i.e. some degrees of temperature difference between objects. High temperatures may blind someone using infravision.

- **Radio waves**: The character can see radio waves, though not understand them. DM depend on intensity, range level² x 10 meters.

- other frequencies, e.g. passive **ultraviolet vision** or **gamma radiation**, are possible. The master decides.

g) Telescopic vision

Difficulty = 5

The ability to see distant objects more clearly similar to a telescope. This reduces e.g. respective distance DM in ranged combat like a suitable scope. The maximum magnification is 2^{Level}, and a minimum distance of about 10 meters and a minimum size of individual details of around 10 cm should be observed. Skill checks measure alignment and quality of the observations; the ED cost has to be paid per minute.

h) Microscopic vision

Difficulty = 5

The ability to see very small objects more clearly. The ED cost must be paid per minute, and a skill check is necessary to determine the focus and quality. The maximum magnification of details is x 2^{Level}, and the distance may not be bigger than about 1 meter.

i) Teleoptics

Difficulty = 6

The ability to share the sensual and voice organs (eyes, nose, ears, mouth) of another creature. The range is determined as for telepathy, but furthermore, absolute concentration (the psionic drops into a trance) is required. Only known targets (as for telekinesis) can be affected and two skill checks per minute must be made. A failure on the first means no contact (DM as for telekinesis), failure on the second means discovery by the victim, that, however, cannot defend (cf. telepathy). Use of the mouth for speaking of course means automatic discovery of the intrusion.

ED cost must be paid per minute and per organ; the teleoptic character than benefits from all perceptions of the subject. Creatures with very strange perceptive organs

(e.g. different frequencies, 360 degrees vision) may cause orientation or interpretation problems. The master decides.

Telepaths may, if they are victim of a teleoptic attempt, try to locate the teleoptic character using a skill check mindreading (possible duel against mid shields); then, they can try to establish telepathic contact with DM+25.

j) Scanner

Difficulty = 8

The ability of scanning covers the discovery and interpretation of activities of various different frequencies. The range is equal to that of telepathy x 10, the cost is incurred per minute.

A scanner may e.g. discover energy activity (=stray emissions), neutrinos, radio waves, radioactivity, etc. with a skill check. A further die roll with DM depending on signal strength and surrounding conditions can measure the strength of the emissions, find their source or even (result at least 150) understand the contents of a transmission, i.e. the character works e.g. as a radio receiver. The Master decides about individual possibilities and DM.

7. Improve force fields

Difficulty =5

The character can strengthen energetic protection fields of all kinds. The cost is payable each turn and is always at least 1 ED per turn. General effect is an increase of the ABV of a field (cf. combat) with a factor x (Level/5 + 1), minimum x2. Furthermore, DM -10 to PEN per 3 levels (round up) is applied.

Skill checks must be made in order to activate this power quickly enough or when the character wants to attack himself (failure blocks own attacks, one die roll per turn).

Larger protection fields may be improved also (Standard: only around the character himself, i.e. about 2 m^3). Maximum size is a volume of 10x Level ^{3} m^3. Cost increases with a multiplier x lg [volume in m^3/ 2].

A special CP cost reduction: The improved field protects only against energy or only against physical attacks. Cost-60%.

8. Antipsi

The ability of acting against psionic powers of all kinds.

Special CP cost reductions:

- only against one psionic ability (e.g. mindreading): - 60%

- only against one group (e.g. telepathy): - 30 %

a) undirected (psionic resistance)

no skill, only power

This ability is always active. A DM of -5 x power level is applied to all psionic skill checks which affect the antipsi character or a circle of power level ^{2} cm around him. This also affects healing, protection, etc.

b) directed (Neutralisation)

Difficulty = 8

This ability may any time be activated with t=0 sec, regardless of other actions taken by the antipsi. In this case, every psionic use against the antipsi must win a duel power of the attacker against power of the antipsi, or it will have no effect. This duel costs the psionic, but not the antipsi, 2 additional ED. This mode of use is also called a shield. The skill check determines whether an inactive shield was erected timely enough when becoming aware of a psionic attack. Furthermore, all own psionic uses of the character for with active shield are limited: the skill value may not exceed the skill value with antipsi, similar to the rules for a mind shield.

Second possible use is a beam: If psionic use is known, or as preemptive action against one target (range similar to telekinesis, skill check with DM as listed there), this effectively attacks the soruce instead of protecting the target: The affected psionic must win a duel to use any psionic ability, one duel per attempt. This kind of use Art costs the antipsi ED per minute or per duel. Simultaneous erection of an antipsi shield is not possible.

Third possibility is the shielding of a target or in a circle (as for telepathy) against use of psionics. Skill checks determine, whether a target has been reached. Every use of psionics against a target in the area of effect requires a duel. The cost for the antipsi is multiplied by 10 and has to be paid per minute.

c) Active psionic absorption

Difficulty = 10

This talent is the most aggressive form of psionic neutralisation: It does not cost any ED and requires 1 second of concentration. The range is determined as for telepathy and a skill check is used to see whether a target has been reached. The subject, which must be psionic, loses (used power level antipsi /5 x 1d6) levels of psionic power, reducing all his talents equally, per turn. The absorber gains these points for increase of any chosen psionic abilities (1 point is lost againper turn), if he makes a skill check with DM - absorbed points x 10. Otherwise, the points are simply lost.

Second possibility is **psionic reflection**: As soon as a psionic ability is used against the character, he may absorb an amount of psionic power levels (see above) with a successful skill check (i.e. he suffers no effect or only a reduced effect from the psionic attack). This energy can then be reflected by way of a psionic discharge. This does not reduce the attackers psionic power, but costs him 1d6 ED per full 5 reflected levels.

9. Hypnosis / Suggestion

These psionic abilities cover the manipulation of the free will of a creature. They are closely related to telepathy, but not identical with it. The respective rules for effective power level are to be used.

At this place a warning, "attention, game balance": The following talents quickly give the characters total control of other creatures without many known defense options. Reflect carefully whether in your world, you want that fights or conversations end in the following manner "We see them, Hypnoking takes over their minds, they surrender / donate us all their belongings /..."!

a) Suggestion

Difficulty =5

This is the ability to present certain thoughts to another creature's mind in a manner that it believes that it acts out of its own decision. This is not the total control of a "puppet", but simply "convincing recommendations". The victim will normally not notice the outside influence and might only wonder afterwards why it carried out certain actions.

The range is equal to 1/10 of the general telepathy range (cf. table). A skill check must be made per minute and separately for every influenced creature, or for every "idea" of some importance, that shall be transmitted. A success means that the action happens as desired; on a failure, it does not. Every minute, the victim is allowed to make a duel intelligence against the skill of the suggestor, if it wins, it discovers "something strange". If the suggestor

fails a check, the victim is simply allowed a standard check: intelligence. A disaster by the suggestor always means end of the contact and his discovery by the victim.

Only creatures within the line of sight or such with which telepathic contact has been established, may be influenced. Simultaneous control of two creature causes DM-10, for three this is -30, for four –60, etc. It is perfectly possible that some creature obey and others do not. While transmitting an order, the suggestor carries out a concentrated action. ED cost must be paid per minute.

Defense possibilities exist only in case the suggestor is detected: from now on, he must win a duel effective power level against willpower, in order to have his orders obeyed. Mental stabilisations affect suggestion similar as telepathy.

Suggestion has its limitations: Orders that are visibly damaging to the victim ("shoot yourself " or "jump into this ravine ") are not followed, the control is not that strong.

b) Hypnotic control

Difficulty = 7

Similar to suggestion, but in this case, true and total control of the mind of a creature is achieved. For range and cost, rules as for a) are used, but with a skill check only every 10 minutes. The subject follows any (!) order, but is allowed one standard check: intelligence per minute. On a success, the control is discovered and the hypnotic now must win a duel effective power level against willpower (one per 10 minutes).

There are no other defense possibilities except for the notes on mental stabilisation. Control of more than one creature causes double the DM listed for suggestion.

c) Hypnotic or suggestive block

Difficulty =6, requires: hypnotic control or suggestion min. power level 5

This is a supplementary feature of hypnotic or suggestive talents. It concerns direct manipulation of the mind of a creature in order to block memories or to implant orders. The concentration time is at least 10 minutes with a requirement of total concentration of the psionic. Hypnotic and suggestive blocks do not differ.

- Installation of a block: The range is calculated as for telepathy/100. Only one target may be affected at a time; the ED cost is doubled. A skill check determines whether the manipulation is successful. Then up to power level³ hours of memories may be blocked. If only selected memories shall be blocked, these must first be determined using mind check and negative DM are applied (master). Please note that precautions against an escape of the victim are required; the psionic himself cannot use any other talents for such purpose due to the required concentration. The only possible defense is mental stabilisation. If a false memory shall be implanted additionally (otherwise, the victim simply has some kind of amnesia), this doubles concentration time and a second skill check determines how plausible the new memories are.

- breaking a block : existing blocks can be discovered with a mind check or mindreading if the success span is sufficient for "memories". However, it is almost impossible to penetrate them in this way (mind check has a chance in the form of a duel of half power level against full power level of the block, however, a success does not destroy the block, but only makes the memories accessible for the telepath).

The standard procedure is to break the block using the block power oneself (this is independent from the type of the block). Use the general rules for range, concentration, etc, as in case of block installation. A skill check must be passed and a duel power level against power level must be won. A success in the duel and on the skill check removes the block as well as any false memories. If only the skill check succeeds, the block remains active. If only the duel is won, the block is weakened (it loses half its power level), but stays in place. A disaster on the skill check causes permanent loss of memories; the master decides.

- posthypnotic /postsuggestive orders: this is a subform of the block. Orders are implanted in the mind of a victim. The concentration time is 1 minute per bigger order, also a skill check is required per order, with DM depending on complexity of the task and the key event (= trigger, e.g. meeting a certain person, lapse of defined amount of time, arriving at a defined place...). For range and cost as well as concentrations, use the general block rules; this applies also for discovery or breaking.

The time until activation may not be longer than power level ³ hours. If specific events are chosen as trigger, the block will also dissolve after this time when untriggered. Activation also removes the block.

d) Hypnotic illusion

Difficulty = 8, requires: Hypnotic control min. power level 10

The ability to deceive creatures with perfect illusions. As the mind is influenced directly, all senses are affected and the illusion appears to be completely realistic.

The range is telepathy range/ 100, possibly further reduced for area use. A skill check must be made every 30 seconds and triple ED cost is to be paid (every minute). The hypnotic can freely decide what type of illusion world he wants to create; DM to the skill checks are decided by the matser depending on his familiarity with the illusion. A telepath could, for example, let the nightmares of a creature become true...

Failures on skill checks result in easily discoverable, incomplete illusions. Defense possibilities by mental stabilisation apply as usual. Furthermore, victims may try a duel intelligence against skill of the hypnotic per minute - on a success, they discover something "unreal" and may now try to defend as allowed for general hypnotic attacks. A single victory then ends the illusion for this creature, i.e. the hypno would have to create a new illusion to have a chance of again affecting the creature, but in this case only after a duel.

If characters are informed by others about the unreality of an illusion, they get DM + 25 to all duel checks, as long as they are still able to think rationally (not e.g. suffering phobia effects, this will even generally rule out the intelligence checks.)

10. Trigger

Difficulty = 10

One of the most dangerous psionic powers: The character can cause fusions of any kind of atoms and thus create the effect of a fusion bomb. This effect is determined as explained below and a skill check measures if the use was successful, i.e. hit the right target. Use telekinesis rules for possible targets and applicable DM.

The damage consists of a shockwave and heat (the flash, respectively). Each of them causes 5d6 damage per used power level. Against the shockwave, double impact protection is applied and against the flash, double energy protection. Blinding effects are decided by the master. The base radius is one meter per 10 full used power levels. For further details, refer to the explosion rules in the combat section.

11. Animal-Telepathy

7. Psionics

The ability of understanding and controlling animals. The group of plant telepathy could be designed similarly.

a) Speak to animals

Difficulty = 4

This psinic power allows a character to communicate with creatures of animal intelligence. For determination of range and the general procedures, the rules for telepathic mindreading are used. Animals must be visible to the character. Please note that the transmitted information will imprtantly depend on the intelligence of the animal. However, whereas an ordinary telepath cannot interpret these thoughts, but only perceive some emotions, an animal telepath may communicate. More intelligent animals such as monkeys, dogs or pigs may be able to follow some conversation and are more likely to understand the questions.

Smalle reptiles or insects will not be able to do more than transmit very general ideas. The master decides. ED cost and skill checks are required each minute. Sending of information to an animal doubles cost.

b) Control animals

Difficulty =6, requires speak to animals min. same power level

The character can control animals. The range is determined as for speak to animals, and (doubled) ED cost must be paid per minute. First of all, w duel of the effective power level against intelligence or willpower of the animal must be won. If this is the case, the psionic has full control of the animal. He must concentrate when giving orders (concentrated action). For each order and in general once per minute, a skill check is required, failures terminate control. An animal might e.g. fughrt for the psionic, unbind him when tied up, serve as a spy and much more. If a controlled animal loses all its ED, more than half itsm maximum LF or suffers a severe or critical injury, control auztomatically is broken. Animals will then normally flee.

7. Psionics

Table of psionic abilities

Psionic ability	Group	Difficulty	ED cost
Move objects	Telekinesis	5	per minute
Levitation	Telekinesis	4	per minute
Shield	Telekinesis	5	per turn
Autoteleportation	Teleportation	8	x 2
Exoteleportation	Teleportation	6, Req. Autoteleportation	x 2
Telepsimatry	Teleportation	10	Unchanged
Healing / Injury	Manipulation of living matter	5	1 per 1d6 healing
Heal/cause illness	Manipulation of living matter	6	Unchanged
Heal/cause severe injuries	Manipulation of living matter	8	x 10
Structure transformation	Manipulation of living matter	8	per turn
Acceleration	Manipulation of living matter	8	per 10 sec. and +100%
Matter walking	Manipulation of living matter	5	per 10 sec.
Empathy	Telepathy	3	unchanged
Send feelings	Telepathy	3, req. empathy	unchanged
Mindreading	Telepathy	5, req. empathy level min. 5	unchanged
Mind shield	Telepathy	2	none
Send thoughts	Telepathy	5, req. empathy min. level 5	unchanged
Mind check	Telepathy	6, mindreading and send thoughts min. level 5	unchanged
Mental blow	Telepathy	6, send thoughts min. level 10	x 2
Sleep	Telepathy	6, send thoughts min. level 10	unchanged
Sensor	Telepathy	5	unchanged
Pyrokinesis	Matter manipulation	5	per turn
Cryokinesis	Matter manipulation	5	per turn
Electrokinesis	Matter manipulation	10	per lightning
Matter transformation	Matter manipulation	8	Special table
Disintegrate	Matter manipulation	8	x 2
Psionic sense	ESP	3	Unchanged
Clairvoyance / watcher	ESP	5	Unchanged
Clairaudience / listener	ESP	5	Unchanged
Precognition	ESP	10	Unchanged
Psychometry	ESP	8	Unchanged
Frequency vision	ESP	5	per minute
Telescopic vision	ESP	5	per minute
Microscopic vision	ESP	5	per minute
Teleoptics	ESP	6	per min and means of vision
Scanner	ESP	8	Unchanged
Improve force fields	Improve force fields	5	per turn, min. 1AK
Psionic resistance	Antipsi	none Skill	None
Neutralization	Antipsi	8	Variable
Active psionic absorption	Antipsi	10	Variable
Suggestion	Hypnosis / Suggestion	5	per minute
Hypnotic control	Hypnosis / Suggestion	7	per minute
Hypnotic or suggestive block	Hypnosis / Suggestion	6, Req. Hypnotic control or suggestion min. Level 5	Variable
Hypnotic ilusion	Hypnosis / Suggestion	8, Req. Hypnotic control min. Level 10	x 3, per minute
Trigger	Trigger	10	unchanged
Speak to animals	Animal-Telepathy	4	per minute, x 2 for sending
Control animals	Animal-Telepathy	6, Req. Speak to animals min. same Level	x 2, per minute

8. Miscellaneous rules

8.1 Introduction

This chapter of the rules is intended to assist the master and the players to develop a feeling for the handling of different situations that frequently occur in role-playing adventures. It is true that many things can be solved by improvisation, but this requires an experienced master and will even then often be difficult and uncertain. Therefore, we offer the following rules more or less as optional additions to the basic system. Decide yourselves which rules your want to use during play.

8.2 Attribute checks and attribute duels

These rolls are checks made with the attributes of a character.

Easy, standard and **difficult checks** are distinguished. The following rules apply:

An **easy check** is made with 1d100 + 10 x attribute value.

A **standard check** is made with 1d100 + 5 x attribute value.

For the **difficult check,** 1d100 + 2 x attribute value is used.

The usual rules for potential lucky rolls (99, 100) and disasters (11, 22) are applied. A check is successful if the total result is at least 100.

Attribute duels are comparative checks of two attributes. Omnirole distinguishes a simplified and a complex method (optional). The simplified method has each character make a check as for a skill duel and the character with the highest total result is the winner. This is an easy to use procedure, but not a very realistic one because it makes the difference of strength 10 and 15 as meaningful as that between 1200 and 1205. In order to change this, Omnirole knows the following complex method:

There is only one type of duels, no differentiation between easy, standard and difficult duels. As a first step, the character with the lowest attribute value is determined. He rolls just 1d100. The second character rolls 1d100 + due value. The duel value is calculated as (Attribute value / attribute value opponent x 40 - 40). The victor is the character with the highest total result as usual.

If more than two characters make a duel and are working together in groups (e.g. pulling ropes), the attributes of each party have to be added. If more than two groups compete, use the formula as above and refer to the attribute value of the weakest party.

Example: A duel of characters with strength 100 (A), 120 (B), 125 (C) and 130 (D). The following die rolls are made: A 1d100, B 1d100 +8 (40x 120/ 100= 48 - 40 = 8) , C 1d100 + 10 , D 1d100+ 12.

8.3 Carrying capacity and encumbrance

Characters are not the equivalent of trucks or packing mules, although some players apparently think in this way. Their carrying capacity is limited and carrying heavy weights will in any case impair their mobility.

The following rules shall assist the master in dealing with this matter. They are not intended to transform role-playing into lessons of complete accounting by e.g. calculating weight for every coin in a character's purse. On the other hand, a full box of coins must be considered of course.

Omnirole distinguishes the following encumbrance levels:

Unencumbered are all characters that carry a maximum weight of strength/2 + 1 kg. They do not suffer any disadvantages. (= Encumbrance level 0)

Lightly encumbered are characters that do not carry more weight than strength + 2 kg. They reduce their speed level by 1 and suffer DM-1 on initiative. (= Encumbrance level 1)

Medium encumbered characters may not carry more than 2 x strength + 5 kg. Their speed level drops by 2 and they suffer DM-2 on initiative. (= Encumbrance level 2)

Heavily encumbered characters are such that do not carry more than 3 x strength + 7 kg. They have their speed level reduced by 2 and get DM-10 on all physical checks. For initiative rolls, the DM is -5. (= Encumbrance level 3)

Most heavily encumbered characters, finally, (maximum of 6 x strength + 15 kg) have a speed level of 1 m/ turn. They get DM-50 on all physical actions and lose 1ED per minute, unless they make a std. check: HT. For initiative, the DM is -10. (= Encumbrance level 4)

Please note that by way of using certain supporting means (e.g. rucksacks, bags), the effective weight carried by a character can be reduced.

Example: Objects in rucksacks are counted as carried weight with one fifth of their actual weight, such in bags with 50%. However, the volume of objects must also be observed.

Similar rules apply for many types of protective clothing, for which a second weight is listed in brackets. This is effective weight to be used when the respective object is worn correctly (i.e. not e.g. stowed in a bag). Effective weight is always decisive.

Higher weights may theoretically be carried for a short time, but will require strength checks and cost larger amounts of ED (e.g. 1 per 10 sec or even per turn). The master decides. Please refer also to the section about extraordinary feats of strength.

8.4 Fire

Fire can be a threat for characters and usually appears in one of the following two forms: as a weapon and as regular fire.

The typical flaming weapon is a torch or similar object. This causes 1d3-1 additional damage on every heavy hit. Characters with at least 5 points of impact protection do not suffer additional damage. The danger that someone catches fire after a hit is very low (i.e. the master decides); unless he should have been soaked in a burnable liquid before.

Regular fires cause 1d6-2 points damage per Turn for a character if the flames are bout as high as his knees. For feet high flames, the damage is reduced by 2 and for body sized flames it increases by 3 to 4 points. Very hot flames (the normal damage is based on around 800 to 900 degrees centigrade) cause proportionately higher damage. The chance that clothing etc. catch fire is 25% per turn, modified with +10 % per two points of fire damage before armor in this turn and possibly also for burnable substances on the body. Someone who catches fires, takes double the normal fire damage per turn, until the flames are extinguished (requires rolling on the ground = 2 AP and a successful std check: DX).

Armors have different effect: Textile armor of all kinds protect for 1d6-3 turns with their impact protection (min. 1 turn). For leather armor, apply DM+2 to the die roll. Metal armors protect with full value for 1d3 turns, than 1d3 turns with halved value , than with 1/4 (the heat is caught by the armor and builds up). The effects of high-tech armor are

decided by the master; especially modern spacesuits or battlesuits will usually protect completely against fire up to a certain temperature level. In general, it can never be wrong to use half the energy protection value of a high-tech armor against fire damage. Generally, armor protects only areas covered by it. Characters that have caught fire get only half the armor protection. Effects of great heat are determined using special rules, the same applies for smoke. Permanent injuries by fire are possible. The master decides.

Flaming missiles, which consist of flammable liquids (e.g. Molotow cocktails) can quickly ignite a character after a hit. Usually, a hit causes the missile to break and soaks the character with the liquid. Successful defense or a missed throw cover one square with the flammable liquid. The chance of ignition is 50%; if this does not happen, it may be achieved in later turns using fire (e.g. flaming arrows). The fire damage per turn is determined using the above-mentioned rules.

8.5 Heat

Strong heat mainly affects characters in the form of exhaustion. This might e.g. happen because of high air temperature in the desert, but as well because of a large fire close by.

Critical are temperatures at about 35 degrees centigrade and after, possibly modified by protective clothing and measures such as cooling, as well as the question, whether a a tiring task is performed (master). The character must make a std check: HT (may be replaced with a check: survival in desert) once per hour, with a cumulative DM - 5 starting with the second check. A failure costs 1d6 ED. A roll of 6 furthermore 6 costs 1 LF. Higher temperatures shorten the frequency of the rolls, i.e. for every further 10 degrees, the time is halved. Possible burns are determined using the fire rules. Effective protective measures shift the critical limits; reflec armor of all kinds protects completely against heat for several minutes (cf.fire) and than provides at least a shift of the limit by 25 degrees. The master decides.

8.6 Cold

Strong cold directly attacks the vitality of a creature. Humans and similarly characters are affected by temperatures below 0 degrees centigrade, if they are exposed to them unprotected for a longer time. The effective temperature is decisive, and this may e.g. in case of strong winds, be considerably below the measured air temperature.

Once per hour, a std check: HT must be made, this may be replaced by a check: survival (snow). Starting with the second check, a cumulative DM of –5 applies. Each failure costs 1 LF and ED. As soon as at least 5 LF have been lost, 1d4 randomly chosen fingers or toes suffer permanent damage (i.e. they are treated as critically hit). Starting with 10 LF damage, this effect is extended to one hand or one foot. Furthermore, all characters that have lost more than 1 LF because of cold suffer a DM of -10 on all checks that require use of the fingers. Damage from cold can only be healed if the character is able to warm himself.

Colder temperatures shorten the check frequency: Every full 20 degrees of temperature decrease halve the period for checks. Suitable protective clothing (master) shifts the critical limits, theoretically by up to 50 degrees.

8.7 Smoke

Smoke is a typical side effect of larger fires. It has two game effects: It impairs vision - this is explained in the combat section -and it may damage characters by choking and by irritating the mucous membranes.

All characters that are present in a cloud of smoke and that do not consciously hold their breath, must make a Std. check: HT every turn. On a failure, they suffer a DM of -10 to all actions because of strong coughing and lose 1d6-2 ED. If a character loses more than 50% of his ED maximum due to smoke, he suffers a fume poisoning. Treatment of a suitable kind (hospital, magic) is required, or the character must make a difficult check: HT once per hour, every failure costing him 1d6 LF. A success lets the character overcome the fume poisoning. If the ED is reduced to zero while in the smoke cloud, unconsciousness results. Please note that the above-mentioned DM apply only once, they are not cumulative. Holding the breath (see there) may avoid these effects, and only a std check: HT must be rolled (per turn). A failure means DM- 5 on all actions and -10 in ranged combat and similar Skills because of irritation of the eyes. This effect lasts for 1d6 minutes. Very dense smoke or such with lots of small particles (master) causes negative DM on the checks. Possible further consequences of really poisonous smoke are determined using the poison rules.

8.8 Falling down

Characters have the bad habit of frequently falling from large heights without being secured. The problem is normally the rather hard impact, letting aside niceties such as thorns or fire on the ground.

General assumption is that a human being will rather soon reach his final falling velocity due to air resistance. For simplification, the master may decide this at a height between 30 and 50 meters; however, such long falls will hopefully be exceptional.

In any case, the impact causes damage of 1d6-1 per meter of falling above the first two meters. A successful acrobatics check can reduce the effective falling height by 1d6+1 or a successful std check (DX+RE)/ 2 can reduce it by 1d6-1 m (only one check is allowed). Rather soft ground can reduce the damage by up to one half, the master decides. Similarly, checks might be allowed if a wall is near to the character that can be used to slow the fall by making contact, but this is left to the master – depending on how deadly he wants the fall to be. Water is treated as soft, provided that a check: swimming with DM -10 per 10 meters of falling succeeds, otherwise it is treated as hard.

Flexible armors of any kind protect with their full close combat value, but a maximum of 5 points. Metal armors provide 1/3 and high-tech armor suits such as e.g. battlesuits 1/4 protection against the damage from falling.

8.9 Falling objects

If an object drops from a certain height, this may, depending on its weight and the covered distance, sometimes cause damage to a creature or object being present at the point of impact. For simplification purposes, a base damage value is calculated as weight in kg x falling distance. The maximum falling distance (cf. falling down) is decided by the master, taking into account the shape of the object.

The damage is 1d6 per 50 points of base damage value (round mathematically). Armors protect as against thrown missiles. Dodge attempts could be possible.

Example : A 300-kg piano drops from 5 meters of height. It just does the very minor damage of 30d6. Squat, or what?

8.10 Diseases

8. Miscellaneous rules

Especially in more primitive societies, diseases are a dangerous, often deadly threat. Although they will normally only play a minor role in the game – the players shall experience adventures and not learn how awful medieval medicine could be - it might once and again be the master's desire to introduce an illness as a new element of a campaign.

For diseases, it must be defined how infectious they are, what kind of contact is required (breathing, body contact, blood contact, sexual intercourse or whatever) and which effect they have (LF losses, ED losses, permanent damage, ,...). The potential victim is entitled to a std check: HT, with DM depending on the infection risk and the precautions taken. In case of a failure, the victim has been infected and the disease will break out after the incubation time has passed.

For general classification of a disease, it has a defined **level**, normally in the range from 1 to 20. The higher the level, the more dangerous or the more difficult to heal is the disease.

Examples:

Black plague, level 12. Infection by breathing and direct contact. The infection will happen if a std. check: HT is failed (with the following DM : - 30 if infected meat is eaten, - 15 for sexual contact or contact of more than 2 hours, + 20 in case of less than ten minutes contact). The victim must make a difficult check: HT after 24 hours and repeat this every 12 hours. Each failure costs 1d3 LF and ED. The plague will lead to death, unless four of the HT checks succeed in a row or suitable medical treatment is applied. Permanent damage will not occur.

Gangrene, level 8.Infection in case of wounds caused by dirty weapons or animal bites. If at least 5 LF have been lost due to such cause, or if the character is in a tropical or moist climate, a is std. check: HT must be made within 30 minutes. DM: +25 if the wound has been burned out (costs 1d6 LF and ED), - 20 for tropical/moist conditions, - 10 per 5 LF loss above the first 5 LF. A failure means infection: Every day, a difficult check: HT must be rolled. Every failure costs 1 LF and ED. The infection ends after three successful checks in a row, after 3d6 days or after suitable medical treatment. Wounds in limbs require their amputation if more than 5 LF have been lost due to gangrene.

8.11 Poisons

A repeatedly occurring threat to characters are poisons of all kinds, regardless of from the teeth of an animal or the actions of an enemy.

All poisons are classed in more detail by their conditions of effect. The general distinction is mainly between contact poisons, blood venoms, breath poisons and digestive poisons.

Contact poisons: skin contact is sufficient

Blood venoms: must enter the blood vessels, either by injection or a wound

Breath poisons: must be breathed

Digestive poisons: must enter the digestive system

Furthermore, the effect must be listed (e.g. 5d6 LF loss or 1d6 h paralysis). In any case, a resistance check against poison is allowed unless it is explicitly prohibited.

The poison resistance of a character is identical with his health. Make a std check: HT. Negative DM are caused by the strength of the poison (master) and the general conditions. For example, weak antidotes or broad spectrum antidotes might result in positive DM, the same could apply for a very short contact with the poison (scratches compared to true wounds). A success on the resistance check means no or very reduced effects, depending on the poison.

As for diseases, poisons are classed by their **level**, that should be in a range between 1 and 20. Animal descriptions will always include the poison level for poisonous natural weapons.

Animal blood venoms can take effect if a heavy hit is scored. LF losses are not required, but if they were not caused, apply DM+50 on the poison resistance check.

Example: (contact venom), takes effect within one combat turn after skin exposure. DM-30 on the HT checks. If the poison has effect, it costs 2d6 LF and ED. Every two turns, a further HT check must be made, and a failure costs another 2d6 LF and ED. The poison has a maximum duration of effect of 2d6 turns or until three checks succeed in a row.

(breath poison), normally as gas cartridge, takes effect within one turn after breathing it. Apply DM-10 to all checks. If the poison takes effect, the victim is unconscious. Every five combat turns, a HT check may be made, on success, the victim awaken. The poison has a maximum duration of effect of 2d6 minutes, costs 3d6 ED once and causes disorientation of the victim for another 2d6 minutes after the effect has ended, i.e. DM-10 on all checks.

8.12 Hunger

The lack of food can have very negative impact on a character. Therefore, it is recommended to equip oneself with sufficient stocks of food in time or, if the case arises, to use suitable skills (botany, survival) to gather food.

Lack of food begins to show visible effects after 24 hours: On each day without food, the character must now pass a std. check: HT every 12 hours, and every 24 h, a cumulative DM of -5 is applied. Each failure costs 1 LF and 1d3 ED, and these losses can only be regenerated, if food has been consumed. Furthermore, the weight of the character is reduced.

In any case, the suffered damage will heal with normal speed (cf. healing), as soon as at least half as many true meals as had been missed before have been eaten. Even magic healing is useless before.

Reduced rations are a possibility to survive hunger periods longer. The absolute minimum is a food supply of 25% of the standard requirement. Anything else will not provide more benefits than just a DM+5 to + 15 on the hunger checks. The procedure is otherwise quite simple: In case of quartered rations, check frequency is 18 hours, for one third rations, it is 24 hours, for halved rations it is 36 hours and finally for three quarters rations, it is 48 hours.

8.13 Thirst

Lack of liquid is much more dramatic than lack of food, and a human is unable to stand it as long as the latter. After the first 12 hours without supply of liquids, the first check: thirst (as for hunger, also with cumulative DM, but separate from the hunger checks) must be made, with similar effects as from hunger. In general, the frequency for the checks against thirst is the same as for hunger, but divided by 10. This also applies for the use of reduced liquid rations.

In very hot climates or in case of exhausting activities, the master may further reduce the periods, and of course drastically increase the general liquid requirement.

8.14 Extraordinary feats of strength

If a character attempts to make extraordinary things with his body strength, this is called an extraordinary feat of strength. This covers e.g. the lifting of heavy weights, the bending of iron bars and similar things.

Each feat of strength requires a difficult check: strength. DM may be assigned by the master in case of

exceptionally resistant material. A success means that the extraordinary feat of strength achieved its goal, and it costs 1d6-2 ED or more.

For weightlifting, the base weight is ST x 10 kg. Each increase by ST kg causes a DM of - 1 on the check. When pushing weights, the numbers change to ST x 20 and ST x 2 kg, respectively. The ED losses are at least 1d6-2, if DM have been accepted, they may be higher.

8.15 Endurance tasks

This summarizes all kinds of exhausting, long-lasting actions. Typical examples are long distance walks, rowing a galley, heavy work, etc. If characters undertake this type of actions, they must make a std. check: HT per hour. On this check, a cumulative DM of –5 is applied until a break has been made that is at least as long as the working time up to date. Each failure costs 1d3-1 ED. Characters with ED zero lose LF instead.

For very difficult actions, bad climatic conditions or similar, the check frequency may be reduced to half hours or even several minutes. The master decides.

Riding and carrying animals are subject to the same rules.

8.16 suffocation and choking

A character is always able to hold his breath for up to HT turns. If he had the chance to take a deep breath before, this time is tripled. Fatiguing actions of all kinds, e.g. combats, halve this time. The diving skill improves the HT by level/2 for the calculation. After the critical time has lapsed, immediately a std. check: HT or check: diving must be made per turn, with a cumulative DM of -10 per further turn. A failure costs 1d6 ED, unless the character gives up and breathes normally for at least ten times as long as he held his breath – if this is possible. If the ED is reduced to zero, the character is unconscious. He will die within further 1d3+1 minutes, unless successful reanimation measures (first aid) occur. These rules can be used for general lack of air, poisoned air or also e.g. if a cushion is pressed into one's face.

Strangling is the forced pressing of the windpipe, causing two types of damage to the victim: Firstly, it is danger of suffocation, and secondly, the pressure damages the windpipe, spine, tongue,... Requirement is a successful attack against the neck, e.g. using wrestling or another unarmed attack. The victim can only attempt to break free (as in VCC) or attack the opponent with DM-40, hoping to thus disable him. The LF loss from strangling is cumulative 1d3 points per turn. In case of wrestling, the damage per turn is increased by 1d3. Armors protect if they completely cover the neck.

8.17 Regeneration of endurance points

As you will likely have discovered when reading the rules, there are a lot of possibilities to lose endurance in the form of ED points. Similarly widespread are the possibilities to recover it. The more such as magic, special meditation techniques and high-tech medicaments are described in the respective rules and worldbooks. Here we are going to focus on the most common, restful sleep.

There is a distinction between **rest** and **sleep**. **Rest** is a condition in which the character sits, better lies, and does not make any actions except speaking with a low voice or eating. Especially, concentrated actions of any kind disturb the rest. **Sleep** is exactly this, i.e. the character slumbers for some time.

The first important thing are the minimum times of rest or sleep that a character needs per day:

- if a character is active for 24 hours without any sleep and without at least 4 hours rest, his ED is halved. If the ED is already below 25% of his base value, it is reduced to zero.

- if the sleeping time in 24 hours is less than 4 hours, in combination with not more than 8 hours rest, the character loses 25% of his current ED. If the ED is already below 10% of the base value, it is reduced to zero.

The listed sleeping and resting times should not be separated into smaller portions than hours, because they are otherwise not counted. The master decides respectively.

ED recovery will only happen as soon as the character has passed the above-mentioned minimum times (4 hours sleep or 8 hours rest, or a combination of the two). Then, the ED amount is increased by base value/50 per 10 minutes rest, or by base value/10 per 30 minutes sleep, until the maximum has been restored. If injuries or other effects prohibit the character to have full ED, he of course only reaches the allowed maximum.

A final remark: characters with low ED are not too suited for night watches because they tend to fall asleep. Please refer to the combat section. Furthermore, being on guard duty does not count as rest.

8.18 Healing of injuries

The game appears to have the effect that characters suffer more or less severe injuries. Thus, the question arises how he can get rid of them again. In this section, magic and psionic healing as well as high-tech medicine shall be left aside and instead, we are going to treat the basics:

8.18.1 Natural healing

Every 24 hours (for simplification, the roll is always made at midnight), a std. check: HT is allowed. On success, 1 LF heals. If the injured character rests during this time, the check is easy and the healing amount is 1d3 LF. Additional treatment by a doctor (respective skill check must succeed, maximum tech level patients per doctor) increases the healing to 1d6 LF.

A note on hit localization: if the detailed damage system is played, healings cause a restoration of total LF as well as of partial LF. The restored LF is distributed evenly among the hit locations that have been injured, unless the doctor wants a concentration to a specific area. If the total LF is fully restored, also all partial LF values have reached the maximum in any case.

8.18.2 Medical treatment

Most of the following checks require medical equipment. If this is not available, the master should decide based on the conditions and other skills of the players (e.g. improvisation), if checks are impossible or may be made with more or less high negative DM.

a) Stop bleedings

A check: medicine, first aid or comparable skill (with base time 1 turn) halves the blood loss or reduces it by 1, whatever may be better. If the blood loss is down to zero, the bleeding has been stopped. Some aids in the form of compresses or a replacement, or material for ligatures (the latter should not be a long term method), are needed.

b) First aid

On a successful check: medicine or first aid, 1d6 LF/ED are healed (base time one minute). One treatment is allowed per larger injury (about per LF maximum/ 3 points LF loss). Without a medkit/ healer's kit, only bandaging is possible (see below). At TL 6-10, healing is 1d6+2 LF/ED, at TL 11 and above 2d6+1. At TL 0-2, only 1d3 LF/ED are

restored. Certain SF worlds may have access to more efficient methods.

Bandaging does not require a check. It takes 10 minutes and heals 1 LF.

c) True medical treatment

This action is only possible in a quiet place. A check: medicine heals 1d10 LF and ED, and one die roll is allowed per 12 hours. The base time is 30 minutes, and medical equipment of the tech level, consisting at minimum of a better medkit, must be available. The TL modifications are as follows: At TL 0-2, checks may only be made once per 24 hours. This time is changed to 10 hours at TL 6-8 and every further full two TL reduce it by one hour, but never to less than one hour.

d) Treatment of heavy injuries

1) Stabilize

Injured characters that are in danger of dying can be stabilized if a check : medicine without DM or first aid with DM-40 succeeds (base time 5 turns). On success, HT checks against death need only be made when additional LF losses are caused. A medkit is necessary .

2) Severed or crippled limbs (respective results)

Within 24 hours, either magic, psionic or high tech healing (i.e. SF) must occur or a difficult check: HT (only one attempt) or a treatment (check :medicine with DM-50 or surgery without DM) must succeed. Otherwise, the character dies because of the injury.

A medkit is the absolute minimum.

3) Disabled (without duration given) or paralysed limbs

Several minutes after the injury, two std. checks: HT are made.

If both succeed, the injury is only temporary. It is healed as soon as the partial LF has reached threshold/2 (or in the simple system, the total LF has reached at least 75 % of the base value).

If one check failed, the injury is long term. Once per game month, a std. check: HT is allowed, on success, the injury becomes a temporary one.

If both checks are failed, this is a permanent injury that will not heal without a treatment.

Treatments require a check: surgery or medicine with DM - 30 and base time 1 h, as well as a hospital or comparable equipment of at least TL 9 (i.e. in Fantasy worlds it becomes hard, very hard). On success, a long term injury becomes a temporary one.

Permanent injuries have a base treatment time of 12 h and they require two successful checks. On success, the injury becomes a long-term one. At TL above 9, add a cumulative DM of +5 per further TL.

4) Hits to the spine

In order to avoid death of the patient, a check: surgery with DM - 20 or Medicine with DM - 40 is required (Base time 2 Minutes). A well-equipped medkit is minimum requirement. TL-DM as above.

e) Unconsciousness and coma

These rules are only relevant if no duration has been mentioned for unconsciousness. The following applies :

- if the LF is not below half the negative base value, a difficult check: HT is allowed per minute. On success, the patient awakens; this result may also be achieved with a check: medicine or first aid (base time 1 minute).

- if the LF is lower, the patient is in a coma. He will only awaken when enough LF have been healed to pass the above-mentioned threshold, and he is then treated as described.

f) General comments on medicine

The treatment of patients with LF below half the negative base value is only possible in hospitals or comparable establishments, i.e. starting at TL 8 -9, unless the master is generous and allows an exception.

Critical failures on medical checks cause damage to the patient as an accident (as for a repair).

8.19 Luck

As already mentioned in the chapter on character creation, it is possible to play Omnirole with the use of luck points. This shall actually help to improve the chances of important characters, the heroes, a little bit.

8.19.1 General rules

The luck value of every character is defined during the creation process. In an adventure, there are different ways to use one's luck:

1) Luck before a die roll

A character may always announce before a die roll that he makes (or that the master makes for him), that he wants to use luck. For each invested luck point, an additional die roll is allowed and the best result counts. The procedure is not only applicable for checks, but also for damage rolls, etc.

2) Luck after a die roll

If a character is not content with the result of a roll that he has made (or the master for him), he can call for one repetition of the roll by paying two luck points. In case of an 11/22 on the first die roll, the cost is doubled.

If one wants to use luck points to repeat a die roll after it has been made, and is only willing or able to use one point, this is allowed. However, in this case, not the better of the two results is used, but that of the last roll. Well, luck is a capricious thing.

3) Indirect luck

For all rolls of another that concern character (attacks against him, healing attempts, ...), luck may also be used, but at double normal cost.

Used luck points are no longer available until the adventure has ended, or the master allows a partial or full recovery – usually a sign for true difficulties...

8.19.2 Permanent luck consumption

The last possible use is the permanent consumption of luck points. Actually, this is something like the last survival chance for the hero in case of an unlucky hit or in similar situations. If a character had dies because of the result of a roll, he instead permanently loses one luck point, and he survives, usually in a coma or otherwise severely injured. However, this only applies if he had failed a single check (e.g. HT check). If the death has not been caused by such an event (e.g. somebody shoots him and causes enough damage to reach a result of "immediate death"), two luck points are necessary. Effectively this is buying a success by use of luck.

Especially inescapable situations, such as e.g. a sudden spaceship explosion, a supernova or the end of the universe, are a different thing: the master decides, if

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survival is possible and how many luck points it costs – how generous he wants to be...

Please note: luck points are not additional lives of a character or blank cards for risky megalomania. They are only a chance to keep a carefully designed character alife a bit longer.

8.20 Aging of characters

Most characters are affected by aging effects, with the exception of some special races. However, most adventurers are unlikely to have to worry about aging because normally a game will not be played that many years. The only possible exceptions for us would be to play with relatively old characters that are close to an aging limit or the covering of very long periods of time in extraordinary situations.

The following system is the standard rule for aging of characters:

For every attribute, a separate check is made with 1d100 + 50 + tech DM. Each failure reduces the attribute by 1. If a value is decreased to zero, death caused by old age occurs. In the reality, one would usually earlier caused by a disease that a younger character had mastered easily.

The aging rolls are made as follows :

- starting at an age of 50 years, every 2 years for ST, DX, RE, HT

- starting at an age of 70 years, every year , also for IN and AP

- starting at 90 years, every 6 months

- starting at 110 years, every 3 months

CH stays unchanged. The tech DM is generally in range from - 10 (stone age) to + 50 (SF world). It is also possible, depending on the game world, that the aging barriers are modified. Furthermore, there are means to stop aging completely, be they of magical or high tech origin.

Aging table TL 0 to 13

TL	DM	Modification
0	- 10	- 30
1	- 5	- 20
2	0	- 10
3	0	0
4	0	0
5	0	0
6	+ 5	0
7	+ 5	0
8	+ 10	0
9	+ 10	0
10	+ 15	0
11	+ 20	+ 5
12	+ 25	+ 10
13	+ 30	+ 20

Example : In a stone age world, the shift is - 20 years. Aging starts at age 30, and accelerates at 50 , 70 and 90.The tech DM is - 10.

8.21 Experience collection

One of the most important goals of every character will likely be the collection of experience. Omnirole measures this experience by so-called experience points (XP). These are distinguished into skill experience points (SXP) and general experience points (GXP).

Experience points are awarded by the master. As a rule of thumb, each successful and helpful use of a skill results in one or several SXP. However, not every successful attack in combat should immediately grant XP, in order to keep the balance. Our examples shall help the master to get a feeling for XP awards.

Example : A longer, successful combat, if it was not unnecessary, provide 1 to 2 SXP with the used attack weapon and with dodge skill, depending on the success of the character. If someone manages to stay on the surface using swimming, this gives him 1 to 2 SXP, extraordinarily difficult checks (high negative DM) up to 5 SXP. In general, this can be a further rule of thumb: repeated or very difficult skill use tends to result in more SXP. If a character climbs a wall, although an easier entrance existed (and there was not any good reason) or if a mage simply " casts spells in the area", this of course will not result in SXP.

GXP are granted for successful solving of tasks or subtasks, good presentation of the character in roley-playing, help for the team and similar things.

Example : Good playing of handicaps, defined interests and goals should be worth 3 to 10 GXP per adventure. The solving of a riddle results in between 5 and 20 GXP depending on its importance and complexity. Successfully solving an adventure should be worth 5 to 10 GXP in itself. If someone continuously plays against his character conception (a character with IN 5 has the best plans, a coward charges to the first row, etc.), the XP for this adventure should be decreased by -5 to - 25. Less than zero points are never possible, such reductions also cannot impact the SXP.

In total, the XP amount awarded in an adventure should not be much higher than 30, while 5 to 15 would be a good average and about 50% of the points should consist of GXP. Of course, exceptional cases call for special treatment, and one should also consider the CP values of the characters and their kind. 2,000-CP heroes should not be paid off with 3 or 5 XP, unless everything went wrong, and 300-CP beginners should possible not get 50 XP for a simple adventure.

What is now done with the experience points? Quite simple, these are the equivalent of the character points used in the creation process and they may be used to improve or learn new skills, to increase attribute values and much more. Only the purchase of new advantages is normally disallowed, unless the master or a worldbook decides differently due to special situations. In any case, SXP may only be used for improvement of the skill, for whose use they have been granted, whereas GXP may be used for any purpose.

The cost for the learning/ improvement of skills in SXP and /or GXP is equal to the CP cost, i.e. in case of improvement, use the respective difference, whereas for the improvement of attributes (basic, additional, senses, luck, pain resistance, willpower, etc.), the CP values are doubled. Advantages can not be purchased after creation; if handicaps are removed, the CP difference must be paid or a new handicap be accepted.

No skill including weapons and magic spells may be increased by more than one level after a single adventure, unless the master allows an exception.

Rules for learning by paying money to trainers are found in the chapter on skills.

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8.22 Handicaps caused by armor and protective wear

Heavy armor and clumsy protective suits, this includes e.g. chivalric armor or most spacesuits, cause a DM on all physical checks including attack and defense checks. These DM can be found in the respective descriptions.

Characters without any experience in the use of respective protective wear, i.e. the skill combat in armor or, respectively, protective suits, suffer a triple DM because of unfamiliarity. Characters with skill value below 50 suffer the full DM, and such with higher skill value only half the DM or even no DM at all for some selected types of protection.

8.23 Reaction rolls

Reaction rolls are not connected in any way with the reaction value of a character, those rolls are called initiative rolls. Instead, this is an aid for the master, to be used when the player characters encounter any NPCs, and the master wants to decide randomly about their behavior.

Whenever he believes that the behavior of the players or also his previously prepared NPC information gives him sufficient ideas for a definite decision, or if he wants to tie in a random factor, he may refer to a reaction roll. This is made with 1d100 once per encounter and NPC group or independent NPC. The following DM are used:

- Appearance of the speaker of the opposite party: Each two points of appearance above 10 grant DM+5, each two points below 10 mean DM-5. This may be reduced (or totally eliminated) in case of other races, or if the master rules that appearance is unimportant. For encounters with the opposite sex, but members of the same race, the DM should be doubled.

- Charisma of the leader: If the character does not only stand around, but has the opportunity to do some talking (the master decides), a DM for charisma is calculated using the same method as for appearance, but independent of race and sex, as long as the NPCs do not have strange ethics with which the leader is not familiar.

- Approach of the players : Depending on how suitable the players act, a positive or negative DM can be applied. This is up to the master and difficult to define in general: Insults or threats are in general negative, but a very weak NPC group might be discouraged (positive DM).

- general situation: How suspicious are the NPC, how is their general attitude towards strangers? Are there racial biases or sympathies?

- for potential combat situations: How strong do the player characters appear compared to the NPC? Strength will normally cause positive, weakness negative DM.

- general reputation of the player characters. Are they famous, well-known, infamous, is someone hunting for them? Do the NPCs identify them at all in such a case?

- Use of skills: successful checks on rhetorics, blather, discuss, seduction,.. skill may cause high positive DM or even make reaction rolls obsolete.

In general, for reaction rolls as for skill checks the rules of the 11 and 22 or the 99 and 100 are used. For the results, the following applies :

unter 1 : Disaster. The NPCs detest or hate the player characters. They attack, fight down to the last man, flee in case of visible superiority, lie boldly, do not help in any way,...

below 10: very bad. Strong antipathy against the player characters. Merchants demand outrageous prices, insults are exchanged, potential combat situations very probably end in violence. Requests for help are refused, false information is possible.

below 25 : bad. The NPCs dislike the SCs for some reason. Unfriendliness, in case of potential combat, attack is possible (recommendation: second reaction roll with DM - 50 and maximum result of bad), merchants demand high prices, information is usually only given for money, requests for help are refused.

below 75: neutral. The NPCs do their job, i.e. act in their normal way. Normal prices, information could be given, possibly for a fair price. Requests for help are considered. Combats are extremely unlikely.

75 and more: good. The NPCs have general sympathy for the player characters. They are in general helpful, merchants grant minor discounts or they haggle less, information is given, requests for help in general accepted. No combat, or in combat, surrender or retreat.

91 and more: very good. The NPCs react very positively, give away information voluntarily. Merchants are in a good mood, requests for help are accepted, if they are not excessive. No combat, respectively, retreat or surrender.

101 and more: exceptionally good. As very good reaction, but even better. Spontaneous avowal of friendship is possible, help of any kind, in combat surrender.

It is also possible that a general DM is applied on all reaction rolls for a NPC (e.g. - 25 for a very suspicious or + 25 for an open-minded, helpful NPC) or a maximum or minimum reaction is fixed.

Example: Jack the lumberjack does not think much of the company of other people. His reaction to strangers will never be better than neutral, and a DM of –10 is applied. The total altruist Steve, on the other hand, only sees the good sides of other humans. Regardless of what happens, we will never react worse than neutrally, and the DM is + 30.

The exact interpretation is up to the master, and as already said, he may never be required by players to make a reaction roll.

8.24 Effects of different gravity

The following rules are probably mainly interesting for SF campaigns, but there are also spells that can change gravity.

Omnirole distinguishes **zero gravity (zero-g conditions)** and **different gravity**. All the following assumptions are based on the fact that the characters are used to earth gravity (1 g).

Different gravity

A different gravity means that all objects and creatures weigh more, respectively, i.e.

Base weight x gravity = actual weight

This has respective effects on the carrying capacity of characters, and can thus shift their encumbrance levels. Similarly, increases of body weight have to be added to the encumbrance with one quarter. In an extreme case, this may have the effect that characters can barely move at all. If the total encumbrance of a character should increase to more than strength x 6 + 15 kg (cf. carrying capacity), he can only move very short distances. Up to strength x 10 + 20 kg, he must pass a std. check:HT every 10 seconds, for higher weights every turn. Each failure costs 1 ED. Characters without ED will lose 1d3-2 LF. If thus encumbered characters lie inactively and do not act, the distance of the checks is multiplied by ten.

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Besides the effects caused by encumbrance, the length of steps (i.e. speed level) and jumping distances are changed. For simplification, they should simply be multiplied with 1 / gravity.

Falling damages are also changed with this multiplier, because the acceleration is different is.

Movement distances are never increased more than tripled. Note furthermore that objects keep their mass even at lower gravity: A rucksack may only weigh 1 kg, but it can not be treated like an ordinary 1-kg object. Thus, the master may, depending on gravity and object, assign a DM between -5 and -50 on physical actions. A successful check: zero-g training can neutralize or at least reduce this DM.

Although physical attributes are not influenced directly, the modified game stats of all objects make a reduction of strength and dexterity by 10% per 50% gravity above 1g look suitable.

In combat, one should note that weapons suddenly have a different weight. DM of - 20 per 50% gravity change upwards or per 20% downwards are suitable for close combat. In ranged combat, recoil DM are multiplied with 1/ gravity (max. x 3). Starting at 0.25 g, the zero-g rules should be used. On dodge, the same DM as for attack should be applied, and position changes take proportionately longer at higher gravity. The firing ranges of all weapons that fire bullets (i.e. everything except beam weapons) are adjusted to the gravity by multiplication (max. x 2).

Characters that are used to a different gravity to not suffer any penalties from it. Respectively, 1 g (earth gravity) is replaced by their home gravity in all calculations.

Longer presence under low gravity conditions can cause damage, similarly as for higher gravity. If the local gravity is not higher than half the home value, once a week a std.: check for HT and ST must be made; each failure costs one point of these attributes until they have been reduced to 1. The check frequency is halved per further halving of gravity. In order to recover the values, the character must live under at least normal gravity conditions for double the time he spent under low gravity (i.e. 2 weeks per point is the minimum). Characters that make at least one hour of physical training per day, do not suffer attribute losses.

Upon the first contact with modified gravity, a std. check: DX with DM-5 per 10% change downwards or 20% upwards must be made; a failure means a fall. If the character did not expect a modified gravity, or if he moves quicker than at walking speed, apply an additional DM-50.

Zero gravity

Zeo gravity or weightlessness is a special case. It mainly occurs in outer space. Here, objects and creatures do not have any weight.

This causes DM - 50 on all close combat attacks and parry checks. Weapons whose damage is created from a swinging motion cause only 1/3 damage. Thrown weapons, whips and the lasso are useless (speed is too low). Dodge also suffers a DM-50. The recoil DM of weapons is quadrupled, and in case of DM higher than 0, every shot requires a check as described in the combat section for "lack of minimum strength". Firing ranges of projectile and bullet weapons are tripled.

First entering of zero gravity requires a check: zero-g-training or std: HT (higher value). On a failure, the character becomes spacesick, i.e. he loses 1d6 ED per turn and is incapacitated. Furthermore, he is in danger of choking, i.e. passing time is treated as time without breathing. The character may be saved with a check: zero-g-training or a std. check: HT with DM - 10; one try per turn, or by outside aid (takes one turn).

If a character had fallen under normal conditions, he is instead in uncontrolled movement, i.e. incapacitated. He must make a check against spacesickness and may try once per turn to save himself using a check: zero-g-training with DM-10. Outside help (grappling him) is also possible.

Any knockback distances are tripled. Voluntary movement requires pushing off from an object (2 AP, max. 10 meters / turn) or by grappling along suitable objects (1 AP per m, maximum 2 meters / turn). In order to reach a given target by pushing off, the character must pass a check: zero-g-training or std: DX. Failures are dangerous; an accident or disaster causes uncontrolled movement (see above).

The skill zero-g-training allows to halve any applicable DM, if a check is passed at the beginning of a turn. Failures have no special effect. Furthermore, any checks against falling or any check in VCC may be replaced by zero-g-training.

As usual, DM for protection such as e.g. spacesuits are applied to all checks. Characters with impellers or similar drives can move without problems using them. Magnetic shoes will result in DM+30 on all DX- or zero-g-checks in suitable environments.

8.25 Vacuum effects

Characters in SF campaigns of all kinds will sooner or later come into contact with the dangers of vacuum, be it in case of decompression after damage to a spacecraft, when using a damaged spacesuit or by entering vacuum without any protection.

Characters with a spacesuit - please note that most protection fields can also provide this function - do not suffer any disadvantages in a vacuum, as long as it is intact, i.e. airtight. However, if damage caused is too high, the matter is different. Most spacesuits will be able to repair damage up to a certain limit (around 10 penetration points after protection or 5 points of damage after protection from other weapons) or will be supplied with patches that can be applied in one action (1 AP). Further details will be found in respective equipment descriptions. Holes in a spacesuit will mean that the character starts to suffer decompression effects: Atmosphere escapes and his body takes heavy damage, in general 1d3 to 1d6 per turn, caused by cooling and decompression and applied to the respective body area.

A character that enters a vacuum without any protection suffers 2d6 points of damage per turn. A successful std:-check: HT may avoid this. Furthermore, small vessels will burst, etc., so that a DM -20 applies for all actions gilt and on seeing and hearing (and anything connected herewith), a cumulative DM of -10 per turn is assigned additionally. The damage is split evenly to the hit locations, permanent damage is possible.

Possible effects of a lack of breathable air must be considered separately.

Explosive decompression of rooms occurs when an airtight room suffers a hole. The atmosphere moves towards it at high speed, possibly pulling objects and creatures with it. The master decides in detail; as a rule of thumb, make std. checks ST or DX (better value) per turn, in which a character does not have a safe hold. Large holes or short distances to them mean negative DM and vice versa. Normally, rooms will be emptied of air after 3d6 turns, unless they are really large or the holes rather tiny.

8.26 Different pressure conditions

Unprotected presence at too high or too low pressure are inconvenient characters and may even cause true damage to them. Too high pressure hinders the flow of blood and it stresses the bones and muscles as well as the circulation.

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Too low pressure means bad use of breathing air and possibly even an extension of body tissue.

Pressure is measured in atmospheres with a standard value of 1 (earth value). Too high pressure starts at 0.5 atmospheres too much. The method is simple: All ED losses for endurance tasks and fatiguing actions are increased by 50% per fulfillment of this category. Full 100% above standard pressure cost furthermore 1d6 LF per 5 minutes, unless a std. check: HT succeeds. Every further 100% halve the time. For too low pressure, apply the rule for each halving of the standard pressure, and this for both. ED losses are even increased by 100% per fulfilled pressure deviation. The damage can never be more than 2d6 LF per turn, because this reflects vacuum conditions.

DM on actions are decided by the master, who should use the vacuum rules as a guideline.

8.27 Tech levels

Omnirole uses tech levels to measure the general technological development in a world. They influence the fact which equipment is available, and which skills can be studied.

Furthermore, a tech level must de defined for many skills. This will not play a big role in many worlds, because the majority of adventures will occur at the same tech level. However, an SF campaign with many planets at different levels of development or also a time travel campaign lets the matter look quite different: here it will be decisive whether a weapons engineer has learned to handle swords (e.g. TL 4), revolvers (TL 9) or laser pistols (TL 13).

The exact rules are as follows: The use of skills at different tech levels cause negative DM. For technical skills (repair, design, etc.), apply a DM of - 50 per tech level, by which an object exceeds the knowledge, and of -10 per tech level, by which the knowledge exceeds the object. Why a penalty for lower tech levels? Quite easy: Most skills reflect a very extensive training that does not have the time to include all the basics from past eras. However, it is still possible to learn the skill at a further tech level that is below the main TL. For cost purposes, this is treated like a further specialization.

Different rules apply for the use of objects of deviating tech levels: as long as the function principle is clear, the tech level is not of big importance. Thus, there are no DM on weapons or equipment use, unless the master decides, that the differences are big enough to justify a DM. In such case, they may never be higher than the DM described above.

Example: An electronics engineer TL 11 repairs devices of his tech level without DM. A TL-13 object means DM-100, and a TL-9 device DM- 20.

Someone that has learned to use TL-11 weapons will probably also be able to fire a TL-13 revolver. However, things will look different concerning the special targeting systems of this tech level, or when using an SF beamer where the muzzle can barely be discovered.

Tech levels in one culture may vary between areas of knowledge. It is possible that a society has developed TL-13 medicine, but that weapons technology has rested at TL 11, perhaps, because it has been thought to be less important. Similarly, there may be parts in a society where the technical development deviates downwards (e.g. slums), and from country to country, differences are more likely than not, just think about less developed countries on our Earth.

Finally, there are the so-called "split" tech levels. Their nomenclature is TL X / Y. The X reflects the tech level that if fully understood and whose objects can be manufactured and repaired. Y is the imported tech level: people are used to their special conditions, they also buy objects of this tech level, but they can not repair or produce them.

Example: A village could have TL 4 / 5. This means e.g some familiarity with the steel weapons of TL 5 and respective armor, and the richer citizens might even own such – but there is nobody in the village that could produce or repair them.

The following table gives some general information about the tech levels of Omnirole. You will find that the tech levels end in the near future (TL 13). This has a reason: The developments in science fiction often vary radically concerning the introduction time of devices and technologies. Thus, respective worldbooks should be used. Omnirole summarizes this TL generally as "SF", similarly as "Fantasy" summarizes all typical Fantasy skills.

TL	Name	Earth equivalent
0	Stone age	until ca. 10.000 BC
1	Developed stone age	ca. 10.000 to 2.000 BC
2	Bronze age	ca. 2.000 - 800 BC
3	Iron age / Ancient rome	ca. 800 v. - 500 AD
4	Early middle ages	ca. 500 - 1200 AD
5	High middle ages	ca. 1200 - 1500 AD
6	Renaissance	ca. 1500 - 1700 AD
7	Enlightenment	ca. 1700 - 1800 AD
8	Industrial revolution	ca. 1800 - 1900 AD
9	Mass production	ca. 1900 - 1930 AD
10	World War II	ca. 1930 - 1950 AD
11	Nuclear age	ca. 1950 - 1980 AD
12	Electronics/ Computer age	ca. 1980 - 2020 AD
13	Cybertech age (?)	21. century

8.28 Fear and panic

Omnirole characters are normally not mindless robots. They can be injured, and they can be subject to fear or even panic.

Omnirole distinguishes **fear** and **panic**. Fearful characters tend to act cautiously, do not take the initiative, leave an escape open, etc. Characters in panic, on the other hand, react quite strongly: Possibilities include crying loudly, running away, fainting, and much more.

Fear is mostly left to the master for handling, because panic appears to be more interesting. It is also up to the master, which situations will require a panic check. The following list just provides some suggestions.

- confrontation with monsters

- someone dies close by (with negative DM, if it was a friend or if the death appears to be especially terrible)

- discovery of dead bodies (negative DM in case of mutilations, bodies of friends, parts of bodies)

- bizarre events (viewing other dimensions, visions, chaotic events)

- confrontation with the object of a phobia

The question if a panic check must be made, depends highly on the character. For example, in a horror campaign with "ordinary human" characters, "monsters" might c cover a walking skeleton, while in a fantasy campaign, dragons are more likely to meet the conditions. The same applies for death close by: battle experienced veterans will be more used to this event than civilians, although especially cruel deaths are a different thing.

Special rules are used for panic checks in combat: apply a DM of + 25, because a lot of adrenaline is flowing during combat and thus the general fear level of a character will be very much lower. Only this explains how many average people can dulledly stand the most awful deaths during wartime.

When a panic check is failed, the consequences of the panic attack are determined immediately. For this purpose, 1d100 + failure span of the panic check is rolled and the following table is consulted.

Die role	**Effect**
- 10	Stunned for d6 turns (i.e.may not act, no defense)
- 20	d6 turns of depressions, than check: willpower, on failure further d6 turns, etc. Effect: Character is depressive, complains, will not take initiative, e.g. just stands around. Defense is normal.
- 30	Crying fit for d6 turns (may not act)
- 50	Stunned for d6 minutes
- 70	d6 minutes of depressions
- 90	Unconscious for d6 minutes
- 110	Flees in panic for at least d6 turns. If no way out, reacts as below.
- 130	Frenzy: Character strikes wildly, attacks closest person or object (randomly) for 2d6 turns.
- 150	Character acquires suitable phobia or mild phobia becomes severe. Furthermore roll 1d6: 1-2: d6 minutes unconscious; 3-4 flees in panic; 5-6 frenzy.
- 170	Character acquires severe phobia. Further effects as above.
Die roll	**Effect**
- 180	Character loses 1 point of IN. Further effects as above.
- 190	Character loses 1 point of HT. Further effects as above.
- 195	Catatonia for d6 days, than check: willpower, on failure further d6 days, etc. Effect: Character lies prone or cowers in corner, fetal position, refuses food, etc.
- 200	Character becomes mad. After d6 days, make two checks: willpower. If both fail madness is permanent. Fails one, is stays for d6 months. If both succeed, madness ends.
> 200	Std. check: HT, on failure death because of heart attack. In any case, character loses 1d3 points of HT and is unconscious.

If needed, the master may replace results that he rules not to be suitable by simply going down one line. Healing possibilities for permanent damage are world specific.

8.29 Employees and followers

Sometimes, characters will have the wish to recruit other characters for their service. They might be bodyguards, workers, spies, salary mages or whatever. As long as the employees are not player characters, the following rules are used.

8.29.1 Recruiting

When someone is looking for employees, the first thing to decide is their level. Omnirole distinguishes ordinary NPC (e.g. workers, militiamen), qualified NPC (e.g. craftsmen with skill level-10 and more, experienced fighters, people with rarer skills such as tracking or astrogation) and extraordinary NPC (any with skill level 15 and more in the desired skill, any with at least 600 CP value, psionics, experienced wizards, etc.). The search procedure is simple, but will depend on the world in view of the means (criers, posters, newspaper ads, TV commercials, e-mail,...). The base cost for a search is decided by the master. The area of effect is the region covered by the search, usually a city or comparable area. Large cities might perfectly only be covered partially (see below). In the area, at maximum 1d3 % normal, 1d3 / 10 % qualified or 1d3 / 100 % extraordinary NPC can be expected. The master determines this number and lets 1d100% of them be interested in the offer. Base time for the search is 2 days for normal, one week for qualified and 1 month for extraordinary NPC. A std. check: IN for the employer determines, if and how many candidates appear. A failure means that nobody applies. On success, the rules for time reduction may be used or the number of applicants may be increased by 10% per 10 points (maximum of course is 100%). Additional money investments may increase the area of search or cause positive DM on the check (about DM + 10 per doubling of investment).

The skill recruiting may be used instead of intelligence.

The master makes a reaction roll for every candidate with all applicable DM for the employer, and a further + 5 to + 25 for above average and -5 to -25 for below average pay (may even be lower...). If the reaction is at least neutral, the candidate is interested in the job. Afterwards, an interview may be roleplayed in which the master plays the candidate depending on his interest in the job and the result of the reaction roll.

Recruiting-skill or judge people may help to evaluate whether a candidate tells the truth about e.g. his professional qualification ("Of course, I am a former scout fleet pilot, one of the best.").

When a suitable candidate has been hired, the procedures described below are used.

8.29.2 Loyalty

Loyalty measures the behavior of an employee towards his employer. It is determined by making a reaction roll (cf. there) when the employee is hired (cf. recruiting). If several characters should together hire an NPC, the

modifiers for the character that will most frequently have contact with the employee are used. Additional modifiers for the reaction roll may be as follows:

+ 5 to + 25 for above average pay

- 5 to - 25 for below average pay, if the job is accepted at all

Loyalty checks are made with 1d100 + loyalty, as usual with the rules of the 11,22,99 and 100. If the result is at least 100, the check is successful; otherwise it failed. For example, the following situations require loyalty checks:

- the employee suffers unfair treatment from the employer

- the payment is reduced

- the employer gives an order which causes the taking of risks that had not been agreed before (e.g. ordering illegal actions or ordering a civilian to fight)

- the employer violates the interests of the employee (e.g. he insults his religion, insults him personally, takes him into a dangerous situation, leaves him behind)

- someone asks the employee to cheat his employer

- the employee is tempted to damage the employer (e.g. a greedy character is trusted with a lot of money)

DM may be applied to loyalty checks is a situation is especially critical (high bribes are offered, employer orders to fight against especially dangerous opponent, etc.).

Failed loyalty checks mean that an order of the employer is refused or that the employee acts against the interests of the employer. Furthermore, the loyalty is permanently reduced by 1d3 if the action started from the employer side. Disasters always mean that the employee immediately leaves the employment, and that the wants to cause as much damage to the employer as possible.

Characters with a loyalty below 25 will leave the employment after a failed check or even try to damage the employer's interests.

On the other hand, the loyalty might increase in certain cases:

- once per year of service

- for every increase of the salary by at least 20%, or an extraordinary bonus

- if the employer risked his life, his health or similar to save the employee

In such a case, a loyalty check is made. A failure has no effect, but a success increases the loyalty by 1d6 points.

Under some conditions, special rules apply: members of cultures with strong ties to their ruler/employer have DM + 10 to + 50 when loyalty is determined. If someone seeks employment with the intention of damaging the employer (e.g. a spy or a saboteur), of course no loyalty is determined. Very bad behavior towards an employee (repeated non-payment, abuse, etc.) may have the effect that loyalty checks are qualified as failed without making a die roll.

For an estimate of the loyalty of an employee, the skills judge people or recruiting may be used. A secret check is made. On success, the master gives the character the loyalty group (cf. reaction rolls). On a failure, he shifts it up or down by one level, and on a disaster, he chooses randomly. Only one attempt is allowed per character and per month.

Payment : some words on payment and wages. "if you pay in peanuts, you should not be surprised if monkeys work for you", or differently said, an employer that does not pay or only badly pays his employees will sooner or later be confronted with terminations, complaints or damages. Thus, treat people well from that your life might be depending, or at least your wealth! The same applies in general for the handling of employees.

8.29.3 Morale checks

Loyalty can also be used to determine the fighting morale of NPC. This covers individuals as well as whole groups. Intelligent creatures will normally not fight until death or crippling injury, but retreat or surrender earlier.

The base value is the loyalty of the NPC to their leader. This is called the morale. Generally, for larger groups (e.g. soldiers, an orc band or a lynching mob) a common morale should be assigned. Checks (see above) are made in the following situations (as examples):

- a group member dies (once per combat). For very large groups (about 50 and more members), a check should only be made when at least 10% of the group are dead.

- Combat against especially frightening opponent (e.g. powerful mages, mystic creatures, well-known heroes, superior force): once per combat, when situation becomes known

- Use of magic or similar special support (high tech, psionics) against opponent that is not used to fight it: once per type

- the leader is out of combat (this halves also the morale; groups without leader, that do not consist of able characters - master decision, e.g. 500 CP value and more- have halved morale from the beginning): once per combat. Organized, especially military units, that do not fail the check after this event, may name a new leader within 1d3 turns (usually the second in command or similar), thus increasing their morale by 25% of the current value.

- at least 25 % (50%, 75 %, 90%) of the group are out of combat, and the opponent has suffered smaller losses: once per combat and threshold.

A failed check means immediate retreat, or, if this is not possible, capitulation. The only exception is a combat against opponents that have the reputation that they do not take any prisoners. In this case, the alternatives are escape or combat until death. Every successful check reduces the morale by 1d6 points. These reductions have effect until the combat has ended. Afterwards, the morale increases again by one point per 10 minutes, until it has reached the initial value.

Individuals (e.g. the bodyguard of a character or a hired single mercenary) use the same rules, but they must also make checks, when they lose more than 25% of their base LF by a hit or suffer a severe or critical injury.

Characters with ED zero or LF zero or less will only continue to fight when there is absolutely no alternative, i.e. when escape or surrender are impossible.

According to the same procedure, NPC that belong to a larger group should retreat from direct combat in such situations and let their allies fight. However, they will continue to use ranged weapons or participate in combat when the situation does not appear hopeless and the group morale does not break.

Skills such as leadership may be used by a group leader to improve the morale. During a combat it is possible with an action (2 AP) to make a check: leadership. On success, all allies regain up to 1d6 morale points. Furthermore, in the next turn no allied character will retreat from combat. Characters that already have retreated (except for surrenders, of course) will return if they success with a morale check (one per person or grouped unit). With the same method, the recovery of the morale value after combat can be doubled with a successful check. This

8. Miscellaneous rules

simulates motivating speeches and other convincing actions of the leader.

8.30 Radioactivity

In special cases, it might happen that the characters are confronted with the damaging effects of radioactivity. This might be caused by e.g. accidents in nuclear power plants, detonations of atomic bombs or the use of certain SF weapons.

There are short and long term effects of radioactivity on the human body. Long term effects, such as changes of the DNA or an increased probability of cancer, are normally not very interesting in game terms and are thus not treated here.

The short term effects, that are summarized under the general term radiation sickness, are a different matter. Classic symptoms of the latter are loss of hair, paleness, anemia and a general damaging of the body that can cause death.

Omnirole uses a simple abstract method by measuring the radioactivity in a place in points. As soon as a value of 20 or more points has been reached, the radiation is at a dangerous level. Characters suffer an effect of 5% of the level in points per 5 minutes of presence in the radiation area. This increases to three or even ten times the amount if e.g. contaminated food is consumed (all fallout zones are very dangerous here). Every radiation point that is thus absorbed by the body is noted. If a total of at least 10 points is reached, a std. check:HT must succeed after one hour. For every further 10 points, the time until the check is halved. Afterwards, further checks must be made in respective identical frequency. Each failure reduces the health of the character by one point, with full effect on LF and ED. If the HT value drops to zero, the character dies. The checks must be made until the radiation level in the body has dropped to less than one point; and it drops as follows: After two hours, the value is halved, every further two hours halve it again. Round up. Medicaments can accelerate the reduction, but they often have strong side effects. The master can adjust the reduction times depending on the type of radioactivity (e.g. the material...). The HT losses will only heal when the radiation level in the body has dropped to zero, and the healing time is 1d3 points per 12 hours.

8.31 Languages

As already mentioned in the section on characters, language skills can play an important role in an Omnirole game. The base assumption is that communications always include the danger of misunderstandings. Thus, a check: languages should be made for every important information that shall be transmitted in a conversation. The following check values are used:

Level	Value
Basic knowledge	25
Advanced	50
Experienced	75
Equivalent of native speaker	100
Native speaker	100, special
Special vocabulary	100, special

Checks are made for the side that shall understand the information. Half the value of the speaker is added to the check value. A failure means no successful communication. The check is dangerous: an accident or a disaster causes a misunderstanding. All checks are made secretly by the master.

Characters using their native language do not have to roll when they are talking to other native speakers. All accident chances are halved for them. The level special vocabulary is only applicable in a very limited area.

Example: Jack from Kansas is in Paris and he asks someone about a cheap French Bistro. His knowledge of French is barely existant (basic knowledge, thus value 25). The Frenchman, of course, is a native speaker. Thus, he understands Jack, although he rolls an 11 or 22. This does not happen, but Jack (value 25 + 1/2 x 100 = 75) rolls a 12 and then determines that an accident has happened: He does not understand the given description and arrives at a completely different place.

The master may assign additional DM depending on the kind of information that shall be transmitted. These could be in a range from +25 (very simple things Dinge) up to -50 (diagnosis for a nuclear reactor).

8.32 Repairs

A popular application for skills is the repair of damaged objects, regardless if they are a sword, a car engine or the hyperdrive of a spaceship.

Generally, it can be assumed that for every repair, one or several suitable skills can be found. Afterwards, itis important how damaged the object is. This can be done with the structure points rule (cf. Combat), and an object with less than 10% of the structure points always no longer works. However, it is also possible that the structure points are intact, but the device has ceased to work.

The procedure is that a skill check is made. The base time is one hour per 20% structure point loss or if the equipment fails to work. This can be modified if the master thinks this is suitable. All repair checks are dangerous (cf. skills). Furthermore, they require tools and mostly also spare parts. This is decided by the master, we only give some rough guidelines: Small tool kits or cases are sufficient for repairs of 20% structure point loss or of a simple defect. Anything else requires a repair shop. If the available tools are insufficient (i.e. improvised tools instead of a kit or a kit in place of a shop), apply a DM-50 and more. A task might also be qualified as completely impossible, if spare parts or tools are not available at all.

The repair of very large pieces of equipment can require teamwork, i.e. a certain amount of man-hours of work. One man-hour is one hour of work by a qualified technician. More details can be found in the space combat rules, for example.

Finally, there is the subject of diagnosis. An examination of an object with the single goal of finding the source of the problem, but not to fix the damage, is made as above, but does not require any tools. Repair attempts without prior diagnosis have doubled accident chances and DM-20 on the check.

9. Equipment

This little chapter serves the purpose of briefly presenting a selection of typical pieces of equipment for the tech levels 0 to 13. The lists at the end include the main game stats except for the prices because these are, of course, depending on the game world.

The most important further part are the brief descriptions of the Objects.

9.1 Weapon quality

Most weapons, except for very simple weapons such as clubs, are available in different quality levels. Omnirole distinguishes the following quality levels:

- very bad quality (--): This level is normally only used for rotten or otherwise damaged weapons. Purchase price is about 10% of the base price. All breaking chances are increased by +30%, and in case of a potential disaster (11, 22), the weapon always breaks. Ranged weapons have an aiming DM of 0, other weapons have DM-1 on damage, if they are cutting or impaling weapons. All weapons suffer DM-5 to attack or parries. Shields have less structure points (50%).

- bad quality (-) : weapons from minor quality material or made by less skilled manufacturers. The purchase price is around 40% of base price. The following rules apply: +10% on all breaking chances, aiming DM for ranged weapons is halved. Damage of cutting or impaling weapons is reduced by one point. Shields have only 80% of the average structure points. This quality level is also applicable e.g. for bronze weapons.

- ordinary quality(o): weapons of ordinary quality have the average properties listed in the weapons tables.

- good quality(+) : Very good manufacturing or better-than-average material makes these weapons special. This mainly applies for swords and similar blade weapons as well as for fired weapons such as bows. DM-25% is applied to all braking chances. Damage of cutting or impaling weapons is increased by one point; for ranged weapons the aiming DM is 25% higher or range is 10% higher than average. Purchase price is at least doubled and such weapons are not available everywhere. Shields have 20% more structure points.

- very good quality(++): weapons of this level are extremely rare. They are master craftsmanship pieces which usually are only encountered in case of swords or similar weapons whose production requires a lot of work. Purchase price is at least multiplied by 5 and in general, you have to search for a long time for weapons of this quality. DM-50% on all breaking chances, i.e. they are almost unbreakable, and DM+5 on attacks or parries. Ranged weapons have a 50% higher aiming DM or 25% more range. Damage of cutting or impaling weapons increases by 1 Point. Shields have 50% more structure points.

9.2 Armor quality

Following the same general principle, also suits of armor can be purchased with different quality levels. This mainly has an effect on the structure points (cf. stability of armor). It is quite possible that armor of inferior quality furthermore has the protection value reduced by 10 to 25%. Similarly, armor of better quality will provide better protection respectively.

9.3 Legality of equipment

A very practical means for the master's control over the characters is the legality of equipment, because it can limit the availability or increase the price of certain items, be they military weapons, psionic technology or also magic items. Furthermore, this may help to restrict their use.

The rule is simple: Every piece of equipment has a **legality**, being a number in the range from 0 to 10. Furthermore, for every game world, or respectively for each major region, a control rating is defined. This is also a number in the range of 0 to 10 (no control to strictest possible control). Please note that the legality of an object may vary from region to region. Therefore, travelers should inform themselves before a voyage in order to avoid being arrested in the end.

Objects whose legality is at least equal to the control rating can be purchased and carried legally without any problems. If the legality is below the control rating, a license if required in order to be allowed to own the object at all, and a second one in order to carry it. In general, licenses are the more difficult to obtain, the farther the legality is away from the control rating (fees, waiting time, review of the candidate, further requirements such as e.g. citizenship).

Furthermore, the bigger the difference of the two figures is, the harder a punishment for offences will be.

As a rule of thumb for purchases: Illegal objects should only be available in the black market, of course, at a respective price. The frequency of controls increases with higher control rating.

9.4 Armor

The following section shows different types of protective clothing that are used in various historical, periods.

Textile armor

An armor that is made out of padded textile. Often this makes use of animal fur or is a light garment stuffed with wool. Light leather jackets are also qualified as textile armor.

Leather armor

All types of armor made of hardened leather. Usually, animal leather is cooked or otherwise treated, in rare cases even lacquered.

Partial chain mail

Armors that mainly consist of leather parts, but that have been strengthened using metal portions such as linked small rings or in rare cases also scales. Consequently, the protection is variable, depending on which part has been hit.

Chain mail

An armor that is fully made of connected small metal rings. Respective protections were e.g. used in the terran middle ages until the 14th century. There main drawback is rather weak protection against polearms and similar weapons as well as missiles which easily pierce the chain parts. Normally a woolen undergarment or even textile armor is worn underneath chain mail.

Scale mail

This form of armor normally consists of a leather or even wooden base part, on which lots of small overlapping metal plates are fixed.

Half plate

A form of chain mail, that has been further improved using metal plates of medium size. This increases the protection in some areas, but similar to partial chain armor, the value is variable.

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Plate mail

Plate mail is the typical chivalric armor of the late middle ages. They are made of large metal plates or, at the limbs, metal surrounds these with imitated joints. The main drawback of this armor type is its considerable weight, so that respectively equipped fighters can often only move very slowly or even suffer penalties in combat. Examples for plate mail are most armors of the 30 years war or also of the sea soldiers of the Spanish Armada. Usually it takes at least q quarter of an hour to put on a complete suit of plate mail.

Heavy plate mail

An especially strong type of plate mail, resulting in better protection, but also in increased weight. This armor type, which is the best armor of the middle ages, was therefore normally only used on horseback. Still, strong horses were needed to carry this burden! It takes at least half an hour to put on a full suit of this armor type, and normally assistance from outside is necessary.

Helmets

The different helmets are normally simple applications of the respective armor types, their form will differ depending on the culture. All helmets are not equipped with a visor or faceplate, unless the tables state this explicitly. Please note furthermore that most metal helmets and other primitive headgear had the drawback that they considerably reduced the sensory perceptions.

Lead vests

An armor type which uses lead elements or similar components that are integrated into the main substance for better protection from bullets. The result is a very high weight, and an armor, which will be considered uncomfortable and sweat producing after some time of wearing it. The general working principle is to distribute the impact energy of a bullet to a larger area – unfortunately, this is almost useless against piercing weapons... Armor for other areas than as the torso is practically non-existent.

Flak jacket

This armor type was mainly developed to protect from smaller shell fragments. Its advantage is a rather low weight, compared to lead vests, but still this armor is quite impermeable for air and therefore sweat producing.

Kevlar

Advanced industrial technologies allow the production of kevlar, an artificial material with a very good resistance against missiles, provided that they are not impaling or too fast. Kevlar makes it possible also to protect the limbs, and the weight is much lower than for example that of lead vests.

Steel helmet

The classic trooper's helmet. Beginning without a faceplate, it soon is equipped with one, usually made of plastic. In general, the figure behind the slash is the protection value of the faceplate, i.e. for the hit locations face, eyes and nose, an.

Plastic helmet

Similar to the steel helmet, but lighter, because made of plastics. A typical example are the helmets of police riot squads.

Steel ceramic insert

This addition for protective suits made of kevlar or monofiber is mainly used by military and police units, e.g. for bomb disposal squads. It consists of hard or semi-flexible plates that protect the body. Front and back protection must be purchased separately.

Battle armor

This is a system of protective clothing that is mainly used for military purposes. Similar to medieval armor, it often severely impedes the mobility of the wearer. The armor consists of hard steel or plastic fiber (or ceramic) parts plus the joints. It can cover all areas of the body and it is not unusual to have full sealing for protection from chemical weapons and radioactivity or even to have the suit equipped as true pressure or spacesuit.

Armored Helmet

This is the helmet with visor that is part of body armor. Very often, equipment such as a radio, an HUD (Head-up-Display) system or other gadgets are integrated

Monofiber

The technology of advanced societies making use of orbital factories results in the development of a successor of kevlar. Monofiber is more damage resistant, weighs less and makes it possible to produce light, comfortable and conceivable protective suits.

Reflec armor

Protective clothing made of a reflecting material which mainly serves to block laser beams, but also has some heat resisting value. Reflec armor is normally worn underneath other types of armor. However, it does not reflect beams back toward the attacker – it only dissipates the thermal energy in a better way.

Ablative armor

A protection system intended to counter energy weapons. This is a special material which melts and vaporizes when hit by an energy beam, thus avoiding that the energy of the attack endangers the wearer. Because of the principle, the protection value is reduced if used for a longer while.

9.5 Weapons

Some of the most important weapon types and their place in the Omnirole rules.

Bows

All weapons that are drawn with muscular power and fire an arrow. A bow may be made from a wide range of materials, starting with wood and animal sinews and ending with a plastic composite bow. Similar comments apply for the arrows. Main disadvantage of the bow is that effective use generally requires a lot of practice and strength.

Crossbows

Different to the bow, crossbows fire a arrow called "bolt" using a simple mechanism. The strongest models are able to penetrate knight's armor - the crossbow was the subject of the first "disarmament conference" in the 12th century and finally banned by the church, although this was ignored by most! Main drawback is the low rate of fire and range compared to a bow. This concerns especially very powerful crossbows which often required mechanical cocking aids because muscular strength was not sufficient them.

Early firearms

Early firearms were still loaded directly into the muzzle by inserting a loose ball - sometimes also shredded lead or similar loads - and gunpowder into it. A stick was used to

push the ball and the gunpowder into the firing part of the weapon.

Different firing mechanisms are distinguished, but they in general have in common that they are very vulnerable to humidity. A matchlock uses a burning piece of match which ignites a small load of high quality powder put onto a firing pan. Wheellocks create sparks by rotation (similar to a modern lighter). Flintlocks use a similar principle, but here a piece of flintstone hits the firing pan when the trigger is pulled, resulting in sparks that ignite the powder. Matchlocks are developed first, followed by wheel- and flintlocks, which than dominate at TL 7 and after until weapons with cartridges are introduced.

The loading time is partially dependant on the lock type. In general, however, these weapons are all "one-shot-and-forget"-weapons, i.e. they were loaded before a fight, fired once and then used as clubs, if at all.

Loading in general requires 20 seconds per barrel of the weapon. Add 10 seconds for wheellock weapons for the firing powder in the lock. Weapons with loose loads such as the blunderbuss require 80 seconds. A secret skill check: weapon determines whether the weapon has been loaded correctly. A failure means that the weapon will not fire, i.e. the power is not ignited. Successful checks with speed-load shorten the times by 30%.

The introduction of the first complete cartridges with pre-weighed power loads and prepared bullets halves the loading times at TL 8. Simultaneously, this period sees the development of the first modern firearms.

Firearms with cartridges

These weapons are loaded with cartridges, which contain the bullet as well as the powder charge. The main advantage is to substantially shorten the loading time and to simplify the procedure. The use of loading sticks, powder horns, etc. becomes obsolete. Furthermore, the introduction of the breech loading principle and of the magazine and the drum allows simpler reloading in cover and of course the advantage of multiple shot weapons.

Speedloader

This is a means for quicker loading of revolvers and similar weapons with drums. The device is similar to a drum in which the cartridges rest. When loading, the speed-loader is aligned to the opened weapon and the cartridges glide into their chambers. Loading a speed-loader takes as long as loading a revolver – one of the reasons why it is often convenient to have a full one in the pocket.

Belt-fed weapons

Many heavy weapons systems, but also some automatic rifles, are equipped with ammunition belts. Such a belt contains much more bullets than a magazine, but it is also heavier and it takes longer to reload. Normally, a belt-fed weapon cannot be loaded with magazines alternatively.

9.6 Weapon accessories

In the following, some practical accessories for ranged weapons are introduced. The master and the worldbooks decide about details.

Laser pointer

This small system which is introduced at TL 11-12, uses a weak laser beam to project a small red point to the place at which the weapon is currently aimed. This halves the snapshot DM and increases the aiming DM by 50%, but requires use of a scope or similar system enabling to see the point in order to work on larger distances. Usually, an external laser pointer adds 0.1 kg to the weapon weight. At TL 13 and after, it is integrated automatically in all weapons except for very small ones.

Scopes

These devices were already presented in the combat rules. They are very effective on bigger distances. The rules distinguish optical scopes, which only consist of a system of lenses, and electronic scopes, in which the images are recalculated and amplified, usually with a dedicated computer system. The integration of light intensification and/ or infrared systems in scopes is frequent.

Typical scopes weigh 0.5 kg. Special miniature versions for pistols or even bows are available, they weigh between 0.1 and 0.25 kg, but are much more expensive. Night scopes (LI or IR) weigh around 50% more and have a higher purchase price. The installation or removal requires one turn (2 AP).

Silencers

Silencers are available for most weapons except for revolvers. They lengthen the weapon by 5 to 10 centimeters, making it almost impossible to stow the weapon in a normal holster. Their effect is that the firing noise almost cannot be heard (DM -50 and more on the hearing check). For automatic weapons, silencers are also available, but they must be replaced frequently (one silencer works for about. 1,000 shots).

Silencers weigh between 0.1 and 0.25 kg depending on weapon size; it takes one turn (2 AP) to install or remove them.

Holsters

When weapons are not carried in the hand or on straps, the most frequent placement is that in a holster. This may be a belt holster (around the hip), shoulder holster (below the arms) or a special holster, e.g. in a boot shaft, at the lower arm, etc. The weapon size limits the possibilities. True concealment holsters are always more expensive than ordinary holsters. Concealment holsters provide up to DM+25 on respective checks.

Recoil compensators

Various systems of recoil compensation exist. The most common ones are the following:

- **Shock pad**: A pad, normally at the butt of the weapon, which compensates a part of the recoil. Available at TL 11 and after, effect is level-1-damping. Typical data : weight 0.25 kg.

- **Gas vents** : A gas vent system is usually mounted at the barrel. It compensates larger recoil forces, introduction is at TL 12 (with effect up to level-3 damping). Further TL increase the effect.

The following table presents the basic types:

TL	Effect	Weight
12	1	0,1 kg
12	2	0,25 kg
12	3	0,4 kg
13	1	0,05 kg
13	2	0,1 kg
13	3	0,2 kg
13	4	0,3 kg

13	5	0,4 kg

- **Gyro stabilizer**: This is an external system, usually worn with a belt, on which the weapon is mounted. Gyro stabilizers compensate recoil DM as well as such caused by movement of the gunner (fast walking / running) with a total level of 5 to 10. They are introduced at TL 13. Main drawback is, that the movement compensation also impairs the gunner: All AP cost for direction changes are doubled and the dodge value is halved.

It costs 10 AP (5 turns) to slip into a gyro stabilizer system. A fast opening mechanism allows it to drop the gyro for 2 AP if necessary. Mounting or removing a weapon costs 2 AP.

TL	Effect	Weight
13	5	3 kg
13	6	3 kg
13	7	4 kg
13	8	4 kg
13	9	5 kg
13	10	5 kg

Further systems are e.g. stabilizers using antigravitation. However, these are reserved to respective worldbooks and the master.

9.7 Ammunition types

In the following important types of ammunition for guns as well as their game effects are presented. All TL information concerns handguns. For heavy weapons and artillery, respective ammunition is usually available one to two tech levels earlier. For very small weapons, not all ammunition types will be available, but this depends on the game world.

Standard

This is ordinary ammunition, usually made of metal such as e.g. lead. The game stats of the weapon are not modified.

Armor piercing ammo (AP) (normally TL 10 and after)

This ammunition type is used to better penetrate the armor of a target. Normally, the projectiles are hardened or designed to reach very high speeds. Their drawback is that they also quickly penetrate the target, thus doing less damage to it. The effect: protection / 2, final damage / 2. The P factor is increased by 10%. All ranges increase by 25%.

Explosive ammo (EX) (normally TL 11 and after)

Small grenades which normally have an impact fuse. They are especially effective against unarmored targets, or in order to attack an area. Use the rules for explosive damage. The damage is P factor/2 d6, rounded up. The base radius is generally 1 meter. Furthermore, the damage is independent of the range, i.e. the P factor for normal range is always used. Against the damage, as usual, the double impact protection is used. The impact of the projectile itself does very few damage (about P factor points without subsequent multiplication with a die). A problem of this weapon system is the often great vulnerability of the ammunition in a magazine against heat, impacts, etc., that often causes explosions of the weapon itself on early tech levels of use.

Fragmentation ammo (Fragments) (normally TL 11 and after)

This special type of explosive ammunition is designed to create as many fragments as possible to cover a large area. Actually, this is only effective against unarmored targets. The damage (explosion rules) is P factor / 4 d6 against double impact protection. The base area is multiplied with 3, i.e. normally the fragments cover a circle of 3 meters radius with full damage. Also for this ammunition, the damage is calculated based on the P factor for normal distance.

Shotgun ammo (normally TL 9 and after)

This is shotgun ammunition. The weapon acts like a shotgun, i.e. uses the rules for stray weapons. The damage is P factor/ 2 d6, and all ranges are divided by 10. Very effective against animals or unarmored targets of all kinds.

Armor piercing explosive ammo (APEX) (normally TL 13 and after)

These bullets that were developed based on artillery grenades are probably the most effective conventional ammunition. Inside an armor-piercing bullet, an explosive charge is set that is designed to detonate only after penetrating armor. Therefore, special damage rules are used: Firstly, the damage is determined as for an armor piercing bullet, i.e. by applying the (by 10% increased) P factor against half protection, but without halving of the final damage. If the protection is penetrated, i.e. at least 1 LF was lost (before considering natural protection of the character), the explosive charge detonates. This causes a damage of 1d6 per begun two P factors (based on normal range), against which no armor protects because the explosion happens at the inside! All ranges increase by 25%.

Example: A bullet with P factor 15 hits a character with modified protection 14. Thus, the armor was penetrated, and the bullet explodes. The damage is 8d6, and the armor cannot reduce it.

Stun ammo (Stun) (normally TL 12 and after)

An ammunition type that was developed to incapacitate a creature without injuring it. These are gel bullets which are filled with a stun poison of the current TL. The P factor is reduced by 30% and the doubled normal protection is used. If still damage is caused, it is not multiplied. Instead, the poison affects the target using the poison rules. The bullet itself dissolves after some time in the body. By the way, it is also possible to fill such bullets e.g. with deadly poisons...

Rubber ammo (Rub) (normally TL 11 and after)

This ammunition that is made of rubber is especially popular with police riot squads for deterring crowds of demonstrators. Its advantage is that only rarely severe injuries are caused. The bullets have 25% less P factor and only half range. Against them, impact protection is used. The damage caused is not multiplied when subtracted from LF, but for ED purposes, it is and doubled again.

Example: A bullet from a rifle with base-P factor 20 hits a character with modified impact protection of 12. Because it is a rubber bullet, the actual P factor is only 15. The character loses

3 LF (15 - 12 = 3) and 1d3 (normal Multiplier) x 2 (for rubber bullet) x 3 (15 - 12) ED.

Plastic ammo (Plast) (normally TL 11 and after)

Similar to rubber ammo, plastic ammo is a possibility of firing less lethal shots. They have a 25% lower P-Factor, but damage is calculated as for ordinary bullets. An advantage of plastic ammo is that it weighs only 50% of ordinary ammo and that the bullets are unaffected by magnetism.

Ammo with chemical fillings (Chem) (normally TL 11 and after)

A particular variant are these bullets that are similar to small grenades. They contain a dose of a gas - usually a stun poison or tear gas, but combat agents of all kinds are also possible. Upon impact, they detonate and distribute the agent. The damage is not multiplied with a die, so that it remains rather small. The gas normally covers one square for about 5 to 10 turns, before dispersing, but this depends on the wind conditions at the location. Larger missiles will cover several squares.

Stingray ammo (Stingray) (normally TL 13 and after)

Another variant of non lethal bullets is the stingray ammunition. It contains a capacitor that delivers a strong electrical discharge to the target on impact. This may stun the target. Use the normal damage procedures, but the damage is not multiplied with a die. Afterwards, the victim must make a std. check: HT. If the armor was not penetrated, and is not made of metal or another conducting material, a DM of +5 per two points of impact protection is applied to the check. On a failure, unconsciousness for 1d6 turns results. In case of a disaster, the heart stops (death within 1d6 minutes, unless reanimation measures are initiated; cf. stabilization of injured). On a success, the subject is confused for 1d6 turns; this time is reduced by 1 for every full 20 points over 100 on the HT check. In any case, a failure costs also 3d6 ED, and a success 1d6.

Special ammo

Lots of further special ammunition types will occur in the different worlds. Just think about nuclear payloads, antimatter warheads, flash ammo, etc. However, this will be handled by the worldbooks and the master.

Laser weapons

All weapons that fire a beam of concentrated light are called lasers (Light Amplification by Stimulated Emission of Radiation). Most of the special rules for lasers have already been mentioned in the combat section. Furthermore, these weapons do not require ammo, but only operating energy which is usually provided by an energy pack or a power cell. Lasers are not noiseless in an atmosphere because of ionization of gas molecules by the beam. Consequently, they produce a hissing noise.

For small increases of the price, lasers may be equipped for additional effects. An example is a laser weapon that operates as its own laser sight. Effectively, the trigger is used halfway first (for the laser point) and then fully to fire the real beam. Other possibilities include use as a source of light, for welding, lighting fires, etc.

In general, laser weapons will also have a control for the beam force. Usual weapons can fire low power beams (half P-factor, half energy consumption), ordinary power beams (normal values) and high power beams (double energy consumption, P-factor plus 50%). Other designs only distinguish low power beams and ordinary power beams. Every energy weapon has a listed power capacity in energy points (EP). Average energy consumption for one shot is 2 EP.

Needlers

Needlers fire single shots or bursts of small needle bullets which can penetrate many types of armor. Gas needlers are weapons that contain a small gas charge and that fire their missiles at subsonic speed using the gas as propellant. Therefore, they are completely noiseless. Other needlers use a magnetic field for accelerating and firing the needles. They are supersonic. The only noise produced is the bang when the sonic barrier is surpassed.

Further advantage of these weapons is their usually low weight and their high magazine capacity; not surprising when considering that the needles weigh only 1 to 2 grams and that no powder charge or case is necessary. Needles are very effective against unarmored targets or such with kevlar or similar protection. Other armor types almost cannot be penetrated by them.

Rocket weapons

These weapons launch small rockets whose propellant accelerates them after leaving the muzzle. Their advantage is a very high penetration power and range, and comparatively weak recoil.

Because of the special working mechanics - the bullet must accelerate first - rocket weapons have a second minimum distance: The damage of the bullets is only 25% for up to 1 meter distance, for up to two meters distance 50% and for up to 3 meters distance 75% of the ordinary damage. Of course, this does not apply to bullets whose effect is not caused by the impact force, but other sources, such as e.g. explosive ammunition.

9.8 General equipment

We do hope that the characters will not only be looking for weapons and armor, but also for other pieces of useful equipment. Some of them are presented below.

Sleeping bag

A simple sleeping bag that has space for one person and makes it possible to have a rather warm and comfortable night. The stuffed version is sufficient to stay outdoor without further protection. For transport, a sleeping bag can be stowed in relatively short time (one minute) into a not too big package.

Tent

Tents are available in different sizes. Setting up a tent takes time from several minutes up to an hour depending on its size, experience of the characters involved and the weather. For transport, larger tents can be split into several loads.

Torch (modern)

A small lamp, normally battery operated, which produces a light beam of about 10 meters length. Smaller models only light a smaller area. Batteries are usually good for one day of continuous operation.

Torch (ancient)

A torch is the most often used source of light before invention of lamps. Furthermore, it has the advantage that it may be used to light a fire or to scare away animals. Lighting a torch requires usually 1d6 turns. It will burn for 6 hours and light a circular area of 10 meters with decreasing light toward the edge. Torches may have the drawback that they consume a lot of oxygen (e.g. when on

a cavern expedition, this might be a problem) and produce considerable soot.

Candle

A typical candle, usually made of bee wax or tallow. Candles may be lighted in one turn and they burn for about 4 to 6 hours. Light range is, however, limited to some two or three meters.

Flintstone and tinder

In all early societies until the beginning of industrialization, a fire was normally lighted with another fire, or with flintstone and tinder, i.e. by creating sparks. Such an action requires 2d6 turns, in case of bad fire material or bad weather even longer.

Lighter

A small lighter, typically using gas, that enables a character to light a small flame for 1 AP, e.g. to light a candle, a cigarette, etc. Bigger (storm) lighters are almost immune to wind effects, but cost more.

Matches

Another typical source of fire are matches. They can be used for 2 AP to light a fire, but are very susceptible to wind or water.

Rucksack

A rucksack allows to transport equipment conveniently on ones back. Depending on the era and personal taste, it is made of leather, linen, plastic or other materials. Typically, it holds 25 kg of equipment that are only counted with 1/5 on the carrying capacity. A loaded rucksack provides 4 points of protection against attacks aimed at the back of a character.

Bag

Similar to a rucksack, this is a bag with a carrying belt that holds up to 10 kg of equipment which are only counted with 50% on the carrying capacity.

9. Equipment

Table I: close combat weapons

Type	TL	Weight / kg
Knife (short)	2	0,1 (-)
Knife (long)	2	0,25 (-)
Dagger	2	0,5 (-)
Shortsword	2	1
Fencing sword	5	1,5
Saber	3	2
Sword	2	3
Pointed sword	3	3
Club	0	1
Staff	0	2
Quarterstaff	0	4,5
Two-handed sword	3	6
Two-handed sword (pointed)	4	6
Bastard sword	3	4
Bastard sword (pointed)	4	4
War club	1	5,5
Battleaxe	2	5
Flail	2	6
Morning star	2	5
Triple morning star	2	9
Whip	1	0,75
Halberd	2	7
Warhammer	3	6,5
Tripod	3	2,5
Pick	3	4
Spear	1	1,5
Long spear	2	2,5
Hand axe	1	2
Battle hammer	3	2,25
Light lance	3	3,5
Heavy lance	4	6,5
War axe	2	4
Throwing knife	2	0,25 (-)
Shuriken	3	0,2 (-)
Dart	2	0,15
Throwing axe	2	2
Bolas	1	2,5
Lasso	1	1,5
Net	2	3,5
Throwing club	0	0,5
Throwing spear	1	1,5
Blowpipe	0	1,25
Bow	1	2
Longbow	2	3
Arrow	1	0,1
Light crossbow	5	1,8
Heavy crossbow	5	4
Bolt	5	0,13
Sling	0	0,5
Staff sling	1	2
Large shield	1	10
Small shield	1	4
Buckler	2	1
Main-gauche	2	0,5

9. Equipment

Table II: firearms

Weapon	TL	Weight / kg	Ammo	Ammo weight / kg
One-barreled pistol	6	1,5	1 L	0,03
Twin-barreled pistol	6	2	2 L	2 x 0,03
Early revolver	6	2,5	6 T	6 x 0,03
Arquebus	6	9	1 L	0,06
One-barreled musket	6	7	1 L	0,05
Twin-barreled musket	6	8	2 L	2 x 0,05
Blunderbuss	6	6,5	1 L	0,2
One-barreled pistol	7	1,25	1 L	0,03
Twin-barreled pistol	7	1,5	2 L	2 x 0,03
Early revolver	7	2,25	6 T	6 x 0,03
Long rifle	7	5	1 L	0,06
Blunderbuss	7	6	1 L	0,2
One-barreled musket	7	6	1 L	0,05
Twin-barreled musket	7	7	2 L	2 x 0,05
One-barreled pistol	8	1,1	1 B	0,03
Twin-barreled pistol	8	1,4	2 D	2 x 0,03
Revolver	8	2	6 D	6 x 0,02
Heavy revolver	8	3	6 D	6 x 0,04
Mini pistol	8	0,5	3 IM	3 x 0,006
One-barreled shotgun	8	6	1 B	0,15
Twin-barreled shotgun	8	7	2 B	2 x 0,15
Carbine	8	5	1 B	0,04
Twin-barreled carbine	8	5,5	2 B	2 x 0,04
Rifle	8	6	1 B	0,06
Twin-barreled rifle	8	6,5	2 B	2 x 0,06
Repeating rifle	8	5	6 IM	6 x 0,05
Light automatic pistol	9	1	8 M	0,06
Medium automatic pistol	9	1,5	8 M	0,15
Heavy automatic pistol	9	2	8 M	0,25
Light revolver	9	0,9	6 D	6 x 0,01
Medium revolver	9	1,4	6 D	6 x 0,02
Heavy revolver	9	1,75	6 D	6 x 0,03
Mini pistol	9	0,4	5 M	0,03
SMG	9	5	30 M	0,75
Twin-barreled shotgun	9	5	2 B	2 x 0,125
Repeating shotgun	9	6	5 M	0,7
Carbine	9	4,5	10 M	0,3
Rifle	9	6	10 M	0,5
Portable automatic rifle	9	9	50 belt	3
Light automatic pistol	10	0,8	8 M	0,05
Medium automatic pistol	10	1,25	8 M	0,15
Heavy automatic pistol	10	1,75	8 M	0,25
Light revolver	10	0,7	6 D	6 x 0,01
Medium revolver	10	1,2	6 D	6 x 0,02
Heavy revolver	10	1,6	6 D	6 x 0,03
Mini pistol	10	0,25	5 M	0,03
SMG	10	4	30 M	0,75
Repeating shotgun	10	6	6 M	0,8
Twin-barreled shotgun	10	5	2 B	2 x 0,125
Carbine	10	4	10 M	0,3
Weapon	**TL**	**Weight / kg**	**Ammo**	**Ammo weight / kg**
Rifle	10	5	10 M	0,5
Machine gun (MG)	10	6,5	50 belt	2,4

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Light automatic pistol	11	0,7	10 M	0,05
Medium automatic pistol	11	1	10 M	0,15
Heavy automatic pistol	11	1,5	10 M	0,25
Light revolver	11	0,6	6 D	6 x 0,01
Medium revolver	11	0,9	6 D	6 x 0,02
Heavy revolver	11	1,4	6 D	6 x 0,03
Kleinst-Pistole	11	0,2	5 M	0,03
SMG	11	3	30 M	0,5
Mini-SMG	11	1,5	30 M	0,25
Repeating shotgun	11	4	8 M	1
Twin-barreled shotgun	11	3,5	2 B	2 x 0,125
Carbine	11	3,5	20 M	0,3
Rifle	11	4,5	20 M	0,5
Precision rifle	11	5,5	8 M	0,2
SMG-carbine	11	4	30 M	0,4
Automatic rifle	11	5	30 M (or 50 belt)	0,7 (or 1,8)
Heavy automatic rifle	11	6	20 M (or 50 belt)	0,75 (or 2)
Light automatic pistol	12	0,6	20 M	0,1
Medium automatic pistol	12	0,8	20 M	0,25
Heavy automatic pistol	12	1,3	20 M	0,45
Light revolver	12	0,5	6 D	6 x 0,01
Medium revolver	12	0,7	6 D	6 x 0,02
Heavy revolver	12	1,2	6 D	6 x 0,03
Mini-pistol	12	0,06	5 M	0,01
SMG	12	2,25	40 M	0,3
Mini-SMG	12	1	40 M	0,15
Repeating shotgun	12	3,25	10 M	0,75
Twin-barreled shotgun	12	3	2 B	2 x 0,1
Carbine	12	3	30 M	0,3
Rifle	12	4	30 M	0,5
Precision rifle	12	5,25	10 M	0,2
SMG-carbine	12	3,25	30 M	0,3
Automatic rifle	12	4,5	30 M (or 50 belt)	0,5 (or 1)
Heavy automatic rifle	12	5,5	30 M (or 50 beltt)	0,75 (or 1,25)
Rocket pistol	12	1,75	20 M	0,5
Rocket rifle	12	5	20 M	0,5
Gas-Needler	12	0,3	50 M	0,15
Gas-Needler-rifle	12	2	50 M	0,2
Needler	12	0,4	100 M	0,25
Needler-Rifle	12	3	100 M	0,25
Laser rifle	12	8	20 EP	1
Laser carbine	12	6	12 EP	0,6
Rocket revolver	12	1,6	6 D	6 x 0,02
Light automatic pistol	13	0,4	20 M	0,1
Medium automatic pistol	13	0,75	20 M	0,25
Heavy automatic pistol	13	1,3	20 M	0,45
Light revolver	13	0,35	6 D	6 x 0,01
Medium revolver	13	0,7	6 D	6 x 0,02
Heavy revolver	13	1,2	6 D	6 x 0,03
Weapon	**TL**	**Weight / kg**	**Ammo**	**Ammo weight / kg**
Mini-pistol	13	0,05	5 M	0,01
SMG	13	1,5	40 M	0,3
Mini-SMG	13	0,8	40 M	0,15
Repeating shotgun	13	3	10 M	0,75
Twin-barreled shotgun	13	2,75	2 B	2 x 0,1
Carbine	13	2,5	30 M	0,3
Rifle	13	3,85	30 M	0,5
Precision rifle	13	5	10 M	0,2
SMG-carbine	13	3	30 M	0,3

9. Equipment

Automatic rifle	13	4,25	30 M (oder 50 belt)	0,5 (or 1)
Heavy automatic rifle	13	5,25	30 M (oder 50 belt)	0,75 (or 1,25)
Rocket pistol	13	1	20 M	0,4
Rocket carbine	13	2,5	20 M	0,4
Rocket rifle	13	4	20 M	0,4
Rocket revolver	13	1	6 D	6 x 0,02
Gas-Needler	13	0,2	50 M	0,1
Gas-Needler-Rifle	13	1,8	50 M	0,15
Minineedler	13	0,1	50 M	0,06
Maxineedler	13	0,3	100 M	0,2
Needler-Rifle	13	2,3	100 M	0,2
Light laser pistol	13	0,6	30 EP	0,1
Medium laser pistol	13	1,25	30 EP	0,2
Heavy laser pistol	13	1,75	30 EP	0,4
Laser carbine	13	4	40 EP	0,5
Laser rifle	13	6	40 EP	1
Heavy laser rifle	13	9	20 EP	1

Notes: B = barrels, M = magazine, IM = internal magazine, D = drum, EP = energy point

10. Special combat rules

10. Special combat rules

10.1 Introduction

This chapter assists the master to handle special types of combat that will occur more often in some worlds, but will be rarer or even absent in others.

10.2 Vehicle combat

Once and again it will happen during roleplaying adventures, that vehicular combat occurs. Be it a car chase in the streets of Chicago in 1930, a duel of battle tanks of the 26th century or a fleeing mail coach in the Wild West, the following system will be helpful.

In general, it should be mentioned that this system is mainly intended for ground vehicles, this is especially visible in the movement system. For airborne vehicles, i.e. such that move in all three dimensions, we recommend the air combat system, that deviates from the general vehicle combat system concerning the movement system and also some further details.

10.2.1 General mechanics

As in individual combat, the time in vehicle combat is measured in combat turns (CT) of 2 seconds duration. Usually, a vehicle can execute one substantial action in a combat turn, respectively, every character on board may do this.

10.2.2 Initiative

In general, all actions in a CT happen simultaneously. Everything else would not be realistic: Vehicles do not stop, let another drive, and then move again. However, for purposes of playability, it is necessary to decide an action sequence. If in doubt, the master should use his general intuitions, e.g. if the rule of separate actions appears to produce unrealistic results, as also explained in the individual combat system.

At the beginning of every CT, the initiative for all present vehicles is determined. This is made by having the vehicle commander (usually the driver, in case of large crews, the designated commander) roll 2d10 and adding his RE. The result is noted. Possible DM depend on the situation and are assigned by the master.

It is also possible to eliminate the random factor completely and to use only the RE. This of course speeds the combat procedure and increases the advantage of characters with high reaction attributes.

The vehicles than exercise their actions beginning with the vehicle with the worst result, i.e. they announce their intention for both AP ("I move straight ahead and fire the main weapon") and start to act. However, vehicles with a better initiative result always have the right to "take the initiative" i.e. to exercise their action at any time during the CT, similar to the rules for individual combat.

10.2.3 Vehicle information

For all vehicles that participate in a combat, certain information must be known.

The hull of a vehicle has a certain amount of **hull points (HP)**, that can be compared with the LF of a character. The amount is determined as follows: HP = vehicle volume in cubic meters x 100, modified by the material of the vehicle.

Furthermore, each hull has a **protection**, that is highly world dependent and similar to the armor of a character. It will be listed in the vehicle stats in the worldbooks. It is perfectly possible that a vehicle has different protection values, for example if an area is especially armored or also in the well-known case of the windscreen of a car.

For every internal system of a vehicle, i.e. e.g. weapons, engines or the bridge, **system points (SP)** are calculated, using the formula as for the HP, but this time based on system volume.

Afterwards, the **hit localization table** is defined. Different from e.g. the combat between characters, this is not a fixed table, because every ship will have a different composition of engines, cargo bays, fuel tanks, weapon systems, etc.. The method is simple. For each system, the percentile fraction of the ship volume is calculated. The value have to be rounded to full 1 %, and of course, the total must add up to exactly 100%. Very small systems (e.g. many weapons, cabins, etc.) are of course not shown separately, but combined in a group. If in doubt, important systems (i.e. especially the weapons and possibly also fire control) should be listed in a sub-table which then allows exact hit localization. An example can be found in the space combat rules.

If existent, the following systems should be distinguished: controls, engine (motor, reactor, drive), undercarriage (wheels, tracks, air cushions), driver section, passenger section, cargo bay, fuel tank, weapons, special installations (protection fields, computer, radio, ,...).

10.2.4 Movement

In order to record vehicle positions and courses, it is recommended to use a square grid, in which one square measures 5 meters x 5 meters. This grid can be used to represent the vehicles with models, e.g. model cars, and also to show obstacles and roads as well as terrain types. We propose to abbreviate the term square with S and to note the vehicle data as listed in the example tables.

Every vehicle has four possible **speed levels**: slow, medium, fast and maximum. Each of these levels provides a certain amount of movement points that are available at maximum. A vehicle does not have to consume all movements points that are available at its current speed level, but it is not possible so save points for further turns.

One movement point allows to travel one square in straight line forward. When moving diagonally, 1.5 movement points are consumed per square. Back movement is only possible at speed levels slow or medium; it costs 2 movement points per square. Side movement is only allowed for very few vehicle types and especially mentioned in their descriptions. It costs 1.5 MP per square.

In one turn, a vehicle is allowed to change its speed level by not more than one upwards or downwards, i.e. normally at least 4 turns are required to accelerate from standing to maximum. Braking is generally also allowed faster, but it then requires a skill check of the driver, with DM –25 for two speed levels difference, DM –50 for three and DM –75 for four levels. The check is dangerous, an accident causes a crash of the vehicle.

Normally, each vehicle has a turning circle that depends on its speed and its type. Roughly, the following system applies:

Square the current speed of the vehicle in meters / turn and divide by 10. Round up and you will get the minimum distance that must be traveled in a straight line after each 90 degrees turn, before a new turn is allowed. This distance can be shortened, if the driver passes a skill check with DM -5 per meter of reduction. A failure on this check means loss of control.

Effects of terrain type on movement:

Similar to the individual combat system, different terrain types are distinguished. The ground type is decisive here, obstacles are less important for the classification. All the following skill checks are dangerous. The terrain types and their effects are:

very good ground: Roads and similarly hardened areas. All speed levels are allowed without modifiers. No special accident risk.

Good ground: Roads of bad quality, planes with rather stable ground. The maximum safe speed level is fast. If movement at speed level maximum is attempted, a skill check: driver with DM -25 must be made per turn.

Bad ground: soft, insufficiently hardened ground or covered with small stones (rubble, grit). As good ground, but apply DM -50 for maximum speed and even fast speed requires a skill check, but only with DM -25.

very bad ground: very soft ground, in which vehicles sink in, or ground without grip (ice, oil spots, etc.). Speed level slow is possible without difficulties. Speed level normal requires a DM-25 and fast a DM-50 check. The speed level maximum is impossible.

Almost impassable ground: fine sand, soft mud, slippery ice, etc. Movement of any kind requires a DM-25 check. The maximum allowed speed level normal; it requires DM-50 checks.

Impassable ground: No vehicle may be present here. This includes blocked ground, water, etc.

Obstacles on the ground usually have the effect that the checks are encumbered with additional DM, depending on their denseness. For example, a drive through an area on which single trees grow (about 5 meters distance) would already require checks starting at speed level normal and all other checks would suffer an additional DM of -25. Denser trees would increase the DM, or make driving impossible as soon as the vehicle no longer can pass between them.

Hovering ground vehicles (grav vehicles, to some extent also hovercrafts) ignore the effects of the ground composition, but not that of obstacles, unless they fly higher than these are.

All DM should also be applied to other vehicle checks, for example in case of fast braking or rapid turns.

Weapons fire

This action can be combined with any other, provided that the gunner it at the weapon, the weapon is ready and a target is in the field of fire.

Reload weapons

The reloading time of a vehicle weapon depends on its type. More information in special worldbooks.

10.2.5 Attack procedures

The attack procedure in vehicle combat is simple. Similar to the normal combat system, one attack check is made for each fired weapon. The exact calculation of the attack value is world specific. Normally, the skills of the gunner are very important, as well as the quality of the fire control system and some other factors. The general method is:

attack check: 1d100 + attack value + DM.

If the attack check reaches at least 100, this is a potential hit. The rules of the 11, 22, 99 and 100 are in force.

Usually, the attack value is based on the skill value with the vehicle weapon system (cf. skills section) or the personal weapon.

10.2.5.1 Effects of distances

As vehicle combat always concerns the use of ranged weapons, the Omnirole distance table is used, but the size value of the target is always 1 because the displacement is figured in at another place. This makes the handling easier. The speed of the target vehicle is figured into the distance as in the normal combat system.

10.2.5.2 Field of fire

Vehicles can normally attack all targets in range to which a straight line can be drawn and that are in the field of fire of the weapon. In general, the rules distinguish **fixed mount** and **turret weapons**, as well as **weapons**, which are not built in, but are used **by occupants**, e.g. in case of a car chase. The latter are also called personal weapons.

Personal weapons have a field of fire that depends on the design of the vehicle and the position of the firing character is. Generally, a DM of -20 is applied for their use, unless the position is judged to be especially good. In such case, the master may reduce the DM up to -5.

Fixed mount weapons usually can only fire in a straight line to the front or to the back, so that a target must be directly before or behind the vehicle. The deviation to the side may only be minimal, i.e. it must almost be possible to draw a straight 0-degrees line to the target. Such weapons are especially used in airplanes.

The advantage of fixed mounts - besides static aspects - is that they better allow to benefit from the maneuver abilities of a ship. The fixed laser in the bow of a glider is usually more effective than a turned turret. To simulate this, the optional rule to add an attack DM of +20 for fixed mounts can be used.

Turret weapons normally have a field of fire between 90 degrees and 360 degrees, depending on the design of the vehicle and the placement of the turret. Generally, it can be assumed that against targets in the side field of fire, 75% of the turret weapons of a vehicle can be used, and against such in the front or back field of fire (respectively with about 45 degrees angle), 50% of the turret weapons can fire.

Furthermore, it should be noticed that vehicles, different to characters, are perfectly able to use more than one weapon in a turn, provided that this is possible because of sufficient operating crew, a suitable fire control system or similar reasons.

In general, vehicular weapon mounts will be equipped with a recoil compensation system of at least level 8. This can be significantly higher at higher TL. Gyro stabilizers for vehicle weapons are introduced around TL 10 or 11.

For automatic vehicle weapons, use the general rules for burst fire. The same applies for explosions or stray weapons.

10.2.6 Defense procedures

When a potential hit has been scored, the target of the attack is allowed to make a defense check. For ground vehicles, this mainly simulates the deflection of hits by their armor (similar to respective DM in close combat), or simply luck. The assumption of dodge movements appears to be unrealistic for ground craft.

By the way, the defense value is the figure that integrates the size of a vehicle into the system. Generally, the following applies:

1d100 + defense value + DM.

If at least the result of the attack check is reached, the defense is successful, i.e. man the unit takes no or only reduced damage. Defense is made separately against every attack. Without consideration of world specific aspects, the following formula is used to calculate the defense value:

$$\text{Value} = 100 \times 2^{-\lg \text{Displacement cubic meters}}$$

Different to air and space combat, the possible vehicle speed does not modify the value.

As DM, the applicable protection DM of the vehicle (similar to individual combat, can be found in the data table) and

the dodge DM for the attacking weapon (normally negative) are used.

In general, a further DM of + skill value of the driver / 10 is added.

10.2.7 Hits

If a vehicle has been hit successfully, it may have been damaged.

10.2.7.1 Light hits

If a defense check against an attack succeeded, this is called a light hit or also a potential near hit. Vehicles do not have any ED, so that the procedure is a bit different from that in the standard combat system: The suffered damage is determined according to the following table.

Defense check – Attack check	Damage
0 and more	1 / 2
50 and more	1 / 4
100 and more	none

Example: A vehicle is attacked, and the attack check result was 124. On the defense, a 128 is reached. Thus, the defense was successful, and the vehicle only suffers 50% damage.

10.2.7.2 Heavy hits

If the defense fails, this is called a heavy hit. The damage is modified as usual with the rules listed in the combat section, i.e. it is increased by 25% per full 50 points of difference, and per 100 points of difference, a roll with 1d100 is made for reduction of protection on the table below, and the effects are cumulative as usual. If no defense is made, the defense result is interpreted as 0 just like in ordinary combat.

Result	Effect
1 – 50	No additional effect
51 – 60	Protection / 2
61 – 70	Protection / 3
71 – 80	Protection / 4
81 – 90	Protection / 10
91 – 100	Protection / 20

10.2.8 Damage system

The further procedure is usually equal to that for ranged combat of characters, i.e. each weapon system has a penetration factor (P factor). Normally, the first thing to be done is hit localization on the table applicable for the vehicle (cf. vehicle information). Then, 1d6 is rolled and the protection of the hull is modified as follows:

Die roll	Modification
1 – 3	Normal protection
4 – 5	Protection / 2
6	Protection / 3

Afterwards, the damage is determined by subtracting the calculated effective protection from the P factor or the damage value according to the protection field rules, then multiplying it as mentioned in the weapon description with either a die, sometimes also just a fixed factor or a combination of both.

Every damage affects a vehicle's hull first, tears holes, etc. Consequently, the hull points (HP) of the hit vehicle are reduced by the calculated damage amount.

If the hull points of a vehicle are reduced to zero or less, it is possible that the vehicle is immediately put out of combat. 1d100 is rolled and a DM is added that is determined as follows:

+ 50, if the HP were reduced to - HP or less

+ 100, if they were reduced to - 2x HP or less

The damage table produces the damage level.

Result	1 - 49	50 - 99	100 and more
Damage level	normal	severe	critical

Normal and severe damage effects result in leaks (see below), but they have no further negative impact.

Critical damage puts the vehicle out of combat. With a chance of total damage / HP base value x 25 %, the vehicle is destroyed, i.e. it explodes or otherwise disassembles into debris.

10.2.9 System damage

Besides the direct damage to the hull, in general hits will cause damage of the internal systems of a vehicle, i.e. its engines, weapons, etc.

The damage is simply subtracted from the system points (SP) of the determined system.

Example: In the above case, the STL drive has been hit. It loses 600 SP.

Hits to the vehicle systems generally have two effects: a reduction of power and the possibility to disable or destroy the system.

The power of a damaged system is decreased by 10% for every full 20% loss, measured at the SP maximum. Power is e.g. the maximum speed, the ABV, the energy point amount, etc. Damages to the generators may mean that it is no longer possible to use all weapons and engines. It is up to personal taste, if actual calculations based on the technical data of a vehicle are made. Normally, this is not practical, but estimates should be sufficient.

In any case, if the engines are disabled, neither course changes nor acceleration or deceleration are possible.

If all generators are disabled, no energy consuming systems may be used any more, including usually all weapons, protection fields and engines.

Example: The motor had an SP maximum of 956. 20% of this are 191 Points. Thus, the damage decreases the power by 30% (600 SP loss are equal to three times 20%, i.e. 573, and a bit more). Assuming a base power of 100 km/ h maximum speed acceleration, this is reduced to 70 km/h.

The further procedure is similar to that for hull hits. As soon as the SP have been reduced to zero or less, roll 1d100 and consult the table printed in the hull damage section, with the usual DM, of course. The hit effects are as follows:

Damage level normal: The system is disabled for 2d6 turns.

Damage level severe: The system is disabled.

Damage level critical: The system is disabled. With a chance of total damage / SP maximum x 25%, it is completely destroyed.

Additions

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Certain hit locations need a further explanation:

For weapons, simply a DM of –10 on the attack should be assigned per 20% SP loss, the same applies for sensors, computers or radios. Each of these systems must be treated separately for damage purposes. An exception are multiple installations such as twin, triple, etc. turrets. These have a combined SP amount and are thus always damaged simultaneously.

Example: A ship has 10 gun turrets. Each of these turrets has 10 SP, and is damaged independently from the other ones. Thus, do not add them to a combined position with 100 SP !

For fuel tank hits or cargo bay hits, 20% SP loss if equal to the destruction of 10% of the fuel or of the cargo. In this case, there is no "disabled" result.

The hit location hull/ armor normally does not have any SP and hits thus also do not lead to further effects, unless it is opted for the following additional rule: SP losses in this area directly decrease the protection of the vehicle, following the procedure for general power reductions. However, this is matter of personal taste.

Hit in the driver section can injure or kill the driver. The probability for such an event is equal to system point loss x 100 / system points maximum of the area. If the driver is hit, he is affected by damage that is reduced according to the barrier rules (cf. combat rules for characters). He may not make a defense check. If the driver is disabled, the vehicle is out of control.

Hit in the passenger section may kill or injure characters present there. Use the procedure as for hits in the driver section, but with the modified formula (system point loss x 100 / system point maximum) x (number of passengers in area / maximum number of passengers).

If fuel tanks are hit, and if the used fuel is flammable, there is danger of an explosion. Roll 1d100 + 25, and a result of 100 or more means an explosion. The die roll is independent of the system point loss; one roll is made per hit. An explosion causes a damage of system point maximum fuel x 2d10 to the vehicle, using the explosion rules.

Hits at the ammunition storage may also cause these to explode. The procedure is the same as for fuel tank hits, but with 1d100 + 50. An explosion causes as much damage, as the entire ammunition would have done to a target, and thus usually destroys the vehicle entirely.

If the controls are damaged, this causes negative DM on all driving checks and also on dodge checks. The DM are -10 per 20% system point loss. If the controls are disabled, the vehicle is out of control.

Damage to the undercarriage reduces the maximum possible speed according to the usual rules. If it is disabled, the vehicle is immobilized. If the vehicle was moving when this happened, an accident occurs.

10.2.10 Explosions (optional)

Besides an explosion of the whole ship caused by hull damage, it is possible that damaged systems explode. This can happen as soon as a system reaches the damage level critical and has been destroyed. The chance of an explosion is destruction chance / 5 %.

Usually, explosions are only possible for certain systems in vehicle combat. These are reactors of any kind in nuclear-powered vehicles, the fuel and, most importantly, the ammunition storage (magazine). In the latter case, there even is a special rule that has been described above.

Example: The engines of a vehicle have 100 SP. They lose 250 SP, and the damage roll produces the level critical. The chance of complete destruction (see above) is 250 / 100 x 25, i.e. 63 %, and the die roll actually results in destruction. Now, there is an explosion danger of 63 / 5 = 13 %.

Explosions occur within 1d6-1 turns, i.e. on a result of zero, they happen immediately. They cannot be stopped, but the time might be used to evacuate the vehicle.

An explosion immediately costs the vehicle [SP maximum of the system x 1d10] HP, and protection is ignored.

Example: In the above case, a damage of 1d10 x 100 is caused. The die roll produces a 5, thus, the damage is 500 HP.

Furthermore, this damage has to be split into ten even amounts that are assigned to other systems using the hit localization table, provided that this is still necessary, i.e. the vehicle has not yet been destroyed. If the hit localization produces the exploded system as hit location, the vehicle has been lucky, because the respective damage can no longer have an effect.

The damage from an ammunition or fuel explosion has already been explained in the preceding section.

10.2.11 Reduced protection (optional)

It is possible to use the assumption that lots of hull hits make a vehicle more vulnerable because its structural integrity suffers and the armor is punctured, melted, etc. Besides the rule described further above, the following might be used:

Each full 20% HP losses decrease the current protection by 10%, starting from the base value.

Example: A vehicle with 1,000 HP maximum value and protection 20 would have, if its HP have been reduced to 600, only a current protection of 16.

10.2.12 Optional rule: transfer of damage

If a very high damage is rolled against a very small system, e.g. a gun turret, many players consider the result that other systems are not or almost not (using the explosion rule below) damaged, and most of the damage is actually lost, as unrealistic. In order to avoid this, an optional rule follows, but this rule complicates the game and costs some additional time.

As soon as a single system has taken enough damage to reduce its SP below - 4 x SP (this amount is equal to a 100% destruction chance), the further damage is no longer assigned to this system, but a new system id determined on the hit localization table. Possible protection is ignored, because the damage is internal.

Example: A vehicle is hit for 200 points of damage at a gun turret with 5 SP. Thus, 25 SP loss are assigned to it (the SP drop to -20). The remaining 175 points of damage are assigned to another system; the die roll results in the engines, which lose 175 of its 300 SP.

10.2.13 Optional rule: Aimed attacks

It is possible to select certain vehicle systems as targets of an attack, e.g. in order to prevent the escape of a craft by damaging its engines or to disable the weapons of a mutinous tank.

Basic requirement is that the location of the system is known. Thus, the attacker needs some knowledge about the construction of the vehicle, or the system must be visible (engines, weapons, etc.).

The basic procedure is an attack check with DM-30. On a successful attack, no hit localization is made, but the targeted system is hit directly. Very small systems or hidden systems (master's decision, just think of the ventilation slits of a certain reactor core) may mean substantially higher DM or even only be vulnerable to some attack forms. In any case, if the protection fields are active, focused fire is a necessary prerequisite for an aimed attack.

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10.2.14 Accidents

Under some circumstances, vehicles may be the subject of accidents. Usually, there is a differentiation between collisions and other accidents.

If a vehicle is out of control (cf. combat events), there is a certain chance, depending on its speed and the terrain type, that if suffers an accident. The master decides; we think that chances between 20% (flat ground, medium speed, no obstacles) and 99% (lots of obstacles, high speed) are suitable. A vehicle that is out of control is furthermore unable to change its speed or its direction, thus, if a grid is used, it might also hit obstacles that are drawn there.

In order to regain the control of a vehicle, its driver must pass a skill check with DM-50. One attempt is allowed per turn.

Furthermore, the rules distinguish ramming and collisions. An ordinary accident causes half the damage of a collision.

Ramming

Ramming is the attempt to voluntarily collide with another vehicle. This is normally a suicidal maneuver unless the rammed vehicle is very much smaller.

The procedure is to put one's vehicle onto a collision vector with the opponent, i.e. the driver attempts to reduce the distance to zero with a speed as high as possible. Afterwards, generally a duel driver against driver is made. Victory of the ramming craft means a collision, victory of the defender results in successful evasion and thus no damage.

The damage from a collision is determined as follows:

HP of the rammed vehicle x 1d4 x speed modifier x driver modifier for the ramming vehicle.

HP of the ramming vehicle x speed modifier x 1d4 for the rammed vehicle.

The driver modifier is a factor of x0,9 per 10 full points of positive difference in the driver duel, respectively in case of a passive opponent per 10 full points above 90.

Example: The ramming craft reaches 155, the rammed 103 on the driver check. The damage of the ramming craft is multiplied with 0,59 (0,9 x 0,9 x 0,9 x 0,9 x 0,9).

The speed modifier, as a rule of thumb, is (speed of the ramming craft in 10 km/h + X) ^{2},·This may produce fairly high results... The X considers the speed of the rammed vehicle: for a front crash, it is fully added, for pursuit crash, it is subtracted, in all other cases the master decides.

Protection fields are considered as usual.

Collisions are unintended contacts. They occur when a vehicle is out of control or e.g. collides with an obstacle. The damage is determined as for ramming, but both participants are treated as rammed vehicles.

10.3 Air combat

Special rules apply when a combat between aircraft occurs. This mainly concerns possible movement actions and also the damage determination.

10.3.1 General rules

Generally, the rules for vehicle combat are used concerning attack procedures, defense procedures and damage system.

However, the defense is different insofar as that most aircraft will be able to make true dodge checks, similar to space combat, because they are mobile enough. Therefore, the DM for the skill value of the pilot is usually in the range of + skill value / 2.

10.3.2 Maneuverability

All aircraft have a maneuver capacity that is mentioned in their description. As a rule of thumb, a higher maneuver capacity will mean a smaller and more mobile aircraft.

10.3.3 Special hit locations

Different special hit locations appear in air combat and play an important role. These are the most frequent ones:

Wings: For all planes, the wings are a hit location that has its own amount of system points. Every 20% SP loss cause DM-10 on all control checks or defense checks. If the wings are destroyed, the plane crashes.

Aft rudder: The aft rudder of planes also is a separate hit location, using the same rules as for the wings, but only half the DM.

Main rotor: The main rotor of a helicopter fulfils the function of the wings of a plane. Its destruction thus means a crash.

Aft rotor: The aft rotor of a helicopter is treated like the aft rudder.

10.3.4 Damages

If an aircraft loses more than 10% of its HP from a single hit, or if its wings, rotors or rudder are damaged, immediately a check : pilot skill with the applicable damage DM must be made. A failure means a loss of control and thus very often a crash.

10.3.5 Movement actions

It is rather difficult to reflect the positions and movements of aircraft because they are executed in three-dimensional space, but the grid boards are two-dimensional. One possibility would be to use a two-dimensional grid and to note the height of the vehicle separately. Nevertheless, we recommend to use the abstract system (see below).

Minimum speed: All aircraft have a minimum speed, which they need to have sufficient lift. If they fall below this speed, for whatever reason, they will crash.

Otherwise, the same rules as for ordinary vehicle combat, i.e. movement points and different speed levels are used. Please note that the terrain type is irrelevant, but that possible obstacles as well as strong gusts of wind must be considered.

Turns: In case of direction changes, certain minimum turning radii depending on the type and airspeed must be observed, similar to ground craft.

Ascents and descents: Aircraft can not only move horizontally, but they are also able to climb and descend. The maximum climbing angle in one turn is normally equal to maneuver capacity / 10 degrees, the maximum descent angle is maneuver capacity / 8 degrees. While a plane is climbing or descending, it also must move horizontally. Helicopters and similar types of VTOL aircraft, on the other hand, are perfectly able to move vertically only, i.e. their horizontal movement stays at zero.

10.3.6 The abstract combat system

This system, also known from the space combat rules, provides a possibility to handle air combats without the use of a grid or similar means of presentation. It produces the best results for battles with only two participants. Of course, different e.g. to a real presentation of the combat, it does not offer the possibility to use visible maneuver mistakes of an opponent to one's advantage. However, such situations will rather rarely occur in air battles at all, as the classical factors of land combat (terrain, obstacles, slopes) usually are absent in the air, except for the special cases in which combat occurs among the skyscrapers of a

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metropolis. Therefore, in our opinion the abstract system is a good and elegant solution possibility.

The general principle is simple and based on the maneuver capacity of the vehicles. All normal combat rules concerning attack, defense, damage, etc. remain in force, only the movement is ruled differently. The distances and rough courses (increasing distance, decreasing distance, constant distance are to b distinguished) are noted. Afterwards, once per turn a duel of the two parties is made, which is based on the maneuver capacity and also integrates the tactics and/or pilot skills.

Main idea is that every vehicle attempts to reach an advantageous position concerning its field of fire, compared to the opponent. Mere reduction or increase of the distance is not ruled by this duel, but happens additionally and is simply decided by the master based on the speeds and courses.

How is the duel executed? As known, each aircraft has a maneuver value. It may now attempt more or less daring maneuvers in order to outmaneuver the opponent, without the necessity of defining them exactly. Rolls, loops, surprising decelerations – everything is possible. Of course, it is never certain, if a desired maneuver succeeds, because a commander that has overestimated his skills might easily find himself in a very different position... Base assumption is that it is the more disadvantageous, the more daring a failed maneuver has been, but also that the benefits from successful maneuvers follow the same rule.

This means exactly: The commander decides how much he is willing to risk, - i.e. how many maneuver points he wants to use - and then makes a skill check: pilot, that is modified as follows:

used points / Maneuver capacity of the vehicle	**DM**
to 1 : 5	no check necessary
to 1 : 2	Check without DM
to 1 : 1	Check with DM - 10
to 2 : 1	Check with DM - 30
to 3 : 1	Check with DM - 50
each + 1	Cumulative DM - 20

A failure on the pilot check means that the maneuver points are calculated as follows: maneuver capacity divided by the desired percentage. In case of a disaster, they are always 1 (the minimum).

Example: A plane attempts to use 100 points. It has a maneuver capacity of 200. The check fails. Thus, the points count as 200/ 50 (the percentage) = 4. If one had attempted to use 200 points, 2 would have been reached.

What does the result now mean? The actually used points after the pilot checks are compared. The following table then produces the applicable attack and dodge DM. Always the side with the higher result is used. Do not apply both DM, i.e. do not look into the table from the perspective of side A and of side B, but only from the side with the better result. This is justified by the fact that otherwise the DM would count double, on the one hand improving the first side's attack and on the other hand reducing the other's defense.

Maneuver points A / B	**DM**
1 : 1	None
More than 1 : 1	+ 10
More than 2,5 : 1	+ 15
More than 5 : 1	+ 20
More than 7,5 : 1	+ 25
Maneuver points A / B	**DM**
More than 10 : 1	+ 30
More than 25 : 1	+ 35
More than 50 : 1	+ 40
More than 75 : 1	+ 45
More than 100 : 1	+ 50
More than 250 : 1	+ 55
More than 500 : 1	+ 60
etc.	+ 10 per increment

Optional rules: Tactics and other effects

The tactics skill also has impact on the abstract air combat system. It mainly helps to discover enemy movements and intentions earlier. If a check tactics succeeds, the character gets the information how many maneuver points the opponent wants to use, exact by one check level (i.e. DM on pilot check see above), before he must make his own pilot check. This may help to make a better decision. However, as a limitation, it must be said that the check is dangerous and an accident or disaster produces false information that is generated randomly...

Example: A pilot with tactics passes his check. He learns that the opponent plans to use 50% of his points. Actually, the opponent only plans to use 30%, and the random roll of the master (exact by one level) produced a deviation upwards.

Furthermore, it is possible to use tactics to support the own pilot check. This also simulates a bit the ability to better judge enemy maneuvers and to adjust to them. In general, apply a DM of + skill value tactics / 10 on the own pilot checks.

It can be assumed that an aircraft, that reached at least a maneuver ratio of 5 to 1 on the duel, is allowed to take a position, in which fixed mount weapons of its opponent can not be used, such as e.g. a position in the back of an enemy fighter.

Optional rule : Cumulating the DM

It appears logical to assume that a once acquired beneficial position, for example in the rear of the opponent, also exists in the following turns. In order to simulate this, use the following rule: the applicable dodge DM from the last turn may be applied on the pilot check for the new maneuver. If this results in a check with a positive DM of at least +10, this check succeeds automatically.

Example: A duel in the last turn produced a DM of +40 to the advantage of A. In the current turn, A may thus make his pilot check with +40. However, this means that as long as he does not want to use more than 50% of his maneuver capacity for the duel (normally a –30 check,) he does not need to roll at all, but automatically succeeds.

Optional rule: Several participants

A single vehicle is always at a disadvantage when fighting several enemies, because it can, while out-maneuvering the first, get into a bad position regarding the second one. The abstract system is very capable of simulating this: The battle is split into individual fights, in which always one vehicle of the inferior side is confronted with one or several opponents. The single pilot must now decide how he wants to allocate his maneuver points to the various opponents, without knowing their intentions! Each opponent can be assigned an amount from one point

(minimum) to the maximum. If a vehicle does not have enough points to allocate one for each opponent (for example after a disaster), it is nevertheless assumed that each opponent is confronted with one maneuver point.

This system rapidly demonstrates that in combat against a superior force, one should either have a very good pilot, a very good aircraft, very much luck or, if possible, all of this together – otherwise, one is very quickly very dead...

Does it still surprise someone that in such battles, usually the side with less aircraft tries to tempt the other to separate their units?

Example: A plane with maneuver capacity 200 is in combat against two planes with maneuver capacity 150. It attempts to use 100 maneuver points and passes its check, with an allocation of 80 for opponent 1 (it wants to disable one) and 20 for opponent 2. The two other vehicles have weaker pilots, so that they decide to use only 30 points and also pass their checks. This results in a DM of + 15 on attacks and dodge for our pilot against plane 1. So far, so good, but there also is plane 2, and gets +10 on attack and dodge itself (the dodge DM will only help our man against number 1). Nobody ever said it would be easy...

10.3.7 Combat against ground targets

Very often it will happen that aircraft fight against ground units. There are two general possibilities how an aircraft may attack such targets.

Gunfire

For direct fire with vehicle armaments, these must be able to be aligned to the target. Normally, this means that only weapons that face to the front may be used, and that a low approach must be made. However, this approach brings a certain vulnerability to possible counterattacks, and afterwards, a new approach is necessary to attack again. In view of the turning rules, this may perfectly take several turns.

For this attack form, it is possible that weapons with a rate of fire of more than one shot as well as all stray or beam weapons actually wander towards the target, i.e. the aircraft attacks on its entire path.

Bombs

The standard form of attack on ground targets is to drop all kinds of explosive devices, from simple fragmentation bombs up to nuclear payloads. However, it is far from easy to hit a certain target from a moving aircraft.

A normal attack with the usual DM is made. Afterwards, the hit will scatter by flight distance / 1d6 meters, and a further d6 decides, if the throw has been too short (1-3) or too long (4-6). The scatter can be reduced by accepting negative attack DM. Every DM-5 allows to reduce the scatter by two meters.

Laser-guided bombs and other controlled weapons do not scatter.

10.3.8 Ground against flyers

It is anything but easy to fight against flying targets from the ground. Many vehicle or building-installed weapons cannot be swung high enough, so that they are only able to attack directly approaching aircraft.

In general, apply the rule from the standard combat system, that the speed value of a flyer is tripled for the respective ground attacker.

10.3.9 Influence of clouds and of the sun (optional)

For attack actions and in case of use of the abstract system, normally the sun and the clouds play an important role, because they can make it considerably more difficult to discover an aircraft.

If aircraft has the sun in its back, it may add DM+25 on all attack checks and checks in the abstract system. If the complex movement system is used, apply the DM for all aircraft that approach it from the direction that has been respectively marked on the map.

Clouds may be used to provide cover and for example to allow a surprise attack. If the clouds are sufficiently dense on a day, the master should decide which areas count as cloud squares. Aircraft in these squares are then treated as invisible, i.e. the respective rules from the general combat system apply.

10.3.10 Balloons and zeppelins

These vehicles are relatively slow and clumsy. They are able to move in all three dimensions, but sophisticated flight maneuvers are not possible for them. Therefore, a zeppelin or balloon can never have a very high maneuver capacity.

Otherwise, the hull is almost immune against hits, i.e. they only cost it propellant due to leakage (exception are vehicles filled with flammable gases...). All hits to the main hull cannot damage any systems, i.e. only cost HP. As long as not more than 50% of the HP have been lost in this way, the hit do not have any effect. Afterwards, the craft begins to descend because its lift is no more sufficient.

10.3.11 Crashes

If an aircraft is out of control, it is in danger of crashing. For simplification, it loses 1d100 meters of height per turn, i.e. if the pilot is able to regain control before the ground is reached, the crash is avoided.

Crashes cause damage to an aircraft. It is similar to that from a collision, and the speed modifier is (crash height / 10) ².

10.4 Naval combat

This group covers all kinds of battles between ships that travel on the oceans, be they galleys of Ancient Rome, privateers against Spanish treasure galleons of the 16th century or the *Bismarck* battling the *Hood* in 1941. The only limitation is that the system is not intended for large fleet battles. However, these are rather rare in roleplaying games, so that we consider respective rules to be unnecessary.

The basic system is very similar to the standard Omnirole combat rules, in order to make its learning as easy as possible.

10.4.1 Ship data

For all ships that are part of a battle, various data must be known. This includes speed and displacement (volume).

The hull of a ship has a certain amount of **hull points (HP)**, that can be compared with the LF of a character. The amount is determined as follows: HP = ship volume x 100

Furthermore, each ship has a movement point value for different speed levels. These are normally distinguished as for other vehicles, and ship movements use the same rules as in the general vehicle combat system.

Finally, each hull has a **protection**, that is TL dependent and similar to the armor of a character. In general, it is calculated using the following formula:

Armor volume x modifier x third root of (armor volume/ship volume)

As the standard hull also provides some protection, although not as much as an equally thick armor that has

been designed for such purpose, add one tenth of the volume used for the hull to the armor volume.

For every internal system of a ship, i.e. e.g. weapons, engines or the bridge, **system points (SP)** are calculated, using the formula as for the HP, but this time based on system volume.

Afterwards, the **hit localization table** is defined. Different from e.g. the combat between characters, this is not a fixed table, because every ship will have a different composition of engines, cargo bays, fuel tanks, weapon systems, etc.. The method is simple. For each system, the percentile fraction of the ship volume is calculated. The value have to be rounded to full 1 %, and of course, the total must add up to exactly 100%. Very small systems (e.g. many weapons, cabins, etc.) are of course not shown separately, but combined in a group. If in doubt, important systems (i.e. especially the weapons and possibly also sensors) should be listed in a sub-table which then allows exact hit localization.

Example: A ship of 1.000 tons displacement has the following systems: engines 100 t, hull and armor 50 t, gun turrets 50 t, cabins and crew compartments 50 t, magazines 50 t, rudder 50 t, tanks 100 t, bridge and other controls 50 t, radar system 5 t, empty space 495 t . The table reads as follows:

Die roll	System
1 - 5	Hull and Armor
6 - 10	Rudder
11 - 20	Engines
21 - 25	Gun turrets
26 - 35	Tanks
36 - 40	Bridge
41 - 45	Cabins and crew compartments
46	Radar system
47 - 51	Magazines
52 - 100	Empty space

Please note especially the radar system, which has been increased to 1% of the tonnage, although it actually only consumes 0.5%.

10.4.2 Initiative

At the beginning of each combat turn, the initiative is determined. Every participating ship rolls 1d100 and adds the commander's skill value with sea combat tactics. Of course, situation modifiers are possible. The ship with the highest result wins the initiative. In case of closed fleets, only one die roll should be made per fleet (squadron or similar) and the tactics value of the fleet commander be used.

The individual ships will then act beginning with the ship with the worst result, announcing their intended actions (see below) and then executing them. Each ship with a better initiative value, however, has the right to take the initiative and to act earlier, just as in the standard Omnirole combat system.

10.4.3 Attack procedures

10.4.3.1 General rules

The attack procedure in naval combat is simple. Similar to the normal combat system, one attack check is made for each fired weapon. The exact calculation of the attack value is TL specific. The skills of the gunner are very important, but also the quality of fire control and some other factors. The formula is as follows:

Attack check: 1d100 + attack value + DM.

If the attack check reaches at least 100, this is a potential hit. The rules of the 11, 22, 99 and 100 are in force.

10.4.3.2 Effects of distances

As a naval combat concerns the use of ranged weapons, the Omnirole range table is used, but with some special rules. Firstly, the size value of a target is always 1, because the tonnage is figured in at another place of the rules. This makes the handling easier.

Secondly, the base distance is not necessarily measured in meters, but depending on the TL e.g. in hectometers or similar units.

10.4.3.3 Field of fire

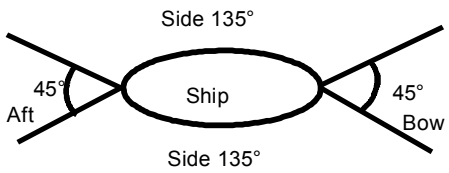
Spacecraft can normally attack all targets in range to which a straight line can be drawn and that are in the field of fire of the weapon. In general, the rules distinguish between fixed mounts, broadside and turret weapons.

Fixed mount weapons usually can only fire in a straight line to the front or to the back, so that a target must be directly before or after the ship. The deviation to the side may only be minimal, i.e. it must almost be possible to draw a straight 0-degrees line to the target.

The advantage of fixed mounts - besides static aspects - is that they better allow to benefit from the maneuver abilities of a ship. The fixed laser in the bow of a fighter is usually more effective than a turned turret. To simulate this, the optional rule to add an attack DM of +20 for fixed mounts can be used.

Broadside weapons are aligned along the sides of a ship; they actually can only fire on targets that are off the side. This fact was the reason that the line formation for broadside ships was developed in the 17th century.

Turret weapons normally have a field of fire between 90 degrees and 360 degrees, depending on the design of the ship and the placement of the turret. Generally, it can be assumed that against targets in the side field of fire, 75% of the turret weapons of a ship can be used, and against such in the front or back field of fire (respectively with about 45 degrees angle), 50% of the turret weapons can fire. If a ship has not more than one turret per 100 tons displacement, all turret weapons may fire into the side fields of fire.



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10.4.4 Defense procedures

When a potential hit has been scored, the target of the attack is allowed to make a defense check. This can be explained in different ways. For example, in view of the large distances in naval combat, it may be sufficient to change one's position by 10 meters, and the shot misses - and 10 meters are usually not much compared to the typical acceleration values and distances. But it could also be said that the defense check does not mainly simulate the pilot skill, but more the influence of luck - or possibly even all of this together.

10. Special combat rules

Be it as it is, tests have shown that this system produces acceptable results and conserves the desired tension - similar to the case of "dodges" against bullets.

By the way, the defense value is the figure that integrates the size of a ship into the system. Generally, the following applies:

1d100 + defense value + DM.

If at least the result of the attack check is reached, the defense is successful, i.e. the unit takes no or only reduced damage. Defense is made separately against every attack. Without consideration of world specific aspects, the following formula is used to calculate the defense value (integration of displacement = target size and maximum speed = dodge capability):

Value = $50 \times 2^{-\lg \text{Displacement}}$

Modification :

+ maximum speed ^{0,6} %.

The possible maximum speed is measured in knots.

For ships with especially small silhouette, further modifications are possible. Further details are ruled by worldbooks and the master.

10.4.5 Actions

In the following, you will find some typical maneuvers, that might happen in naval combat.

The movement of ships is ruled as in the standard vehicle combat system, the same applies for the turning rules described there.

Auxiliary craft

The launch of an auxiliary craft usually takes 1d3 combat turns and is not possible, if the ship moves faster than as with medium speed level, or if the swell is too strong. The same applies for recovering a craft.

Ships with respective installations are perfectly able to launch or recover more than one auxiliary craft in a turn.

Launch planes

Ships that carry planes, such as for example aircraft carriers, are able to launch these, if the weather conditions are not too bad and the aircraft are ready, i.e. fueled and manned. Usually, every catapult can launch one plane per turn. A flight deck allows the launch of 10 planes per turn.

Please consider, however, that fueled planes on deck are very dangerous for a ship that is under enemy fire.

Weapons fire

Each ready weapon of a ship may be fired once per turn. Reloading times depend on the weapon type.

Special maneuvers

Two special actions are the evasive course and the "smooth" course. In the first case, a ship tries to execute as unpredictable maneuvers as possible, to decelerate and accelerate suddenly, to steer curves, etc. This has the intention to make targeting difficult for the enemies. The effect is a DM of - 10 to – 30, as desired, on enemy attacks. However, the same DM applies on the own attacks, because the fire control also has problems to compensate the maneuvers.

The second maneuver is just the opposite: One attempts to follow a straight line, calm course. This provides DM+25 on the own attacks, but also DM+25 for all enemy attacks.

10.4.6 Hits

If a ship has been hit successfully, it may have been damaged.

10.4.6.1 Light hits

If a defense check against an attack succeeded, this is called a light hit or also a potential near hit. Ships do not have any ED so that the procedure is a bit different from that in the standard combat system: The suffered damage is determined according to the following table.

Defense check - Attack check	Damage
0 and more	1 / 2
50 and more	1 / 4
100 and more	none

Example: A ship is attacked, and the attack check result was 124. On the defense, a 128 is reached. Thus, the defense was successful, and the ship only suffers 50% damage.

10.4.6.2 Heavy hits

If the defense fails, this is called a heavy hit. The damage is modified as usual with the rules listed in the combat section, i.e. it is increased by 25% per full 50 points of difference, and per 100 points of difference, a roll with 1d100 is made for reduction of protection on the table below, and the effects are cumulative as usual. If no defense is made, the defense result is interpreted as 0 just like in ordinary combat.

Result	Effect
1 - 50	No additional effect
51 - 60	Protection / 2
61 - 70	Protection / 3
71 - 80	Protection / 4
81 - 90	Protection / 10
91 - 100	Protection / 20

10.4.7 Hit localization and damage

When a ship has been hit, the effect of this hit, i.e. the actual damage, is determined according to the following rules.

10.4.7.1 Hit localization

The first step is to determine which section of a ship has been hit. 1d100 is rolled (without the rules of the 11, 22, 99, 100) and a table is consulted which is drawn up according to the construction specifications of the ship (cf. general information).

10.4.7.2 Different protection (optional)

It is possible to armor the various areas of a ship differently. This practice was e.g. typical for warships of the fleets of the 19th and 20th century. In this case, the hi localization table will list not only the systems, but also their applicable protection. Further rules will be found in the construction rules of individual worldbooks.

10.4.7.3 Damage system

The further procedure is usually equal to that for ranged combat of characters, i.e. each weapon system has a penetration factor (P factor). 1d6 is rolled and the protection of the hull is modified as follows:

Die roll	Modification
1 - 3	normal protection
4 - 5	Protection / 2
6	Protection / 3

Afterwards, the damage is determined by subtracting the calculated effective protection from the P factor or the damage value according to the protection field rules, then multiplying it as mentioned in the weapon description with either a die, sometimes also just a fixed factor or a combination of both.

Example: A ship with protection 100 is hit by a cannon with P factor 80 (multiplier x 1d3 x 10). The 1d6 die roll shows a 4, so that the protection is halved. Thus, the calculation is 80 - 100 / 2 = 30 and this number multiplied with 1d3 x 10, a 2 is rolled, results in a damage of 600 points.

10.4.7.4 Hull damage

Every damage affects a ship's hull first, tears holes, etc. Consequently, the hull points (HP) of the hit ship are reduced by the calculated damage amount.

If the hull points of a ship are reduced to zero or less, it is possible that the ship is immediately put out of combat. 1d100 is rolled and a DM is added that is determined as follows:

+ 50, if the HP were reduced to - HP or less

+ 100, if they were reduced to - 2x HP or less

The damage table produces the damage level.

Result	1 - 49	50 - 99	100 and more
Damage level	normal	severe	critical

Normal and severe damage effects result in leaks (see below), but they have no further negative impact.

Critical damage puts the ship out of combat. With a chance of total damage / HP base value x 25 %, the ship is destroyed, i.e. it explodes or otherwise disassembles into debris.

10.4.7.5 System damage

Besides the direct damage to the hull, in general hits will cause damage of the internal systems of a ship, i.e. its engines, weapons, etc.

The damage is simply subtracted from the system points (SP) of the determined system.

Example: In the above case, the main engine has been hit. It loses 600 SP.

Hits to the ship systems generally have two effects: a reduction of power and the possibility to disable or destroy the system.

The power of a damaged system is decreased by 10% for every full 20% loss, measured at the SP maximum. Power is e.g. the FTL factor, the maximum speed, the ABV, the energy point amount, etc.

Damages to the generators may mean that it is no longer possible to use all weapons and protection field projectors. It is up to personal taste, if actual calculations based on the technical data of a ship are made. Normally, this is not practical, but estimates should be sufficient.

In any case, if the engine is disabled, neither course changes nor acceleration or deceleration are possible. All modifiers of the defense value due to maximum speed are lost.

If all generators are disabled, no energy consuming systems may be used any more, including usually all weapons, protection fields and engines. Please note that the leak pumps are normally also energy consumers.

Example: The main engine had an SP maximum of 956. 20% of this are 191 Points. Thus, the damage decreases the power by 30% (600 SP loss are equal to three times 20%, i.e. 573, and a bit more). Assuming a base power of 30 knots maximum speed, this is reduced to 21 knots.

The further procedure is similar to that for hull hits. As soon as the SP have been reduced to zero or less, roll 1d100 and consult the table printed in the hull damage section, with the usual DM, of course. The hit effects are as follows:

Damage level normal: The system is disabled for 2d6 turns.

Damage level severe: The system is disabled.

Damage level critical: The system is disabled. With a chance of total damage / SP maximum x 25%, it is completely destroyed.

10.4.7.6 Additions

Certain hit locations need a further explanation:

For weapons, damage should reduce their effective weapon factor, the same applies for sensors, computers or radios. Each of these systems must be treated separately for damage purposes. An exception are multiple installations such as twin, triple, etc. turrets. These have a combined SP amount and are thus always damaged simultaneously.

Example: A ship has 10 gun turrets. Each of these turrets has 10 SP, and is damaged independently from the other ones. Thus, do not add them to a combined position with 100 SP !

For fuel tank hits or cargo bay hits, 20% SP loss if equal to the destruction of 10% of the fuel or of the cargo. In this case, there is no “disabled” result.

The hit location hull/ armor normally does not have any SP and hits thus also do not lead to further effects, unless it is opted for the following additional rule: SP losses in this area directly decrease the protection of the ship, following the procedure for general power reductions. However, this is matter of personal taste.

If a bridge is hit, the attack and defense values should be reduced by 10% per 20% SP loss, if it is the main bridge. In the following, some rules of thumb:

- damage to the fire control bridge influences the attack values.

- damage to the main or maneuver bridge influences the dodge value and all movement maneuvers.

- If the engineering bridge is disabled, acceleration, deceleration and voluntary power increases or decreases are impossible.

Ships that have a main as well as an auxiliary bridge (e.g. main, fire control and sensors bridge) will only suffer penalties if both bridges have suffered respective damage, provided that both bridges have equally qualified personnel. The same applies in the case of possible reserve bridges.

Example: A warship has a main and a fire control bridge. The fire control bridge takes heavy damage (- 70% of the SP). Nevertheless, it can, thanks to the main bridge, continue to fight without penalties. However, if the best fire control officer (good for DM+50)was in the fire control bridge, this DM is of course

lost, and only the DM of +20 for the best man in the main bridge may be applied.

If a bridge is disabled, all respective actions that were controlled from there, can no longer be executed. There will be variations between the worlds, e.g. concerning the possibility to use weapons without a bridge by having the gunners fire independently.

10.4.8 Reduced protection (optional)

It is possible to use the assumption that lots of hull hits make a ship more vulnerable because its structural integrity suffers and the armor is punctured, melted, etc. Besides the rule described further above, the following might be used:

Each full 20% HP losses decrease the current protection by 10%, starting from the base value.

Example: A ship with 1,000 HP maximum value and protection 20 would have, if its HP have been reduced to 600, only a current protection of 16.

10.4.9 Optional rule: Transfer of damage

If a very high damage is rolled against a very small system, e.g. a gun turret, many players consider the result that other systems are not or almost not (using the explosion rule below) damaged, and most of the damage is actually lost, as unrealistic. In order to avoid this, an optional rule follows, but this rule complicates the game and costs some additional time.

As soon as a single system has taken enough damage to reduce its SP below - 4 x SP (this amount is equal to a 100% destruction chance), the further damage is no longer assigned to this system, but a new system is determined on the hit localization table. Possible protection is ignored, because the damage is internal.

Example: A ship is hit for 200 points of damage at a gun turret with 5 SP. Thus, 25 SP loss are assigned to it (the SP drop to -20). The remaining 175 points of damage are assigned to another system; the die roll results in the main engines, which lose 175 of their 300 SP.

10.4.10 Explosions (optional)

Besides an explosion of the whole ship caused by hull damage, it is possible that damaged systems explode. This can happen as soon as a system reaches the damage level critical and has been destroyed. The chance of an explosion is destruction chance / 5 %.

Usually, in naval combat only certain systems can explode. These are all kinds of reactors in nuclear-powered ships, the boilers of a ship in general and, most importantly, the ammunition storage (magazines). In the later case, even a special rule applies. Each system point loss of a magazine results in an explosion danger of at least 10%.

Example: The boiler of a ship has 100 SP. It loses 250 SP, and the damage roll produces the level critical. The chance of complete destruction (see above) is 250 / 100 x 25, i.e. 63 %, and the die roll actually results in destruction. Now, there is an explosion danger of 63 / 5 = 13 %.

Explosions occur within 1d6-1 turns, i.e. on a result of zero, they happen immediately. They cannot be stopped, but the time might be used to evacuate the ship.

An explosion immediately costs the ship [SP maximum of the system x 1d10] HP, and protection is ignored.

The die roll produces a 5, thus, the damage is 500 HP.

Furthermore, this damage has to be split into ten even amounts that are assigned to other systems using the hit localization table, provided that this is still necessary, i.e. the ship has not yet been destroyed. If the hit localization produces the exploded system as hit location, the ship has been lucky, because the respective damage can no longer have an effect.

Example: The damage rolled above was 500, i.e. ten hits at 50 points each are assigned to the ship systems.

An explosion of an ammunition storage causes as much damage, as the entire ammunition would have done to a target, and thus usually destroys the vessel entirely. Examples from history are the explosion of the Hood in 1941, or the destruction of the cruisers of Count Spee near the Falklands in 1914.

10.4.11 Optional rule: aimed attacks

It is possible to select certain ship systems as targets of an attack, e.g. in order to prevent the escape of a craft by damaging its drives or to disable the weapons of a mutinous cruiser.

Basic requirement is that the location of the system is known. Thus, the attacker needs some knowledge about the construction of the ship, or the system must be visible (bridge, weapons, etc.).

The basic procedure is an attack check with DM-30. On a successful attack, no hit localization is made, but the targeted system is hit directly. Very small systems or hidden systems (master's decision) may mean substantially higher DM or even only be vulnerable to some attack forms. In any case, if the protection fields are active, focused fire is a necessary prerequisite for an aimed attack.

10.4.12 Crew hits

What will now happen to the crew of a ship when it takes damage? Different methods of handling are possible. In the following paragraph, you will find some general ideas to handle the disabling of crew without too much slowing the game.

When a ship system is damaged, i.e. loses SP, there is the danger that crew members are disabled. For simplification, this is only checked per full 20% SP loss. (1d3- 1) x 10% of the system crew are considered out of combat, as soon as full 20% of the SP have been lost, regardless if caused by one or several hits. It is also possible that a zero is rolled, meaning that no crew members have been affected.

Example: A system loses 58% of its system points due to a hit. Thus, (1d3-1) x 20 % of the crew are disabled because two times 20% of the system points have been lost. Another system loses 10% on one hit, and 12% on another. On the second hit, a check for crew disabling is made, and the value is (1d3-1) x 10%.

Round up or down to the nearest whole number. For systems with only one crew member, the value is interpreted as a chance.

Example: A turret with one gunner loses 45% of the SP. The chance for crew damage is (1d3-1) x 20 %. A 3 is rolled, therefore, there is a 40% chance that the gunner is disabled.

Disabled crew members are not necessarily dead. Instead, they could also be unconscious, severely injured, stuck, etc. If it is important to have more detailed information about their status, e.g. after a combat, it can be assumed that 2d10-2% of the losses are actually dead and further 3d10% have an LF below zero, but above the negative LF maximum. The rest consists of unconscious and otherwise disabled characters.

10.4.13 Boarding

10. Special combat rules

Boarding is the attempt to access a vessel of the enemy side and to conquer it in individual combat. It can happen in different ways.

A special case is boarding by teleportation, magic or use of technical support such as beaming stations, sometimes being possible even at larger distances or in spite of active protection fields. However, this is left to individual worldbooks and the master and rather unlikely in naval combat, except for fantasy or SF scenarios.

Usually, boarding requires that the distance between the two ships is zero. Therefore, a ship with active engines cannot be boarded, unless it is disabled with suitable means such as e.g. tractor beams. Furthermore, the ship that shall be boarded may not have active protection fields. The boarding ship can only maintain a protection field, if it includes the ship that shall be boarded, of course reducing the ABV according to the rules applicable for the respective world. If in doubt, a steering check should be made to go on boarding distance.

If these requirements are fulfilled, a boarding party may start the maneuver. It takes one turn to board the target ship. The resulting combats can be handled with the individual combat system or the mass combat system. How many crew members are present in which area, and which areas are attacked by the boarding party, is up to the players and the master.

A ship is treated as captured, if its main bridge and all further bridges have been conquered by the attacker and are still operable. Destroyed bridges to need to be conquered. By the way, it is perfectly possible that single pockets of resistance remain on board, or even that individual gun turrets continue to fire independently, until the attackers manage to capture them or to cut off the energy. If necessary, the master should improvise the boarding combat.

Worldbooks will include special rules, e.g. for boarding of sailing ships or according to Roman style.

10.4.14 Leaks

When a ship loses hull points, it is in danger of leaking. As soon as at least 10% of the base HP have been lost, there is a 10% chance for a leak. This chance increases respectively for higher HP losses. If a ship already leaks, new damage may perfectly cause further leaks.

One leak costs the ship 1d6% of its HP per turn.

It should be noted how many HP are lost due to leaks, because a ship sinks as soon as this number reaches more than 50% of the base-HP. Already earlier, the ship is in danger of capsizing: As soon as more than 15% of the base HP have been lost due to leaks, the chance is 25% and it increases by 25% per further 15% loss.

A sinking ship needs 1d3 turns, until it is completely sunk. The same applies for a capsizing ship.

10.4.15 Repairs during combat

It is possible that the crew of a ship attempts to make improvised repairs during a battle, either to become combat capable again for some time or to be able to escape. Such repairs, however, are merely provisional, i.e. they will in any case soon require that the ship enters a dock.

The following table shows the basic working times for the possible repair tasks:

Damage type	**Base time**
Disabled system	5 turns
Repair of 1d6% SP	10 turns
Repair of 1d6% HP	20 turns

The percentage values refer to the respective maximum. Repairs are skill checks with the skill that is necessary for the system, i.e. normally weapons engineer or engineer. They are dangerous checks, which require at least 50% of the ordinary crew headcount of the system. Hull repairs require a crew of at least 10% of the total crew headcount.

Example: The repair of an engine that needs 50 crew for operation, requires at least 25 technicians.

The sealing of a leak is equal to a repair of 1d6% of the HP, but without actually restoring these. The pumping of the water that has entered the ship is subject to world specific rules.

If spare parts are missing, apply a DM of -30. If the SP or, in case of hull repairs, the HP have been reduced to less than 0, this also causes DM-30.

Every increase of the repair crew by 100% either halves the repair time or provides DM +20 on the skill check. Every halving of the crew either doubles the base time or causes a DM of -20. Crew members used for repairs cannot work otherwise. Please consider the rules for time reduction in the skills section.

Theoretically, different crews could work on different repair tasks during the same time.

The master notes the effect of a repair as well as its duration of effect. For this purpose, he rolls 1d6. After the respective number of hours, the damage reappears. Reduced operation power of the respective system (e.g. movement at half maximum speed) increases the time respectively.

Example: An engine repair produced a 4. The system thus works for 4 hours with ordinary power, or 8 hours with half power.

Repeated repairs of a system without a dock repair in between cause a cumulative DM of -30 on the skill checks.

10.4.16 Salvoes and broadsides

Very often, ships do not fire single independent shots, but they try to coordinate their weapons and to fire them in the form of a salvo or a broadside. The result are better hit probabilities. A salvo always consists of two or more shots.

Prerequisite is an operating coordination system, i.e. a working fire control bridge or main bridge. Weapons, which are installed in twin or triple turrets or in similar mounts can always be fired in a salvo, even when central fire control does not (any longer) exist.

In an ideal situation, only weapons with the same attack value are combined in a salvo. Although it is allowed to fire weapons with different attack values as a salvo, this results in some drawbacks as shown in the following.

For a salvo, only one (!) attack check is made for all the weapons. The worst attack value of the participating weapons is to be used.

Salvo fire has the special effect that all attack results except a disaster may cause potential hits. This means that even in case of an attack result of 1, a defense check must be made. Instead of the normal defense table, however, the following special rule is used:

Instead of rolling separately against every weapon in a salvo, only one defense check is made. If the difference defense- attack is higher than **5 x number of weapons - 10**, none of the weapons has scored a heavy hit. The number of heavy hits is increased in steps of 10 starting above this figure, i.e. for a difference of- 5 x number of weapons, all weapons scored heavy hits. Different to individual combat, salvoes of more than 10 weapons are

possible. The following table shows the calculated numbers of hits for selected values; however, for large salvoes, not all steps have been calculated.

Weapons in Salvo	**2**	**3**	**4**	**5**	**10**	**20**	**30**	**50**
At - Def >=								
250								50
200								45
150							30	40
Weapons in Salvo	**2**	**3**	**4**	**5**	**10**	**20**	**30**	**50**
100						20	25	35
75						17	22	32
50					10	15	20	30
45					9	14	19	29
40					9	14	19	29
35					8	13	18	28
30					8	13	18	28
25				5	7	12	17	27
20			4	4	7	12	17	27
15		3	3	4	6	11	16	26
10	2	2	3	3	6	11	16	26
5	1	2	2	3	5	10	15	25
0	1	1	2	2	5	10	15	25
- 5		1	1	2	4	9	14	24
- 10			1	1	4	9	14	24
- 15				1	3	8	13	23
- 20					3	8	13	23
- 25					2	7	12	22
- 30					2	7	12	22
- 35					1	6	11	21
- 40					1	6	11	21
- 90						1	6	16
- 120							3	13
- 140							1	11
- 200								5
- 240								1

10.4.17 Influence of wind and weather

Although ships are often very complex technical devices, they remain subject to the weather conditions. In the case of vessels that are driven by the wind, this is often even decisive for a battle.

The current wind-force directly influences the success chances of maneuvers and rules if these are possible at all. Additionally, there is a certain effect on movement and visibility.

Unless world specific special rules apply, any wind-force of more than 9 makes a sea-battle impossible. All movements against the wind require an increased movement point amount, this being 1.5 times for wind-forces 4 to 6, double for 7 to 9 and above the triple amount.

High levels of wind-force furthermore cause DM for any weapons use. The rules are as follows:

Wind-force 6 causes DM-10 with all weapons except for the main weapons of large units (about battle cruiser size).

Wind-force 7 causes DM –30 for the above-mentioned weapons.

Wind-force 8 causes DM- 50 for the above-mentioned weapons and DM-25 for the main weapons of large warships.

Wind-force 9 only allows the use of the main weapons of large warships, and causes a DM - 50.

10.4.18 Special rules for rowed ships

Rowed ships are subject to special advantages and handicaps. First of all, they are perfectly capable of moving backwards, because they do not depend on the wind as power source.

Their drawback, however, is a high vulnerability to hits due to the long rowing benches. Therefore, a special system "rowers", separated for starboard and larboard side, should be accounted for, being hit in 50% of all cases. Hits to this system do double normal damage, and they directly reduce the respective crew and proportionately the movement points.

10.4.19 Special rules for sailing ships

Sailing ships are all ships whose main source of movement power is the wind. They use special rules concerning damage and movement.

10.4.19.1 Damages

Firstly, hit locations in the form of the masts should be created, doing this in proportion to the size of the respective mast. 50% of the hits will then concern the masts, i.e. the hit localization table must be prepared accordingly.

Losses of SP in the rigging area reduce the movement points similar as engine damage will do for other ships.

Each mast must be treated separately. A result of "destroyed" means that it has been cut down by the enemy fire.

In some worlds, special ammunition for aimed attacks on the rigging exists. In general, this will increase the damage caused to it.

Protection of the hull is ignored in case of rigging hits, and they also do not cost any HP.

10.4.19.2 Movement

The wind, i.e. its direction and strength, is the most decisive factor that influences the movement of sailing ships, so that they only have one speed level, normal.

Each ship has a maximum cruising value that is listed in its description. This is a number of degrees identical to the maximum angle that can be steered against the wind. A hypothetical value of 180 would allow to steer exactly against the wind; a value of 0 would only allow to sail in front of the wind. In the reality, better values than 135 are rarely known.

The movement points normally have the highest value, when the wind is blowing from the rear of a ship. An exception are modern yachts and some other vessels, for

that special rules will be given individually. They reach their highest speed on a beam reach course, i.e. steering diagonally away from the wind.

For simplification, the movement points should stay unchanged for all courses in front of the wind (i.e. from the rear up to about 45 degrees), for courses up to parallel to the wind, they should be reduced by one third and on other courses be decreased by 50%.

Of course, the surface of set sails is important and, for simplification purposes, the movement points are reduced in proportion to the set sails if these are less than maximum, for example due to time problems.

10.4.20 Possible fleet combat

For fleet combat, the rules of the space combat system should be applied analogously. Details are left to a special worldbook.

10.5 Mass combat

The standard Omnirole combat system has been designed for a detailed simulation of battles of small groups of characters. It will work, some familiarity with the rules assumed, rather well for battles with up to ten or fifteen participants. Everything above mutates into an accounting exercise and will usually require several hours. It is thus recommended that in battles with twenty and more participants, the optional rules are ignored and only the basic combat rules are used.

But what about fights in which several hundred or even thousand characters participate? Even when leaving out all optional rules, this means that the combat system reaches its limits. Therefore, Omnirole offers in the following a simple, but nevertheless interesting system for the simulation of so-called mass combats. It works for several dozen fighters, as well as for the battle of Waterloo with several tens of thousands of participants.

10.5.1 General rules: Separation into units

For better administration, the mass combat system groups the participants in units. Usually, these are logical groups, e.g. companies, battalions or even regiments. However, there is no strict rule for the minimum or maximum size of units.

We recommend to find a system which produces a number of units that is lower than 20. Furthermore, existing unit structure should not be destroyed (if e.g. two battalions of 20 companies each fight against each other, we recommend a separation into 20 units, using one for every company). However, it is perfectly possible to artificially separate an unorganized group, e.g. a raging mob of 2,000 hooligans into 50 units with 40 apiece.

Generally, in the course of the combat, there will than no longer be actions of individual unit members, but always such of the whole unit.

It is recommended that possible units are equipped homogeneously, because in this case, their game handling is much easier. However, this is not a necessary condition.

For each unit, the following information is noted:

- number of people in unit

- morale value (see below)

- total LF value. This value is equal to the total of the LF of all unit members.

- total ED value using the same method

- weapons of the unit, and the average attack, parry and dodge value as well as the damage. These are calculated using statistical methods:

Multiply the number of members with a certain value with this figure, add up all the results and divide this by the number of members.

Example: A unit of 100 people contains 60 men with revolver+75 and 40 with revolver+65. The attack value of the unit is (60 x 75 + 40 x 65) / 100 = +71.

For damage, the most frequently occurring damage is used.

Example: A 20 men unit includes 5 characters with 2d6+2 damage, 5 with 2d6+3 and 10 with 2d8. The unit damage is 2d8.

Units, which are equipped with different weapons, should make the calculations for every weapon type.

If a unit is equipped with different weapons, only the total number of members with similar weapons (usually close combat weapons, firearms with range in certain areas) is used for the division. In the case of ranged weapons, it is recommended to determine the combat potential for two to three important distance groups (e.g. up to 50 meters, up to 500 meters, above).

- Protection for close combat, ballistic, energy. This is calculated as an average value for the unit, i.e. similar to the attack values.

Example: A 20 men unit is equipped with 10 kevlar vests (ballistic 12) and 10 lead vests (ballistic 8). Its protection is (10 x 8 + 10 x 12) / 20 = 10.

10.5.2 Initiative

The initiative checks are made per unit.

10.5.3 Possible actions

Basically, actions as in an ordinary combat are possible, i.e. movement, attacks, reloading, etc. However, the actions are not decided for individual characters, but always for whole units. Either the same action point system as in individual combat or a simplified action system may be used.

The movement system normally uses a larger scale, because a unit will always cover more than one square. A battalion of 1,000 men will easily need that number in square meters (=squares). For simplification, assume that the units are rectangles with a width-length ratio of 2 : 1. However, masters that are prepared to improvise may perfectly allow varying unit setups (e.g. a wide line of battle or a carré). We renounce to present this kind of rules here, but suggest that any setup or formation change requires one turn and counts as an action.

10.5.4 Attack and defense

In the mass combat system, there no longer is an attack check and defense check for each individual fighter. Instead, every unit selects a target in the form of another unit. In general, it would also be allowed to select several targets, but this is up to the master or a more detailed combat system in a future sourcebook.

The attack procedure is the following: an attack check is made for the entire unit, not for each of its members. Usually, it will be known for every unit, what kind of weapons it uses. Ideally, these are of identical nature, but this is not compulsory. However, if a unit is e.g. outfitted with weapons of different range, its fighting strength may be lower at certain distances.

Consequently, an attacked unit will also defend using a single die roll only and comparing it with the attack result.

Use the broadside rule for this comparison.

All attack results except a disaster may cause potential hits. Even in case of an attack result of 1, a defense check

must be made. Instead of the normal defense table, however, the following special rule is used:

Instead of rolling separately against every weapon in a salvo, only one defense check is made. If the difference defense- attack is higher than **5 x number of weapons - 10**, none of the weapons has scored a heavy hit. The number of heavy hits is increased in steps of 10 starting above this figure, i.e. for a difference of- 5 x number of weapons, all weapons scored heavy hits. The upper limit is 50 weapons in one attack. The following table shows the calculated numbers of hits for selected values; however, for large salvoes, not all steps have been calculated.

The number of weapons is equal to the number of unit members that can attack at the given range due to their weapons.

Weapons in Salvo	**2**	**3**	**4**	**5**	**10**	**20**	**30**	**50**
At - Def >=								
250								50
200								45
150							30	40
100						20	25	35
75						17	22	32
50					10	15	20	30
45					9	14	19	29
40					9	14	19	29
35					8	13	18	28
30					8	13	18	28
25				5	7	12	17	27
20			4	4	7	12	17	27
15		3	3	4	6	11	16	26
10	2	2	3	3	6	11	16	26
5	1	2	2	3	5	10	15	25
0	1	1	2	2	5	10	15	25
- 5		1	1	2	4	9	14	24
- 10			1	1	4	9	14	24
- 15				1	3	8	13	23
- 20					3	8	13	23
- 25					2	7	12	22
- 30					2	7	12	22
- 35					1	6	11	21
- 40					1	6	11	21
- 90						1	6	16
- 120							3	13
Weapons in Salvo	**2**	**3**	**4**	**5**	**10**	**20**	**30**	**50**
- 140							1	11
- 200								5
- 240								1

If a unit has more than 50 combat capable members, the above-mentioned table is used with the column for 50. The result is then simply multiplied with number of members / 50. This is done for simplification and may also be justified by the fact that, except for the damage, the difference between 50 and 500 shots is not much for defense purposes.

Example: A unit with 200 members is firing a rifle salvo at a target unit. The attack check produces a 120, the defense a 110. The table shows 26 hits for a salvo of 50 shots. Thus, 200 / 50 x 26 = 104 hits have been scored.

For automatic weapons, simply calculate the number of missiles per unit member multiplied by the number of unit members, thus resulting in a "virtual" unit.

Example: A unit with 50 persons fires salvoes of 5 bullets. This is treated like 250 unit members.

10.5.5 Injuries and combat effects

All injuries in the mass combat system concern an entire unit. There is neither a hit localization, nor are the rules for bleeding, pain, etc. in use. Instead, the following procedure applied:

The damage caused by an attack is determined as in individual combat, but without hit localization, i.e. simply damage roll minus protection.

It is generally unimportant for a mass combat whether injuries represent the loss of individual members or the wounding of a larger number of people, because only the fighting strength of a unit as such is reflected. Thus, the following simple system is used:

All injury effects concern the total LF and ED of the unit. The weapon damage is rolled based on the average damage and modified by the applicable average protection. The result of this calculation is multiplied with the number of hits (see above) and subtracted from the total LF and ED.

Example: A 200 men unit has LF 6,000 and ED 6,000, and a protection of 7. It is attacked in sword combat and takes 50 hits with an average damage of 3d6+3. The die roll results in 13. Minus protection 7, this is 6 points, times 50 hits is equal to 300 points of LF and ED loss.

The effect of injuries on the fighting strength is also determined with a simple system: In general, it could be said that the loss of "average LF" points (i.e. total LF / number of members) means the loss of one fighter. However, this system only works properly for units with few members. For units with 2,500 members, it is simply not practical to measure the loss of single persons, that by the way also barely would have an effect on the fighting strength.

Thus, the following rule is suggested: The system uses percentage steps. Each full 5% loss of total LF means the loss of 5% of the unit strength, and thus of course fewer potential to cause damage. If the total LF is decreased to zero or less, the unit is completely out of combat.

Example: In the above-mentioned case, 300 LF were lost, being exactly equal to 5% of 6,000. Therefore, 5% of the unit are disabled; and 190 men are still combat capable.

ED losses are of rather minor importance. Simply, the following rule should be used: Every 10% loss of total ED result in DM-5 on all actions of the Unit. In case of total ED = 0, the unit is out of combat.

Disabled members are not necessarily dead. They could also be unconscious, severely injured, etc. In general, the procedure from the space combat rules may be used, being repeated here: 2d10-2 per cent of losses are actually killed, further 3d10 per cent have an LF below

zero, but above the negative LF maximum. The rest are unconscious and otherwise disabled people (e.g. confused, shocked, immobile, etc.).

If the total LF of a unit, however, has been decreased to less than the negative maximum value, it can be assumed, that most of its members (50 + 2d10 %) have been killed and the rest is in the range between LF below zero and above the negative LF maximum.

If the total LF is reduced to less than double the negative maximum, all unit members have been killed. However, this will probably only happen in case of nuclear attacks or attacks by very superior forces.

The leader of a unit is disabled with the following probabilities :

Losses at least	Value
10 %	+ 10
25 %	+ 25
50 %	+ 50
75 %	+ 75
90 %	+ 90
100 %	+ 100

Make a roll for each passing of the loss thresholds, using 1d100 + value. A result of 100 and more means the leader is out of combat.

10.5.6 Morale

As already mentioned, the fighting morale of units is very important in mass combat. The respective system can be found in the miscellaneous rules section.

In the mass combat system, morale values are only noted for entire units, not for single persons. Therefore, checks are also only made for entire units, according to the conditions listed in the respective section.

Morale checks can also be called for if other allied units are subject to respective critical events or if e.g. the fighting strength of entire own side drops below one of the thresholds of the morale rules.

The rule "leader out of combat" concerns the loss of the unit commander as well as that of the battle commander, but the latter only, if it becomes known to the unit.

It is perfectly possible that in one sector of a battle, the morale values of a unit collapse and it flees, while at the two other wings of the battle, the own side is on the road to victory.

The use of leadership skill according to the rules in the morale system is only allowed by the unit commander for his unit, or by a superior commander for all units commanded by him.

10.5.7 Transmission of orders (optional)

There are lots of battles that got into difficulties or even were lost, because the commander was unable to transmit his orders correctly or because he lacked a total overview. It is not easy to simulate this, but possible.

It could be decided that a unit only can receive orders if a direct line of sight or other means of communications depending on the era (radio, flags, smoke, flash signals, ???) exists. Furthermore, the unit of course must be in range for the means of communications.

If no transmission of orders is possible, a unit continues to execute its last orders as long as it can. Of course, it will reload when necessary, or switch back to firing after loading. New movement actions or target changes to certain targets, however, will not occur.

A master that wants to introduce the factor "creative subordinates", may have the unit leader make checks on strategy, tactics or comparable military skills in such as case, and , if successful, let him act in line with the total conception.

The use of leadership skill to boost the combat morale also can only affect units that are in communications range . The effects that happen if a commander is stuck in the melee and unable to get a true overview, are up to the master. It appears at least to be useful to give an NPC negative DM on the tactics checks or, in case of a player character, he should be prohibited to give orders to certain units or enemy movements should be "hidden" from him.

In general, the maneuvers of an NPC commander should be decided depending on his success span on tactics and other checks as well as his general level of experience.

In this context, we would like to mention the possibility to play a battle in two separate rooms (i.e. in the case of two player commanders, even three). In each of the rooms, there is a map of the battlefield. Room 1 contains all troops of side 1 and all discovered enemy units. Room 2 contains the same for side 2. Room 3, finally, is for the master: There, the entire battle including hidden units is set up.

The procedure is demanding and complex, but the created atmosphere is absolutely matchless, because only this method e.g. allows to set up an ambush.

10.5.8 Player characters and important NPCs

If important persons, such as e.g. player characters or NPC that are important for the world, participate in a battle, these should, if possible, not simply be treated as anonymous walk-on parts. Depending on their function, they might be integrated into a unit as prominent commander, or either as a group or single, be treated as a unit of their own (e.g. a magician in a fantasy battle, an individual extraordinarily equipped elite warrior or also a player character unit as an elite force). In any case, the questions comes up how such characters are treated, when they are part of a unit. When are they injured / disabled, and how severe is the effect?

The following rule that depends on the suffered unit losses may be used. If the character is the unit commander, simply use the system mentioned for that purpose. Characters, that are unit members of another kind, just check their status as follows:

Losses at least	Value
5 %	+ 5
10 %	+ 10
25 %	+ 25
40 %	+ 40
50 %	+ 50
60 %	+ 60
70 %	+ 70
80 %	+ 80
90 %	+ 90
100 %	+ 100

For every surpassing of a threshold, roll 1d100 + value; at a result of 100 and more, the character is out of combat.

At the end of battle, the status of disabled characters must be determined. Following the procedure described in the section on injuries, firstly the amount of dead, injured, etc. characters is rolled. Afterwards, a simple percentage roll is made to find the category to which the prominent character belongs.

Example: A player character was part of a unit, that suffered 50% losses, including him. The status rolls resulted that among the 50%, there were: 10% killed, 25% with LF between -1 and negative maximum, 65% otherwise disabled . Thus, the table for the 1d100 die roll reads as follows: 1-10 killed, 11-35 heavily wounded, above this, different effect. The roll produced a 15, thus, the character is heavily injured. His exact LF value could be rolled or decided by the master. The same applies for possible severe and critical injuries, that would be very probable for this LF value.

A small remark: It is recommended that at least player characters are not integrated into units in this form, but to have always decide themselves about their actions. The risk is high, to be wounded or killed in the course of such a battle, without any possibility for counteraction by the players. However, players do not like it if their character is killed "statistically", and I can understand this. A death in heroic combat against a superior force, after many self-rolled attacks, is different from death in a battle without even knowing why and how.

10.5.9 Optional rule: Close combat against superior numbers

When two units, whose number of members if very different, are battling, this is normally not a big problem in ranged combat. Without difficulty, a 500 men unit can fire at a much smaller group.

The situation in close combat is different: even in the thickest melee, it will never be possible to have more than three characters fighting against one. Therefore, in such cases a larger ratio should be reduced accordingly, i.e. effectively the smaller unit only fights with a part of the bigger one.

10.5.10 Explosions (optional)

If explosions, e.g. caused by grenades, or other area weapons, are used, their effect against units is determined with a slightly modified system, because these weapons affect more than one square per attack. For simplification, it is assumed that a unit equipped with explosive weapons or other area weapons has three times as many members as its actual size (cf. burst fire in the section on injuries).

Example: A 50 men unit throws hand grenades, average damage 6d6. It is treated, as if 150 characters with average damage 6d6 were in the unit.

Further rules could be improvised by the master. For example, the multiplier should be increased to x 5 and more for very strongly straying weapons (such as fragmentation grenades).

10.5.11 Protection fields (optional)

If a unit is equipped with protection fields, not only the average protection, but also the total ABV of each unit and its threshold (10%) must be determined.

Afterwards, the field burden is calculated by multiplying the number of hits with the average burden (equal to the damage, unless special modifiers apply). The following table lists how many hits penetrate, i.e. can cause true damage. Always use it based on the current total ABV, i.e. total ABV reduced by the burden except the currently happening attack.

Total burden / Total ABV	Number of penetrations
1 and more	all hits
< 1	50% of all hits
< 0,75	1 / 3 of all hits
< 0,5	1 / 6 of all hits
< 0,25	1 / 12 of all hits
< 0,1	1 / 25 of all hits
< 0,05	0

The penetrations are treated like ordinary hits, i.e. they deal with eventual protection and can cause damage.

If the field burden reaches at least the ABV, the field of a unit collapses and at least 50% of the hits penetrate. If the above-mentioned table produces a better result, use this one.

Focused fire means DM-30 on the attack check, but it has the effect that results are moved one line upwards in the table.

At the end of every turn, in which no attacks have hit a field, its burden is reduced by the threshold (see above), but never below zero.

Further details are left for a possible military SF sourcebook.

11. Cybertech

11. Cybertech

11.1 What is cybertech?

Cybertech, cyberware, bionics, biotech - many terms are used to actually describe the same thing: In may gameworlds, it is possible to improve a biological body with "enhancements", i.e. to give him abilities that otherwise would be impossible or almost impossible to get. Respective implants, that mainly consist of limb or organ replacements, are an essential part of the cyberpunk worlds (Gibson, Sterling, etc.), but also in many SF stories set in an even farther future.

Be the parts metal or plastics or even cloned biological tissue or more exotical solutions, the rules and procedures are generally the same.

11.2 Acquisition of cybertech during character creation

When a character is developed, it depends on the game world if is allowed to equip him with cybertech, and if yes, which items are available. It is perfectly possible that he will have to pay for extraordinary abilities, if cybertech is accessible to all characters, but is e.g. (cf. "The Six-Million-Dollar-Man") only the result of individual specialized research.

In any case, all cyber parts have a CP cost which has to be paid. Further investment in the form e.g. of money or surgery time is not necessary.

11.3 Later acquisition

It becomes more difficult if characters develop the wish to have cybertech implanted during the game. In general, there are no objections, because the concept of the improvement of the characters in the game is one of the fundamental principles of roleplaying games. The question is, however, how the cost shall be ruled. The problem may be presented using the following possible methods:

a) CP cost:

This system requires that the same CP amounts are paid as in the creation process. Thus, the method is similar to that for learning of a skill, say, it is not possible to purchase cybertech using money only. Not very realistic, as the parts all have their purchase price and one is unlikely to tell the doctor "Doc, here are the 50 CP". The advantage, on the other hand, is that a CP inflation is avoided, that could otherwise easily happen: just imagine that the characters make a certain amount of money, and they now quickly buy cybertech for the equivalent of 500 CP. This would be a system breach, because it is not possible to get ordinary skills or attributes that easily can. Just consider the rules for all kinds of trainings!

One possible solution could be to strictly require the CP, and additionally the monetary cost. The result of this approach, however, is that it will be very rare for the characters to get new cybertech. The only remaining advantage of cybertech would then be that it makes it possible to acquire special abilities that would otherwise be inaccessible.

b) no CP requirements:

A second system assumes that characters do not have to invest CP for cybertech, but only pay the required money. This system can be dangerous for the game balance as described above. Nevertheless, this problem only applies if cybertech is comparatively cheap and its implantation is very simple. This would just be the same as the problem of high tech intensive training methods described in the skills chapter.

The reality will probably be different. One does not just walk into a shop, point at the cyberarm, say "That one ", sit down on a chair, and ten minutes later, it is part of the body. In that kind of world, the system will not work, of course, but the master will have to return to the CP cost method, or must get used to demi-god characters. Normally, however, most cyber parts will stay rather expensive - and they will require surgery.

11.4 Some notes on surgery

The surgery for the implantation of cybertech will be as different as the worlds. One could easily imagine operating tables, medo tanks or even still more unusual methods. Our proposal is, that the required surgery should in general not include the danger of death (with exceptions for "experimental" or "exotical" parts), but also not be possible within five minutes, including healing.

A system that defines the surgery time including healing and adjustment to the cyber part as at least one day per CP value of the implant appears to work quite well. It would be possible to add a reduction rule combined with drastically higher monetary cost (e.g. - 25% per x 10).

11.5 The body problem

The replacement of flesh and blood by machines of any kind, and be they as biologically similar as feasible, does not stay without consequences for the bodily functions of a character. Many worlds even know the illness of cyberpsychosis, an illness that affects characters which carry a lot of cybertech in their body. Details depend on the world, of course, but in the following you can find a general system that has proven to work.

Every character has a **body index**, which actually defines how biological he is. This value starts with 100. Every cyber part has a body index reduction. The implantation of that component costs a respective amount of body index points, and the body index may never be reduced below zero.

It is perfectly possible that the body index cost is reduced if more money or CP are paid, and vice versa. The following list gives some general rules:

- every doubling of the loss reduces the CP and money cost by 25%, but at the maximum to 25%

- every doubling of the money and CP cost reduces the body index loss by 25%, but never to less than 25%.

Similarly, different tech levels may also change the body index losses. The elements of the list that is part of this section are TL 13.

When a character now makes HT checks, in order to heal injuries, a DM is applied that is determined as follows:

+(Body index - 100).

Furthermore, in case of characters with a body index below 75, there is a risk in stressful situations that psyche and body are affected. Such situations are for example: panic checks, morale checks, reduction of the LF to less than 50% of the base value, reduction of the ED to zero, suffering of critical injuries.

In all of these cases, immediately a pain check must be made, using the above-mentioned DM. A failure causes a negative reaction that should be rolled on the following table. The roll is made with 1d100 + failure span of the check.

Die roll 1d100	Effect
1 – 20	1d6 turns disoriented

21 - 60	1d6 turns incapacitated
61 - 80	Character acts randomly for one turn
81 - 100	Character is unable to use his cyber parts for 1d6 turns
101 - 120	1d6 turns unconscious
121 - 140	Character flees in panic for one turn
141 - 160	Character suffers a crying seizure (1d3 turns incapacitated) and loses 1d6 ED.
161 - 180	Cyberpsychosis: roll 1d6. 1-2: 1d6 minutes depressive and thus actually useless for actions, 3 -4: permanent loss of 1 point willpower, 5 - 6: wild frenzy for one turn.
181 - 199	strong cyberpsychosis: roll 1d6. 1-2: Character suffers a frenzy for 1d6 turns, 3-4: character is depressive and useless for 1d6 hours, 5- 6: character permanently loses1d3 points willpower
ab 200	Death due to physical overstress (or if the master prefers this, effective aging by 1d12 years)

11.6 Damage to cybertech and repairs

If cyber parts are hit, for example when the hit location rules of the combat system are used, they can be damaged and even destroyed. All cyber implants have structure points. Hits, that damage a cyber part, do not cost the character LF or ED, and they also do not cause pain or other effects. The following applies in detail:

All cyber limbs (arms, legs, hands, feet) have a impact protection of 11 and an energy and ballistic protection of 8. The defense DM for all these parts is +10. Furthermore, arms and legs have 25 structure points, hands and feet have 10.

Eyes and ears have a protection of 3 against all attack forms (defense DM+0) and 4 structure points the piece.

Other cyber implants can only be damaged if the master decides so. Damage costs respective structure points. As for natural limbs, a damage level is rolled, and "severed/ crippled" means a total destruction of the cyber part.

Of course, damage to cyber parts does not heal itself, but it requires repairs or (in case of destruction) the complete replacement. Repairs normally cost around 10 percent of the purchase price per 25 percent of structure point loss.

Damaged cyber parts whose structure points are below 1, but that still work, can cease to work when stressed. The master may require a **function check** in critical situations, i.e. the player must reach at least 100 rolling 1d100 + 100, with DM -10 per 25% structure point loss, or the part stops working until a repair.

11.7 List of cybertech

11.7.1 Table

Cyber part	CP-Cost	Body index
Analyzer	20	2
Arm, bionic	variable	15
Eyes, vision bonus	3 per Level	1
Eyes, polarized	25	1
Eyes, UV sight	100	1
Eyes, telescopic vision	6 per Level	1
Eyes, microscopic vision	5 per Level	1
Eyes, camera	5	5
Eyes, data monitor	2	1
Eyes, retina memory	40	1
Eyes, video reception	5	1
Eyes, bionic	5	2
Eyes, light intensification	25 + 15 x Level	1
Eyes, Infravision	55	1
Leg, bionic	variable	15
Biomonitor	5	0,5
Blood filters	3 per Level // 60	20
Chip socket	5	2
Cortex bomb	- 50	6
Cyberjaws	25	5
Data jack	5	2
Data filter	- 10	3
Data lock	6 per Level	3
Decker interface	10 x Level² +50 (max. Level 10)	Level² x 2 (max. 10)
Pressure tolerance	9 per Level // 90	1 per Level
Drugpack	1 or to - 10	1
Emotional adapter	Level² x 10 + 25	Level² +5 (max. 30)
Skillsoft	CP-Value/2	-
Fixed exoskeleton	16 per Level	20
Radio (head)	10	5
Cyber part	**CP-Cost**	**Body index**
Cyber holster	1 per kg	3 / kg
Cyber holster in cyberlimb	1 per 2 kg	-
Increased Reaction	20 per Level	3 per Level

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Increased Intelligence	20 per Level	3 per Level
Poison reservoir	20	1
Hand, bionic	variable	5
Dermal armor	20 per Level	Level +5 (max. 50)
Head memory	2 per Level	0,5 per Level
Gills	0 // 55	5
Bone lacing	2 per Level	Level +2
Converter stomach	130	15
Coordination	70 per Level	10 per Level
Claws	20	2
Bionic heart	20 per Level	15
Bionic lungs	20 + Level x 8	30
Bionic stomach	50	15
Bionic muscles	16 per Level	10 + 2 x Level
Loudspeakers	5	2
Air filter	3 per Level // 60	15
Air tank	10 per Level	1 per Level
Micromed	40 + Level x 4	10
Nose, bionic	5	2
Nose, smell bonus	3 per Level	1
Nose, smell filter	5	1
Nose, dog's	35, Difficulty 5	2
Nictitating membrane	10 per Level	1
Ears, hearing bonus	3 per Level	1
Ears, bionic	5	2
Ears, low frequency	15, Difficulty 3	1
Ears, high frequency	15, Difficulty 3	1
Ears, damper	10	1
Ears, recorder	10	3
Armor (cyberlimb)	2 per Level	-
Perfect balance	48	5
Peripheral vision	38	4
Cyber part	**CP-Cost**	**Body index**
Reduced sleep	15 + Level x 10 (max. Level 6)	5
Reflec armor	8 per Level	Level /2 +5 (max.25)
Reflex booster	10 x Level² + 50 (max. level 10)	20 + Level x 5
360 degrees vision	70	5
Talons	60	5
Sting	25	1
Synthesizer	25	5
Telephone (head)	5	5
Temperature tolerance	9 per Level	1 per Level
Clock	30	1
Ultrasonic speech	30, Difficulty 5	5
Independent eyes	25 per Level	1
Vacuum proof	15 per Level // 170	15
Improved sense of touch	35, Difficulty 5	5
Advantage chip	CP value/ 2	-
Weapon sensor connection	Level² x 25 + 25	6
Weapon mount (cyberlimb)	10	-
Weapon implant	10	variable
Additional LF	10 per Level	1 per Level
Additional ED	10 per Level	1 per Level

11.7.2 Descriptions

Analyzer

An analyzer, i.e. a small device with a computer system, which is able to examine the composition of matter, is implanted in the body of the character. The matter sample is normally introduced through a flap covered by artificial skin; but sensors might also be linked with the trachea, the oral cavity (food!) or the blood vessels. The software of the analyzer knows chemistry+100 and poisons (only for identification) + 90. Its results can be read on a display or be shown on a data monitor.

Arm, bionic

One arm of the character is replaced by a bionic limb from the shoulder joint downwards. This usually increases his strength and dexterity, but only for actions made with the arm. This means that e.g. the carrying capacity of the character or his DX for acrobatics checks are unchanged. On the other hand, if he fights with the arm, his close combat damage is improved, and if e.g. the hand is used to pick a lock, the increased dexterity applies. Two handed actions require two bionic arms, or only half the bonus can be applied. A further limitation is that the link between flesh and bionics is not infinitely resilient: the difference between the strength attributes may not be more than 6; otherwise, bone lacing (cf. there) is required.

The CP cost are respectively variable: They are calculated per arm as 5 CP plus 4 CP per +1 on strength plus 4 CP per +1 on dexterity. The damage with the bare hand is increased by one point.

Eyes, vision bonus

This modification can either be an implant (listed loss of body index) or as an extension for a bionic eye (no loss of body index). It increases the vision value of the character by one per level.

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Eyes, polarized

The eyes of the character are outfitted with a polarization filter. This happens either by modification of the retina (listed loss of body index) or extension of a bionic eye (no loss of body index). The filter protects from any blinding effects of light, i.e. the Character ignores all DM from blinding light and is immune against attacks that are only based on blinding light (e.g. flash spell).

Eyes, UV sight

This modification is either achieved directly by a retina implant (listed loss of body index) or by extension of a bionic eye (no loss of body index). It is a device that emits and also receives ultraviolet light, thus active UV sight. This makes it possible to see at night as good as in daylight, i.e. all DM for darkness including total darkness are ignored. A drawback is, that the eyes of the character are glowing visible objects for all persons that are able to perceive ultraviolet light.

Eyes, telescopic vision

This modification is either achieved directly by a retina implant (listed loss of body index) or by extension of a bionic eye (no loss of body index). It makes it possible to operate like a telescope, i.e. to see distant objects larger. This reduces e.g. range DM like a scope of level/10 + 1. The maximum magnification is 2^{Level} and a minimum distance of about 10 meters and a minimum size of details of about 10cm must be observed. The ability also cannot be used as a microscope.

Eyes, microscopic vision

This modification is either achieved directly by a retina implant (listed loss of body index) or by extension of a bionic eye (no loss of body index).. It gives the eye the ability of a microscope, i.e. tiny details can be magnified. The maximum magnification is 2^{Level}, and the distance to the viewed object may not be more than one meter.

Eyes, camera

This modification absolutely requires one bionic eye. A powerful video camera is installed that can be used to record anything seen by the character. The maximum recording time depends on the tech level. In order to be able to work with the recordings, a datajack for transfer should be installed; otherwise, only a removal of the storage medium via a flap at the side of the skull is possible. The character can only watch the film is his eyes are also equipped with a data monitor.

Eyes, data monitor

This modification is either achieved directly by a retina implant (listed loss of body index) or by extension of a bionic eye (no loss of body index). It allows to project different kinds of data into the field of vision of the character. Possibilities include the data from a biomonitor, status reports of cybertech such as e.g. weapon mounts and all data that has been stored in the head memory or e.g. recorded by a camera system (see above).

Eyes, retina memory

This usually illegal device can only be designed as an extension of a bionic eye. It consists of a memory for up to 20 different retina patterns that can be displayed in the cybereye, e.g. in order to deceive a retina scanner. A direct retina modification would require new surgery for every change of the pattern.

Eyes, video reception

This cyber device is only available as extension of a bionic eye. It allows the character to receive video signals from external sources and to display them in his field of vision. The character can thus watch a TV movie in his eyes! However, the sound can not be received with this system.

Eyes, bionic

This is the basic eye modification. The eyes of a character are replaced by bionic eyes, that provide 100% vision as standard. Furthermore, bionic eyes have the advantage of being more resistant against irritations from smoke, objects, etc.

All eye modifications refer to both eyes. If only one eye is replaced, the cost and body index losses are halved, but all special actions such as e.g. telescopic vision suffer a DM of -10 because of conflicting signals from the two eyes. In order to avoid this, the unmodified eye must be closed – treat this like the disadvantage one-eyed.

Eyes, light intensification

This modification is possible as a retina implant (listed loss of body index) or as extension of a bionic eye (no loss of body index). It is a light intensification system. This has the same game effect as the night vision advantage from the character creation rules, i.e. all darkness DM except for total darkness are halved at level 1, divided by 3 at level 2, etc.

Eyes, infravision

This modification is either achieved directly by a retina implant (listed loss of body index) or by extension of a bionic eye (no loss of body index). The character can see in the infrared spectrum, i.e. perceive heat radiation. This makes it, e.g. to orient in darkness. The maximum applicable DM for bad light including fog and total darkness is -10. However, infravision is almost useless, if no emitted heat is present (e.g. against undead or ghosts). Strong sources of heat may blind similar to glaring light for normal vision.

Furthermore, it is possible to follow infrared tracks of creatures: The character perceives the events like a film, if he succeeds with a check: tracking with DM + 50 and – age of the track in half hours.

Leg, bionic

One leg of the character is completely replaced by a bionic leg. This has different variable effects: The kicking damage with bionic legs is increased by 2 points. Furthermore, the speed level or jumping distance can be improved. For use of the full bonus, two bionic legs are required – otherwise, only half the value applies.

Bionic legs cost 5 CP apiece, plus 5 CP per +0.5 on the speed level plus 14 CP per doubling of jumping distances (also increases distance for dodge against explosions!).

Biomonitor

This is a small practical device that measures the most important body values of a character. It produces data e.g. about blood pressure, pulse-beat, breath frequency and blood sugar- and alcohol values, as well as a simple ECG and EEG. The data is shown either on a small display usually located in the forearm, or directly via a data monitor in an eye. All medical skills that are applied to the character using the data of the biomonitor get a DM +10.

Blood filter

Into the organism of the character, a system is installed that cleans his blood. This is some kind of bionic liver, plus the installation of microscopic filters directly in the blood vessels. The character gets a DM of +10 x (level - 1/3 poison level, if positive) against all blood venoms and is immune against all blood venoms whose level does not exceed the level of the filter system. For 60 CP, the character is immune against any blood venom due to the filter system.

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Chip socket

A socket that is needed to use datachips and that is typically installed at the forehead or the temple, rarer in the neck region. Normally, it is covered by a flap of artificial skin or artificial flesh. It takes one turn (2 AP) to insert a chip, the replacement of a chip costs 4 AP.

Chips may contain mere data (e.g. book chips), but also have more complex functions. The rules distinguish skill softs (see there), that effectively enable the character to use a certain skill, as long as he has plugged in the chip, advantage chips (cf. there, the same for special abilities) and finally special chips like e.g. Simsense (simulated sensory perceptions). The latter lead the user to believe to be in a dreamworld. Further details are world specific.

Cortex bomb

Close to the cortex of the character, a small amount of explosive material, in some cases even a miniature fusion bomb, is implanted. It explodes at the moment the brain of the character dies, but can normally also be triggered by another way. Examples are bombs that detonate when implanted cyberware is manipulated or removed, such with a time fuse, or even a radio trigger. Suicide assassins even use a mental trigger! In any case, the explosion does at least 6d6 damage (against the brain without protection, thus x 4 - the result is clear...) according to the usual rules.

Cortex bombs are a popular means for blackmail, or as loyalty assurance for employees with expensive cyberware that are on risky missions.

Cyberjaws

The character gets well-developed teeth made from the hardest material, allowing him to make an effective attack with a special combat skill (difficulty 2). The damage is determined as for the fist, but is that of a cutting weapon. Often further attack forms such as e.g. poisons are combined with cyberjaws.

Datajack

A universal input and output device for data that makes it possible to load information into a head- memory or to copy such from it, e.g. to copy the recordings of an implanted camera or simply to connect with a technical device and receive its data directly in the brain. Datajacks are not identical with emotional adapters or decker interfaces – they are much simpler devices. Nevertheless, a datajack provides a general DM+5 e.g. for steering of a vehicle, use of a computer etc.

Data filter

This is an especially tricky device which is generally used for corporate agents whose loyalty is doubted. A data filter blocks parts of the events perceived by a character, i.e. the character simply ignores them, but they are still stored in his memory. By use of a respective password, the data can be accessed. A connection with head memory is of course a necessary condition for the use of a data filter.

Datalock

Similar to the data filter, but simpler and more radical: The character knows that there is data in the memory, but he is unable to access it without the proper password.

Decker interface

This is a special type of the datajack, which allows the hackers of the future, the deckers, also called netrunners or console cowboys, to link directly with a computer and the network. The effect is described in the cyberpunk worldbook and will lead too far here.

Pressure tolerance

The body of the character is surrounded with a pressure tight hull. This provides him with improved resistance against atmospheric pressure: each level increases the allowed pressure in atmospheres (earth = 1), which can be resisted without difficulty, by 1. This also results in protection 2 per level against all attacks that are only based on pressure on the body, such as e.g. choking attacks. For 90 CP, the character becomes immune against all pressure changes, i.e. even against the pressure in 2,000 meters depth in the ocean or on the surface of Jupiter. He can then also no longer be damaged by pressure in any other way.

Drugpack

A usually organic container that is implanted in a suitable place of the body and is filled with one dose of any selected drug. The container opens when the character desires this (0 AP). It could, however, also be linked to a timer, i.e. open after a certain amount of time, or be linked to a clearly visible event (unconsciousness, loss of more than 50% or 100% of the base LF,...). When the container opens, the drug begins to work. Typical contents are e.g. combat drugs, healing drugs or similar medical developments; drugpacks could however also be used as a method of blackmail. In such case, they would have a negative CP value.

Emotional adapter

This modification is related to the decker interface and looks very similar to a datajack from the exterior. An emotional adapter allows the direct mental control of any respectively equipped device except for weapons, normally it is used for vehicles. All status information is directly transmitted to the brain, the character actually sees and thinks with the senses of the device (sees with the camera eyes of a building or tank, fells damage to the hull as on his body, etc.). This results in DM + 5 x level on all checks and allows to make one additional check per level, taking the best result!

Skillsoft

This is a chip on which any existing skill, except psionic or magic skills, is stored. As long as the chip is inserted into a socket, the character is able to use the skill at the stored level.

Usually the chips are defined in points, which are equal to CP. This should not be confused with the CP value, that is always half the points amount. The points are identical with CP assigned to the respective skill.

Example: An astronomy chip of 10 Points costs 5 CP. If it is used by a character that does not know astronomy at all, he gets astronomy-5 (this costs 10 x 2 / 2 = 10 CP, being equal to the points.) A character that has already learned astronomy-5, increases his astronomy level to 10 by using the chip (10 points are added to the invested 10 CP for astronomy-5. For a total of 20 points, he gets astronomy-10 (20 x 2 / 2)).

The habituation time for a chip with a mental skill is one turn per point; the skill can not be used before.

For physical skills, the habituation is more difficult. The required time is ten minutes per point.

Higher tech levels might modify these times.

Fixed exoskeleton

The character is equipped with an exoskeleton, i.e. a construction of servo motors, artificial muscle fibers and rigid connections. This exoskeleton allows him to use a higher strength, but it is clearly visible. The exoskeleton covers the entire body except the skull.

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Each level increases the strength of the character by one point. Furthermore, the exoskeleton provides a natural armor value of 1 per 5 levels against all attack forms.

Radio (head)

A typical radio of the current tech level is installed in the skull of the character, being able to broadcast and to receive signals. The parameters of operations are world specific. Operation is normally via subdermal switches. Bionic ears allow to receive radio signals without having externals listen. In any case, the character may choose only to murmur quietly when he wants to send out signals.

Cyber holster

A compartment is installed in the body of the character, usually in the torso or in a limb. This may e.g. be used for smuggled goods or pieces of equipment. The limits of the volume are up to the master; but normally, it will not be possible to use more than a few liters in limbs. The holster is closed with artificial flesh ad skin. It can only be discovered by a medical examination of at least 10 minutes time, and even then, apply DM-50, or less in case of very large holsters.

Cyber holster in cyberlimb

It is much easier to install a small compartment for pieces of equipment in a cyber limb. The master decides about the limits as well.

Increased reaction

The neural system of the character is tuned to work quicker, additionally, adrenaline stimulators and other systems are implanted. The result is an increase of the RE value for all purposes by level points.

Increased intelligence

This modification is actually only practiced on very advanced tech levels. The brain of the character is improved by RNA implantation and treatment of the synapses. The effect is an increase of the intelligence for all purposes by the level.

Poison reservoir

This is a small container that is used to store up to 50 doses of any chosen poison. A separation into up to three compartments (e.g. for stunning, killing and one antidote) is possible. In order to use such a reservoir, furthermore an attack form is required. This may be a weapon implant, a stinger or claws / talons. By the way, poison reservoirs in a bionic limb do not cost any body index points.

Hand, bionic

One hand of the character is fully replaced by a bionic limb. This increases the bare hand damage by one point and can have effects on strength and dexterity. Hierbei gelten Stärkeerhöhungen nur auf the direkte Greifen with the Hand (e.g. beim Festhalten an einer Mauer, or beim Zerquetschen of Objects), not aber auf Nahkampfschaden or e.g. Tragkraft. The dexterity bonus Geschicklichkeitsboni gelten for all manuellen Actions with the Hand (e.g. open a lock), not aber solche, die the ganzen Arm erfordern (swinging a weapon). Depending on the master's decision, the DX bonus might be used for pistol and knife attacks.

The CP cost is 3 CP plus 2 CP per +1 strength plus 2 CP per +1 dexterity, calculated per hand.

Dermal armor

The skin of the character is covered with a polymer, in rare cases even with true armor plates, in all areas except the eyes, resulting in higher damage resistance. The character gets a protection of 1 per level against all attack forms, as well as a defense DM of +5 per full two levels (maximum + 50). The protection does not extend to the inner parts of the body.

Head-Memory

In the skull of the character, some kind of memory system similar to a computer hard disk is installed. This is very popular for all kinds of data couriers - the opponent can no longer steal the document case, he must capture the courier - and how shall he discover the right person?

The memory capacity per level depends on the tech level, this also applies for the question, whether e.g. the contents of skillsofts may be copied into a head memory. A datajack is a necessary addition for data input and output – otherwise, the data in the memory can only be modified by surgery.

Gills

The character is able to extract oxygen directly from the water in order to survive. The lower cost listing means gill breathing only without other possibilities, whereas it is possible for 60 CP, to breathe on land as well as in the water. Switching the mode takes 1d3 turns respectively; during this time, apply a DM-20 on all checks.

Bone lacing

The most important bones and joints of the character are hardened with a polymer or even metal layer. This has two effects: The character is able to use the strength of bionic limbs more effectively, and he gets a certain protection against attacks. Every level shifts the strength difference limit (cf. bionic arm) by one point. Every full four levels result in one point of protection against all attack forms.

Converter stomach

The stomach of the character as well as the gullet are modified, so that he can transform any given substance into food. This makes him immune against all digestive poisons and he can e.g. even drink acid or eat stones. However, the protection does not extend to other areas than the digestive system.

Coordination

A modification of the brain and neural system allows the character to use his manipulative limbs more effectively: Every level enables him to act with one additional limb per turn. The upper limit is the number of arms. Characters e.g. with 2 arms and one level of coordination could attack with both arms in the same turn. However, they must both attack the same target.

Claws

At the limbs, retractable claws of about 2 to 5 cm length are placed. If only one limb shall be outfitted with claws, or if they shall not be retractable, the CP cost and body index loss are halved. Claws provide DM+10 on climbing, and they increase the damage with the limb to that of a cutting weapon with a DM of+1 on the damage, compared with normal unarmed attacks. If cyber limbs are equipped with claws, this does not cost any body index points.

Bionic heart

The heart of the character is replaced with a powerful bionic organ, that is better suited to supply the body even when at maximum stress. Main effect is that all ED losses from endurance tasks are divided by level+1. If this reduces them to less than 1, no ED are lost.

Bionic lungs

The lungs of the character including the windpipe are completely replaced by bionic organs. This allows him to make do with far less breathing air than other characters.

Furthermore, the lungs are of course immune against colds... A combination with air filter systems (see below) is frequent. In any case, the air requirements are divided by level+1.

Bionic stomach

The stomach of the character and his further digestive system are replaced by bionic organs. This digestive system is able to handle food that would qualify as rotten for any other characters. In general, the character may eat anything that does not have an alien biochemistry, such as e.g. mouldy bread, parts of fur, gristle, etc. Apply a DM+50 against all digestive poisons that have not been specifically designed against this cyber modification.

Bionic muscles

The body of the character is enhanced with artificial muscles, normally grown tissue. This increases the strength for all actions including carrying capacity and close combat damage. The strength is improved by one point per level. The general appearance of this modification is normally not negative, but the character looks incredibly athletic and strong!

Loudspeakers

A system of small, but powerful speakers is installed, normally close to the skull, but this is a matter of personal taste. They allow to amplify the voice of the character. Furthermore, there is a slot that accepts and plays any typical storage media for music, allowing the character to go into combat with his own soundtrack...

Air filter

In the windpipe and parts of the larger lung wings, a filter system is installed to protect the character from breath poisons. The character gets a DM of +10 x (level - 1/3 poison level, if positive) against all breath poisons, and is immune against all breath poisons whose level does not exceed that of the filter system. For 60 CP, the character is immune against all breath poisons due to the filter system. The term breath poisons includes e.g. smoke. However, please note that e.g. the mucous skin in the mouth and nose area is not protected! If combined with bionic lungs, this system does not cost any body index points.

Air tank

In the torso of the character, a storage of compressed air, sufficient for one hour per level, is installed. Normally, this modification is combined with vacuum support or bionic lungs. While breathing from the internal tank, the character is immune against lack of air in his surroundings and also against any breath poisons that might be present. The reservoirs is refilled by ordinary breathing: six hours are required to refill one hour of tank.

Micromed

This is some kind of implanted doctor: a small implant with a computer system and medical software monitors all body functions of the character. This renders a biomonitor obsolete. The micromed contains compartments for level x 2 units of medical drugs, and it has a skill value of 60 + level x 10 with all medical Skills.

The micromed e.g. injects antidotes in case of poisoning, stimulates during unconsciousness, healing drugs, etc. In some cases, programmings according to personal desires are possible, e.g. at which LF limits or i which situations a certain drug shall be injected. Of course, the drugs must be refilled regularly after use. If in doubt, the master should roll for the micromed as for a doctor; failures can have bad effects, as usual for medical checks.

Nose, bionic

The nose of the character is replaced by a bionic system, providing one hundred percent sense of smell and that cannot e.g. run or have a cold.

Nose, smell bonus

This modification can be achieved as an implant (listed loss of body index) or by extension of a bionic nose (no loss of body index). Each level improves the value of the sense of smell of the character by one.

Nose, smell filter

This modification can be achieved as an implant (listed loss of body index) or by extension of a bionic nose (no loss of body index). It consists of a filter system that stops any undesirable smells and allows the character to resist any attacks that are only based on smell. Furthermore, this is very useful for characters that move in areas with unpleasant odors such as garbage dumps, mass graves, etc..

Nose, dog's

This cyber modification requires an existing bionic nose. It provides the character with a sense of smell that is comparable to that of a dog. Successful skill checks allow to exactly determine all kinds of smells or the discovery of even faint traces. For pursuit of tracks, apply a DM+50, with DM -5 per half hour age of the track, as long as the nose can be used. In general, any smelling check is made with DM+50, if normal smelling is concerned.

Nictitating membrane

The eyes of the character may be closed with a thin protective membrane within one second, shielding the eye against penetration of objects. The nictitating membrane allows e.g. to see under water without penalties, and provides DM +25 per level on all checks against damage to the eye or blinding. Furthermore, it gives the eye protection 1 per level like an armor and a defense DM of+5. If bionic eyes are modified respectively, this does not cost any body index points.

Ears, hearing bonus

This modification can be achieved as an implant (listed loss of body index) or by extension of a bionic ear (no loss of body index). Each level improves the value of the hearing of the character by one.

Ears, bionic

This is the basic modification of the ears: These are replaced by bionic organs, providing hundred percent hearing as standard.

Ears, low frequency

This modification can be achieved as an implant (listed loss of body index) or by extension of a bionic ear (no loss of body index). It allows the character to hear subsonic frequencies. This enables to hear sounds that others can only perceive as vibrations. A skill check can be used in case of especially weak signals or to determine their direction.

Ears, high frequency

This modification can be achieved as an implant (listed loss of body index) or by extension of a bionic ear (no loss of body index). It allows hearing in the supersonic band, i.e. e.g. motion detectors, some household appliances, bats and dog whistles can be heard. A skill check can be used in case of especially weak signals or to determine their direction.

Ears, damper

This modification can be achieved as an implant (listed loss of body index) or by extension of a bionic ear (no loss of body index). It protects the character from all negative consequences of loud noises onto his hearing by dampening them timely. Furthermore, it is possible to "switch off" certain frequencies or even groups of sounds, so that they simple are no longer heard (e.g. it would be possible to turn off the grumbling of one's wife because of being home too late...).

Ears, recorder

This implant is only possible as extension of a bionic ear. A powerful audio recorder is installed, and the recording capacity is world specific. For transfer of the recordings, a datajack is required, otherwise, they can be transferred by removal of the storage media via a small flap in the skull.

Armor (cyber limb)

It is relatively easy to armor bionic limbs by using stronger plastics and metals in order to increase their protection. Each level enhances the protection against all attack forms by 1; per full 5 levels, the defense DM is increased by +5, but at maximum to +60.

Perfect balance

A mini-gyroscope in the inner ear provides the character with an excellent sense of balance. This allows him to walk on narrow paths without making checks (ropes, branches, bridges, etc.) and also on slippery surfaces. In general, apply a DM+50 on all balance checks. All piloting skills in air and space get a DM+5. When a role is made to stay upright or avoid knockdown, the cybertech provides a DM of +25.

Peripheral vision

A modification of the position of the eyes in the skull, normally combined with the implantation of bionic eyes. However, this is not a prerequisite. Effect is a larger field of vision than usual, being extended to more than 180 degrees. The character treats side squares as front squares and rear squares as side squares with an additional attack DM of -10, and attacks are only possible with firearms or with karate (DM-30). Dodge penalties against attacks from the side are waived; for attacks from the rear, use the normal rules for attacks from the side. Furthermore, it is barely possible to surprise such a character. Although he gets a DM of –20 on perception checks for events in his rear, such checks are possible! The modification only has a minor drawback, because due to the peculiar eye position, the character looks slightly unattractive: DM-10 on reactions from members of the same race, if appearance is important for them.

Reduced sleep

A gland is installed that distributes amphetamines and generally regulates the character's need for sleep. The required minimum sleeping time is divided by level+1, with respective consequences. ED regeneration by sleep is unchanged, as soon as the minimum times have been reached.

Reflec armor

The body of the character is covered by a polymer that protects against laser beams similar to a reflec armor. The protection concerns all hit locations. It provides a protection of 1 per level as well as a defense DM of +5 per level against respective attack forms, with the usual limits as for reflec armor.

Reflex booster

The neural system and brain of the character are modified extensively. Artificial adrenaline generators and glands with different hormones, enhanced neural lines and modified brain clusters allows him to act quicker than ordinary characters. The AP amount for all actions is increased by 100% per level % , i.e. effectively, the character as if he were accelerated by level x 100%. Thus, he can act once more per level, move 100% farther,... Actions that require the reaction of other characters (e.g. feints) are not accelerated.

A drawback is the high stress for the body. After the end of an acceleration phase, the character suffers DM-10 on all actions per 100% acceleration, caused by change of orientation and general exhaustion and applicable for number of accelerated turns x 5 minutes. Additionally, he loses 1d6 ED per 20 acceleration turns and per 100% acceleration.

360 degrees vision

An additional sensor systems, typically in the form of an array around the skull, is installed. It enables the character to perceived everything around him, i.e. in an angle of 360 degrees. It is very difficult to surprise such a character, and he does not suffer dodge penalties for attacks from behind or from the side. Furthermore, he may attack into rear squares, e.g. with karate with DM-20 or with firearms without any DM.

Talons

The limbs of the character are equipped with strong retractable talons of at least 20 cm length. Immobile talons are available at half CP value, the same applies if only one limb is equipped. The effect of talons is, that the damage with the limb is increased by 1d3 (fist etc.) or 1d4 and the attack is treated as an impaling weapon. If bionic arms or legs are outfitted with talons, this does not cost any body index points.

Sting

In a suitable body location of the character, usually below the tongue or in the genital area, a sting is implanted. It can be controlled with a muscle impulse and requires to be very close to an opponent, and to have the advantage of surprise. The sting itself does not cause any damage; but it is normally linked with a poison reservoir (see there)...

Synthesizer

In the larynx area of the character, a synthesizer system is installed that can imitate any possible sound except for ultrasonic or subsonic sounds. Very popular among musicians and entertainers.

Telephone (head)

A regular cell telephone for the local network is installed into the skull of the character. It is possible to murmur quietly without having outside people hear much. The telephone itself is operated via subdermal switches. The transmission quality is world specific.

Temperature tolerance

The body of the character is covered with a flexible polymer that allows him to resist are wider temperature range than ordinary characters. The extension is 25 degrees Centigrade upwards and downwards per level. If the extension only works into one way, halve the CP cost. A mere shift of the normal temperature range would result in a cost of 0 CP.

Clock

A clock is implanted in the character, normally showing its information on a display at the wrist or e.g. on a data monitor. The clock is exact down to thousandths of seconds and it has an integrated wake-up and stop watch function.

11. Cybertech

Ultrasonic speech

A special synthesizer allows the character to communicate in the subsonic or ultrasonic bands, resulting in many cases in communications that almost nobody can listen to. If the ability shall only concern subsonic or ultrasonic speech, halve the cost, but not the body index loss. Skill checks may measure the quality of communications. Please note that ultrasonic hearing must be purchases separately! Combination with an ordinary synthesizer (see above) halves the loss of body index.

Independent eyes

The character can focus independently one eye per level. Thus, the maximum level is number of eyes minus one. The effect is that it becomes possible to focus one additional target per independent eye. Combined with coordination, this allows to attack several targets in the same turn. Thus, it is not recommended to purchase this ability at a higher level than coordination.

Vacuum proof

A pressure tight hull surrounds the body of this character, allowing him to survive for some time under vacuum conditions. However, he still needs breathable air during this time (e.g. from an internal air tank), but he is immune against all pressure changes (cf. pressure tolerance) and against temperatures down to absolute freezing. Furthermore, he of course does not take any damage from the vacuum. The period is one hour per level, or for 170 CP, unlimited exposure is possible.

Improved sense of touch

The hands of the character are equipped with a special sensor system that allows him to perceive even tiny details with a touch. Faint vibrations in an object or microscopically small engravings / unevenness may be discovered if a skill check succeeds. Also provides DM+10 on all suitable skills such as e.g. jeweler.

Advantage chip

This is a chip which grants the character effectively a certain special ability, as long as it is plugged into a chip socket. The following different chips are available: eidetic memory, lightning calculator, berserk combat, natural skill talent, orientation, awakening, time sense, pain resistance, willpower. Furthermore, chips may contain language know-how or read/ write.

Theoretically it would be possible that also mental handicaps are stored on a chip. These would affect the use, but not grant a CP credit because the handicap would not be permanent. Possibilities may include: phobias of any kind, vows and strictures, dyslexia, mute, skill inability, weak will, low pain resistance.

Weapon sensor connection

Into one palm of the character, a sensor pad is installed and connected to the brain with a neural line. A weapon respectively equipped with an induction pad – at some tech levels, direct plugging of a data cable is necessary - is required to use the advantages: The system displays a crosshairs onto the retina or in a bionic eye, reflecting exactly where the weapon points. Furthermore, it is possible, to give mental orders to the weapon (e.g. change of firing mode) and the use gets general status reports. Game effect is that a DM of + 5 x level is granted for all attacks with the weapon, and furthermore, one additional roll is allowed per level - the best result applies.

Weapon mount (cyber limb)

A hidden weapon is installed in a cyber limb. This is possible for hands, arms and legs.

Into a bionic hand, weapons of up to 1 kg weight (half weapon weight plus full ammo weight) may be installed; they fire through a finger. Effect is a change of the snapshot DM by + 10 (e.g. - 30 becomes -20) and of the aiming DM by - 10 (e.g. -+30 becomes + 20). If the weapon does not weigh more than 250g, it can be completely installed in one finger, that can be easily (2 AP) replaced by another bionic finger.

In a bionic arm, weapons of up to 3 kg total weight (see above) can be installed, and they fire straight line through the hand joint. Effect is +5 on the snapshot DM and - 20 on the aiming DM.

In a bionic leg, weapons of up to 4 kg total weight may be installed (see above) They fire through the heel, i.e. the character must either lie or hold the leg respectively. The snapshot DM is doubled and the aiming DM is halved, but at least reduced by 25 points.

Reloading is normally made through a flap in the cyber limb.

Weapon implant

This is similar to the installation in a cyber limb; but this is a true weapon implant, normally in an arm or leg. The body index loss is 2 per kg of weapon weight. Reloading normally happens through a flap that is covered with artificial flesh.

Additional LF

The body of the character is equipped with various internal "reserve systems": hardened nerves, additional blood reserves, artificial coagulants, etc. This increases his LF by one point per level.

Additional ED

The character gets two additional ED per level because his body is equipped with a "reserve system" for emergencies: glands distribute hormones, the lungs are more powerful, the heart is stimulated, etc.

11.8 Final remarks

The presented list does not claim to be complete. It shall only provide some ides how cyborg characters could be created. Already a look at the chapter on the creation of races will probably lead to thoughts on additional elements.

By the way: When comparing the rules on the creation of races with this section, you will note differences between the CP cost for cybertech and the cost of the special racial abilities. This is not merely a coincidence, instead, it shall be taken into account that cybertech has the drawback of costing body index points.

11.8.1 Reputation of cyborgs

When characters with obvious cyber modifications are in general treated with scorn, suspiciously or otherwise negatively, this means that they have a respective negative reputation (cf. character creation) and thus get a CP credit.

11.8.2 Appearance of cybertech

The overwhelming majority of the cyber parts is designed in a way that only a medical examination can find out that they are artificial. Exceptions can be found in the respective descriptions.

If a character decides voluntarily to use visible cybertech, this is a double disadvantage for him: his special abilities are more visible for potential opponents (a metallically shining arm might hint towards high strength) and, if a

negative reaction to cyborgs exist, this would always affect him.

In order to simulate this, the character should get a respective CP credit, but not too much. Normally, this will be a change of the reputation in the range of -5 to -15 CP; the other disadvantage should result in a direct cost reduction of the cybertech by about 10% per item.

11.8.3 Quality of cybertech

In many worlds, there will be a market for used cyber parts or such of minor quality. A character that decides so take such parts of course suffers a handicap. The reduction of the CP cost of the cybertech could be as follows:

A **function value** is defined. Once per hour, and in all truly critical situations (character hangs on his Cyberarm from the roof of a building...) the master can call for a function check (cf. damaged cyber parts). Roll 1d100 + function value, and a failure means the part ceases to work for, in this case, 2d6 turns,or until repaired if a disaster happens. For the CP reductions, the following applies:

Function value	CP reduction
90	- 5 %
75	- 15 %
50	- 30 %
25	- 45 %
10	- 65 %

Please note that in case of damaged parts, the function checks are not made with +100 - DM, but with function value - DM.

11.8.4 Further reductions

In the case of dermal armor or reflec armor, it is possible, as described in the chapter races, to limit the protection to certain hi locations or against individual attack forms. The values listed in the respective section have to be used.

11.8.5 Power sources

All preceding assumptions are based on the concept that the implants can be used without energy problems, possibly by using body electricity or very advanced kinds of energy supply, up to a nuclear reaction.

But, what if the energy requirements of cybertech limit their operation times? Such a method, without going into detail whether using batteries, fuel or whatever, would result in a CP reduction of the cost, because it would be a drawback. A system should be used that is based on the maximum operation time until "recharging". The following applies:

Max. operation time in hours	Cost reduction
10	- 10 %
7	- 15 %
5	- 20 %
4	- 35 %
3	- 50 %
2	- 70 %
1	- 90 %

If recharging is especially complicated (requires e.g. to return to a certain place, or takes longer than one minute per element), an additional -10% to -20% reduction should be applied.

The rule of course only makes sense for "working" cybertech such as e.g. limbs or eyes. Modifications that take effect by being installed or that logically do not need a source of energy (e.g. dermal armor, reflec armor) are not included. The master and worldbooks decide in detail.

12. Scenarios and campaigns

12.1 Introduction

This chapter treats the scenarios, also called adventures, that have already been mentioned at other places. It describes how an Omnirole scenario is used, i.e. how one acts as a master, and will furthermore give hints how to develop own scenarios and how to connect them.

12.2 Functions of the master

As part of the general introduction, some comments on the function of the master have already been made. For completeness and understandability, we will summarize the most important things once again here.

The Master is **narrator**, i.e. he describes to the players what their characters experience in the fictitious game world. He must present everything that they can perceive, without giving up to much information and without spoiling the atmosphere. This information could then e.g. be used to draw a map. Usually, all this happens in the form of a dialogue, cf. example.

Example: The master describes a room which the characters have just entered, as "about 3 meters x 4 meters large, with some three meters height. It has two doors, one , through which you have just come, and one in the opposite wall. A carpet covers the floor. At the left wall, you discover a large window; at the right, there is a cupboard. In the middle of the room, there are a table and three chairs. On the table, there are some plates and cups." Now, the players may decide on their actions, e.g. to examine the other door (Is it locked? What can be heard when listening on it?), to look at the cups and plates or to search the cupboard. Just then, the master will e.g. mention that a small, locked chest is in the cupboard, or that a band of orcs lurks behind the door t.

The master is **roleplayer** himself, as he takes over the role of all NPC that appear in the game and decides about their actions. More about this can be found below.

Furthermore, the master is the **referee**, i.e. he is the final instance in all rules questions. For this purpose, it is not necessarily to learn the rules by heart. Beware! Instead, it is sufficient if the basic mechanics (check system, skill system or rough treatment of a combat) are memorized. Everything else can be looked up without losing much time.

12.2.1 Rule discussions

As already mentioned, the master must take over the role of the referee. One problem here is, that often players do not agree with the master's interpretation. "But my character can do this and that, because page 176 2. paragraph line 3 says...". Such "rules advocates" destroy any game atmosphere, because firstly, they put the rules and not the fun in the first row and secondly, they cause quarrels.

Thus, the general rule for all Omnirole games is: The word of the master is the law. His rules interpretation counts. If a master uses modified rules (house rules) that drastically deviate from the basic rules, however, he should inform the players about this before play begins. Fairness requires this. During the game, the players may perfectly make suggestions, how something could be ruled, or support the master – but they cannot oblige him to do anything. If someone does not like an interpretation, he is free to tell the master after the game.

By the way, for all those that think now that these paragraphs give too much power to the master: As I know from personal experience, masters that try to play god towards the players, will very soon be subject to a lack of players...

12.2.2 Rule interpretation and improvisation

One of the most important jobs of the master is the interpretation or improvisation of rules. There is a quite plain reason for this: the Omnirole rules are very extensive, and they give hints for a lot of situations. Similar to a law, however, they are simply not able to cover all possible cases, but can only provide general guidelines. Thus, there will repeatedly occur situations, especially under more exotic conditions, for which the rules do not contain any information. In this case, it is the job of the master to find a solution quickly.

If e.g. a skill for a task lacks, it might be possible to use improvised checks or attribute checks, or simply a success probability in itself. One die roll, and the matter is running smoothly. The same happens if the rules produce unsuitable results – simply change them, or, in this case, ignore them. The rules are suggestions and aids, not the Ten Commandments.

Consequently, a good master - and you will become this after some time, but only after some time – is not only characterized by imaginative power, but also by the ability, to improvise. Players, unfortunately, tend to act always different from all expectations. And simple saying - "You can not do that, it is not in the rules" – contradicts the spirit of roleplaying. Have fun is the motto. If a player wants to build a nuclear bomb or swing around daringly like Errol Flynn? Let him try it, based on the abilities of the character, and give him a fair chance of success. That is the secret.

If you think that an idea is completely without a chance of success, roll nevertheless, and tell the player that it did not work – with a good description of the events. Etc.

12.2.3 Description of situations

The next thing is the description of the game world. How shall this be done? First of all, the general principle should be that the players only learn what they can see at first glance (or perceive with other senses). Hidden objects are only discovered when they are searched for (or the characters stumble across them).

The same applies for room descriptions, i.e. the master should not use exact terms such as "The window begins 60 cm away from the corner, it measures 70 x 75 cm", unless the players have the equipment of surveyors or similar devices and use it. The magic word is "about", and it should also be considered, how good humans normally are is estimating distances and sizes, when they are unable to use measuring equipment. Is a "large hall" 50 m x 30 m or yet 60 m x 35 m long? This is actually difficult to say. Think about these principles when being the master, even if some rulebooks should still use exact figures. Maps can also be drawn based on estimates.

It is also important not to give away information too easily. Do no emphasize that "a really large cupboard " is in the room, only because you know that two thieves are hiding in it. Describe everything neutrally, without special stress or evaluations. Let the players find out more by a closer examination!

When you are then trying to create a good atmosphere with your descriptions, everything should be well. The exact meaning of this? Well, consider all the senses of the characters, use colorful descriptions, i.e. to not just say "you enter a tavern " or "the bartender", but describe the room with the guests, or the appearance of the NPC.

12.2.4 Presentation of people

When the master is presenting people, i.e. NPC, he must always be ware of the type of person that he is just playing. What are its motifs, how is its character defined?

Reaction rolls (cf. miscellaneous) can be a true help, when no special thoughts have been made in advance. For persons, it applies as well that the players also get to know, what they can perceive.

In any case, the master should become the orc leader, the street janitor, the drunk customer in the bar, when presenting him – similar to a player that would roleplay this character. In this way, it is possible to create a lot of atmosphere, avoiding statements such as "you meet a janitor that shows you the way ", but playing out the encounter. This is real roleplaying, not blind dice-rolling and rules-reading!

It should also not be neglected that only very few persons will have bad intentions towards the players from the very beginning. As long as the latter act diplomatically, many potential opponents can be treated without actual combat. Refer also to the bestiary.

Furthermore, the master may never forget the level of knowledge of the NPC. What does he know about the players? Is he aware of the snake phobia of their leader, the magic abilities, their special gifts? And from which source? And what does he think about them? Answer these questions in a fair and logical way, and you will have a lot of fun.

12.2.5 Player behavior

A further function of the master is to manage the behavior of the players, and this concerns the real as well as the game world. Let us begin with the real world.

It can easily happen that the players start talking about movies, sports, or whatever, only because their characters have nothing to do at the moment (e.g. because the group has separated). Perhaps, they are also simply very loud, or comment everything with more or less funny phrases. What can be done? Well, first of all, make an appeal to their fairness towards the other players. If this does not work, and such talks quickly spoil and kind of atmosphere, there is only one solution:

"What you say, your character says!". If the players are loud, their characters cannot sneak at someone. If they comment the appearance of an NPC, they will soon get to know is reactions, and so on. Concerning this rule, you are not required to warn the players. Just use it, and in most cases, there will be the requested silence.

Another problem in the real world are rivalries between players. If at all possible, they should not become part of the game, but if this cannot be avoided and one still wants to play together, the players must show discipline - or their characters act as described above.

Similar rules apply in the game world. There will always be players that announce actions ("I enter the room ", "I open the door ") - and as soon as they know the follow-up effects, they want to take the action back. "I was not yet through, well, I mean..." or "hey, that was only a joke " are typical statements. The cure is simple:

"Said is said, done is done." If a player announces an action for a character, this will happen. Taking back is only allowed if the action si suitable for this.

Example: "I shoot the guy " or "I press on the self-destruct-button" can not be taken back, because the action happens immediately. "I fly to South America ", "I set fire to the house " (except when using a flamethrower) or "I run the 100 meters to that guy, grapple him and knock him out " are examples for actions that my be taken back: The action covers a longer amount of time, and it consists of larger steps. If the player is quick enough to say that he changed his intention, he stops on one of the steps, and that's it.

After all, taking back actions should be exceptional in order to avoid spoiling the game atmosphere. Think first, act later.

And there is yet another thing: every player can only decide for his own character. "I send Jack to advance" or "We do this and that " are disallowed action statements, as long as the respective character still has his own free will. The only exception applies if the players elect a leader before beginning to play, or later in time. This leader then has the right to announce "we"-actions, but not to have other characters act individually. If in this case, the player does not immediately state "But I stay behind " or something similar, the action concerns all the characters.

12.2.6 Fairness

One most of the most important attributes of a roleplayer should be fairness, and this concerns the players as well as the master.

Players should always be fair towards other players and the master. Personal insults do not have any place in a game, and the same applies for roleplaying a character in a way that harms others. Sentences like "My character unfortunately is a berserking xenophobe, and he does not like your face " or "I shoot Tim into the back" must not appear in a roleplaying game.

Usually, it will be hard enough for the players to survive and achieve their goals. If they then even cannot trust each other, it is very probable that the adventure fails. Certainly, a bit of intrigue can spice the game, but robbing injured comrades, even killing them or other bad jokes will in the very end fall back on all the players. Who will be prepared to act with full risk, if he must expect to be left behind or robbed when injured? Thus, it is the job of the master, to ban respective players, if they refuse to understand the problem, from the group, as soon as other players start to make complaints. Roleplaying is fun, not living out one's inferiority complexes at the expense of others.

By the way, the same should happen to players, that e.g. continuously attack civilians, plunder or torture and kill prisoners. If the internal justice of the players does not intervene (some people have something called a conscience), there always is the question, how the world will react. Sooner or later, the player behavior will be known, they develop a certain reputation, and this has consequences: Priests of good and neutral cults suddenly refuse healings, the authorities search for them, NPCs fight until death and so on. Hopefully, the players then understand the signs, and change.

But let us go to the master. For him as well, fairness is the highest rule. The master must neither be too generous with the players, nor must he discriminate them. What does this mean exactly?

Well, let us start with "discrimination". For example, it is pretty easy to kill all the player characters, without giving them any chance to survive. "Well, this matter transmitter did not have a partner station. Have fun in hyperspace " or "the roof of this room is a trap – a fifty tons rock. Splat." This is nonsense. The comments made about players also concern the master: Do not live out your inferiority complexes at the expense of others – otherwise, you will soon be out of players, and maybe have a black eye. Actually, players tend to like their characters and to develop a personal relationship with them.

This takes us to the next subject, "generosity" and in general, the survival of characters. The master should also not let the players get away with everything. If they walk into danger although they know better, possibly even driven by blind lust for treasure, and are threatened with death – then they should die. Otherwise, you will soon experience that the players think that they are invulnerable and invincible, and you will no longer be able to design good adventures. If e.g. the above-mentioned cases of unfair players occur, you have any right to strike back. Of course realistically and fair, but e.g. someone that has committed repeated mass murder and is searched by the

FBI, might be located on some day, and then, the cops will possibly call the SWAT guys - or shoot first and arrest later.

Give the players all the chances, that a normal human with their abilities would have, and a little bit more, after all, they are the heroes of the story. Tarzan, Luke Skywalker, Buck Rogers, Batman etc. normally would not have had any chance to survive many situations, but is it not fun to watch how they make it nevertheless? There we go. Therefore, if the players are in difficulties due to mere bad luck, no problem: Save them somehow.

If there is no other way, use Deus ex machina, e.g. "the cavalry arrives " or "Conan appears on the next hill and he is pleased to participate in the combat". However, more subtle means do exist: Open an escape route for the players, e.g. the opponents might call for surrender or they suddenly make tactical errors that allow the players to flee. Even cheating is possible, but this should never be disclosed to the players: Roll secretly, and then just reduce the results. Really not a problem.

12.2.7 The adversary

One possibility to play fairer adventures is to introduce a co-master, the "adversary". He gets the task to play the NPC opponents of the players and to decide about their actions. For this purpose, he gets the game stats and information level of the NPC, but except for this, he must, like an ordinary player, refer to the information granted by the master in response to his characters' actions during the game.

The main advantage of this method is a separation between the neutral master and the opponents of the players, and thus fairer results. Unfortunately, it can otherwise happen quickly that the master unconsciously lets knowledge influence his decisions, although the respective NPC could not have it.

12.2.8 NPC behavior

Some more words on NPC. As already mentioned, their level of knowledge and their motivations are decisive, as well as the behavior of the players in general. Never forget, this is not the clone series One-A, but individuals. All janitors or bartenders do not look the same, and they also do not act identically.

Similarly, NPC may only have certain knowledge, when this is realistically possible.

12.2.9 NPC abilities

The same applies for the abilities of NPC. These should always be logical, especially for characters, that are not part of the main story. Housewives with shotgun and an attack value of+150 are as improbable as policemen with gun+20. Think a bit about what the NPC represents, what happened in his life, etc. A tavern keeper might e.g. be a retired warrior, that has his old sword hanging somewhere – but the same is not true for every tavern keeper in town.

Similarly, opponents that shall be somewhat threatening, should be adequately equipped and developed. Do no have three half-blind orcs fight against six players, and sell this as "the epic combat". But you should also not set up 20 orcs and then say that the combat almost cannot be avoided.

12.3 Scenario design

In the following, I am going to explain how you can develop your own scenarios, a process, that most masters will reach sooner or later. After all, the number of prepared products is limited, and at the very latest when playing in a self-created world, they reach their limits.

However, it is generally possible without difficulty to adapt most products of other roleplaying games for Omnirole. As the Omnirole rules are based on understandable or universally used units and information such as meters, seconds, etc., it is sufficient if the product to be adapted can be converted to the same units or use them in general. For attribute values and abilities of NPC and creatures, the transfer should also not be too difficult: Omnirole mainly uses the d100, i.e. chances in a percentage system. Thus, you only need to convert the skill and attribute values of the other system respectively.

By the way: If you insist on playing another system for a while, this does not mean, that you can no longer use your Omnirole products. The transfer in the opposite direction of course is not more difficult. However, we do hope that sooner or later, Omnirole will become your main system...

But let us proceed with the design of you own scenarios. I have made the experience, that it is helpful to think of a scenario as of a movie, in which all participate, but whose events are not yet definitive.

12.3.1 The idea

Each scenario begins with an idea. This can be a very simple thing: the players want to go treasure hunting, and the master prepares something respectively. Or one takes classical stories such as the saving of kidnapped characters, the recovering of an object, a quest or pilgrimage, a scientific expedition, or e.g. simply a space voyage. Ideas can, however, also be much more complex: Examples would be a scenario, in which NPC act at various levels against each other and against the players, and nobody really knows, who is working for whom. Similarly, a "classical" scenario can be enriched in this way, e.g. if the supposed "legal" owner and NPC employer in truth is the member of a rival clan, etc.

A good idea is no guarantee for a good scenario, but a good beginning. It can be very difficult to get an exciting game out of a bad idea.

What are possible sources of ideas? Everything. Roleplaying adventures, movies, TV, books, radio plays – whatever you think of. However, be careful with one thing: When designing an adventure based on a story that you really enjoyed, and changing nothing, there are two risks: Firstly, players tend to act very different from what everyone would expect – thus, you might be repeatedly required to set them back on the right track, in order to reach a result that is at least somehow similar to your plans. Secondly, and this is the true problem, it might happen that some or all of the players know the movie, the book or whatever themselves - and this kills most of the atmosphere. Of course, a fair player should not spoil the fun of the others, and simply step back a bit, but one the other hand, this will not be much fun for him, and secondly – what if all the players already know the big point of the story? Blame on you.

Therefore, my recommendation is to be inspired by publications, but then to work yourself. The transfer of a crime story from the 20th century into a Fantasy world may be sufficient that no player remembers it – until the "ah" effect at the very end. Just try it.

12.3.2 Getting started

A big problem of many masters is to find a proper entry into a scenario for the players. However, this is not that difficult. Just ask yourself the question, what might move the players to the desired place (an invitation, random, carrying out a liability,...) and what shall motivate them to play the scenario.

In general, two classes of scenarios can be roughly distinguished: The employment scenario and the developing scenario. Employment scenario use a job as

starting point. This can happen explicitly, Examples are a NPC, that engages the group, or similar things.

Example: An old man talks about a treasure. The king is looking for someone that saves his daughter / kills the dragon / delivers a message. A rescue expedition is prepared.

In this situation, normally a reward will be offered, that hopefully is sufficient to motivate the players.

However, the employment can also be indirect. Examples for this are all kinds of pressure on the players, or e.g. maps found by them.

Example: The players find a treasure map / a wreck / a ruin. They must make a pilgrimage / find a certain mage, in order to get rid of a curse / sell an object, etc.

This kind of scenario is based on the curiosity of the players, and of course on their desire, to make advancements by achieving the goal.

But let us return to the developing scenario. In this case, normally events occur in a certain sequence, and the players somehow become part of them.

Example: A murder happens on board the ship, with which the players are traveling, and one of their NPC friends is the main suspect, or they are asked for help for some other reasons. A dying NPC uses his last effort to tell the players a cryptical message, etc.

This form of scenario may even happen in a way, that they players become the subject of certain events, whether they want it actively or not. Maybe, an old enemy is on their track, or they are thought to be someone else, or they have been at the wrong place at the wrong time, or...

You can thus see, it is not that difficult to put the players into a scenario, and there are even enough possibilities to avoid repetition.

12.3.3 The script

There are different ways how a master can prepare a game session. We recommend that the planned sequence of events in the scenario is written down in the form of a script that includes the most important information. By the way, this is the method how prepared Omnirole scenario modules are designed.

The script should then include information such as the locations of the story (see below), the stats of the important NPC, with which the players will probably have to deal, and some things more. A script can be as simple a rough list of events that acts a thread for the master, who improvises all details when needed. However, it might as well be as complex as a novel or true movie script, i.e. contain full room descriptions, character descriptions, etc..

The whole thing is a matter of personal taste. Beginners will prefer to prepare and write down as much as possible, while experienced masters will usually be more capable to use their improvisation skills.

Depending on whether an adventure includes interactions with NPC or not (e.g. a group operating against the players, that is also looking for the object, or the murderer that tries to escape from the city), the script might also include the probable line of events in the game, i.e. what will happen when, and how actions of the players may influence this.

12.3.4 Places of action

Omnirole uses the term places of actions for places, at which the events of a scenario will happen. There are endless possibilities: Spaceships, taverns, caves, the Sahara desert, the inside of a giant tree,...

They all have in common, that the places will be important for the scenario with a high probability, and therefore, some thoughts about their location, appearance, etc. need be made in advance. A tavern, in which the players are just for a short time, in order to get an information, or the shop, in which they go for some gear, is normally not a place of action that must be prepared. However, if the tavern shall e.g. be the location of a brawl during which an important NPC is introduced, the matter is very different.

12.3.5 Maps

When designing a scenario, there will be the desire to show places of action via maps. This has various advantages: One gets a better understanding of the sizes and distances, lines of sight, etc., and at the very latest in case of a combat or use of magic, every master will be thankful for a good map.

However, do not draw a detailed map for every auxiliary place of action. Rough drawings are often good enough. Only truly important places should be presented in detail. You also should not forget, that maps may be reused after some minor modifications, so that it is e.g. not necessary to make new maps for every tavern. Modify the description of the interior, the name and possible the placement of the furniture, and voilà, a new tavern is ready for business.

12.3.6 Special effects

Special effects are intended to enrich a scenario, and thus to increase the enjoyment of a roleplaying game. Typical examples are riddles give to the players, especially protected doors that can only be opened with the right idea, all kinds of light and sound effects, small sub-plots and similar things. They all have in common that they shall occupy, distract or imply interest the players. They can, but need not have an importance for the adventure, and are in any case a possibility to let a scenario be more than a combination of battles and traps.

Please note, however that a scenario should not be overloaded with special effects. Players already tend to suspect a lot in very ordinary objects and to spend their time in this way. If you fill every room with magic and riddles, you should not wonder, when every game session takes several hours–but maybe this is just what you are looking for...

12.3.7 Traps

Traps will be a highly interesting element of many scenarios. There are masters, that always develop new ideas, while others prefer to rely on experience. I would like to make some comments about traps in a scenario.

Traps can appear in a lot of possible forms: pits, snares, alarm devices, spring-guns, mines, air defense systems, teleport fields, gas containers, and a lot more. They all have in common that they are designed to work against unauthorized intruders (and players have some tendency to be just this...). There is a differentiation between traps that are built to capture and such that shall confuse or hurt / kill. Especially the latter ones should rarely be used, because of the rule of fairness.

When placing traps and security systems, always keep reality in mind: You should have a logical idea of how the trap is triggered and who is affected by it (and please, avoid continuous "it is magic"), and do not forget that traps should also be placed logically. Do not plaster every square meter of a room with some kind of traps. These cost money, and there is also the problem of authorized users: How are they protected from triggering the traps? Many systems will therefore only be active at some time, or they will be means to deactivate them. A situation in which the inhabitants of a castle, when going to the toilets, need to run through a ten minutes trap slalom, is somehow wrong...

But let us return to the basics. Of course, traps can be discovered, when someone searches for them, but this

costs time, and time is precious. Consider carefully, how a trap might be discovered, but do not give away this information, as long as the players do not say that they are actually searching. The same applies for disarming or avoiding discovered traps. If you sometimes use a self-designed trap, that can be disarmed using clever ideas, and not just a skill check: traps, the adventure will be enriched by a new colorful element.

12.3.8 The final

Most scenarios will have some kind of epic final. This may be the discovery of the treasure, the defusing of the bomb, the big final combat, the unveiling of the murderer's identity, the voluntary demasking of an NPC using many masks, etc..

In this context, we would like to mention that a final or climax is not compulsory, but it improves the scenario. Players enjoy to have the feeling that they had some influence on the events. Therefore, a good final can compensate them for many problems during the game, and just have a look at the above-mentioned models in movie and literature: a good final is somehow part of a good story...

12.3.9 Campaigns

A campaign is a sequence of scenarios, that are played with the same group of characters – minor changes included - and that might be somehow linked. For example, the characters may have to fulfil a quest, and make a long voyage for this purpose. While traveling, they encounter NPC and experience further adventures, until they arrive at their destination on some day.

A campaign, being the highest possible form of roleplaying adventures and comparable with a cycle of novels, can easily link a lot of adventures can take several real years. It might even develop rather slowly and in a hidden way, that is, the players only discover after a while that there is a "thread " between their experiences.

Consequently, a campaign could reach the epic final, for which one has been prepared, only after a lot of adventures.

Roleplaying campaigns are comparable to series of movies or books, such as e.g. Star Wars or the Lord of the Rings - and they are really great fun, because at the end, one will have written his own story !

12.4 Worlds

Omnirole defines a **world**, also called **game world**, as a universe, in which roleplaying adventures are set. Each world is defined by a date, at which the adventures occur, and by a description of the situation. Worlds can perfectly be based on real models (The High Middle Ages, Rome at Cesar's time or Chicago 1925), be based on movies or literature (Star Trek, Tolkien's Middle Earth or the myth of King Arthur), or finally on a completely individual design.

World design

A world is designed by asking and answering a list of questions. Its development in further details will usually happen over some time, e.g. while adventures are played in different places. For example, a Fantasy world might begin with a rough map, some information about the most important peoples, and a village with its surroundings. When the players than have an adventure in a city, the master extends his resources by a city, soon by a further one, etc.

The most important questions are:

- How does the map of the world look like, which countries, peoples, regions are there? Important cities, rulers , languages, etc.?

- What kind of creatures inhabit the world? Vegetation, animals, etc.

- What happened in the world's history?

- What is the standard information level of the inhabitants about their world?

- What about magic (mana level ?), what about psionics or other special abilities?

- what is the tech level ? Are there differences between the areas of development ?

- Are there important regional differences concerning technology, society, ..?

- Which equipment is available for characters?

- Which laws and rules are in force, how is the social structure ?

- Are there any special rules for skills, abilities, equipment? Are there any special skills? Which character types are common ? Which races?

- Has one made plans for future years?

And much more.

12.5 Time

Time measuring in a roleplaying game can be a problem. As you probably will have noticed, there are differences between real time and game time. If the characters travel for three weeks, it is rather unlikely that the players will be sitting at the game table for that time, not considering private obligations here. Similarly, playing a combat of ten turns (20 seconds game time) with lots of participants may easily take an hour. What should be done?

There is no conversion formula. Instead, the master should ignore the real world time and only account for game world time. For most actions, there will be information about time consumed, or it can be estimated.

Similarly, it is easily possible to interrupt an adventure, because the time at a game evening is not sufficient to finish it. No problem at all. The master writes down the situation with its specialties (positions of the characters, opponents, time, etc.) and until the next session, regardless when it happens, no time passes in the game world. The event are frozen, just like a movie that one has paused.

12.6 Retirement of characters

Sooner or later, a successful, regularly playing roleplaying group will reach the point, at which the individual characters have reached a gigantic power level from their world's standards. As soon as the beginning values have been exceeded by several 100%, and success values of 200 are no longer a rarity, it becomes more and more difficult for the master, to develop challenges for these characters.

Thus, one should sometime be prepared to retire the current character group and to begin again with new characters, in order to avoid that the fun of playing is lost. For comfort, do not forget, the old characters are not lost. They only move to the background, and could e.g. now have their turn to appear as patrons or employers. Well, and from time to time, maybe once or twice in a real year, there may be the time, when a very special task awaits these experienced heroes...

Fixed CP limits for retirement can not be given, because this too much depends on the game world and the beginning amounts. May 2,500 CP be much for ordinary Fantasy characters, this can be very different for superheroes in a Comic world. Thus, it should be left to you to decide when you think that the current characters

have simply become too superhuman to be much fun to play.

12.7 Death of characters

Although this is sad, it cannot be avoided always: Whatever has been tried to save him, the character of a player is dead and also can not be reanimated. This results in a short term and a long term problem.

First the short term one: The player can no longer participate in the current scenario. Whether you as the master allows him to have a ready character integrated in the adventure or not, it entirely up to you. Sometimes, this may not be possible (The characters are crash-landed on a planet, as the only human beings...), at least without lots of effort. Please consider, however, that it can be terribly boring for the respective player, only to watch the game. Thus, there often is the solution to let him play an NPC that is currently accompanying the group (e.g. the hired bodyguard or the warrior provided by the NPC employer), of course only, if this character does not have a special importance for the adventure.

This leads to the long term problem: In any case, you will have to enable the player to enter the group again with a new character, as soon as the current scenario has ended. How this happens, is up to you. The next question is, how many CP the character shall have. There are different schools of though here. Some demand that the player starts again with a beginner character. Others state, especially in case of a group with advanced characters, that this would not be too fair, e.g. to have a difference of 50% CP between the new and the old characters. Thus, we make a compromise proposal in the following: Give the new character as many CP, as the old starting value of the group was, plus 75% of the difference to the player character with the lowest CP amount. This should produce fair results.

However, watch that the new character is developed logically. Unfortunately, the flexible Omnirole system includes a risk of abuse, by investing e.g. almost all the additional CP for a single (funnily usually weapons or magic) skill. Prohibit this outright.

13. Space combat

13.1 Introduction

This chapter treats the general handling of fights between spacecraft, if such occur in a world. Various basic assumptions are made here: the model are classic space opera fights, i.e. the use of energy beams and similar weapons, and possibly of force fields. Battles that follow very different principles (e.g. with very slow ships that fire steel balls, cf. Harrison; or battles between spaceships powered by magic) must be left for special worldbooks. The basic system is mostly oriented at the ordinary Omnirole combat system in order to minimize the effort of learning further rules.

The system is suited for all space combats in which not more than ten larger spacecraft participate. The best results are produced if only two units battle, possibly supported by fightercraft.

13.2 Notes on strategies in space combat

The possible strategies in confrontations of spaceships will of course importantly depend on the game world, but some basic things can normally be said in general.

In general, the decisive impact is that of the quality of the material and its use, i.e. the more stabile ships, more penetrating and longer reaching weapons, better protection fields, but of course also the more efficient fire control and maneuver execution.

The normal goal will be to create a situation in which as many of the own weapons can be used as effectively as possible, whereas the opponent can use as few weapons as possible. There is a relationship to sea combat on Earth. The technique of the "T maneuver" of two lines of battle, where one of them can use all its weapons, and the other almost none, is a classical interpretation. A three-dimensional extension in space combat is the demi-sphere formation with retreated center.

Furthermore, it may be advantageous to use the own maneuverability, e.g. to distract the fire control of the opponent.

The skillful use of supporting systems and maneuvers such as short FTL jumps, space mines, missiles or cloaking devices is added, and then we have all the important aspects of space battles together.

13.3 Time and distance

Normally, the space combat system uses combat turns of 100 seconds duration, i.e. 50 normal Omnirole combat turns. This has merely practical reasons, because shorter turns will normally only increase the accounting efforts in view of the combat distances. However, differences are possible from world to world. As a rule of thumb, one turn should allow only one or two attacks with the standard weapons, and it should allow a distinguishable movement of ships.

Depending on the world, distances are measured in meters or even kilometers. Therefore, there is no fixed size for a square in space combat, but this varies depending on the worldbook.

As space battles happen in three-dimensional space, it is rather difficult to show them on a map. Furthermore, the experiences with three-dimensional presentations have shown that such systems are not playable well. As a compromise, we thus propose not to note exact positions, but only the distance between spacecraft and their rough bearing, separating between approaching, parallel and leaving. This is wholly sufficient, and produces good results. It will only be difficult if more than two vehicles participate and one wants to note their relative positions.

There are different possibilities to solve the problem, and this is up to personal taste. One would be to use a two-dimensional projection only and to prohibit maneuvers outside this plane. This can work, because most other courses will not make much sense in combat in most of the worlds.

A second possibility is, as mentioned, to note relative positions and to improvise if necessary (A to B 1 million kilometers, parallel, B to C 500,000 kilometers, approaching, A to C 1.2 million kilometers, approaching). The information needs not to be very exact. If in doubt, make a quick sketch or put some small counters on the table.

Finally, there is the abstract variant which completely renounces on a geometric presentation, but has its own and new drawbacks. It will be explained in a special section.

13.4 Basic data for spacecraft

For all spaceships that are part of a battle, various data must be known. This includes acceleration capacity and displacement (volume).

The hull of a ship has a certain amount of **hull points (HP)**, that can be compared with the LF of a character. The amount is determined as follows: HP = ship volume x 100

Finally, each hull has a **protection**, that is highly world dependent and similar to the armor of a character. In general, it is calculated using the following formula:

Armor volume x modifier x third root of (armor volume/ship volume)

As the standard hull also provides some protection, although not as much as an equally thick armor that has been designed for such purpose, add one tenth of the volume used for the hull to the armor volume.

For every internal system of a ship, i.e. e.g. weapons, engines or the bridge, **system points (SP)** are calculated, using the formula as for the HP, but this time based on system volume.

Afterwards, the **hit localization table** is defined. Different from e.g. the combat between characters, this is not a fixed table, because every ship will have a different composition of engines, cargo bays, fuel tanks, weapon systems, etc.. The method is simple. For each system, the percentile fraction of the ship volume is calculated. The value have to be rounded to full 1 %, and of course, the total must add up to exactly 100%. Very small systems (e.g. many weapons, cabins, etc.) are of course not shown separately, but combined in a group. If in doubt, important systems (i.e. especially the weapons and possibly also sensors) should be listed in a sub-table which then allows exact hit localization.

Example: A ship of 1,000 tons volume has the following systems: STL drive 80 t, bridge 25 t, cabins and accommodation 60 t, FTL drive 100 t, generators 100 t, armor and hull 50 t, weapons 100 t, tanks 50 t, hangars 100 t, sensors 5 t, protection field 50 t, cargo bay 330 t. The table reads as follows:

Die roll	***System***
1 - 5	*Hull and Armor*
6 - 13	*STL drive*
14 - 23	*FTL drive*
24 - 33	*Generators*
34 - 38	*Tanks*

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39 - 40	*bridge*
41 - 46	*cabins and accommodation*
47 - 56	*Weapons*
57 - 66	*Hangars*
67	*Sensors*
68 - 72	*Protection fields*
73 - 100	*Cargo bay*

Let us now assume that the weapons consist of two laser turrets with 5 tons apiece, one particle accelerator barbette of 25 tons, two plasma throwers of 10 tons apiece, and one 45 tons fusion gun. This produces a sub-table weapons as follows:

Die roll	***System***
1 – 10	*Laser turret (roll 1d6, 1-3 number 1, 4-6 number 2)*
11 – 35	*Particle accelerator*
36 - 55	*Plasma thrower (see above)*
56 - 100	*Fusion gun*

13.5 Maneuver capacity

A very important value in most worlds is the maneuver value of a ship, also called maneuver capacity (M). The maneuver capacity is a function of the mass of a ship and its acceleration capacity, in some worlds also modified by the skill of its pilot. It has strong impact on the abstract combat system and also in general most maneuvers such as course changes, etc.

In general, the maneuver capacity is determined as follows :

W = acceleration in g / square root of the displacement

The modification by pilot skill depends on the world. 1 g is equal to 9.81 m/s², for game purposes rounded to 10. The maneuver capacity can never be smaller than 1.

13.6 Initiative

At the beginning of each combat turn, the initiative is determined. For this purpose, every participating spacecraft rolls 1d100 and adds the skill value in space combat tactics of its commander. In some worlds, modifications caused by the maneuver capacity are also applied. The vehicle with the highest result wins the initiative. For grouped fleets, only one die roll should be made per fleet (squadron or similar) and the tactics value of the fleet commander be used.

The individual vehicles will then act, beginning with the vehicle with the worst result, by first announcing their intentions in actions (see below) and then executing them. Every vehicle with a better initiative value, however, has the right to take the initiative and to act earlier, just as in the standard Omnirole combat system.

13.7 Attack procedures

13.7.1 General rules

The attack procedure in space combat is simple. Similar to the normal combat system, one attack check is made for each fired weapon. The exact calculation of the attack value is world specific. In some worlds, the skills of the gunner are very important, in others computer software, while in the again other worlds, the values might be rather fixed. Thus, we simply note:

Attack check: 1d100 + attack value + DM.

If the attack check reaches at least 100, this is a potential hit. The rules of the 11, 22, 99 and 100 are in force.

13.7.2 Effects of range to target

As a space combat concerns the use of ranged weapons, the Omnirole range table is used, but with some special rules. Firstly, the size value of a target is always 1, because the tonnage is figured in at another place of the rules. This makes the handling easier.

Secondly, the base distance is not necessarily measured in meters, but depending on the world e.g. in kilometers, 1,000 kilometers or similar units.

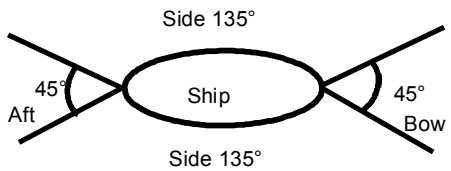
13.7.3 Fields of fire

Spacecraft can normally attack all targets in range to which a straight line can be drawn and that are in the field of fire of the weapon. In general, the rules distinguish between fixed mounts and turret weapons.

Fixed mount weapons usually can only fire in a straight line to the front or to the back, so that a target must be directly before or after the ship. The deviation to the side may only be minimal, i.e. it must almost be possible to draw a straight 0-degrees line to the target.

The advantage of fixed mounts - besides static aspects - is that they better allow to benefit from the maneuver abilities of a ship. The fixed laser in the bow of a fighter is usually more effective than a turned turret. To simulate this, the optional rule to add an attack DM of +20 for fixed mounts can be used.

Turret weapons normally have a field of fire between 90 degrees and 360 degrees, depending on the design of the ship and the placement of the turret. Generally, it can be assumed that against targets in the side field of fire, 75% of the turret weapons of a ship can be used, and against such in the front or back field of fire (respectively with about 45 degrees angle), 50% of the turret weapons can fire. If a ship has not more than one turret per 100 tons displacement, all turret weapons may fire into the side fields of fire.



13.8 Defense procedures

When a potential hit has been scored, the target of the attack is allowed to make a defense check. This can be explained in different ways. For example, in view of the large distances in space combat, it may be sufficient to change one's position by 10 meters, and the shot misses - and 10 meters are usually not much compared to the typical acceleration values and distances. But it could also be said that the defense check does not mainly simulate the pilot skill, but more the influence of luck - or possibly even all of this together.

Be it as it is, tests have shown that this system produces acceptable results and conserves the desired tension - similar to the case of "dodges" against bullets.

By the way, the defense value is the figure that integrates the size of a craft into the system. Generally, the following applies:

1d100 + defense value + DM.

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If at least the result of the attack check is reached, the defense is successful, i.e. the unit takes no or only reduced damage. Defense is made separately against every attack. Without consideration of world specific aspects, the following formula is used to calculate the defense value (integration of displacement = target size and acceleration capacity = dodge capability):

Value = 100 x 2 $^{-lg\ Displacement}$

Modification:

+ acceleration ^{0,6} %.

The acceleration is measured in g.

The following table includes some calculated basic values for frequently used displacements.

Tonnage	Value	Tonnage	Value
1 t	100	1.000 t	13
5 t	62	2.000 t	10
10 t	50	5.000 t	8
20 t	41	10.000 t	6
50 t	31	20.000 t	5
100 t	25	50.000 t	4
200 t	20	100.000 t	3
300 t	18	200.000 t	3
400 t	16	500.000 t	2
500 t	15	1 Mio t	2
600 t	15	2 Mio t	1
800 t	14	5 Mio t	1

The result may appear to be high in some worlds, and the differences between a 1-g and a 100,000-g drive are important. On the other hand, for a targeting system that is only used to track spaceships in the 10-g area, a 100,000-g ship is almost impossible to follow, and similarly, the 10-g ship will be a “sitting duck” for the other.

At this place, we would like to mention that worlds, in which high defense values are typical, also will have respective high attack values. Usual procedure is then to make a conversion as follows: Instead of attack+500 and dodge+500, use values of +100 and +100 (the smaller of the values is reduced to +100 and the higher is converted to this scale accordingly, usually by division).

13.9 Actions in space combat

Actions in space combat are handled a bit differently from those in the combat of individual characters. This is mainly caused by the special conditions: Spaceships usually contain a lot of people on different duties. In the following, you will find some typical maneuvers, that do not exclude each other, but might theoretically be executed simultaneously, as long as they do not obviously contradict each other (e.g. acceleration and deceleration).

- launch of auxiliary craft

The launch of any auxiliary craft or vehicle. It can act separately starting from the following turn and begins with an initial velocity equal to that of the mothership.

Every airlock of a spaceship can be used to launch one auxiliary craft per turn. Special installations such as e.g. rapid-launch tubes allow the launch of greater numbers of craft, sometimes also with different initial velocities.

The collection of an auxiliary craft uses the same rules, i.e. one vehicle per turn and airlock. A check: pilot of the character piloting the auxiliary craft is in general required to enter the airlock undamaged. Further details are ruled by the worldbooks.

- FTL travel

A spaceship with FTL drive could possibly enter the hyperspace - or under what name this transport medium may just be known. Goal of this maneuver could be a surprising position change, but also an escape. Further details are left to the worldbooks, because it not possible to govern the lots of different FTL drives in SF with a single rule.

- Movement

As opposed for example to characters, spaceships always cover a distance per combat turn that is directly depending on their speed and the chosen maneuvers. Standing still is only possible, when the speed is zero. In the following, you can find the basic formula:

distance = speed x time.

Consequently, spaceships do not have a fixed SL value.

- Acceleration and deceleration

In general, the rules distinguish acceleration (increase of velocity) and deceleration (reduction of velocity) of a ship . The acceleration value lists the respective maximum values. Deceleration is acceleration with a negative factor. The main formulas are as follows:

new speed = old speed + acceleration x time.

Covered distance = acceleration / 2 x time ².

- Course changes

In one turn, a spacecraft can change its current course at maximum by an angle in degrees that is depends on its maneuver capacity. In detail, this course change capacity is calculated as follows:

Maneuver capacity	Course change capacity
0 to less than 100	45 Degrees
100 and more	90 Degrees
500 and more	135 Degrees
1,000 and more	180 Degrees

Spaceships are unable to turn in a place. Instead, they move while changing course, following some kind of longer curve depending on their speed.

If the two-dimensional system is used, course changes are only made inside the defined plane, i.e. with a 360-

degrees system. If someone wants to try playing in a three-dimensional system, he may of course also allow courses in the third dimension. In the following, we have prepared an overview of the most important angles for a plane consisting of squares:

With the aid of this drawing, it should be possible to show all ship courses. If necessary, round to the nearest angle value. For the area up to 360 degrees, determine the courses according to the same principle.

- evacuation

This means the leaving of a spaceship by its crew, usually with escape pods and craft, in rarer cases even just in spacesuits. This maneuver prohibits any other actions while it is being executed. It takes 1d3-1 turns (min. 1) with trained crews. Passenger ships and similar vehicles need 1d6 turns.

- Ramming

Ramming is the attempt to voluntarily collide with another spacecraft. This is normally a suicidal maneuver unless the rammed vehicle is very much smaller.

The procedure is to put one's spacecraft onto a collision vector with the opponent, i.e. the pilot attempts to reduce the distance to zero with a speed as high as possible. Afterwards, generally a duel pilot against pilot, usually modified by the maneuver capacity, is made. Details can be found in worldbooks. Victory of the ramming craft means a collision, victory of the defender results in successful evasion and thus no damage.

The damage from a collision is determined as follows:

HP of the rammed vehicle x 1d4 x speed modifier x pilot modifier for the ramming vehicle.

HP of the ramming vehicle x speed modifier x 1d4 for the rammed vehicle.

The pilot modifier is a factor of x0,9 per 10 full points of positive difference in the pilot duel, respectively in case of a passive opponent per 10 full points above 90.

Example: The ramming craft reaches 155, the rammed 103 on the pilot check. The damage of the ramming craft is multiplied with 0,59 (0,9 x 0,9 x 0,9 x 0,9 x 0,9).

The speed modifier, as a rule of thumb, is (speed of the ramming craft in km/sec + X) ^{2},·This may produce fairly high results... The X considers the speed of the rammed vehicle: for a front crash, it is fully added, for pursuit crash, it is subtracted, in all other cases the master decides.

Protection fields are considered as usual.

Collisions are unintended contacts. They occur when a ship it out of control or e.g. collides with a wreck or an asteroid. The damage is determined as for ramming, but both participants are treated as rammed vehicles.

-Fire weapons

Each ready weapon of a spaceship may be fired once per turn.

- special maneuvers

Two special actions are the evasive course and the "smooth" course. In the first case, a spacecraft tries to execute as unpredictable maneuvers as possible, to decelerate and accelerate suddenly, to fly curves, etc. This has the intention to make targeting difficult for the enemies. The effect is a DM of - 10 to – 30, as desired, on enemy attacks. However, the same DM applies on the own attacks, because the fire control also has problems to compensate the maneuvers.

The second maneuver is just the opposite: One attempts to fly a straight line, calm course. This provides DM+25 on the own attacks, but also DM+25 for all enemy attacks.

13.10 Higher rates of fire

It is possible that a weapons system can be fired several times in one turn. In this case, the weapons table will include a respective information, i.e. a rate of fire in the nomenclature A x 1. For each of these shots, a separate attack check must be made, and the target defends independently.

Theoretically, SF worlds are possible, in which automatic shipboard weapons exist, i.e. weapons, that are similar to machine guns used in the combat of individual characters. These weapons are, as usual, identified with a rate of fire in the form of a single number greater than 1. In this case, apply the burst fire rules from the standard combat system.

13.11 Disasters

If the result of an attack check is zero or less, this is called a disaster. Its effects are determined with 1d100 on the following table.

Result	Effect
1 - 20	No further negative consequences
21 - 40	Weapon disabled for 1d3 turns, e.g. because of overheating
41 60	Weapon damaged: Die roll on accident table with 1d12
61 - 80	Fire control system damaged: Weapon gets DM-20 on all attacks until repair
81 - 99	Weapon disabled until repaired
100	Weapon destroyed

13.12 Salvoes and broadsides

Very often, ships do not fire single independent shots, but they try to coordinate their weapons and to fire them in the form of a salvo or a broadside. The result are better hit probabilities. A salvo always consists of two or more shots.

Prerequisite is an operating coordination system, i.e. a working fire control bridge or main bridge. Weapons, which are installed in twin or triple turrets or in similar mounts can always be fired in a salvo, even when central fire control does not (any longer) exist.

In an ideal situation, only weapons with the same attack value are combined in a salvo. Although it is allowed to fire weapons with different attack values as a salvo, this results in some drawbacks as shown in the following.

For a salvo, only one (!) attack check is made for all the weapons. The worst attack value of the participating weapons is to be used.

Salvo fire has the special effect that all attack results except a disaster may cause potential hits. This means that even in case of an attack result of 1, a defense check

must be made. Instead of the normal defense table, however, the following special rule is used:

Instead of rolling separately against every weapon in a salvo, only one defense check is made. If the difference defense- attack is higher than **5 x number of weapons - 10**, none of the weapons has scored a heavy hit. The number of heavy hits is increased in steps of 10 starting above this figure, i.e. for a difference of- 5 x number of weapons, all weapons scored heavy hits. Different to individual combat, salvoes of more than 10 weapons are possible. The following table shows the calculated numbers of hits for selected values; however, for large salvoes, not all steps have been calculated.

Weapons in Salvo	**2**	**3**	**4**	**5**	**10**	**20**	**30**	**50**
At - Def >=								
250								50
200								45
150							30	40
100						20	25	35
75						17	22	32
50					10	15	20	30
45					9	14	19	29
Weapons in Salvo	**2**	**3**	**4**	**5**	**10**	**20**	**30**	**50**
40					9	14	19	29
35					8	13	18	28
30					8	13	18	28
25				5	7	12	17	27
20			4	4	7	12	17	27
15		3	3	4	6	11	16	26
10	2	2	3	3	6	11	16	26
5	1	2	2	3	5	10	15	25
0	1	1	2	2	5	10	15	25
- 5		1	1	2	4	9	14	24
- 10			1	1	4	9	14	24
- 15				1	3	8	13	23
- 20					3	8	13	23
- 25					2	7	12	22
- 30					2	7	12	22
- 35					1	6	11	21
- 40					1	6	11	21
- 90						1	6	16
- 120							3	13
- 140								11
- 200								5
- 240								1

A disaster on a salvo or broadside attack concerns only one of the weapons.

13.13 Effects of skills

It will vary from world to world, if and how importantly the characters on board a spaceship can directly influence a battle. There will be SF worlds in which gunners directly pursue their targets, sitting in the turrets, while in others, the computer handles almost everything. The same applies for pilots navigators, etc.. Therefore, all details for this chapter must be left to the worldbooks and the personal preferences.

13.14 Computers

In many SF-Worlds, computers on board of spaceships play an important role in combat, normally based on the used software, but they might even be an Artificial Intelligence. The justification is simple: A computer can react much faster than a human, and he is of course able to calculate many alternatives. On the other hand, he usually lacks "intuition", so that the human factor (see above) has some influence in many worlds.

Theoretically, computer programs may cause positive DM on all maneuvers, i.e. attacks, dodge, navigation, etc. and even take over the full control of the systems of a ship. For details, we refer to worldbooks because of the possible important differences.

13.15 Hits

If a spacecraft has been hit successfully - protection fields are treated further downwards – it may have been damaged.

13.15.1 Light hits / near hits

If a defense check against an attack succeeded, this is called a light hit or also a potential near hit. Spaceships do not have any ED so that the procedure is a bit different from that in the standard combat system: The suffered damage is determined according to the following table.

Defense check - Attack check	**Damage**
0 and more	1 / 2
50 and more	1 / 4
100 and more	none

Example: A ship is attacked, and the attack check result was 124. On the defense, a 128 is reached. Thus, the defense was successful, and the ship only suffers 50% damage.

13.15.2 Heavy hits

If the defense fails, this is called a heavy hit. The damage is modified as usual with the rules listed in the combat section, i.e. it is increased by 25% per full 50 points of difference, and per 100 points of difference, a roll with 1d100 is made for reduction of protection on the table below, and the effects are cumulative as usual. If no defense is made, the defense result is interpreted as 0 just like in ordinary combat.

Result	**Effect**
1 - 50	No additional Effect
51 - 60	Protection / 2
61 - 70	Protection / 3
71 - 80	Protection / 4
81 - 90	Protection / 10
91 - 100	Protection / 20

13. Space combat

13.16 Protection fields

One of the most important elements in most space battles are the different types of protection fields. At this place, only fields that are directly used to stop attacks will be treated. Cloaking devices, anti-scanner shields, absorption fields, etc. must be left to the worldbooks.

All protection fields have an **absorption value (ABV)**, that is measured in points. The respective values are mentioned in the description of the field. Furthermore, every protection field has a threshold of 10% of the ABV. If now an attack hits a protection field (i.e. failed defense of the protected), the following procedure is used:

13.16.1 Field capacity

Every weapon hit causes a field burden. This is calculated similar to a damage roll. The P-factor of the weapon listed in the table is modified with the listed burden multiplier and then according to the difference of attack and defense (see above).

Example: A heavy laser (P-factor 10, burden multiplier 1d3 x 10, difference attack-defense results in +25% damage) hits a protection field. The burden is (the 1d3 die roll results in a 2) 2 x 10 x 10 x 1,25 = 250 points.

The field burden is added. If it reaches the value of the ABV, the protection field collapses. It will recover within 1d3 turns; however, there is a 25% chance that the generator was damaged and the field is out of order until a repair (this is treated like the damage level heavy after an accident). The damage that remains after reaching the ABV will hit the ship's Hull, but is modified as follows:

The remaining damage is divided by the burden multiplier.

Example: A ship is hit by a plasma thrower (P-factor 20). The burden multiplier was 20, and the field had only an unused ABV of 200, so that it collapses. 200 Points remain, i.e. a damage value of 10 hits the Hull.

At the end of every turn, in which no attacks have hit a field, its burden is reduced by the threshold (see above), but never below zero.

Armor reductions, if any, do not increase the burden, but reduce the threshold of the field against this hit.

13.16.2 The penetration check (PEN)

a) normal attacks:

It is possible that a protection field cannot stop a very powerful hit, even if it did not overload the field completely. In this case, field penetration may occur. A **penetration check (PEN)** is made, if the burden from a single hit reached at least the threshold of the protection field.

1d100 is rolled with DM+10 for each reaching of the threshold. If the result is at least 100, the attack penetrates: The burden caused is retroactively multiplied by 0,9 and the remaining tenth of the damage hits the hull using the above-mentioned procedure.

Example: The heavy laser from our first example hit a field with an ABV of 1.000. Its threshold consequently is 100 Points, and the burden of 350 has reached this three times. Thus, 1d100+30 is rolled, and a result of 100 or more means a penetration: 35 points, divided by 20, this is a damage value of 2, hit the hull. However, the burden caused is reduced to 315 points.

Optional rule: weakened fields

When a field is already loaded with lots of energy, it is easier to penetrate. The burden from the hit is added to the existing total burden in order to determine how often the threshold has been reached. A PEN is, however, only made if the hit alone has exceeded at least the threshold in burden points.

Example: A field has already taken a burden of 200 points, as he is hit by two laser beams. The first causes 80 burden points, not enough for a PEN. However, the second reaches 110 points, usually only once the threshold, but as the field is already loaded with 280 points, the total burden of 390 is considered and thus three times the threshold. The check is therefore made with 1d100 +30.

b) Focused fire

Focused fire is the attempt to hit weak points of a field or to concentrate the fire of several weapons (not explosions or close combat) in one spot. An additional DM-30 is applied to the attack check and the attacks must be simultaneous, i.e. not several shots from the same weapon except for automatic fire. Upon success, the burden caused by the hits is added (as for (a) for calculation) and in any case, regardless of the threshold, a PEN for each attack is made.

Example: A cruiser is under fire from three laser weapons. These choose focused fire, and they cause 50, 60 and 70 burden points, respectively. None of the shots is for itself sufficient but because this is focused fire, the burden is added up to 180. Consequently, for each of the three attacks 1d100+10 is rolled.

Focused fire of a single weapon is only allowed if the field has weak points. This means that either the ship must be firing a weapon itself or the actual burden of the field must be higher than 75% of the ABV.

13.17 Hit localization and damage

When a spacecraft has been hit and its protection fields were penetrated, the effect of this hit, i.e. the actual damage, is determined according to the following rules.

13.17.1 Hit localisation

The first step is to determine which section of a ship has been hit. 1d100 is rolled (without the rules of the 11, 22, 99, 100) and a table is consulted which is drawn up according to the construction specifications of the ship (cf. general information).

Optional rule : different protection

It is possible to armor the various sections of a ship differently, a practice that was widespread for e.g. the warships in the navies of the 19th and 20th century. In such case, the hit location table will include the protection for each individual system. Further details are left to the construction rules of the individual worldbooks.

13.17.2 Damage system

The further procedure is usually equal to that for ranged combat of characters, i.e. each weapon system has a penetration factor (P factor). 1d6 is rolled and the protection of the hull is modified as follows:

Die roll	Modifier
1 - 3	Full protection
4 - 5	Protection/ 2
6	Protection/ 3

Afterwards, the damage is determined by subtracting the calculated effective protection from the P factor or the damage value according to the protection field rules, then multiplying it as mentioned in the weapon description with either a die, sometimes also just a fixed factor or a combination of both.

Example: A ship with protection 100 is hit by a laser with P factor 80 (multiplier x 1d3 x 10). The 1d6 die roll shows a 4, so that the protection is halved. Thus, the calculation is 80 - 100 / 2

= 30 and this number multiplied with 1d3 x 10, a 2 is rolled, results in a damage of 600 points.

13.17.3 Hull damages

Every damage affects a ship's hull first, tears holes, etc. Consequently, the hull points (HP) of the hit ship are reduced by the calculated damage amount.

If the hull points of a ship are reduced to zero or less, it is possible that the ship is immediately put out of combat. 1d100 is rolled and a DM is added that is determined as follows:

+ 50, if the HP were reduced to - HP or less

+ 100, if they were reduced to - 2x HP or less

The damage table produced the damage level.

Result	1 - 49	50 – 99	100 and more
Damage level	normal	Severe	critical

Normal and severe damage effects result in decompression (i.e. atmosphere loss) of all ship sections, but they have no further negative impact.

Critical damage puts the ship out of combat. With a chance of total damage / HP base value x 25 %, the ship is destroyed, i.e. it explodes or otherwise disassembles into floating debris.

13.17.4 System damage

Besides the direct damage to the hull, in general hits will cause damage of the internal systems of a ship, i.e. its engines, weapons, etc.

The damage is simply subtracted from the system points (SP) of the determined system.

Example: In the above case, the STL drive has been hit. It loses 600 SP.

Hits to the ship systems generally have two effects: a reduction of power and the possibility to disable or destroy the system.

The power of a damaged system is decreased by 10% for every full 20% loss, measured at the SP maximum. Power is e.g. the FTL factor, the acceleration (and thus the maneuver capacity), the ABV, the energy point amount, etc.

Damages to the generators may mean that it is no longer possible to use all weapons and protection field projectors. It is up to personal taste, if actual calculations based on the technical data of a ship are made. Normally, this is not practical, but estimates should be sufficient.

In any case, if the STL drive is disabled, neither course changes nor acceleration or deceleration are possible. The maneuver capacity drops to 1 and all modifiers of the defense value due to acceleration are lost.

If all generators are disabled, no energy consuming systems may be used any more, including usually all weapons, protection fields and engines. Furthermore, such a hit normally causes that the life support fails at the long term, typically being able to operate on emergency batteries for up to 1d6 hours...

If the life support is disabled, the ship's atmosphere quickly decays to a non-breathable mix, because it is no longer recycled. Furthermore, the temperatures in the ship quickly drop to hostile values.

Example: The STL drive had an SP maximum of 956. 20% of this are 191 Points. Thus, the damage decreases the power by 30% (600 SP loss are equal to three times 20%, i.e. 573, and a bit more). Assuming a base power of 100 km/ sec² acceleration, this is reduced to 70 km/sec².

The further procedure is similar to that for hull hits. As soon as the SP have been reduced to zero or less, roll 1d100 and consult the table printed in the hull damage section, with the usual DM, of course. The hit effects are as follows:

Damage level normal: The system is disabled for 2d6 turns.

Damage level severe: The system is disabled.

Damage level critical: The system is disabled. With a chance of total damage / SP maximum x 25%, it is completely destroyed.

13.17.5 Additions

Certain hit locations need a further explanation:

For weapons, damage causes DM for their use, the same applies for sensors, computers or radios. Each of these systems must be treated separately for damage purposes. An exception are multiple installations such as twin, triple, etc. turrets. These have a combined SP amount and are thus always damaged simultaneously.

Example: A ship has 10 laser turrets. Each of these turrets has 10 SP, and is damaged independently from the other ones. Thus, do not add them to a combined position with 100 SP !

The DM depend on the SP amount as follows:

SP	DM
Below 75 % maximum	- 10
Below 50 % maximum	- 20
= 0	- 30
Below 0	- 50
negative maximum and less	System disabled

For fuel tank hits or cargo bay hits, 20% SP loss if equal to the destruction of 10% of the fuel or of the cargo. In this case, there is no "disabled" result.

The hit location hull/ armor normally does not have any SP and hits thus also do not lead to further effects, unless it is opted for the following additional rule: SP losses in this area directly decrease the protection of the ship, following the procedure for general power reductions. However, this is matter of personal taste.

If a bridge is hit, DM should be applied on checks linked to it. In the following, some rules of thumb:

- damage to the sensors bridge influences the scanning values.

- damage to the fire control bridge influences the attack values.

- damage to the main or maneuver bridge influences the dodge value and all movement maneuvers.

- If the engineering bridge is disabled, acceleration, deceleration and FTL travel as well as voluntary power increases or decreases are impossible.

Ships that have a main as well as an auxiliary bridge (e.g. main, fire control and sensors bridge) will only suffer penalties if both bridges have suffered respective damage, provided that both bridges have equally qualified personnel. The same applies in the case of possible reserve bridges.

The DM are determined as for weapons.

Example: A warship has a main and a fire control bridge. The fire control bridge takes heavy damage (- 70% of the SP, i.e. DM - 20). Nevertheless, it can, thanks to the main bridge, continue to fight without penalties. However, if the best fire control officer (good for DM+50)was in the fire control bridge, this DM is of course lost, and only the DM of +40 for the best man in the main bridge may be applied.

If a bridge is disabled, all respective actions that were controlled from there, can no longer be executed. There will be variations between the worlds, e.g. concerning the possibility to use weapons without a bridge by having the gunners fire independently.

13.17.6 Reduced protection (optional)

It is possible to use the assumption that lots of hull hits make a ship more vulnerable because its structural integrity suffers and the armor is punctured, melted, etc. Besides the rule described further above, the following might be used:

Each full 20% HP losses decrease the current protection by 10%, starting from the base value.

Example: A ship with 1,000 HP maximum value and protection 20 would have, if its HP have been reduced to 600, only a current protection of 16.

13.17.7 Hit transfers (optional)

If a very high damage is rolled against a very small system, e.g. a gun turret, many players consider the result that other systems are not or almost not (using the explosion rule below) damaged, and most of the damage is actually lost, as unrealistic. In order to avoid this, an optional rule follows, but this rule complicates the game and costs some additional time.

As soon as a single system has taken enough damage to reduce its SP below - 4 x SP (this amount is equal to a 100% destruction chance), the further damage is no longer assigned to this system, but a new system id determined on the hit localization table. Possible protection is ignored, because the damage is internal.

Example: A ship is hit for 200 points of damage at a gun turret with 5 SP. Thus, 25 SP loss are assigned to it (the SP drop to - 20). The remaining 175 points of damage are assigned to another system; the die roll results in the STL drive, which uses 175 of its 300 SP.

13.17.8 Explosions (optional)

Besides an explosion of the whole ship caused by hull damage, it is possible that damaged systems explode. This can happen as soon as a system reaches the damage level critical and has been destroyed. The chance of an explosion is destruction chance / 5 %.

Example: The STL drive of a ship has 100 SP. It loses 250 SP, and the damage roll produces the level critical. The chance of complete destruction (see above) is 250 / 100 x 25, i.e. 63 %, and the die roll actually results in destruction. Now, there is an explosion danger of 63 / 5 = 13 %.

Explosions occur within 1d6-1 turns, i.e. on a result of zero, they happen immediately. They cannot be stopped, but the time might be used to evacuate the ship.

An explosion immediately costs the ship [SP maximum of the system x 1d10] HP, and protection is ignored.

Example: In the above case, a damage of 1d10 x 100 is caused. The die roll produces a 5, thus, the damage is 500 HP.

Furthermore, this damage has to be split into ten even amounts that are assigned to other systems using the hit localization table, provided that this is still necessary, i.e. the ship has not yet been destroyed. If the hit localization produces the exploded system as hit location, the ship has been lucky, because the respective damage can no longer have an effect.

Example: The damage rolled above was 500, i.e. ten hits at 50 points each are assigned to the ship systems.

13.18 Aimed attacks (optional)

It is possible to select certain ship systems as targets of an attack, e.g. in order to prevent the escape of a craft by damaging its drives or to disable the weapons of a mutinous cruiser.

Basic requirement is that the location of the system is known. Thus, the attacker needs some knowledge about the construction of the ship, or the system must be visible (drives, weapons, etc.). In an ideal case, furthermore the protection fields are inactive.

The basic procedure is an attack check with DM-30. On a successful attack, no hit localization is made, but the targeted system is hit directly. Very small systems or hidden systems (master's decision, just think of the ventilation slits of a certain reactor core) may mean substantially higher DM or even only be vulnerable to some attack forms. In any case, if the protection fields are active, focused fire is a necessary prerequisite for an aimed attack.

13.19 Crew losses

What will now happen to the crew of a spacecraft when it takes damage? Different methods of handling are possible. In the following paragraph, you will find some general ideas to handle the disabling of crew without too much slowing the game.

When a ship system is damaged, i.e. loses SP, there is the danger that crew members are disabled. For simplification, this is only checked per full 20% SP loss. (1d3- 1) x 10% of the system crew are considered out of combat, as soon as full 20% of the SP have been lost, regardless if caused by one or several hits. It is also possible that a zero is rolled, meaning that no crew members have been affected.

Example: A system loses 58% of its system points due to a hit. Thus, (1d3-1) x 20 % of the crew are disabled because two times 20% of the system points have been lost. Another system loses 10% on one hit, and 12% on another. On the second hit, a check for crew disabling is made, and the value is (1d3-1) x 10%.

Round up or down to the nearest whole number. For systems with only one crew member, the value is interpreted as a chance.

Example: A turret with one gunner loses 45% of the SP. The chance for crew damage is (1d3-1) x 20 %. A 3 is rolled, therefore, there is a 40% chance that the gunner is disabled.

Weapons that especially affect the crew, such as e.g. all kinds of stun beams, are left to the worldbooks for more detailed rules.

Disabled crew members are not necessarily dead. Instead, they could also be unconscious, severely injured, stuck, etc. If it is important to have more detailed information about their status, e.g. after a combat, it can be assumed that 2d10-2% of the losses are actually dead and further 3d10% have an LF below zero, but above the negative LF maximum. The rest consists of unconscious and otherwise disabled characters.

These figures assume that all crew members have spacesuits or a similar system. If this is not the case, a system damage of any amount immediately disables all the crew members in the respective section due to decompression.

13.20 Boarding

13. Space combat

Boarding is the attempt to access a spacecraft of the enemy side and to conquer it in individual combat. It can happen in different ways.

A special case is boarding by teleportation, magic or use of technical support such as beaming stations, sometimes being possible even at larger distances or in spite of active protection fields. However, this is left to individual worldbooks and the master.

Usually, boarding requires that the distance between the two ships is zero. Therefore, a ship with active STL drives cannot be boarded, unless it is disabled with suitable means such as e.g. tractor beams. Furthermore, the ship that shall be boarded may not have active protection fields. The boarding ship can only maintain a protection field, if it includes the ship that shall be boarded, of course reducing the ABV according to the rules applicable for the respective world. If in doubt, a pilot check should be made to go on boarding distance.

If these requirements are fulfilled, a boarding party may start the maneuver. It takes one turn to board the target ship. The resulting combats can be handled with the individual combat system or the mass combat system. How many crew members are present in which area, and which areas are attacked by the boarding party, is up to the players and the master.

A ship is treated as captured, if its main bridge and all further bridges have been conquered by the attacker and are still operable. Destroyed bridges to need to be conquered. By the way, it is perfectly possible that single pockets of resistance remain on board, or even that individual gun turrets continue to fire independently, until the attackers manage to capture them or to cut off the energy. If necessary, the master should improvise the boarding combat.

13.21 Repairs

It is possible that the crew of a ship attempts to make improvised repairs during a battle, either to become combat capable again for some time or to be able to escape. Such repairs, however, are merely provisional, i.e. they will in any case soon require that the ship enters a dock.

The following table shows the basic working times for the possible repair tasks:

Type of damage	Base time
Disabled system	5 turns
Repair of 1d6% SP	10 turns
Repair of 1d6% HP	20 turns

The percentage values refer to the respective maximum. Repairs are skill checks with the skill that is necessary for the system, i.e. normally weapons engineer or engineer. They are dangerous checks, which require at least 50% of the ordinary crew headcount of the system. Hull repairs require a crew of at least 10% of the total crew headcount.

Example: The repair of an engine that needs 50 crew for operation, requires at least 25 technicians.

If spare parts are missing, apply a DM of -30. If the SP or, in case of hull repairs, the HP have been reduced to less than 0, this also causes DM-30.

Every increase of the repair crew by 100% either halves the repair time or provides DM +20 on the skill check. Every halving of the crew either doubles the base time or causes a DM of -20. Crew members used for repairs cannot work otherwise. Please consider the rules for time reduction in the skills section.

Theoretically, different crews could work on different repair tasks during the same time.

The master notes the effect of a repair as well as its duration of effect. For this purpose, he rolls 1d6. After the respective number of hours, the damage reappears. Reduced operation power of the respective system (e.g. movement at half maximum speed) increases the time respectively.

Example: An engine repair produced a 4. The system thus works for 4 hours with ordinary power, or 8 hours with half power.

Repeated repairs of a system without a dock repair in between cause a cumulative DM of -30 on the skill checks.

13.22 Increased system power and additional systems (optional)

A popular maneuver in combat is to operate drives, generators or protection fields at more than 100% power. However, this bears the danger of an accident.

In the case of protection fields, the cumulative accident danger per turn is + (energy factor - 1) x 10. The energy factor is calculated as actual ABV / standard ABV. Modifications due to the skills of the field crew are possible.

For all other systems, the accident chance is + (power factor - 1) x 50. The power factor is calculated as current operating power / standard value.

A roll with 1d100 is made; a result of at least 100 means an accident. Roll 1d12 on the accident table (cf. skills section). One accident level is equal to a damage of 1d4 x 10% of the SP maximum of the system.

Example: A drive with 100 SP is operated with 150% power. In the first turn, a roll is made with 1d100+ 25, i.e. a rolled 75 and more means an accident. In the second turn, the roll is 1d100+50, in the third 1d100+75, and in the fourth 1d100+100! Finally, an accident occurs, the 1d12 die roll produces a 4, i.e. one damage level, and the 1d4 die roll ends with a 2. The system loses 20 SP (2 x 10% of 100).

If the system power increase is interrupted, no further accident checks need be made. However, until a new power increase, at least double the operation time must pass, or the DM are cumulative.

Example: The above-mentioned drive is operated without an accident for two turns. Then, it is turned back to normal power. If it is now operated again at increased power before at least 2 x 2 = 4 turns have passed, the accident chance begins with 1d100 + calculated value + 50 !

A different matter are additional plants, e.g. auxiliary or reserve generators. Theoretically, they can be operated together with the main plant, but their effective additional power is only 2/3 of the base value.

Example: A ship has one 2,000-EP generator and one 900-EP generator. If both are operated simultaneously, they will not produce 2,900, but only 2,600 EP (2,000 + 2/3 of 900).

13.23 Large combat distances (optional)

Special difficulties can result if the combat distance is larger than the distance covered in one turn by the weapons fire. This may make it easier for the target ship to avoid the attack.

Example: A laser beam moves at the speed of light. In order to cover a distance of 1 million kilometers, it needs 3.3 seconds, and for 10 million kilometers, even 33 seconds.

A suggestion is that in case of weapons that fire at the speed of light, for all distances of more than one light

second (300,000 kilometers), a dodge DM of +10 per full light second is applied.

Example: A laser beam is fired over 1 million kilometers. This is equal to 3.3 light seconds, and thus dodge DM +30.

13.24 Notes on lightspeed and time dilatation

In some worlds, spacecraft are able to reach very high speeds without using their hyperdrives, i.e. having to leave the normal time-space-continuum. As we know from the theory of relativity, this results in very special problems.

As soon as a spacecraft approaches the speed of light, - the problem of length transformation and the energy problem are left to worldbooks – dilatation effects will occur. The formula

a = 1 / square root of ($1-v^2/c^2$)

with v as fraction of the lightspeed c (300,000 km / sec.) is used to calculate them. The time on board the spaceship will pass slower than for outside watchers that move at a slower speed. The practical effect for the combat is that the respective vehicle may only act every a turns! The procedure should be used as soon as the speed reaches 0.75 c; this results in an a of about 1.5.

Problems concerning the use of weapons moving at the speed of light that are fired against an almost similarly fast target are left for the creativity and the improvisation talent of players and master, and possibly to a worldbook.

13.25 The abstract combat system (optional)

This system offers a possibility to handle space combats without the use of a game board or similar aids. It produces the best results for battles with only two participants. Of course, different e.g. to a real presentation of the combat, it does not offer the possibility to use visible maneuver mistakes of an opponent to one's advantage. However, such situations will rather rarely occur in space battles at all, as the classical factors of land combat (terrain, obstacles, slopes) usually are absent in space, except for the special cases in which combat occurs in an asteroid field or close to a planet. Therefore, in our opinion the abstract system is a good and elegant solution possibility.

Only worlds in which the maneuvering abilities of ships are almost unimportant and everything in the end depends only on their weapons and protection fields or armors, are not suited for the abstract system.

13.25.1 The procedure

The general principle is simple and based on the maneuver capacity of the ships. All normal combat rules concerning attack, defense, damage, etc. remain in force, only the movement is ruled differently. The distances and rough courses (increasing distance, decreasing distance, constant distance are to b distinguished) are noted. Afterwards, once per turn a duel of the two parties is made, which is based on the maneuver capacity and in most worlds also integrates the tactics and/or pilot skills.

Main idea is that every ship attempts to reach an advantageous position concerning its field of fire, compared to the opponent. Mere reduction or increase of the distance is not rules by this duel, but happens additionally and is simply decided by the master based on the speeds and courses.

Example: Two ships have a distance of 200,000 km. Ship 1 wants to decrease the distance, ship 2 to increase it. The speeds are 1,000 km/ turn. for ship 1 and 2,000 km/turn. for ship 2.Thus, in a 100 seconds turn, the distance increases to 300,000 km.

How is the duel executed? As known, each ship has a maneuver value. It may now attempt more or less daring maneuvers in order to outmaneuver the opponent, without the necessity of defining them exactly. Rolls, loops, surprising decelerations – everything is possible. Of course, it is never certain, if a desired maneuver succeeds, because a commander that has overestimated his skills might easily find himself in a very different position... Base assumption is that it is the more disadvantageous, the more daring a failed maneuver has been, but also that the benefits from successful maneuvers follow the same rule.

This means exactly: The commander decides how much he is willing to risk, - i.e. how many maneuver points he wants to use - and then makes a skill check: pilot, that is modified as follows:

used points / maneuver capacity of the ship	**DM**
to 1 : 5	No check required
to 1 : 2	Check without DM
to 1 : 1	Check with DM - 10
to 2 : 1	Check with DM - 30
to 3 : 1	Check with DM - 50
Each further + 1	Cumulative DM - 20

A failure on the pilot check means that the maneuver points are calculated as follows: maneuver capacity divided by the desired percentage. In case of a disaster, they are always 1 (the minimum). The impact of other skills, the computer, etc. is world specific.

Example: A ship attempts to use 100 points. It has a maneuver capacity of 200. The check fails. Thus, the points count as 200/ 50 (the percentage) = 4. If one had attempted to use 200 points, 2 would have been reached.

What does the result now mean? The actually used points after the pilot checks are compared. The following table then produces the applicable attack and dodge DM. Always the side with the higher result is used. Do not apply both DM, i.e. do not look into the table from the perspective of side A and of side B, but only from the side with the better result. This is justified by the fact that otherwise the DM would count double, on the one hand improving the first side's attack and on the other hand reducing the other's defense.

Maneuver points A / B	**DM**
1 : 1	none
more than 1 : 1	+ 10
more than 2,5 : 1	+ 15
more than 5 : 1	+ 20
more than 7,5 : 1	+ 25
more than 10 : 1	+ 30
more than 25 : 1	+ 35
more than 50 : 1	+ 40
more than 75 : 1	+ 45
more than 100 : 1	+ 50
more than 250 : 1	+ 55
more than 500 : 1	+ 60
etc.	+ 10 per increment

Example: Two battling ships A and B reach 50 and 150 maneuver points. Thus, B gets DM + 15 on his attack and dodge checks.

13.25.2 Optional rule: Fixed mounts and turret weapons

The normal rule for turret weapons and fixed mounts is barely useful in this system. One possibility would be to halve the attack DM for turret weapons, because these usually benefit less from rapid maneuvers.

It can be assumed that a ship, that reached at least a maneuver ratio of 5 to 1 on the duel, is allowed to take a position, in which fixed mount weapons of its opponent can not be used, such as e.g. a position in the back of an enemy fighter.

13.25.3 Optional rule: Space tactics and other effects

The space combat tactics skill also has impact on the abstract space combat system. It mainly helps to discover enemy movements and intentions earlier. If a check space combat tactics succeeds, the character gets the information how many maneuver points the opponent wants to use, exact by one check level (i.e. DM on pilot check see above), before he must make his own pilot check. This may help to make a better decision. However, as a limitation, it must be said that the check is dangerous and an accident or disaster produces false information that is generated randomly...

Example: A pilot with space combat tactics passes his check. He learns that the opponent plans to use 50% of his points. Actually, the opponent only plans to use 30%, and the random roll of the master (exact by one level) produced a deviation upwards.

Furthermore, it is possible to use space combat tactics to support the own pilot check. This also simulates a bit the ability to better judge enemy maneuvers and to adjust to them. In general, apply a DM of + skill value space combat tactics / 10 on the own pilot checks.

In some worlds, it will also be the computers that decide about the result of the duel. In such case, instead of skill values, the respective program values should be used.

13.25.4 Optional rule: Cumulative DM

It appears logical to assume that a once acquired beneficial position, for example in the rear of the opponent, also exists in the following turns. In order to simulate this, use the following rule: the applicable dodge DM from the last turn may be applied on the pilot check for the new maneuver. If this results in a check with a positive DM of at least +10, this check succeeds automatically.

Example: A duel in the last turn produced a DM of +40 to the advantage of A. In the current turn, A may thus make his pilot check with +40. However, this means that as long as he does not want to use more than 50% of his maneuver capacity for the duel (normally a –30 check,) he does not need to roll at all, but automatically succeeds.

13.25.5 Optional rule: Several participants

A single vehicle is always at a disadvantage when fighting several enemies, because it can, while out-maneuvering the first, get into a bad position regarding the second one. The abstract system is very capable of simulating this: The battle is split into individual fights, in which always one vehicle of the inferior side is confronted with one or several opponents. The single pilot must now decide how he wants to allocate his maneuver points to the various opponents, without knowing their intentions! Each opponent can be assigned an amount from one point (minimum) to the maximum. If a vehicle does not have enough points to allocate one for each opponent (for example after a disaster), it is nevertheless assumed that each opponent is confronted with one maneuver point.

This system rapidly demonstrates that in combat against a superior force, one should either have a very good pilot, a very good spaceship, very much luck or, if possible, all of this together – otherwise, one is very quickly very dead...

Does it still surprise someone that in such battles, usually the side with less spacecraft tries to tempt the other to separate their units?

Example: A fighter with maneuver capacity 200 is in combat against two vehicles with maneuver capacity 150. He attempts to use 100 maneuver points and passes his check, with an allocation of 80 for opponent 1 (he wants to disable one) and 20 for opponent 2. The two other vehicles have weaker pilots, so that they decide to use only 30 points and also pass their checks. This results in a DM of + 15 on attacks and dodge for our pilot against vehicle 1. So far, so good, but there also is vehicle 2, and gets +10 on attack and dodge itself (the dodge DM will only help our man against number 1). Nobody ever said it would be easy...

13.26 Fleet combat (optional)

In the following, you will find some suggestions for a simplified handling of combats in which larger groups of spacecraft participate. Actually, this is an application of the mass combat rules on space combat situations.

Every participating fleet is divided into units which consists of at least one spacecraft. The unit size is determined based on the composition of a fleet; if possible, there should never be more than ten to twenty units on every side, meaning that in a combat of 10,000 ships, one unit would include 500 to 1,000 ships. It is recommendable to compose the units of similar ships, i.e. to create e.g. fighter wings, cruiser squadrons and battleship groups.

In general, the standard mass combat rules are used, i.e. attack checks and defense checks per unit and the respective protection field and damage procedures.

However, the following additional special rules must be observed:

In the fleet combat rules, the maneuver capacity of a unit is calculated as the average of the individual maneuver values of the ships of which it consists.

Furthermore, the total number of weapons of a unit is calculated. The number of ships in a unit, on the other hand, is not important for the system.

The average damage of a unit is not the most frequent damage, as in the mass combat rules, but it is calculated separately. Simply add the damages of all individual weapons without the use of dice and divide this by the number of weapons. The used die type is identical to the most frequent die in the unit.

Example: a fleet unit consists of 10 ships, each of them with 10 impulse lasers doing 1d12 x 5,000 damage apiece, and 5 disintegrators for 1d10 x 3,000 damage, as well as one plasma thrower for 2d6 x 20,000 damage. The average damage is 1d12 (most frequent die) x 5.312 ((10 x 10 x 5,000 + 10 x 5 x 3,000 + 10 x 1 x 20,000) / (10 x (10 + 5 + 1))).

The same method is used to determine the average shield burden caused by the weapons of a unit.

It is recommended, as in the standard mass combat system, to calculate this information for three to four important range categories.

When attacks are made, the number of potential hits is determined based on the total number of weapons of a unit; this also applies for the damage and the burden.

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For damage to units, not the complex method from the standard space combat system, but the simplified damage system presented in the following should be used. The exact definition after combat, which systems have been disabled, and which ships e.g. have been destroyed, is left to the master, that should use the procedure for important NPC from the mass combat system as a guideline for prominent vehicles.

Losses of a unit are determined per 5% HP loss as in the mass combat system, and the result is identical to a certain number of disabled weapons, not persons!

When using the abstract combat system, only the unit maneuver capacity and respective skill values are of importance.

13.27 Alternative rule: Simplified damage system

The following simplified damage system is intended for all players that think system points result in too much accounting. It only uses hull points (HP) and measures their loss.

Forget everything about system damage and hit localization. Instead, HP losses have direct effects in combat as follows:

a) HP less than 75 % of maximum:

The ship is lightly damaged. ABV x 0,75; DM - 10 on all actions; maneuver capacity x 0,75

b) HP less than 50% of maximum:

The ship has suffered medium damage. ABV / 2; DM - 20on all actions; maneuver capacity / 2

c) HP = 0 :

The ship is severely damaged. ABV / 4; DM - 30 on all actions; maneuver capacity / 4

d) HP below zero and above the negative maximum:

The ship is almost out of combat. ABV / 10, DM - 50 to all actions, maneuver capacity = 1.

Furthermore, as in the general damage system, it has to be checked whether the ship is out of combat.

e) HP below negative maximum:

The ship is out of combat. It must be checked whether it has been destroyed.

14. Bestiary

14.1 Introduction

This chapter treats the different creatures which might be encountered by the player characters during the course of their adventures, and it gives their game stats as well as information about their use.

These rules include the data for natural or extinct creatures of our Earth as well as that of the creatures of a classical fantasy world including dragons and orcs!

The name "bestiary" is not intended to be an evaluation of any kind, but also allows to include intelligent creatures, different e.g. to the term "animals".

14.2 Special rules

Many creatures use special combat rules, because they have a unique style of fighting or have other extraordinary abilities or restrictions. These are presented in the following.

14.2.1 Undead

These creatures are magically animated corpses or parts of such. They do not have any ED and ignore all rules that refer to ED losses. Furthermore, undead do not suffer unconsciousness, pain effects, bleeding, shock or confusion and they are immune against poisons and diseases. A zombie is almost not affected by the loss of an arm!

All undead furthermore suffer no penalties from bad light. They are immune against spells which create effects of a kind listed above (e.g. pain, cause bleeding) or that only affect living matter, such as e.g. dehydrate. Undead are, however, for rules purposes not treated as inanimate matter and are thus immune e.g. against destroy spells. They fight until their own destruction, or that of the opponent. Hits to the vitals or the brain do not cause increased damage.

Undead are injured by holy water created by a good or neutral priest: 2d6 damage per quarter of a liter.

14.2.2 Animated matter

This category summarizes all creatures that are animated by magic or technology, consist of inanimate matter and do not have an own will. Examples are golems or robots. They fight until their destruction and use all the rules for undead except for the one about holy water. Furthermore, they do not take increased damage from cutting or impaling weapons, and P-factor weapons of any kind only do P-factor (minus protection) points of damage.

14.2.3 Ethereal creatures

Such creature are immaterial. Thus, they are immune against any physical attacks (ordinary weapons, fire, acid, etc.). Only magic weapons or psionic/ magic abilities can hurt them. Other attack forms simply fly through.

Ethereal creatures do not have ED, similar to undead, and they ignore all the respective rules. They are immune against bleeding, pain, shock, poisons, diseases, confusion and unconsciousness and do not suffer additional effects from brain hits or hits to the vitals. They do not get penalties for bad light except for blinding light.

Spells which create one of the listed effects, or which only affect matter, are useless against ethereal creatures (e.g. cause wounds, petrification). Spells with physical effects (fire beam, lightning, stone missile, etc.) only affect ethereal creatures, if they are attacks against which the energy protection is applicable. The spell energy weapon works in any case.

14.2.4 Bearlike creatures and giant apes

Creatures of this group have a special fighting method: Against all opponents, which are not considerably bigger (ca. x 1.2) or smaller (ca. x 0.3) than themselves, they attack with their paws and hope to grapple successfully. If the attack checks of both paws are successful in one turn (they are always made against the same enemy), i.e. if the opponent does not defend successfully, immediately a duel ST+RE of the attacker against ST+RE of the defender is made. If the bearlike creature wins, the defender has been grappled, i.e. he can no longer move (except for breaking free, cf. VCC) and is treated as being in a VCC for combat purposes. From now on, the attacker can no longer use the paws, but its bite, and he gets attack DM +25.

14.2.5 Giant cats

Creatures of this category try to jump at an opponent and throw him to the ground with their weight. This succeeds, if a paw attack hits and it is not parried or dodged, and if the giant cat then wins a duel ST+RE against ST+RE of the enemy.

In this case, the opponent falls down and the giant cat is lying on top of him. Both are treated as being in a VCC, and the giant cat may now use its front and hind paws as well as its bite.

14.2.6 Humanoids

These creatures have in general intelligence and proportions similar enough to humans to be treated as NPC.

14.2.7 Amoebae

These amorphous, one-cell creatures are immune against any pain, unconsciousness, diseases, poisons, shock and confusion. Because they do not use optic means of orientation, they ignore all penalties from bad light. Furthermore, blunt weapons cannot injure them because they only move their tissue around. There are not hit locations except for vitals, everything else is part of one big area.

Amoebae are immune against spells which create one of the above-mentioned effects, as well as against any mental magic. They fight until death or victory.

14.2.8 Swarms

A swarm is defined as a cluster of smaller animals such as e.g. insects, but also rats or bats. All swarms have as much ED as LF, and they cause damage once per turn without the need for an attack check – presence in adjacent squares is sufficient. Presence in a swarm causes double damage. Armor will only protect against larger creatures such as rats, but also only, if it covers all body areas within their reach. Against smaller swarm creatures, only airtight armor helps.

Weapons of all kinds only do a damage of 1d3 points per hit. Piercing weapons or missiles do not cause any damage at all. Trampling of a swarm causes 1d6 damage per turn, but this is not possible against flying swarms. Explosions and fire cause double normal damage, the same applies for other attacks with area effect.

Swarms ignore unconsciousness, pain, shock and confusion and they do not have hit locations. Instead, their damage is reduced as mentioned in the description when they lose LF.

14.2.9 Hit localisation

For many creatures, the normal hit location tables will not be suitable. Some words about this issue:

For creatures without any limbs, all limb hits are torso hits. In case of four-legged creatures, results of arm should be read as front leg hits and leg hits as hind leg hits. Creatures with more than two arms or legs should use standard rules, but an arm or leg hit is then assigned differently to a specific limb. In case of a winged creature, all arm hits have a 50% chance of being wing hits. Wings are otherwise treated as additional arms. If one wing has been incapacitated, the creature can no longer fly.

If a body part can not be reached from an attacker's position because it is too far away (e.g. in case of a dragon, the leg or eye), the hit is treated as a torso hit.

For creatures with drastically deviating body composition, such as e.g. the hydra, a special table should be written.

14.2.10 Immunities

If a creature is immune against a certain attack form or another effect, this causes neither ED nor LF damage. No wounds can be seen. Instead, the attack simply goes through the target (immaterial creature) or bounces off/glides away. Missiles could even be stuck, depending on the definition of the creature and the master's decision. However, material creatures are still subject to the knockback rules, even in case of attacks, against which they are in general immune.

Example: One cannot hurt a vampire with a shotgun, but every hit throws it back for some meters.

14.2.11 Poisons

Creatures with poisonous attacks are marked in the descriptions; very often, only one of several attack forms is poisonous. As usual, a poison effect can only occur, if the underlying attack has reached its target, i.e. no successful defense has happened. In this case, the victim makes a resistance check: poison with DM as listed, as well as a positive DM of +50, if the attack did not cost any LF, because it was completely absorbed by armor. On a failure, the poison takes effect.

14.2.12 Damage by physical contact

Creatures whose natural weapons affect the entire body, such as e.g. absorption by an amoeba or the acid of a carnivorous plant, ignore armor unless it covers the whole body sufficiently.

14.2.13 Overrunning and trampling

Many creatures have the attack option of trampling over an opponent. The differentiation between overrunning and trampling is made as for a fight on horseback, i.e. overrunning requires a minimum movement speed of 11 meters per turn. Defense is made as described there, with one specialty: For creatures which are several squares wide, the explosion rules should be used to determine whether a victim could jump far enough to the side to avoid the animal. Against a whole charging herd, probably only the luck of finding cover behind a barrier will help. In any case, being overrun causes 5/2 of the ordinary trampling damage of the creature. Please consider as well that stopping distances are the longer, the quicker the creature is moving. The combat section gives some information about this aspect.

14.2.14 Flying creatures

Many of the creatures to be presented in the following are able to fly at will. However, this is only possible for them, as long as they are only lightly encumbered (encumbrance level 1), and the flying movement speed is halved, as soon as they surpass encumbrance level 0.

14.2.15 Movement

In general, the movement rules for all creatures in the Omnirole system use the basic principles described in the combat section. However, one exception is that some creatures cannot use the fast running maneuver, but one ordinary running. As a basic rule, only humanoids or creature with limbs designed for speed (e.g. horse hooves) can use fast running. Especially, giant cats cannot use this maneuver, as well as bearlike creatures or giant apes.

Please note as well the section about modified distances for walking and quick walking that can be found in the chapter on races.

14.2.16 Behavior of creatures

The creature presented in this chapter are, except for some rare one, not frenzied combat machines that fight until they or their opponent are destroyed.

In general, e.g. most animals will only attack in order to defend themselves, their territory or their offspring (in the latter case, many creatures fight until dead and without pain effects or penalties from other injuries except for critical damage). Only very few creatures will see prey in the characters – only desperate or true man-eating ones (fantasy creatures, not real animals) will attack humans in order to eat them.

More intelligent creatures, such as most humanoids, act very similar to characters, they are even in general NPC. Attacks only happen with a motivation (follow orders, or because the characters appear to be easy prey, or for defense, or...). The master should have especially these creatures act sensibly and tend to put fights into the background. Furthermore, most of these creatures will not fight until their death, refer to the morale rules.

Only creatures that do not act out of their own will (undead, controlled creatures, golems, etc.) fight until their destruction, or that of their opponent.

Thus, negotiation may be healthier than attacking - even with dragons. And animals can often be calmed, or one simply avoids them.

14.3 Descriptions and game data

The following pages include a list of very different real and fantastic creatures. In general, rules for random stats are listed so that the master is able to roll all values of the creature individually (thus, not all ogres appear to be clones), but also an average value is mentioned, so that it is possible to have game stats at hand without much work effort. For humanoid creatures, the damage should be recalculated respectively, depending on the selected weapon and actual strength that was rolled. For other creatures, strength is not that important for the damage. Details are thus left to the master; the variation range should not be more than 25% up or downwards.

The at codes, par codes and dodge DM have been listed, unless the creature uses ordinary weapons from the tables in the combat rules. Generally, the first figure is the at code, then the par code and finally the dodge DM are mentioned. A dash at the place of the par code means that the creature cannot parry with this attack form. It should be noted as well that the dodge values have been calculated without possible dodge DM of the creature.

As the attribute values appearance and charisma are mainly intended for social interaction of humans and similar characters, they have not been given for animals. Similarly, the intelligence of animals is only mentioned as "animal" and possibly a further note is made. Animal plus means e.g. animals, that are similar to dogs and could perfectly understand more complex information.

14.3.1 Real and extinct creatures

14. Bestiary

The following list includes natural animals of the Earth, speaking of still existing as well as already extinct species such as e.g. some dinosaurs. They can be used for almost any campaign.

Rat (Swarm creatures)

LF = ED = 1d8 + 10 [15]

SL : 4

Special abilities: Rats can carry diseases. After a fight, there is a chance of wound infection equal to the amount of LF lost due to rat bites. Regular HT checks are allowed, and the master decides about the type of infection, theoretically this might even be the black plague.

Attacks: Swarm, 1d6 Damage.

Description: Rats occur in almost every environment. They are following the humans and have adapted to their ways in order to benefit from their leftovers. They are encountered in sewers, ruins, but also simply in the streets or in houses, where they can cause bad damage to food stocks or transmit diseases.

Extremely hungry or cornered rats will attack everything, even much larger opponents. Please note the swarm rules. The stats refer to a group of about a dozen rats. Larger groups cover proportionately more squares and have more LF and ED. Smaller groups have respective lower LF and ED, and their damage is halved per halving of the head count.

Vampire bat (Swarm creatures)

LF = ED = 1d6+10 [14]

SL: 1 on the ground, 8 flying

Opponents suffer attack DM- 30 because of flight ability (no DM for scatter weapons or area weapons).

Special abilities: orientation using ultrasound, i.e. no penalties from bad light. Sucks blood, i.e. in case of LF loss, one or several bats have attached themselves and they nor start to suck for 6 turns at a rate of 1d3 LF and ED per turn, in addition to the normal swarm effect. It requires 2 AP to burn or rip off a sucked bat, this costs the character 1d6 LF and ED. Flies. Can transmit diseases (cf. rats).

Attacks: Swarm, 1d6 LF per turn, and sucks blood, see above.

Description: This are giant bats with a wingspan of about 50 cm. They suck the blood of other creatures to feed. The stats refer to a swarm of one square size, as for rats, the damage and LF/ ED change respectively for different sizes.

The habitat are caves and all kinds of dark regions, the bats are night active and will only rarely attack larger creatures.

Bat (Swarm creatures)

LF = ED = 1d4+5 [8]

SL: 1 on the ground, 8 flying

Opponents suffer attack DM- 30 because of flight ability (no DM for scatter weapons or area weapons).

Special abilities: orientation using ultrasound, i.e. no penalties from bad light. Flies. Can transmit diseases (cf. rats)..

Attacks: Swarm, 1d3 LF per turn.

Description: A group of small bats (wingspan about 10 cm). They live in caves and other dark areas and are night active insectivores that will rarely attack humans. The usual comments for swarms are applicable.

Bees (Swarm creatures)

LF = ED = 1d6 + 6 [10]

SL: 1 on the ground, 4 flying

Opponents suffer attack DM- 30 because of flight ability (no DM for scatter weapons or area weapons).

Special abilities: flies. Poisonous: In case of LF loss, make a std check: HT with a DM of – amount of lost LF x 5 (total amount from the fight!). On a failure, strong pain is caused (for 2d6 turns DM - 30 on all checks), on a disaster, death by heart attack or stop of breathing occurs within 1d6 minutes. (can be avoided by magic, psionics or medicine with DM-30).

Attacks: Swarm, 1d3 LF. Furthermore, poison.

Description: A swarm of bees, as it will inhabit a typical hive. Might also be wasps, hornets, etc.. The Swarm uses the typical rules and attacks to defend its hive. While doing so, it will pursue an opponent for several hundred meters. The stings are poisonous.

Elephant

ST: 450+ 1d8 x 10 [500] DX : 1d8+6 [11]

HT: 1d8+15 [20] RE: 1d6+5 [9]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10+ 2xKB+100 [151]

ED: 2 x(2d10+ HT+100) [262] SL: 7

Special abilities: Protection 5 (Skin)

Attacks: Trunk-d6+5 [9] (+ 107) 2d6, (5, -, + 5) and entanglement; trampling (20d6); dodge-1 (+ 34)

Description: The elephant is a herbivorous mammal that weighs several tons and has four legs and a trunk. It is living in savannas and jungle regions and may be domesticated and used as carrying or working animal.

Elephants have an already literal memory, but they are rather good-natured, as long as they are not provoked. Also, an elephant cow defending her young can be pretty dangerous. The tusks of a bull are not used for battling smaller opponents. Standard fighting method is to grapple an opponent with the trunk (by the way, it has ST 20 for the purpose of breaking free) and throwing him to the ground, followed by a trampling attack. Another possibility is simple charging and trampling. The elephant covers around 12 squares; three in the width and four in the length.

Mammoth

ST: 400+ 1d8 x 10 [450] DX: 1d8+6 [11]

HT: 1d8+15 [20] RE: 1d6+5 [9]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2x HT + 90 [141]

ED: 2 x [2d10 + HT + 90] [242] SL: 7

Special abilities: Protection 4, Defense DM + 5 (Hide)

Attacks: like elephant

Description: The mammoth resembles the elephant, but it is covered by a thick furry hide, because it was encountered in an Ice Age climate. Information about behavior and attacks is the same as for the elephant.

14. Bestiary

Sabertooth tiger (giant cats)

ST: 1d10+19 [25] DX: 1d8+7 [12]

HT: 1d10+12 [18] RE: 1d8+7 [12]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT [47] ED: 2 x (2d10 + HT) [58]

SL: 11

Special abilities: Night vision / 1; protection 3 (hide)

Attacks: Front paws-d6+5 [9] (+ 101) 2d8 cutting (6, -, -), furthermore hind paws -d6+54 [8] (+ 96) 2d8 cutting (6, -, -), bite-d6+3 [7] (+ 91) 3d8+2 impaling (4, -, -). dodge -d6+3 [7] (+74)

Description: A large prehistoric predatory cat with very big teeth. Its prey consists of anything smaller than itself. The animal is adapted to cold environments.

Tiger / lion (giant cats)

ST: 1d10+ 16 [22] DX: 1d8+8 [13]

HT: 1d10 + 11 [17] RE: 1d8+8 [13]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2x HT [45] ED: 2x (2d10 + HT) [56]

SL: 11

Special abilities: Night vision / 1, protection 1 (hide)

Attacks: Front paws-d6+5 [9] (+98) 2d6 cutting (5, -, -), furthermore hind paws -d6+4 [8] (+ 93) 2d6 cutting (5, -, -), bite -d6+5 [9] (+ 98) 3d6 cutting (3, -, -). dodge- d6+3 [7] (+ 74)

Description: These are the stats of a typical larger predatory cat. Typical habitat are warmer climates, but there are also species which can be encountered in cold environments such as the Siberian tiger or the snow leopard. Smaller predatory cats would have 4 to 6 points lower ST and HT, and the damage reduced by 1 to 2 points.

Main prey are wild animals, not humans. Many of these cats are even mainly carrion scavengers.

Dog

ST: d6+6 [10] DX: d8+7 [12]

HT: d6+7[11] RE: d8+7 [12]

IN: animal plus CH: n.a.

AP: n.a.

LF: 2d10 + 2 xKB [33] ED: 2 x (2d10 + HT) [44]

SL: 9

Special abilities: very well developed sense of smell, resulting in effective tracking + 100 and more. Protection 1 (hide) for certain races, rarely up to protection 2.

Attacks: Bite-d6+5 [9] (+78) 2d6-1 cutting (2, -, -). dodge-d6+3 [7] (+71).

Description: A typical dog. As large difference between the various races exist (from a Chihuahua with less than 1 kg weight to the Great Dane with more than 1 meter of height), the master must decide the attribute values and the damage, if in doubt. For example, the wolf stats might be used for wolf-sized dogs.

Dogs are domestic animals, but they might as well become wild. As trained animals, they are often used as trackers, animal drivers or guards, or simply as partners of the humans. They learn to understand many orders, to attack when ordered, to stop attacks, etc.

Cat

ST: D4+2 [5] DX: d8+8 [13]

HT: d6+7 [11] RE: d8+8 [13]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT - 20 [13] ED: 2 x (2d10 +HT -5) [34]

SL: 6

Special abilities: Night vision/ 3, very good hearing. Opponents suffer DM-20 on attacks because of the small size.

Attacks: Scratches-d6+5 [9] (+72) 1d6 cutting (1, -, -5). dodge-d8+4 [9] (+ 84).

Description: A typical domestic cat. Such animals will rarely fight, although this might change if provoked too much.

Falcon

ST: D4+2 [5] DX: d8+7 [12]

HT: d6+6 [10] RE: d8+8 [13]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2x HT - 20 [11] ED: 2 x (2d10 +HT- 10) [22]

SL: 1 on the ground, 12 flying, 36 when in a nose dive

Special abilities: Flies. Extremely good optical perception (about vision at value 25 to 30, telescopic vision level 3). Opponents suffer DM-20 on attack because of small size and further DM-20 because of flight ability (not with scatter or area weapons).

Attacks: Claws and beak (combined attack)- d6+5 [9] (+71) 1d6 cutting (1, -, -5). dodge-d8+7 [12] (+ 98).

Description: A smaller bird of prey, also e.g. a buzzard or hawk. These animals will not attack humans, except to defend their brood. However, birds of prey can be trained for hunting, when raised properly by a falconer. In this case, it is possible that the bird will attack when ordered to do so by his master.

Eagle

ST : d6+6 [10] DX: d8+6 [11]

HT: d6+7 [11] RE: d8+7 [12]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 +2x HT -10 [23] ED: 2 x (2d10+HT) [44]

SL: 1 on the ground, 11 flying , 22 in a nose dive

Special abilities: Flies. Good optical perception (about value 15 to 20 in vision, telescopic vision/ 2). DM-20 on enemy attacks while flying (not with scatter or area weapons).

Attacks: Claws-d6+5 [9] (+77) 1d8 cutting (1, -, -5) or Beak -d6+4 [8] (+72) 1d8 impaling (1, -, -5). dodge-d8+5 [10] (+ 85).

Description: This covers the largest birds of prey with wingspans of up to about two meters. Nevertheless, they will normally not attack humans.

Dolphin

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ST: d6+8 [12] DX: d6+7 [11]

HT: d8+8 [13] RE: d6+6 [10]

IN: animal plus CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT +5 [42] ED: 2x [2d10+HT] [48]

SL: 10 swimming

Special abilities: Sonar. Swims and dives. Protection 1 (skin).

Attacks: Bite-d6+5 [9] (+ 80) 1d6+2 cutting (2, -, -), or ramming attack speed per turn/ 5 x 1d6 (similar to charging for hit). Dodge-d6+3 [7] (+ 66).

Description: Dolphins are intelligent sea mammals of about 2 meters length that live together in groups. They mainly eat fish and are of rather peaceful nature, but they defend themselves when attacked. There are lots of stories of dolphins which helped humans to stay above the water or e.g. to defend against sharks.

Shark

ST 1d10+16 [22] DX: 1d6+6 [10]

HT 1d10+11 [17] RE: 1d6+6 [10]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10+ 2 x HT + 10 [55] ED: 2x [2d10+HT + 5] [66]

SL: 10 swimming

Special abilities: Swims and dives. Protection 3 (skin).

Attacks: Bite-d6+5 [9] (+93) 4d8+2 cutting. (8, -, -). Dodge-d6+3[7] (+ 65).

Description: A large predatory fish of 2 to 4 meters length that can be encountered in most seas. It mainly feeds on fish, but will sometimes also attack swimmers. Normally, about 2d6 sharks appear; but it might also be many more. They mainly react to violent movements in the water.

Shark, big

ST: 1d12+ 26 [33] DX: 1d6+6 [10]

HT: 1d10+12 [18] RE: 1d6+6 [10]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT + 25 [72] ED: 2x [2d10+HT+15] [88]

SL: 10 swimming

Special abilities: Swims and dives. Protection 5, defense DM +5 (skin).

Attacks: Bite -d6+5 [9] (+105) 6d8+3 cutting. (10, -, -). Dodge-d6+3 [7] (+ 65).

Description: The rarer large variant of the shark reaches up to 8 meters length. It usually appears in smaller groups and uses comparable rules.

Orca

ST: 1d12+24 [31] DX: 1d6+6 [10]

HT: 1d12+12 [19] RE: 1d6+6 [10]

IN: animal plus CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT + 20 [69] ED:2x [2d10+HT+10] [80]

SL: 10 swimming

Special abilities: Swims and dives. Protection 5, defense DM +5 (skin).

Attacks: Bite-d6+5 [9] (+ 105) 5d8+3 cutting (10, -, -), to the back tail strike-d6+4 [8] (+100) 3d8+2 (12, -, +10). dodge-d6+3 [7] (+ 65).

Description: The black and white spotted, up 8 meters long orca, also known under the bad name killer whale, is an intelligent, aquatic mammal living in family groups. The orca mainly feeds on water creatures such as fish or seals, but similar to sharks, it might also attack a swimmer.

Sperm whale

ST: 2.000 +1d8x 100[2.500] DX: 1d6+6 [10]

HT:1d12+33 [40] RE: 1d6+6 [10]

IN: animal plus CH: n.a.

AP: n.a.

LF:2d10+ 2 x HT+ 500 [591]

ED: 2x [2d10+HT+300] [702] SL: 15 swimming

Special abilities: Swims and dives. Protection 8, defense DM +15 (skin)

Attacks: to the back tail strike-d6+5 [9] (+105) 20d10 (50, -, +20), bite-d6+5 [9] (+105) 6d12+2 cutting (20, -, +5), ramming cf. dolphin, but speed per turn/5 x 10d6. dodge-d6+3 [7] (+ 65).

Description: Sperm whales are 15 to 25 meter long toothed whales which live in the ocean depths. They can reach several thousand meters of diving depth and feed on water creatures, primarily squids. Furthermore, they are intelligent and live in larger groups. Attacks against boats or swimmers can only be expected if they are provoked.

Blue whale

ST:: 3500+d8 x 100 [4.000] DX: d6+6 [10]

HT : 1d12+35 [42] RE: 1d6+6 [10]

IN: animal plus CH: n.a.

LF: 2d10 +2 x HT+ 600 [695]

ED: 2x [2d10+ HT+ 300] [706] SL: 15 swimming

Special abilities: Swims and dives, Protection 8, defense DM + 15 (skin).

Attacks: to the back tail strike-d6+4 [8] (+ 100) 25d12 (60, -, +25), ramming cf. dolphin, but speed per turn/ 5 x 12d6. Dodge-d6+3 [7] (+ 65).

Description: These peaceful mammals are the largest species of whale. They can reach a length of 30 and more meters and do not have teeth, but baleens, which are sued to filter small animals, plankton etc. out of the water. Attacks against boats or swimmers are extremely unlikely and would normally be due to coincidence or misunderstandings.

Crocodile

ST: 1d10+16 [22] DX: 1d6+6 [10]

HT: 1d10 + 11 [17] RE: 1d6+7 [11]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10+2 x HT+5 [50] ED: 2x [2d10+ HT+5] [66]

SL: 5 on land, 10 swimming

Special abilities: Swims and dives. Protection 5, defense DM +5 (skin)

Attacks: Bite-d6+5 [9] (+93) 3d8+4 cutting, (6, -, -) to the back tail -d6+5 [9] (+ 93) 3d12 (8, -, +10). Dodge-d6+3 [7] (+ 67). After a successful bite and LF loss the crocodile attempts to drag the victim under water (duel ST against ST, no further bite, one duel per turn. If the victim wins with at least 25 points difference, it freed itself, but this causes further damage of half bite damage without armor protection. Dead crocodiles can be removed without any problems.)

Description: An average crocodile of 2 to 4 meters length. Crocodiles are reptiles that are mainly present in the water and that feed on meat. Their prey includes almost anything that is in or near to the water (e.g. while drinking), and usually appear in groups of up to several dozen animals. Usual climate are warmer regions with swampy terrain.

Crocodile, big

ST: 1d12+26 [33] DX: 1d6+6 [10]

HT: 1d10+12 [18] RE: 1d6+6 [10]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT+ 25 [72] ED: 2x [2d10+HT + 15] [88]

SL: 5 on land, 10 swimming

Special abilities: Swims and dives. Protection 6, defense DM + 10 (skin).

Attacks: Bite-d6+5 [9] (+105) 4d8+5 cutting (8, -, -), to the back tail -d6+5 [9] (+ 105) 4d12 (12, -, + 15). Dodge-d6+3 [7] (+ 65). Cf. crocodile for special attack maneuver.

Description: In general as above, but for large animals of up to 8 meters length. However, these are really rare.

Triceratops

ST : 230+1d12x10 [300] DX: 1d6+6 [10]

HT: 1d10+17 [23] RE: 1d6+5 [9]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10+ 2 x HT +200 [257]

ED: 2x [2d10+ HT+100] [268] SL:11

Special abilities: Protection 8 , defense DM + 10 (leather skin)

Attacks: Horns -d6+4 [8] (+100) 8d8+1 impaling (15, -, +5), trampling 22d6. Dodge-d6+2 [6] (+ 58).

Description: A large herbivorous dinosaur with three horns. It is in general peaceful, but might e.g. be panicked and then run over smaller creatures. When provoked, or if a male wants to defend his terrain, similar applies. The horns are almost only used for combat against opponents that are equal in size. The triceratops weighs several tons and covers 2 x 5 squares.

Tyrannosaurus Rex

ST 190+1d10 x 10 [250] DX: 1d6+6 [10]

HT: 1d10+17 [23] RE: 1d6+5 [9]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT +200 [257]

ED: 2x [2d10+ HT+ 100] [268] SL: 11

Special abilities: Follows only movements. Protection 7, defense DM + 10 (skin)

Attacks: Bite-d6+5 [9] (+105) 6d12+2 cutting (16, -, + 5). dodge-d6+3 [7] (+63).

Description: A large predatory dinosaur that usually walks upright on the hind legs and then reaches about 6 meters height. It mainly feeds on carrion, but also attacks other creatures or suitable size. Humans are normally to small to be prey. Covers 2 x 2 squares when upright.

Velociraptor

ST: 1d10+14 [20] DX: 1d6+8 [12]

HT: 1d10+11 [16] RE: 1d6+8 [12]

IN: animal plus CH: n.a.

AP: n.a.

LF: 2W1^0 + 2 x HT [43] ED: 2x [2d10+ HT] [54]

SL: 8

Special abilities: Protection 5, defense DM + 5 (skin). Can only bite or attack with the Claws (always against the same victim) on the same turn.

Attacks: 2 x claw-d6+5 [9] (+ 93) 2d6+1 impaling (4, -, -) or bite-d6+5 [9] (+93) 3d6+2 cutting. (6, -, -). Dodge-d6+3 [7] (+ 71).

Description: A smaller predatory dinosaur of 1.50 to 2.50 meters height, running upright on its hind legs. Hunts usually in groups of 2 to 6 and attack what it finds. Normally, the claws are used first to rip open and thus weaken an opponent.

Stegosaur

ST: 240+1d10 x 100 [300] DX: 1d6+5 [9]

HT: 1d10+17 [23] RE: 1d6+4 [8]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT +200 [257]

ED: 2x[2d10+ HT+ 100] [268] SL:10

Special abilities: Protection 8 , defense DM + 10 (leather skin). Well developed tail.

Attacks: Tail lash (only to back and side)-d6+4 [8] (+ 99) 5d10 impaling or crushing (50% chance for each) (25, -, + 15), trampling 20d6. Dodge-d6+1 [5] (+ 50).

Description: A large, peaceful herbivorous dinosaur which reaches about eight to ten meters length and thus weighs as much as ten to twenty elephants. As for all animals of this size, there is however the option of trampling, or of tail lashes when in panic. Covers about 3 x 10 squares.

Pteranodon

ST : 1d12+18 [25] DX: 1d6+7 [11]

HT: 1d6+10 [14] RE: 1d6+8 [12]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 xKB+5 [44] ED: 2x [2d10+HT+5] [60]

SL: 2 on the ground, 12 flying

Special abilities: flies. Protection 6, Defense DM+5 (Skin).

Attacks: Bite-d6+5 [9] (+99) cutting (4, -, -), grappling-d6+5 [9] (+ 99) 2d6 (4, -, +5) (Hit and successful duel ST+RE means the victim is carried away, it is treated as

being grappled as in VCC). Dodge-d6+3 [7] (+70). Flying dodge DM+25.

Description: A flying dinosaur of about 7 meters wingspan which feeds on smaller prey animals which are attacked from flight. Could also attack humans.

Bear (Bearlike creatures)

ST 1d12+22 [29] DX: 1d6+6 [10]

HT: 1d6+16 [20] RE: 1d6+6 [10]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT+5 [56] ED: 2x [2d10+HT+5] [72]

SL: 7 , upright 3

Special abilities: Protection 5, defense DM + 5 (hide). No penalties for pain or LF/ED losses, if LF>0.

Attacks: 2 x paw-d6+5 [9] (+ 104) 2d8 cutting (4, -, -) and grappling, against grappled opponents bite-d6+4 [8] (+ 99) 3d8+3 cutting (4, -, -). Dodge-d6+3 [7] (+ 65).

Description: Bears are omnivores which are mainly encountered in the woodlands of moderate or colder climates. The stats refer to a variety of medium size (e.g. brown bear). Very large bears would have 4 to 8 Points more ST and HT and 2 to 4 Points more damage.

Usually, bears only attack if they think something is prey, or to defend their offspring or territory. They use the described special attack maneuver.

Gorilla (Giant apes)

ST:1d12+21 [28] DX: 1d6+6 [10]

HT: 1d6+16 [20] RE: 1d6+6 [10]

IN: animal CH.: n.a.

AP: n.a.

LF: 2d10 + 2 x HT+5 [56] ED: 2x[2d10+ HT+5] [72]

SL: 6 , also in treetops

Special abilities: Protection 4 (hide). Climbing + 99.

Attacks: 2 x paw-d6+5 [9] (+ 102) 2d8 (4, -, -) and grappling, against grappled opponent bite-d6+3 [7] (+ 97) 2d8 cutting. (3, -, -) Dodge-d6+3 [7] (+ 65).

Description: A large ape. These animals can be dangerous opponent, when provoked or defending their territory or their young, but they do not attack e.g. humans as prey. Note the special fighting style. Lives in all kinds of jungles.

Giant kraken

ST 240+ 1d10 x 10 [300] DX: 1d6+5 [9]

HT: 1d8+15 [20] RE: 1d6+5 [9]

IN: animal minus CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT + 70 [121] ED: 2x [2d10+HT+40] [142]

SL: 5 swimming, 12 as escape speed

Special abilities: Water creature breathing with gills. Can create a large ink cloud to cover its escape (once per d6 minutes, blocks any sight in at least 50 meters radius globe for 3d10 turns). Suckers allow climbing + 80 and safe positioning. Protection 5 (from leathery skin).

Attacks: up to 8 x tentacle -d6+5 [9] (+104) (10, -, + 10) (wraps around, i.e. creature is grappled and can only break free with a ST duel or by cutting the tentacle (requires result of "severed"), suffers cumulative damage of 1d10 per turn as from wrestling attack and could e.g. be pulled overboard. Grappled victims determine the type of entanglement as for a whip. Attacks against this tentacle may be made without DM for aimed attacks, because a dodge of the animal would lose the grapple.), possibly Beak-d6+4 [8] (+ 99) 4d10+2 cutting (11, -, +10). dodge-d6+2 [6] (+57).

Description: A giant octopus. Such animals normally only live in the ocean depths because they cannot survive in higher regions. The stats refer to a variety of average size, i. e. about 20 meters span with arms wide. Larger animals (up to about 100 meters ?) have respectively more ST, LF and ED as well as damage. Up to 8 tentacles are used, this is reduced if the octopus needs some to hold itself. Tentacles have an effective strength equal to 1/10 of the strength of the animal.

Poisonous snake

ST 1d6 [4] DX: 1d6+9 [13]

HT: 1d6+7 [11] RE: 1d8+9 [14]

IN: animal minus CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT -15[18] ED: 2x [2d10+HT-8] [28]

SL: 1

Special abilities: Protection 1 (skin), poisonous (level 1 to 20, 1d6 to 10d6 damage after varying periods, sometimes further effects such as DM on actions or hallucinations, only if hit.

Attacks: Bite-d6+5 [9] (+ 71) 1d6 (1, -, -5), poisonous. Dodge-d6+5 [9] (+86).

Description: A typical poisonous snake of about 1 meter length. Larger varieties would have more HT and ST. It attacks what threatens it, but normally warns before (rattling, hisses). May live everywhere from deserts to the ocean – only very cold climates are excluded.

Boa

ST: 1d10+ 16 [22] DX: 1d8+6 [11]

HT: 1d8+7 [12] RE: 1d8+7 [12]

IN: animal minus CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT [35] ED: 2 x [2d10+ HT] [46]

SL: 2

Special abilities: Protection 1 (Skin)

Attacks: Constrict- [d6+5] [9] (+ 90) 2d6 (3, -, + 5), Damage is cumulative per turn, furthermore, use the general suffocation rules as for choking attacks, also for escape. Dodge-d6+4 [8] (+ 75).

Description: A large constricting snake of 3 to 8 meters length. These snakes live especially in jungles where they tend to wait in treetops until a victim passes – than they let themselves drop on top of it. However, such snakes are also good swimmers.

Piranha (Swarm creature)

LF = ED = 1d8 +10 [15]

SL 5 swimming

Special abilities: swims

Attacks: Swarm 1d8 cutting.

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Description: These are small predatory fish of 10 to 30 cm length, which exist in swarms in many tropical rivers and lakes. According to popular belief, they also attack larger creatures, but actually this is only a myth.

Owl

ST D4+2 [5] DX: d8+7 [12]

HT: d6+6 [10] RE: d8+8 [13]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT - 20 [11] ED: 2x [2d10+HT-10] [22]

SL: 1 on the ground, 10 flying

Special abilities: flies. Night vision/5. Well developed optical perception (about value 20). Almost helpless in daylight (DM-30). Attack DM - 30 for opponents because of flight ability (not with scatter or area attacks), DM - 15 because of size.

Attacks: Claws-d6+5 [9] (+71) 1d6 cutting. (1, -, -5). Dodge-d8+7 [12] (+98).

Description: Owls are night active predatory birds, for which in general the statements made about falcons can be applied as well.

Sheep

ST: 1d6+6 [10] DX: 1d6+6 [10]

HT: 1d6+6 [10] RE: 1d6+6 [10]

IN : animal CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT -10 [21] ED: 2x [2d10+ HT - 5] [32]

SL: 5

Special abilities: Protection 3 (hide).

Attacks : Horn-d6+5 [9] (+75) 1d8 (3, -, +5) (bucks only, otherwise half damage). Dodge-d6+2 [6] (+ 60).

Description: A typical sheep, as kept as domestic animal. However, might also be a wild animal.

Raven

ST: D4+1 [4] DX: d8+7 [12]

HT: d6+6 [10] RE: d8+8 [13]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT -20 [11] ED: 2x [2d10+ HT-10] [22]

SL: 1 on the ground, 10 flying

Special abilities: flies. Attack DM for opponent -30 because of flight ability, not with scatter or area attacks.

Attacks: Beak-d6+5 [9] (+69) 1d4 (0, -, -). Dodge-d8+7 [12] (+98).

Description: Ravens are omnivorous birds of black color and a size of 30 to 50 cm. They mainly appear in large swarms that e.g. feed on the fallen after a battle, if vultures are not present in a region. Humans will not be attacked by ravens, they will flee them. However, ravens may be trained and accustomed to an owner, so that they follow orders. Thus, the raven is, besides the cat, one of the most popular pets of wizards.

Horse

ST: 1d10+15 [21] DX: 1d6+7 [11]

HT: 1d8+10 [15] RE: 1d6+6 [10]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 xKB+5 [46] ED: 2x [2d10+ HT+5] [62]

SL: 11 to 13

Special abilities: none.

Attacks: Kick -d6+3 [7] (+83) 2d6+2, (5, -, +10) rarely bite-d6+1 [5] (+73) 1d6 (2, -, -). Dodge-d6+3 [7] (+66).

Description: These are the stats for a typical horse, regardless if wild or trained for riding. They can e.g. be used for combat on horseback. Horses can, if they are together with a character for a longer time, be developed with small quirks, tricks, etc..

Battle horse

ST: 1d10+25 [31] DX: 1d6+7 [11]

HT: 1d8+13 [19] RE: 1d6+7 [11]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT + 10 [59] ED : 2x [2d10+HT+5] [70]

SL: 10 to 11

Special abilities: accustomed to combat (cf. combat section). Can use armor, up to and including plate mail (protection 11, defense DM + 25).

Attacks: Kick-d6+5 [9] (+107) 3d6+1 (6, -, + 10) or bite-d6+4 [8] (+102) 1d8+1 (2, -, -). Dodge-d6+3 [7] (+ 68).

Description: Battle horses are mounts that have been trained for combat and that have been bred with a focus on endurance and strength. They will not be encountered in 19th century cavalry units or among the Mongols, but e.g. as the mount of a medieval knight. Similar to horses, battle horses should be developed with more detail - as faithful companions of a character.

Cattle

ST: 1d10+25 [31] DX: 1d6+6 [10]

HT: 1d8+12 [17] RE: 1d6+7 [11]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT + 5 [50] ED: 2x[2d10+ HT+5] [66]

SL: 9

Special abilities: Protection 1 (skin).

Attacks: Horn-d6+5 [9] (+105) 4d8-2 impaling (5, -, +5), Charging 6d6. Dodge-d6+3 [7] (+ 67).

Description: An ordinary cattle. This might be the pulling animal of a farmer, but also a bull on the meadow. Male animals tend to higher aggressiveness and a strength at the high end of the range. Wild cattle would have, except for very big species, the same stats. Use the horn attack like a light lance for game purposes, including the rules for charge attacks.

Wild boar

ST: 1d10+12 [17] DX: 1d6+6 [10]

HT: 1d10+12 [17] RE: 1d6+7 [11]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT [45] ED: 2x [2d10+HT] [56]

SL: 9

Special abilities: Protection 3 (skin). No penalties for pain, as long as LF>0 and no body parts disabled.

Attacks: Tusks-d6+5 [9] (+86) 3d6 cutting (5, -, +5). Dodge-d6+3 [7] (+67).

Description: Wild boars can be dangerous opponents. They live together in small groups in the forests of moderate climates and eat almost everything. A male wild boar that thinks its territory is threatened, or a female defending her offspring, tends to attack without limit. Male boars have strength value at the upper end of the range and respectively more damage.

Ostrich

ST:1d6+8 [12] DX: 1d6+7 [11]

HT: 1d6+7 [11] RE: 1d6+7 [11]

IN: animal CH. n.a.

AP: n.a.

LF: 2d10 + 2 x HT [33] ED: 2x [2d10+HT] [44]

SL: 11

Special abilities: Protection 1 (Skin).

Attacks: Beak-d6+5 [9] (+80) 2d6 cutting (2, -, -5). dodge-d6+3 [7] (+ 68).

Description: A large bird of about 2 meters height and unable to fly. Ostriches may be used in farming for many products, but they also exist in groups in the wilderness. Attacks against humans are extremely unlikely.

Wolf

ST : d8+7 [12] DX: d8+7 [12]

HT: d8 +6 [11] RE: d8+7 [12]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10-1+ 2xKB [32] ED: 2 x (2d10-1 + HT) [42]

SL: 10

Special abilities: Good sense of smell, protection 3 (hide).

Attacks: Bite-d6+5 [9] (+81) 2d6+2 cutting; (3, -, -). Dodge - d6+3 [7] (+ 71).

Description: Wolves are doglike predators that can be encountered in most forests of moderate and cooler climates, as long as these have sufficient wildlife are not too small. They do not have natural enemies.

Wolves hunt in packs of generally six up to a dozen animals, and various game up to the size of roe and hind are their prey. Humans will only be attacked on very rare occasions, or when defending the territory. The stats are for an average wolf. Especially large species, as they occur sometimes, would have 2 to 4 points higher attribute values and damage increased by 1 point.

14.3.2 Fantasy creatures

The following creatures can be used to populate a standard fantasy world, such as e.g. Arimon from the respective worldbook.

Banshee (ethereal creatures)

ST: n.a. DX: 1d6+8 [12]

HT: 1d6+8 [12] RE: 1d6+15 [19]

IN: 1d6+8 [12] CH: 1d6+8 [12]

AP: 1d6+3 [7]

LF: 2d10+ 2x HT [35] ED: none

SL: 7

Special abilities: cf. ethereal creatures. Frighten: Knows fear+95 without ED consumption, with 1 AP cost and effect on all creatures in its field of vision. Energy drain see below. In daylight DM-30 to all checks.

Attacks: Icy touch-d6+5 [9] (+ 81) 1d6 (2, -, - 5) in of hit energy drain+90 (no ED cost). Dodge-d6+5 [9] (+ 95).

Description: The banshee is the classical form of appearance of a ghostly spirit: a transparent, often whitish looking creature which vaguely reminds of the former appearance during its lifetime. Banshees are most often created as the effect of a curse; they are full of negative intentions and feed on the life force of other creatures. They are mainly encountered in ruins or tombs. If a banshee is "killed", it is not permanently destroyed, but regenerates like a normal character. Only certain wonders or the dispelling of the curse – this requires the destruction of the object to which the banshee is bound - can vanquish a banshee forever.

Basilisk

ST : 1d10+15 [21] DX: 1d6+7 [11]

HT: 1d10+11 [17] RE: 1d6+7 [11]

IN: animal CH: n.a.

AP: n.a.

LF : 2d10+ 2x HT+5 [50] ED: 2x [2d10+ HT+5] [66]

SL: 6

Special abilities: Protection 5, defense DM +10 (leather skin). Paralyzing gaze: it can gaze at one opponent per turn and per 1 AP used (range = sight) and cast a paralysis spell +80 and better, without using any ED. Resistance is allowed, and on a failure, the victim is paralyzed as described in the magic rules. Apply DM-10 on the magic value per full 5 meters of distance to the victim. Combat with a mirror is possible: The fighter suffers DM-40 on attack, parry and dodge, but he is against immune against the gaze. The same applies for all creatures without optical perception. Magic defense+30.

Attacks: Bite-d6+5 [9] (+93) 3d6 cutting (2, -, -). Paralyzing gaze (see above). Dodge-d6+3 [7] (+68).

Description: The basilisk is a reptiloid creature that reaches about 3 meters length. It is very rare, but should not be underestimated because it has a paralyzing gaze. In normal combat, it should be assumed that the basilisk can make a gaze attack before all other characters' actions. Basilisks exist mainly in jungle regions, but sometimes also in deserts.

Treeman

ST : 3d10+33 [50] DX: 1d6+7 [11]

HT: 1d10+15 [21] RE: 1d6+5 [9]

IN: 1d8+10 [15] CH: 1d6+8 [12]

AP: n.a.

LF: 2d10+2 x HT +20 [73] ED: 2x [2d10+ HT+10] [84]

SL: 6

Special abilities: Protection 11, defense DM+25 (bark). Knows animate tree + 85, wall of thorns+85, entangle+85, (no ED consumption for all of them, 1 AP). Can communicate with any plants. Magic defense + 50. Can always disguise as a tree.

Attacks: branch strike-d6+5 [9] (+107), 3d12+3, (12 , 4, +15 , MST 15, MDX 5). dodge-d6+3 [7] (+64).

Description: Treemen are a very old people of intelligent plants which are able to move around. They live in the

oldest woods of the world, where they have taken up the task to protect the plants. Therefore, they react very negative on lumberjacks, fire in the forest, etc., but can be a valuable aid with their knowledge.

Bookworm, magic

LF= ED = 1

SL: 1

Special abilities: Destroys 1d6 pages of any magic literature per day.

Attacks: none

Description: The magic bookworm is a very peculiar creature and probably has been created by magic. This is a small worn that feeds on magic books, scrolls, etc. It is the nightmare of the librarians in magic libraries.

Chimera

ST : 2d10+25 [36] DX: 1d6+6 [10]

HT : 1d10+15 [21] RE: 1d6+7 [11]

IN: animal CH: n.a.

AP: n.a.

LF : 2d10+2 xKB + 15 [68]

ED: 2x [2d10+ HT+ 10] [84] SL : 11

Special abilities: Tail sting is poisonous, in case of hit, make HT check, on a failure, victim takes 1d6 damage per turn for 2d6 turns or until a check succeeded (level 10). Protection 5, defense DM+5 (hide).

Attacks: Bite-d6+5 [9] (+ 105) 3d8 cutting (6, -, +5), paws-d6+5 [9] (+ 105) 3d6 cutting (5, -, -), to the back tail strike-d6+5 [9] (+ 105) 2d8 impaling (6, -, + 5) (poisonous). Dodge-d6+3 [7] (+ 67).

Description: A chimera is a magic creature which actually is a combination of several animals. Most frequent form is a combination with lion's head and scorpion's tail, but other variants do exist. If needed, the master may work out the stats accordingly.

Demons (dark, regular)

Special abilities: variable

Attacks: variable

Description: The general term demons summarizes all kinds of creatures from other planes of existence that are conjured by magic and not classed as elementals or spirits. Most demon have a very alien outer appearance and moral norms. Merely philosophically speaking, a human being might be conjured to another world and would then be for its inhabitants a – possibly hideous looking - demon !

Dark demons are a special case. These are inhabitants of the planes of darkness, which are always treated as evil creatures, and very often hunger for human blood or life energy. They are popular servants of demon conjurers following the ways of black magic.

All demons observe the ordinary Omnirole rules. They are created similar to characters using the following system, because de facto they are characters. The **ORDER** (rough measurement of their power) is decided by the conjuring caster and gives the first important information about a demon. Free demons may be of any order; but values above 10 tend to be very rare.

For the character, the amount of available CP is equal to order x 200. Dark demons get an additional 50 x order CP, that are used to purchase typical abilities (poisons, black magic, etc.). When a demon is conjured, the caster should not be allowed to decide the abilities, but this is up to the master or made at random. All attributes must be taken as for ordinary characters, and the advantages and handicaps of other races may be used as well. Furthermore, the following **additional abilities** are allowed:

Center of life stays on the home plane: 500 CP. The demon can only be killed on its home plane. If it is "killed" on another plane, it immediately returns to its home, but is now unable to reenter the world where it was killed for 1d6 years. Thirst for revenge is likely.

No ED: The demon has infinite ED. 200 CP.

Dragons (Sea, green, bronze-, with several heads, red , silver, golden)

Description: Dragons are extremely magical creatures, that are normally extremely intelligent and can reach an impressive age. Their goals are often fully incomprehensible for human beings.

The typical appearance that of a large reptile with two leathery wings. Several subspecies are distinguished, mainly due to appearance and abilities. Furthermore, the age decides about size and possibilities, and very old dragons may perfectly be of more than 1,000 years of age. Individual dragons might drastically exceed the following stats – some legends speak of dragons of 100 and more meters of length !

All dragons have the possibility to learn magic, but they must observe the normal magic rules of Omnirole. Furthermore, they love to gather gold and gemstones as well as magic objects, and they will not easily give up their hoards.

All dragons have night vision/1.

Some dragons have hot blood. If someone manages to vanquish a dragon and bath in its blood, he gets an iron hard (dragon) skin, which results in a natural armor (cf. races) of 13 points. However, a bath in dragon blood causes 5d10 damage, and the effect only applies to body parts that are naked. By the way, bathing of single limbs only costs 1d12 LF per limb.

Green dragon

ST: 190 + 1d12 x 10 [260] DX: 1d6+7 [11]

HT: 1d12 + 18 [25] RE: 1d6+7 [11]

IN: 1d6+13 [17] CH: 1d6+13 [17]

AP: n.a.

LF: 2d10+ 2x HT+ 200 [261]

ED: 2x [2d10+ HT+100] [272]

SL: 10 on the ground, 20 flying

Special abilities: Breathe fire (see below). Protection 13, defense DM+30 (scales). At the underbelly, only protection 5, defense DM+10. Hot blood. Magic defense+50 and more. Flies.

Attacks: Bite-1d6+6 [10] (+112) 6d12 cutting (20, -, + 5) or breathe fire-d8+6 [11] (+ 117) 8d6 fire (18, -, -10) cone 10 meters length, 90 degrees, 2 x claw-d6+6 [10] (+ 112) 3d12 cutting (9, -, +5), to the back tail strike -d6+6 [10] (+ 112) 5d12 (25, -, + 15). Dodge-d6+6 [10] (+ 78).

Description: The green dragon is the most frequently encountered dragon form. It reaches up to 15 meters length including the tail and is recognized by its green scales.

Sea dragon

ST: 190 + 1d12 x 10 [260] DX: 1d6+7 [11]

HT: 1d12 + 18 [25] RE: 1d6+7 [11]

IN: 1d6+13 [17] CH: 1d6+13 [17]

AP: n.a.

LF: 2d10+ 2x HT+ 200 [261]

ED: 2x [2d10+ HT+100] [272]

SL: 8 on the ground, 16 swimming

Special abilities: Protection 13, defense DM+30 (scales). At the underbelly, only protection 5, defense DM+10. Magic defense + 30. Swims and dives, can breathe under water. Breathe fog (effect as fog spell +100, 1 AP, no ED consumption).

Attacks: Bite-d6+6 [10] (+ 112) 6d12 cutting (20, -, +5) , 2 x claw-d6+6 [10] (+112) 3d12 cutting (9, - , +5), to the back tail strike-d6+6 [10] (+ 112) 5d12 (25, -, +15). Dodge-d6+6 [10] (+ 83).

Description: This dragon form has adapted to the life on the ocean and below its surface and only has stub wings that are similar to fins. It is, besides sea snakes and giant kraken, one of the menaces of the seafarers.

White Dragon

ST: 190 + 1d12 x 10 [260] DX: 1d6+7 [11]

HT: 1d12 + 18 [25] RE: 1d6+7 [11]

IN: 1d6+13 [17] CH: 1d6+13 [17]

AP: n.a.

LF: 2d10+ 2x HT+ 200 [261]

ED: 2x [2d10+ HT+100] [272]

SL: 10 on the ground, 20 flying

Special abilities: Breathe ice (see below). Protection 13, defense DM+30 (scales). At the underbelly, only protection 5, defense DM+10. Magic defense+50 and more. Flies.

Attacks: Bite-1d6+6 [10] (+112) 6d12 cutting (20, -, +5) or breathe ice-d8+6 [11] (+ 117) 8d6 ice (18, -, -10) cone 10 meters length, 90 degrees, 2 x claw-d6+6 [10] (+ 112) 3d12 cutting,(9, -, +5) to the back tail strike -d6+6 [10] (+ 112) 5d12 (25, -, +15). Dodge-d6+6 [10] (+ 83).

Description: White dragons live in the ice regions to which they have adapted perfectly.

Bronze Dragon

ST: 220 + 1d12 x 10 [290] DX: 1d6+7 [11]

HT: 1d12 + 20 [27] RE: 1d6+8 [12]

IN: 1d6+14 [18] CH: 1d6+14 [18]

AP: n.a.

LF: 2d10+ 2x HT+ 200 [265]

ED: 2x [2d10+ HT+100] [276]

SL: 10 on the ground, 20 flying

Special abilities: Protection 15, defense DM+30 (scales). At the underbelly, only protection 5, defense DM+10. Flies. Magic defense + 60 and more. Breathe fire (see below). Hot blood.

Attacks: Bite-1d6+6 [10] (+112) 6d12+2 cutting (20, -, +5)or breathe fire-d8+6 [11] (+ 117) 10d6 fire (18, - , -10) cone 10 meters length, 90 degrees, 2 x claw-d6+6 [10] (+ 112) 3d12+1 cutting (9, -, +5), to the back tail strike-d6+6 [10] (+ 112) 5d12+2 (25, -, +15). Dodge-d6+6 [10] (+85).

Description: This extremely rare dragon form has a place among the most dangerous creatures. Most bronze dragons are of very high age with respective experience and abilities, and they live far away from the current events.

Red dragon

ST: 190 + 1d12 x 10 [260] DX: 1d6+7 [11]

HT: 1d12 + 18 [25] RE: 1d6+7 [11]

IN: 1d6+13 [17] CH: 1d6+13 [17]

AP: n.a.

LF: 2d10+ 2x HT+ 200 [261]

ED: 2x [2d10+ HT+100] [272]

SL: 10 on the ground, 20 flying

Special abilities: Protection 13, defense DM+30 (scales). At the underbelly, only protection 5, defense DM+10. Flies. Magic defense + 50 and more. Breathe acid (see below).

Attacks: Bite-1d6+6 [10] (+112) 6d12 cutting (20, -, +5) or breathe acid-d8+6 [11] (+ 117) 8d6 acid (18, -, -10) cone 10 meters length, 90 degrees, 2 x claw-d6+6 [10] (+ 112) 3d12 cutting (9, -, +5), to the back tail strike -d6+6 [10] (+ 112) 5d12 (25, -, +15). dodge-d6+6 [10] (+ 83). Concerning the acid attack, refer to the magic rules, acid splash spell.

Description: Similar to the green dragons, but with scales in dark red. Much rarer.

Silver dragon

ST: 250 + 1d12 x 10 [320] DX: 1d6+7 [11]

HT: 1d12 + 22 [29] RE: 1d6+8 [12]

IN: 1d6+16 [20] CH: 1d6+16 [20]

AP: n.a.

LF: 2d10+ 2x HT+ 220 [289]

ED: 2x [2d10+ HT+120] [320]

SL: 10 on the ground, 20 flying

Special abilities: Protection 17, defense DM+30 (scales). At the underbelly, only protection 6, defense DM +10. Flies. Magic defense + 80 and more. Breathe fire (see below), breathe ice. Hot blood. Transformation+100 (only oneself, only into human form).

Attacks: Bite-d6+6 [10] (+ 112) 6d12+3 cutting (20, -, +5) or breathe fire or breathe ice (cf. white and green dragon), 2 x claw-d6+6 [10] (+112) 3d12+2 cutting (9, -, +5), to the back tail strike -d6+6 [10] (+ 112) 5d12+3 (25, -, +15). Dodge-d6+6 [10] (+ 85).

Description: Silver dragons, of which almost only legends speak, are even more powerful than bronze dragons.

Golden Dragon

ST: 260 + 1d12 x 10 [330] DX: 1d6+7 [11]

HT: 1d12 + 23 [30] RE: 1d6+9 [13]

IN: 1d6+18 [22] CH: 1d6+18 [22]

AP: n.a.

LF: 2d10+ 2x HT+ 250 [321]

ED: 2x [2d10+ HT+140] [422]

SL: 10 on the ground, 20 flying

Special abilities: Protection 20, defense DM+30 (scales). At the underbelly, only protection 8, Defense DM +15. Flies. Magic defense + 100 and more. Breathe fire (see below), breathe acid, breathe ice, hot blood. Transformation+100 (only oneself, only into human form).

Attacks: Bite-d6+6 [10] (+ 112) 7d12 cutting (20, -, +5) or breathe fire (cf. green dragon) or breathe ice (cf. white dragon) or breathe acid (cf. red dragon) , 2 x claw-d6+6 [10] (+112) 3d12+4 cutting (9, -, +5), to the back tail strike -d6+6 [10] (+ 112) 6d12. (25, -, +15) Dodge-d6+6 [10] (+ 87).

Description: The most powerful dragon form is the golden dragon whose abilities are almost similar to that of a demi-god. According to myths, these dragons like to act in human form and take over the role of rulers or priests.

Dragons with more than one head

Description: These are variants which can exist for all the above-mentioned dragon forms and have two to five heads. Consequently, this increases the number of possible breath and bite attacks; the LF and ED are increased by 10% per additional head. Furthermore, the loss of one head is not dangerous for the whole dragon concerning coma, etc. By the way, severed heads regrow within 1d6 minutes. Fortunately, pluri-headed dragons are thought to be extinct; nobody knows their origins nowadays. Just imagine a golden dragon with five heads...

Lizard man (Humanoids)

ST : 1d6+9 [13] DX: 1d6+7 [11]

HT: 1d6+9 [13] RE: 1d6+6 [10]

IN: 1d6+4 [8] CH: 1d6+5 [9]

AP: 1d6+2 [6]

LF: 2d10+2x HT [37] ED: 2x [2d10+ HT] [48]

SL: 6

Special abilities: Protection 5, defense DM + 10 (leather skin). Morale value 75. Nictitating membranes/2, pain resistence+2.

Attacks: Talon-d10+5 [11] (+ 91) 1d3+4 cutting, (1, 1, -5) weapon-d10+5 [11], e.g. battleaxe + 91, 3d8+2 cutting. Dodge-d6+2 [6] (+61).

Description: Lizardmen are a people of vaguely humanoid, reptile-like creatures. They reach about 1.80 m size and have scales and a reptile head with deep-seated yellow eyes similar to a crocodile, as well as a tail, which is often used to support them while standing. In general, lizardmen are encountered in the depths of the jungles and swamps where they have established entire states of their own and sometimes sacrifice travelers to their gods. Furthermore, there are repeated rumors about man-eating habits. Favorite weapons are spears and axes, and lizardmen do not have much knowledge of metalworking so that they often use only wood or stone weapons unless they are able to get hold of others.

Unicorn

ST : d10+17 [23] DX: 1d6+8 [12]

HT : d10+10 [16] RE: 1d10+8 [14]

IN: animal plus CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT+5 [48]

ED: 2x [2d10 + HT+5] [64] SL: 13

Special abilities: Magic defense+120. Protection 3 (hide). All evil creatures in a 5 meters circle around the unicorn suffer DM-20 on all checks. Furthermore, antimagic sphere with protection 200 against black magic in 5 meters circle. Antimagic +75 by touch with horn. Night vision/2.

Attacks: Horn -d6+5 [9] (+98) 3d10-1 impaling (7, 2, - 5), Kick back-d6+5 [9] (+98) 2d6+3 (5, -, +5). Dodge-d6+4 [8] (+ 80).

Description: Besides dragons, unicorns are among the most magical of all creatures and many legends are told about them. For example, these white horselike creatures with a single horn on their forehead are thought to be an incorporation of the powers of good. A classic legend says that a virgin of pure heart can tame a unicorn, accompanying her and allowing her to ride it. Unicorns can only be found in middle of the deepest forests, and even there, they are rare enough. The horn attack is treated like a heavy lance, with all the rules for charge attacks.

Ice troll (Humanoids)

ST: 2 x (1d6+7) [21] DX: 1d6+6 [10]

HT: 1d6+10 [14] RE: 1d6+5 [9]

IN: 1d6+5 [9] CH: 1d6+4 [8]

AP: 1d6+2 [6]

LF: 2d10+2 x HT [39] ED: 2x [2d10+ HT +5] [60]

SL: 5

Special abilities: Protection 6, defense DM+10 (skin). Morale value 75. Immune to cold up to -50 degrees.

Attacks: 2x claws-d10+5 [11] (+102) 4d3+2 impaling (2, 1, -5) or weapon-d10+5 [11], e.g. battleaxe +102, 4d12+1 cutting. Dodge-d6+2 [6] (+58).

Description: The ice trolls are a blue-skinned people that is living in the eternal ice and is mainly present under the earth or inside of ice structures. The large digging claws help them a lot here. Ice trolls are reclusive creatures that often react wildly or even angry to strangers. They rarely leave their home area, usually as some kind of fighters for hire. Ice trolls may use any weapons, but they prefer two handed swung weapons.

Elemental (earth, fire, ice, water and air)

Special abilities: see below. Furthermore invisibility+200 (1 AP, no ED) and teleportation+100 (only self, 1 AP, no ED).

Description: Elementals are the manifestations of the magic five elements. They can be conjured by casters, but also find other ways into this world, e.g. they may appear in regions, where an element is still pure and unspoiled (the eternal ice, volcanoes, the widths of the oceans, etc.).

All elementals ignore DM for light, because they see during the night as good as in daylight. Pain, unconsciousness, shock and confusion do not affect them, this also applies to poisons and diseases.

Furthermore, the rules distinguish between a manifested and an energetic form. In manifested form, an elemental is present with the game stats given below, whereas the energetic form is almost invisible, but the spirit is also unable to influence the material world while in this form, except for the use of his special abilities.

Spells which create effects as above are useless against elementals. The same applies for magic that only affects living matter. Furthermore, elementals are immune against all attacks that are based on their own element. They can merge with their element and then regenerate 1d6 LF and ED per minute.

All elementals are classed by their ORDER; this is a rough measurement of their power. Consequently, many game stats depend on the order. For conjured elementals, the caster decides about the desired order; free elementals may be of any order from 1 to infinite, however, orders above 10 are extremely rare.

If an elemental dies while not being on its home element plane, it immediately returns to that plane and regenerates the injuries, unless it has been killed by direct magic including magic weapons.

14. Bestiary

Ice elemental

ST : Order x 3 + 10 DX: Order x 2 + 10

HT: Order x 2 + 10 RE: Order + 5

IN: Order/2 + 5 CH: 1

AP: 1

LF. 2d10+ 4 x Order + 20

ED: 2x [2d10 + 2 x Order + 10]

SL: 4

Special abilities: Protection 3 + order/2 (ice armor). Defense DM+15. Vulnerable to fire. Knows ice mastery + 10 x order + 50 (only if order above 5), ice cloud +10 x order +50, protection from cold +10x order + 50, protection from ice + 10x order + 50, cold +10x order + 100; all of them for 1 AP and no ED.

Attacks: Ice arm + order x10+35 (damage like sword depending on strength). Iceball + order x 10 + 12 (damage like shuriken). Dodge + order x 11 +5.

Description: Ice elementals normally look like big upright walking ice stars that can strike with their arms. They have two whitish glowing eyes and have an average size of about two meters; but this varies importantly with higher order.

Earth elemental

ST : Order x 4 + 10 DX: Order

HT: Order x 4 + 10 RE: Order / 2+ 1

IN: Order /2 + 5 CH: 1

AP: 1

LF: 2d10+ 8x Order + 20

ED: 2x [2d10+ 4 x Order +10]

SL: 2

Special abilities: Protection 5+order (rocks and earth), defense DM+25. Blunt weapons cause half damage; cutting and impaling weapons lose their damage bonus. Vulnerable to water. Immune against normal fire. Earth mastery + order x 10+50 (if order above 5), earthquake + 10 x order; all of them for 1 AP and no ED.

Attacks: Arm strike + order x10 + 25 (damage as heavy mace). Earth missile + order x 5 + 10 (damage as throwing axe, but crushing). Dodge + order x 10 + 5.

Description: earth elementals normally appear as hulking shapes of earth and rocks. They are the strongest, but also the clumsiest elementals.

Fire elemental

ST : Order +5 DX: Order x 3 + 10

HT: Order x 2 + 10 RE: Order x 2 + 10

IN: Order / 2 + 5 CH: 1

AP : 1

LF: 2d10 + 4 x Order + 20

ED: 2x [2d10 + 2 x Order + 10]

SL: 6

Special abilities: May only be affected by non-ignitable liquids, magic weapons or magic/ psionics; immune against normal physical attacks (cf. ethereal creatures), because they are immaterial. Opponents suffer attack DM -25 because of the blinding effects of the flames. Spark + 100 + 10x order, heat + 10 + 10x order, protection from fire + 50 + 10 x order, protection from heat + 50+ 10 x order, fire beam + 50+ 10 x order, Fire mastery + 50 + 10 x order (only if order above 5); all of them for 1 AP and no ED.

Attacks: Fire touch + order x 10 + 40 (1d6 fire (1, -, -) per 2x order). dodge + Order x 11 + 25.

Description: Fire elementals remind of two meters high, moving flames with two glowing eyes.

Air elemental

ST: Order DX: 10 + 5 x Order

HT: 10 + Order RE: 5 x Order + 10

IN: Order/ 2 + 5 CH: 1

AP: 1

LF: 2d10 + 2 x Order + 20

ED: 2x [2d10 + Order + 10]

SL: 50 flying

Special abilities: immaterial (cf. ethereal creatures). Immune against electrical attacks. Air mastery + 10x order + 50 (if order larger than 5), lightning + 80+ 10 x order (10 meters base range), telekinesis+50+ 10 x order, wind +50+ 10 x order, flight (on others) + 50 + 10 x order, whirlwind + 30+ 10 x order.

Attacks: none. dodge+15 x Order + 100.

Description: These creature normally look like shimmering clusters of air, but they can also appear as small thunderclouds with glowing eyes.

Water elemental

ST: Order x 3 + 5 DX: Order x 2 + 5

HT: Order x 3 + 10 RE: Order +5

IN: Order / 2+ 5 CH: 1

AP: 1

LF: 2d10 + 6 x Order + 20

ED: 2x [2d10 + 3 x Order + 10]

SL: 2 at land, 10 in water

Special abilities: moves in water at any depth withput difficulties. RE and DX are doubled in water. Protection order/ 2, defense DM+15. Vulnerable to fire. Missiles and impaling weapons only cause 1/5 damage; cutting and impaling weapons do not have a damage bonus. Water mastery + 10x order + 50 (if order above 5), wave + 10x order + 50, water beam + 50+ 10 x order, breathe water (on others) + 50 + 10 x order, all of them for 1 AP and no ED.

Attacks: Strike + order x 10 + 25 (as warhammer). Possible is also to start a VCC and drown the victim (like grappling). Dodge + order x 10 + 10. Dodge and attack are increased by 50% in water.

Description: water elementals appear as a cluster of water in vaguely humanoid shape. In the water, they are practically invisible and they do not like to go on land.

Elf (Humanoid)

ST : 1d6+6 [10] DX: 1d6+8 [12]

HT : 1d6+6 [10] RE: 1d6+7 [11]

IN: 1d6+8 [12] CH: 1d6+8 [12]

AP: 1d6+10 [14]

LF: 2d10+ 2x HT [31] ED: 2x [2d10+ HT] [42]

SL: 5

14. Bestiary

Special abilities: at least dilettante level 2, i.e. choose spells. Night vision/1. Morale value 80. Normally stealth +60 and better. Vision +2. Perfect balance.

Attacks: Weapon-d10+5 [11], e.g. sword +78, 2d8+2 cutting. Dodge-d6+2 [6] (+64).

Description: Elves are a night active people of creatures very similar to humans, but with pointed ears and of rather lean stature. They are a very old people with a special relationship to magic; many of the most powerful spellcasters are elves. Elves are immortal concerning natural aging, and they love everything that is beautiful and pure as well as the pure, undestroyed nature. Their favorite weapons are swords and longbows, plus light armor. Elven knights – the guards of the elven courts – however, do use platemail and two-handed swords.

Fairy

ST: 1d6 [4] DX: 1d6+11 [15]

HT: 1d6+5 [9] RE: 1d6+12 [16]

IN: 1d6+8 [12] CH: 1d6+7 [11]

AP: 1d6+7 [11]

LF: 2d10+ 2x HT - 15 [14] ED: 2x [2d10+ HT- 10] [20]

SL:2 on the ground, 5 flying

Special abilities: Flies. Attack DM- 30 for all opponents because of small size, further DM- 30 because of flight ability except for area and scatter attacks. As natural abilities (no ED consumption, 1AP): Fairy gold +90, fairy magic +90, invisibility + 90, slow +70, control of animals + 65.

Attacks: Weapon-d6+5 [9], e.g. dagger +74, 1d4 impaling. Dodge-d6+6 [10] (+ 97), flying dodge-DM +20.

Description: Fairies are small creatures which resemble winged humans with a size of 10 to 15 cm. They are a peaceful, nature-bound people that lives in the depths of the forests and sometimes enjoys playing tricks on humans or other creatures. Many fairies are experienced spellcasters. Fairy fighters prefer to ride on falcons or similar animals and they use special crystal weapons and armors. A crystal armor absorbs one hit regardless of its damage, but will shatter into lots of shards while doing this. Crystal weapons cause as much damage as the weapons of creature of ordinary size, but they break if they cause more than 15 points damage with a single blow. By the way, fairy fighters have a weapon skill level of d10+5 [11], resulting in a respective increase of their attack value.

Fishman (humanoids)

ST : 1d6+7 [11] DX: 1d6+7 [11]

HT: 1d6+7 [11] RE: 1d6+7 [11]

in: 1d6+7 [11] CH: 1d6+7 [11]

AP: 1d6+5 [9]

LF : 2d10+2 x HT [33] ED: 2x [2d10+ HT] [44]

SL: 3 on land, 8 in water

Special abilities: protection 1 (scales). Breathes in water and on land. Amphibious lifestyle. Dependency: water, hourly. Morale value 75.

Attacks: Weapon-d10+5 [11] , e.g. long spear +88, 1d8+3 impaling. Dodge-d6+2 [6] (+ 63).

Description: The people of the fishmen inhabits shore regions and the underwater areas of the oceans and large lakes. They are peaceful creatures which resemble humans with the lower body of a fish. Thus, they have difficulties to move on land. Fishmen prefer weapons that can also be used in the water, such as spears, harpoons, net and daggers. They almost never use any armor.

Carnivorous plant

LF, ED: none

SL: 0

Special abilities: Protection 5, defense DM+10 (bark).

Attacks: Wrap +100 (most often as a surprise attack; in case of heavy hit victim is wrapped, otherwise only 1d6 damage. Wrapped creatures take 1d6 damage per turn, and metals can not be dissolved. They are treated as being grappled in VCC (against ST 20) and can try to cut themselves free or be freed by others, requiring 20 points of damage against the leaf.) A plant normally sets up several leaves.

Description: A large carnivorous plant, which can be found in the jungle. This variant sets trap by having large leaves lying on the ground. As soon as a creature steps on one of them, it is wrapped and the digestive liquids begin to work.

Ghost (Ethereal creatures)

ST: n.a. DX: 1d6+10 [14]

HT: 1d6+9 [13] RE: 1d6+14 [18]

IN: 1d6+7 [11] CH: 1d6+8 [12]

AP: 1d6+3 [7]

LF: 2d10 + 2x HT [37] ED: none

SL: 6

Special abilities: cf. ethereal creatures. Can move objects (as animate objects +50 and higher without ED consumption and for 1 AP) or be completely invisible.

Attacks: Touch-d6+5 [9] (+ 87) 1d6 damage (1, -, -), armor does not protect, plus energy drain (cf. magic) +90. Dodge-d6+6 [10] (+ 100).

Description: A ghost is the manifestation of the soul of a dead person, that has not yet left this world for some reason. It looks like an ethereal version of the creature that it once has been. This might be the result of a curse; but could also have been caused by a very strong desire to do something, e.g. to get revenge, to restore something, etc. Ghosts are not necessarily evil, although evil ones do exist. They are intelligent and it is possible to negotiate with them. If a ghost is "killed", it is only temporarily dispelled and regenerates like a human. Only by fulfilling its desire or clerical wonders is it possible to banish a ghost permanently from this world.

Ghast (undead)

ST : 1d10+10 [16] DX: 1d6+5 [9]

HT: 1d8+10 [15] RE: 1d6+5 [9]

IN: 1d6 [4] CH: 1

AP: 1

LF: 2d10+ 2 x HT [41] ED: none

SL: 5

Special abilities: cf. undead. Protection 5, defense DM +5 (leather skin).

Attacks: Bite-d6+5 [9] (+ 83) 2d6 cutting, (2, -, -) claw-d6+5 [9] (+ 83) 3d3+2 impaling (2, 1, -5). Dodge-d6 [4] (+47).

Description: Ghasts are a variant of independent lesser undead, which appear to be created from animal corpses

by some unknown way. They resemble large kangaroos with sharp claws and bad jaws and can mainly be encountered in regions in which terrible events have happened. The attacks of ghasts have an increased chance to carry diseases.

Ghoul (undead)

ST: 1d8+10 [15] DX: 1d6+7 [11]

HT: 1d8+ 9 [14] RE: 1d6+6 [10]

IN: 1d6+1 [5] CH: 1

AP: 1

LF: 2d10+ 2 x HT [39] ED: none

SL: 5

Special abilities: cf. undead. Protection 3 (leather skin). Paralysis poison: In case of LF loss, immediate std. check: HT; on failure victim is paralyzed for 1d6 turns, than new check, etc. Poison level 6.

Attacks: 2 x claws-d6+5 [9] (+ 84) 3d3+2 impaling (2, 1, -5). Dodge-d6 [4] (+ 51).

Description: Ghouls are a type of independent undead, which probably originates because of curses. They live alone or in groups, e.g. on old cemeteries, and feed on corpses as well as on other creatures which are paralyzed with their poison. Furthermore, ghouls will often be disease carriers.

Gnome (Humanoids)

ST : 1d6+4 [8] DX: 1d6+9 [13]

HT : 1d6+8 [12] RE: 1d6+8 [12]

IN: 1d6+7 [11] CH: 1d6+7 [11]

AP : 1d6+6 [10]

LF: 2d10 +2 x HT [35] ED: 2x [2d10+ HT] [46]

SL: 3

Special abilities: Magic resistance 30 against mental / physical magic. Infravision. Morale value 75.

Attacks: Weapon-d10+5 [11], e.g. axe +87, 2d6-1 cutting . Dodge-d6+3 [7] (+ 72).

Description: Gnomes resemble dwarves, but they are smaller (about 1 meter). They normally live below the surface in mines, but there are also the forest gnomes, which live in the deepest forests and are big nature lovers life. Gnome have a well developed resistance against magic and they are tough fighters that prefer light axes and suitable armor.

Golem (animated matter)

ST: 2d10+25 [36] DX: 1d6 [4]

HT: 20 RE: 1d4 [3]

IN: 1d6 [4] CH: n.a.

AP: n.a.

LF: special ED: none

SL: 4

Special abilities: cf. animated matter.

Attacks: Fist-d6+5 [9] (+96) 6d3+2 (at least 12, 4, + 10) or weapon-d6+4 [8], e.g. heavy mace + 91, 6d12+6 (high At code). Dodge-1 [1] (+ 15).

Description: A golem is a magically animated statue, which is typically used as temple guardian or guardian of a large treasure. The stats of a golem vary depending on its size and the used material: it has as many LF as the respective material has structure points, and also a respective protection. Usually, the golem material will be stone, wood or metal. Any weapon is possible; but the most popular are heavy swung weapons. Very large golems would have more strength and thus also more damage.

Griffin

ST: 1d10+16 [22] DX: 1d6+8 [12]

HT: 1d10+12 [18] RE: 1d6+8 [12]

IN: animal plus CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT + 5 [52] ED: 2x [2d10+ HT+5] [68]

SL: 11 on the ground, flying

Special abilities: Flies. Protection 3 (hide). Night vision/1.

Attacks: Claws-d6+5 [9] (+96) 2d6 cutting (2, -, -), beak-d6+5 [9] (+96) 1d10 impaling. (3, -, -). Dodge-d6+3 [7] (+ 71). Flying dodge-DM+25.

Description: The griffin looks like a mixture of lion and eagle. These rare creatures, whose origins nobody knows, live lonely on high mountain tops. They feed on animals of medium size, so that many farmers call for them being hunted – they fear for their sheep. Griffins can be trained by a skilled trainer, if he takes care of them from their hatching onwards. Such a tamed griffin will accept a human rider and is practically priceless.

Halfling (Humanoids)

ST : 1d6+3 [7] DX: 1d6+10 [14]

HT : 1d6+8 [12] RE: 1d6+10 [14]

IN : 1d6+7 [11] CH: 1d6+7 [11]

AP : 1d6+7 [11]

LF. 2d10+2 x HT [35] ED: 2x [2d10+ HT] [46]

SL: 3

Special abilities: Normally stealth and hide+75 and higher. Morale value 65.

Attacks: Weapon-d10+3 [9], e.g. shortsword + 87, 2d6-1 impaling. Dodge-d6+4 [8] (+ 82).

Description: Halflings are a people of small humanoid creatures of about 1.25 meters size. They are sometimes also called hobbits and are peaceful creatures that often live among humans or wander around. Especially renowned are their cooking skills and their appetite which is in no relationship to their size. Favorite weapons are slings and shortswords, Armors are only worn rarely, and then they are as light as possible.

Harpy

ST: 1d6+6 [10] DX: 1d6+7 [11]

HT: 1d6+7 [11] RE: 1d6+7 [11]

IN: 1d6+7 [11] CH: 1d6+5 [9]

AP: 1d6+4 [8]

LF: 2d10 + 2x HT [33] ED: 2x [2d10+ HT] [44]

SL: 2 on the ground, 10 flying

Special abilities: Flies. Confusion+85 (1 AP, no ED consumption).

Attacks: Claws-d6+5 [9] (+77) 1d3+3 cutting (1, -, -). Dodge-d6+3 [7] (+ 68). Flying Dodge-DM +20.

14. Bestiary

Description: Harpies are bird creatures with the upper body of a woman. They live together in swarms, normally on remote mountains, and feed on everything that they can find. Most harpies are insane, this might be linked to their story of creation. The wild cries of harpies can cause the worst confusion among their opponents.

Helldog

ST : 1d6+8 [12] DX: 1d8+7 [12]

HT: 1d6+8 [12] RE: 1d8+7 [12]

in: animal CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT [35] ED: 2x [2d10 + HT] [46]

SL: 9

Special abilities: Infravision. Protection 6, defense DM+10 (skin).

Attacks: Bite-d6+5 [9] (+81) 2d6+2 cutting (3, -, -), breathe fire-d8+5 [10] (+ 86) 2d6 fire (18, -, -10), 2 meters long cone of 90 degrees. Dodge-d6+3 [7] (+71).

Description: These creatures are a species of large dogs, about the size of a mastiff. They are pitch black with light red sprinkles and most probably originate from another plane of existence. Usually, they are found as guards in old buildings, in temples or with magicians, being well suited for this job because their fire breath is a joker attack that should not be underestimated.

Hydra

ST: 2d10+25 [36] DX: 1d6+7 [11]

HT: 1d10+14 [20] RE: 1d6+7 [11]

IN: animal CH: n.a.

AP: n.a.

LF. 2d10 + 2x HT + 30 [81]

ED: 2x [2d10+ HT + 20] [102] SL: 4

Special abilities: Regeneration, i.e. every turn, one new head with respective LF as listed for the threshold regrows as soon as one has been lost. Special hit location table: 1-80 per head (in steps of ten), 81 to 99 torso, 100 vitals. Hit locations eye, brain, neck, ear, spine and face have no effect. Protection 8, defense DM+15 (scales). Deadly poison (level 16): after a hit, std. check: HT, on failure 1d12 damage per turn, until a HT check succeeds. Maximum duration is 1d6 minutes.

Attacks: 8 x bite-d6+5 [9] (+107) 1d12 cutting (4, -, -), poisonous. Dodge-d6 [4] (+ 53).

Description: The hydra is a creature covering about 3 x 3 squares, that consists of a reptile body with eight heads. It is extremely rare and a very powerful opponent because its heads are equipped with a deadly poison and furthermore regrow if severed or incapacitated.

Centaur

ST : 1d6+13 [17] DX: 1d6+7 [11]

HT: 1d6+10 [14] RE: 1d6+7 [11]

IN: 1d6+5 [9] CH: 1d6+5 [9]

AP: 1d6+4 [8]

LF: 2d10 + 2 x HT+5 [] ED: 2x [2d10+ HT+5] []

SL: 11

Special abilities: Protection 1 (Hide). Often (about 80%) berserk. Willpower-3. Morale value 75.

Attacks: Weapon-d10+5 [11], e.g. long spear + 97, 2d8+2 impaling, to the back kick-d6+5 [9] (+87) 2d6+1 (4, -, +5). Dodge-d6+2 [6] (+63).

Description: Centaurs are a mixture of horse and human. They are creatures with a human torso set on a horse body, tend to outbursts of temper and often attack in a blind frenzy. Nevertheless, they can also be faithful friends. Favorite Weapons are all kinds of spears, because they can be used for charge attacks.

Kobold (humanoids)

ST: 1w6+2 [6] DX: 1d6+11 [15]

HT: 1d6+7 [11] RE: 1d6+11 [15]

IN: 1d6+6 [10] CH: 1d6+3 [7]

AP: 1d6+4 [8]

LF: 2d10+ 2 x HT - 10 [23] ED: 2x [2d10+ HT -5] [34]

SL: 4

Special abilities: Infravision. Magic defense+20. Protection 3 (skin). Magic abilities without ED consumption and for 1 AP: invisibility+70 and more, warp wood +50 and more, heat metal +50 and more, fairy magic+70 and more, animate objects +50 and more. Furthermore, stealth and hide at least +75. Morale value 10.

Attacks: Claws-d6+3 [7] (+ 67) 1d3+1 cutting (0, 0, -), weapon-d6+4 [8], e.g. shortsword + 72, 2d6-1 impaling. Dodge-d6+6 [10] (+95).

Description: Kobolds are small humanoid Creature of about 1 meter size, or smaller, whose appearance may vary widely. Some of them look more like animals, others resemble gnomes. However, all kobolds share a desire to play tricks on larger creatures, mainly using their magic abilities for this purpose. They will only fight if cornered, and will then prefer small, light weapons such as daggers or shortswords.

Medusa

ST: 1d6+7 [11] DX: 1d6+8 [12]

HT: 1d6+7 [11] RE: 1d6+9 [13]

IN: 1d6+7 [11] CH: 1d6+7 [11]

AP: 1d6+4 [8]

LF: 2d10+ 2 x HT [33] ED: 2x (2d10+ HT) [44]

SL: 5

Special abilities: gaze attack (petrification): She can gaze at one opponent per turn and per 1 AP (range = sight) and cast a petrification spell + 80 and better, without using ED. A resistance is allowed, and on a failure, the victim is petrified as described in the magic rules. Apply DM-10 on the magic value per full 5 meters of distance to the victim. Combat with a mirror is possible: The fighter suffers DM-60 on attack, parry and dodge, but he is immune against the gaze. The same applies for all creatures without optical perception. Protection 3 (skin). Magic defense+30.

Attacks: Petrifying gaze, see above. Furthermore, snake head -d6+5[9] (+80) 1d8 cutting (1, -, -5), Poison as snake. Dodge-d6+2 [6] (+ 68).

Description: A medusa looks like a woman whose hair consists of snakes. It is a magic creature and thus respectively rare. Only few heroes can claim to have won against a medusa, because her petrifying gaze is far from harmless. As long as the medusa is not surprised, it should be assumed that she can make a gaze attack before any other attacks happen in a turn.

14. Bestiary

Human (humanoids)

ST: 1d6+7 [11] DX: 1d6+7 [11]

HT: 1d6+7 [11] RE: 1d6+7 [11]

IN: 1d6+7 [11] CH: 1d6+7 [11]

AP: 1d6+7 [11]

LF: 2d10+ 2x HT [33] ED: 2x [2d10+ HT] [44]

SL: 5

Special abilities: none

Attacks: Weapon-d10+5 [11], e.g. battleaxe + 88, 2d8+4 cutting. Dodge-d6+2 [6] (+ 63).

Description: These are the stats of a typical human fighters if he has not been developed separately as a character. The comparative value should be in the range between 100 and 200 CP; thus, this is an experienced fighter such as e.g. a city guard with some training. Basically, any known weapon or armor can be used, but this will vary depending on the culture and the budget.

Minotaur

ST : 1d10+15 [21] DX: 1d6+6 [10]

HT: 1d6+11 [15] RE: 1d6+6 [10]

IN: 1d6+5 [9] CH: 1d6+4 [8]

AP: 1d6+3 [7]

LF: 2d10+2 x HT [41] ED: 2x [2d10+ HT] [52]

SL: 6

Special abilities: frequently (about 60 % chance) Berserk. Pain resistence+2. Protection 3 (skin). Morale value 70.

Attacks: Fist -d10+5 [11] (+102) 3d3+3 (2, 1, -) or weapon-d10+4 [10], e.g. battleaxe +97 4d12+1 cutting. Dodge-d6+1 [5] (+ 55).

Description: Minotaurs look like a mixture of human and bull, i.e. they are about two meters high, strong creatures with a bull's upper body and human body. They tend to high aggressiveness and will then often attack in blind frenzy. In general, minotaurs can be encountered as gladiators or as guards. In general, they are very rare.

Mummy (Undead)

ST: 1d10+22 [28] DX: 1d8+2 [7]

HT: 1d8+14 [19] RE: 1d6+1 [5]

IN: 1d6+1 [5] CH: 1

AP: 1

LF: 2d10 + 2 x HT+ 5 [54] ED: none

SL: 3

Special abilities: cf. undead. Vulnerable to fire (+100% damage from fire, or 1d6 on contact). Protection 5, defense DM+10 (bandages).

Attacks: Fist-d6+7[11] (+ 108) 4d3+3, (2, 2, + 5) or weapon-d6+7 [11], e.g. flail + 108, 5d10+5 . Dodge-D4 [3] (+32).

Description: The magically animated mummified corpse of a creature which fights according to the undead rules and will in general be encountered in the role of a guardian of tombs.

Nightmare (Undead)

ST: 1d10+16 [22] DX: 1d6+4 [8]

HT: 1d8+12 [17] RE: 1d6+2 [6]

IN: 1d6+2 [6] CH: 1

AP: 1

LF: 2d10+ 2x HT [45] ED: none

SL: 5

Special abilities: cf. undead. Vulnerable to sunlight (1d6 damage per turn until destroyed or escaped). DM-25 on checks in presence of a source of light, that is at least equal to torch light. Protection 5, defense DM + 10 (skin). As soon as the first victim dies, all characters must make a panic check.

Attacks: Wrap-d6+5 [9] (+ 90) 1d6 (2, -, +5). In case of a hit and a won duel ST+RE, the victim is wrapped: The nightmare can no longer attack, but starts to secrete an acid that even dissolves metal and causes 2d6 damage per turn to the victim. Furthermore, energy drain +90 affects the victim every turn. Wrapped creatures are treated as being grappled in VCC. Dodge -d6+3 [7] (+55).

Description: Nightmares are a type of independent undead whose exact origin is unknown. According to some rumors, they are created when a dead man has been cursed. In any case, nightmares usually haunt old tombs, battlefields, etc., where they try to steal the lifeforce of others. They look like decaying corpses that wear dark cloaks. When a victim has been dissolved, they let its remains drop to the ground and charge the next one.

Spirits of Nature

ST: Order x 5 DX: Order x 3

HT: Order x 5 RE: Order x 3 + 10

IN: 10+ Order CH: 1

AP: 1

LF: 2d10 + 10 x Order

ED: 2x [2d10+ 5 x Order]

SL: 10

Special abilities: All spirits of nature behave like ethereal creatures for attack purposes, i.e. they are immaterial. In manifested form, they are vulnerable, but still have a protection of 5 x order against attacks that could not affect them while immaterial. Magic defense + 50 + order x 10. Invisibility+100, shape change +100 (self only), teleportation + 100 (self only), control of animals of the region + 50 + 15 x order, control of matter (as animate objects, telekinesis, possibly suitable magic like entangle or plant growth) in the region + 50 + 15 x order. All of these for 1 AP, no ED consumption. Regeneration 1d6 per minute.

Attacks: none. Dodge + 60 + 10 x order.

Description: Spirits of nature are the manifestations of the nature in a certain domain. They can only move inside their domain, i.e. a desert spirit can e.g. not enter mountains. The ORDER is decisive, giving a rough power level and that is decided as described for elementals. The general rules for elementals also affect spirits of nature. Spirits of nature cannot exist if a domain is strongly polluted or completely lifeless (high tech buildings, nuclear test sites, dumping zones); however, these regions are sometimes the home of insane spirits, which will nevertheless anything but helpful.

The main types of spirits of nature are distinguished for the following regions: desert, forest, jungle, prairie, swamp, hills, mountains, ice, ocean, lakes and rivers, cities, cultured land.

Nymph

ST: 1d6+5 [9] DX: 1d6+7 [11]

HT: 1d6+6 [9] RE: 1d6+8 [12]

IN: 1d6+7 [11] CH: 1d6+8 [12]

AP: 1d6+10 [14]

LF: 2d10+ 2 x HT [29] ED: 2x [2d10+ HT] [40]

SL: 5

Special abilities: Magic defense +80. Control of male humans +99 (if ten resistance checks are failed in a row, the effect is permanent). Morale value 40.

Attacks: Bare hand- d6+3 [7] (+ 65) 1d3+2, dodge-d6+2 [6] (+ 65).

Description: Nymphs are highly magical creatures that live in the pure depths of the forests. They look like extremely beautiful women, often walk naked and are meant to be the incorporation of female sexual attraction. Frequently, they are accompanied by satyres.

Ogre (humanoids)

ST: 2d10+20 [31] DX: 1d8+2 [7]

HT: 1d10+12 [18] RE: 1d8+2[7]

IN: 1d6 [4] AP: 1d6 [4]

CH: 1d4 [3]

LF: 2d10+ 2 x HT +5 [52] ED: 2x [2d10+HT+5] [68]

SL: 7

Special abilities: Infravision. Very good sense of smell (effective smell value 20 to 25). Pain resistance + 5. Berserk combat very often (about 80%). Protection 5 (skin). Morale value 100.

Attacks: Fist- [d8+6] [11] (+111) 4d3+3, (2, 2, + 5)), weapon- [d8+5] [10] (e.g. heavy mace +106, 6d12+4 (12, 3, + 15)). Dodge- [1d3] [2] (+ 31).

Description: Ogres are about 2.50 meters high humanoids of strong stature and very low intelligence. They live in small groups, but sometimes also cooperate with orcs, and their main interest is simple: eating, preferring human flesh. Consequently, negotiations with ogres will be an exception. The favorite weapons of ogres are plump two-handed weapons like maces and axes. Sometimes, they wear armor up to chain mail.

Orc (Humanoids)

ST: 1d6+12 [16] DX: 1d6+5 [9]

HT: 1d6+11 [15] RE: 1d6+5 [9]

IN: 1d6+4 [8] AP: 1d6+4 [8]

CH: 1d6+4 [8]

LF: 2d10+ 2 x HT [41] ED: 2 x [2d10+ HT] [52]

SL: 5

Special abilities: Morale value 50. Infravision. Pain resistance +3.

Attacks: Fist -[d6+6] [10] (+88) 2d3+2, weapon- [d10+5] [11], e.g. battleaxe +93) 3d8+3 cutting. Dodge- [1d4+2] [5] (+ 52).

Description: Orcs are a somehow humanoid people of strong build, that mainly makes its living by plundering. The rule of force is applied with all consequences, and the intelligence of most orcs is below the human average.

Orcs can use all weapons, but they are limited to what they can get because they do not manufacture weapons themselves. Therefore, most weapons will be of bad quality, and orcs with better armor than rusty chain mail or e.g. with two handed swords or crossbows will be very rare exceptions.

Pegasus

ST : 1d10+15 [21] DX: 1d6+9 [13]

HT: 1d8+11 [16] RE: 1d6+8 [12]

IN: animal plus CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT +5 [48] ED: 2x [2d10+ HT+5] [64]

SL: 11 to 13 on the ground or flying

Special abilities: Flies. Two additional Limbs: wings. Protection 3 (hide). Magic defense +10.

Attacks: Kick-d6+4 [8] (+ 91) 2d6+2 (3, -, +5). Dodge-d6+5 [9] (+ 82), flying Dodge-DM +30.

Description: The pegasus is the classical winged horse, i.e. a horse like creature with two big wings. Pegasi are rare creatures that are seldom encountered. They are peaceful herbivores. When an experienced trainer grows a pegasus from youth on, he can adapt it to a human and even get it to fly with him. Thus tamed pegasi are practically priceless, similar to griffins.

Missile amoeba (amoebas)

ST: 1d10+30 [36] DX: 1d6 [4]

HT: 1d6+13 [17] RE: 1d6 [4]

IN: practically none CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT +20 [65]

ED: 2x [2d10 +HT+ 20] [96] SL: 1

Special abilities: cf. amoebas. Protection 6, defense DM +5 (tough membrane).

Attacks: 1d6 x lime point -d6+5 [9] (+96) 2d6+1 impaling (11, -, - 20) , in case of hit and LF loss, it is stuck (removal requires 1 AP and costs further 50% of the already lost LF amount, or check: surgery and base time 1 minute). Mere cutting of the string requires 10 points of damage. In case of body contact 1d6 LF/ ED per turn, absorption (danger of suffocation). Does not dissolve metals. The number of missiles is determined again every turn. Dodge-1 (+ 17)

Description: A rare form of the giant amoeba which covers about 3 to 5 squares and also does not have any intelligence. It can perceive other creature at up to 5 meters distance, sometimes even more far away, and fires arrow-like lime points, to which a string is attached, at them. In case of a hit, the missile is stuck – it has hooks - and the amoeba pulls the victims towards it in the next turn in order to absorb them. The habitat are caves and dark forests.

Giant (humanoids)

ST: 2d10+30 [41] DX: 1d6+6 [10]

HT: 1d10+13 [19] RE: 1d6+6 [10]

IN: 1d6+7 [11] CH: 1d6+6 [10]

AP: 1d6+5 [9]

LF: 2d10+ 2x HT+ 20 [69] ED: 2x[2d10+ HT+15] [90]

SL: 9

Special abilities: Protection 3 (skin). Morale value 75.

Attacks: Fist-d10+5 [11] (+ 115) 5d3+3, (3, 3, + 5) weapon-d10+5 [11], e.g. battleaxe + 115, 7d12+2 cutting (10, 4, + 10). Dodge- d6[4] (+ 50).

14. Bestiary

Description: Giants are a very humanlike people, however, they reach an average size of five meters. They live far way in the mountains, but according to legends, they once ruled large parts of the world. They are to be treated as true NPC; there are even giant magicians, which are mainly active in the area of elemental magic. Furthermore, giants are gifted weapon smiths, so that they can be equipped with any possible weapon or armor. If there were not those always recurring stories of man-eating giants, one could think that there would never be problems with the giant people.

Giant ant

ST: 1d6+9 [13] DX: 1d6+8 [12]

HT: 1d6+9 [13] RE: 1d6+7 [11]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10+ 2 x HT [37] ED: 2x [2d10+ HT] [48]

SL: 6

Special abilities: Protection 7, defense DM+15 (chitin armor). Paralysis poison: on hit std: HT, after failure takes effect within 1d6 turns: paralysis for 2d6 minutes (level 9). Morale value 100. Can spit acid.

Attacks: Bite-d6+5 [9] (+ 83) 2d6 cutting, (3, -, -) poisonous. Spit acid-d6+3 [7] (+ 73), 5 m normal, 10 m long, 2d6 acid damage (12, -, -40), aim+0. Dodge-d6+3 [7] (+ 69).

Description: This is a giant variant of the ordinary ant which reaches about two meters of height and is also living in hives. Giant ants normally appear in groups of 5 to 50 animals, and they see anything that is not importantly bigger than themselves as a potential prey, trying to paralyze it and carry it home.

Giant scorpion

ST: 1d6+12 [16] DX: 1d6+6 [10]

HT: 1d6+11 [15] RE: 1d6+6 [10]

IN: animal minus CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT [41] ED: 2x [2d10+ HT] [52]

SL: 7

Special abilities: Night vision/1. Protection 10, defense DM+20 (chitin armor). Poison: on hit std: HT, after failure takes effect within 1d6 turns, 2d6 damage per 10 turns, then new check, etc., duration 1d6 minutes (level 13).

Attacks: 2 x pincers -d6+5 [9] (+ 84) 2d6 (4, -, + 5), against grappled creatures or to rear squares tail sting -d6+5 [9] (+ 84) 1d8 impaling (4, -, - 5), poisonous, cf. bears. Dodge-d6+3 [7] (+ 65).

Description: A giant scorpion of 2 to 3 meters length, that can be encountered in the depths of the deserts and mountains. It is a loner that feeds on anything that is smaller, relying on its strong poison, which rapidly causes death.

Giant amoeba (amoebas)

ST: 2x (1d10 + 30) [72] DX: 1d6 [4]

HT: 1d6+14 [18] RE: 1d6 [4]

IN: effectively none CH: n.a.

AP: n.a.

LF: 2d10 + 2x HT + 100 [147]

ED: 2x [2d10+ HT+ 50] [158] SL: 1

Special abilities: cf. amoebas. Protection 6, defense DM+5 (tough membrane).

Attacks: Body contact (1d6 LF/ED per turn and absorption, i.e. danger of suffocation). Does not dissolve metals. Dodge-1 (+ 17).

Description: A giant one-cell lifeform of about 10 meters diameter, which advances slowly and does not have any intelligence. It normally lives in caves or dark forests where it absorbs everything it rolls over. Humans and animals that are uninjured can normally avoid it without difficulty unless the escape routes are blocked.

Giant frog

ST: 1d6+8 [12] DX: 1d6+6 [10]

HT: 1d6+8 [12] RE: 1d6+7 [11]

IN: animal minus CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT [35] ED: 2x [2d10+ HT] [46]

SL: 5, or jump up to 20 meters per turn

Special abilities: Protection 3 (skin).

Attacks: tongue-d6+5 [9] (+77) 1d6 (grapple and swallow in the following turn, if not too large, see below) (5, -, + 5).Natural weapon. Dodge-d6+3 [7] (+ 67).

Description: The giant frog is a frog of about 1.50 meters shoulder height and 2.50 meters length. It eats any smaller creatures (its intelligence is low), by trying to catch them with its sticky tongue and than to swallow them in whole. Prey of up to about 1 meter size can be swallowed – creatures in the stomach can no longer act and they take 1d6 damage per turn from the digestive process. The acid can dissolve leather, but not metals.

Giant beetle

ST:1d6+11 [15] DX: 1d6+6 [10]

HT: 1d6+11 [15] RE: 1d6+6 [10]

IN: animal minus CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT [41] ED: 2x [2d10+ HT] [52]

SL: 7

Special abilities: Night vision / 1. Protection 11, defense DM + 25 (chitin armor). Paralysis poison: on hit std: HT, on failure takes effect within 1d6 turns: paralysis for 1d4 minutes (level 6).

Attacks:2 x pincers -d6+5 [9] (+ 83) 1d8 (3, -, + 5) (grappling), against grappled victims bite-d6+5 [9] (+ 83) 2d6+1 impaling (3, -, -) (paralysis poison), cf. bears. Dodge-d6+3 [7] (+65).

Description: A giant beetle of about 1 meter shoulder height and 2 meters length. This is an omnivore that attacks everything that is not substantially bigger and tries to paralyze it with its bite. Paralyzed creatures are then cut with the pincers. Typical habitat are forests in warmer climates, because, being an insect, the giant beetle does not like cold.

Giant spider

ST:: 1d6+12 [16] DX: 1d8+6 [11]

HT: 1d6+ 11 [15] RE: 1d8+6 [11]

IN: animal minus CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT [41] ED: 2x [2d10+ HT] [52]

SL: 7

Special abilities: Protection 7 , defense DM+10 (chitin armor). Night vision/2. Paralysis poison: on hit immediate std: HT, after failure takes effect within 1d3 turns: paralysis for 1d6 minutes (level 7). Paralyzed victims are carried away, unless their comrades still fight.

Attacks: Bite-d6+5 [9] (+ 86) 2d8 impaling (2, -, -), paralysis poison. Dodge-d6+3 [7] (+ 68).

Description: The giant spider is a spider of about 2 meters shoulder height and 3 to 5 meters body length. It does not spin webs, but hides for prey in the forests. Prey may be human sized - her low intelligence does not allow to distinguish humans from game.

Normally, the giant spider tries to paralyze a victim with her bite, to cover it with webs and carry it away. Some time later, it will then be sucked out.

Other variants of giant spiders are possible, such as e.g. a version that sets up nets. Its nets would be comparable to the ones created by the respective spell and would cover several meters of width, e.g. in caves.

Giant worm

ST:: 100 + 1d10 x 10 [160] DX: 1d6+5 [9]

HT: 1d8+12 [17] RE: 1d6+5 [9]

IN: animal minus CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT + 100 [145]

ED: 2x [2d10+ HT+ 50] [156] SL: 7, also in earth

Special abilities: Tunneling. Protection 11, defense DM+25 (thick skin). Engulfing (see below).

Attacks: Engulfing-d6+5 [9] (+104) 2d6 (25, -, + 15); on hit make a duel ST+RE against ST+RE; if the worm wins, it has swallowed the creature. Swallowed creatures suffer 2d8 damage per turn from the stomach acid, that can even dissolve metals. They can only free themselves by cutting a way out, requiring a sharp weapon and at least 50 points of damage against the worm. Each blow hits automatically and one is allowed per turn. Dodge-d6 [4] (+ 47).

Description: Giant worms reach a length of up to 20 meters with a diameter of 1,5 to two meters. They mainly live in the big deserts, but their are also forms that dwell in swamps of all kinds. The worms eat everything that can be devoured by them in a bite.

Sandworm, small

ST: 1d8+12 [17] DX: 1d6+8 [12]

HT: 1d8+11 [16] RE: 1d6+8 [12]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10 + 2 x HT [43] ED: 2x [2d10+ HT] [54]

SL: 6, also in earth

Special abilities: Tunneling. Protection 5, defense DM+10 (leather skin).

Attacks: Bite-d6+5 [9] (+ 89) 3d8 cutting (4, -, -). Dodge-d6+4 [8] (+76).

Description: Small sandworms are two to three meter long wormlike creatures which resemble large earthworms. They inhabit the centers of the large sandy deserts and feed on anything that enters their range on the surface. Normally, they wait in the depth of the sand and attack with surprise at the first time.

Satyr

ST:1d6+6 [10] DX: 1d6+6 [10]

HT: 1d6+7 [11] RE: 1d6+8 [12]

IN: 1d6+5 [9] CH: 1d6+8 [12]

AP: 1d6+6 [10]

LF: 2d10+ 2x HT [33] ED: 2x [2d10+HT] [44]

SL: 5

Special abilities: Magic defense +80. Control of women + 99 (if ten resistance checks fail in a row, the control is permanent). Morale value 40.

Attacks: Fist-d6+5 [7] (+65) 1d3+2. (1, 1, -) dodge-d6+2 [6] (+ 64).

Description: Satyrs are buck faced creatures with hooves, which live in the deepest forests. They are extremely magical creatures and normally partners of nymphs. Their intelligence is low, and for many people, they are the incorporation of male sexual force, similar to nymphs for men.

Dark elf (Humanoids)

ST: 1d6+6 [10] DX: 1d6+8 [12]

HT: 1d6+6 [10] RE: 1d6+7 [11]

IN: 1d6+8 [12] CH: 1d6+8 [12]

AP: 1d6+10 [14]

LF: 2d10+ 2x HT [31] ED: 2x [2d10+ HT] [42]

SL: 5

Special abilities: Night vision/2. At least dilettante of the level 2 (determine magic abilities). Morale value 85. Stealth +65 and better. Optical perception +2. Perfect balance.

Attacks: Weapon-d10+5 [11], e.g. longsword + 88, 2d8+2 cutting, dodge-d6+2 [6] (+ 64).

Description: Dark elves, also called black elves, resemble elves in many ways, but their skin is much paler. These are elves which are in league with the powers of evil and that have renounced on their original way of life and now mainly look for power and influence. They live in remote forests, but most often have established true realms. Elves and dark elves hat each other (reaction DM-50); other creature that do not serve the darkness will also scorn dark elves (DM-10), but for them it is often not easy to distinguish elves and dark elves. Preferred weapons are swords and crossbows, and dark elves are often very skilled with them.

Soul thief (Undead)

ST: 1d6+4 [8] DX: 1d6+6 [10]

HT: (1d8+8) x 2 [26] RE: 1d6+8 [12]

IN: 1d8+14 [19] CH: 1d6+7 [11]

AP: 1d6 [4]

LF: 2d10+ 2x HT [63] ED: none

SL: 5

Special abilities: cf. undead. Magic defense +50 and more, plus all magic abilities from the past. Immune against ordinary weapons, i.e. can only be injured by magic, magic weapons or energy attacks. All attacks, against which an immunity exists, do not cause visible damage, but they simply glide off. Holy water is useless against soul thieves. Please note that all spells can be cast without ED consumption because the ED of a soul thief is

effectively infinite. However, a soul thief cannot make additional ED investments.

Attacks: as in life (weapon, magic). Furthermore, their touch can drain lifeforce: If a soul thief directly touches the body of a creature, the latter loses 2d6 LF and ED and 1d3 points of randomly determined attributes (cf. energy drain, resistance check against magic value + 100 and more without ED consumption). The stolen points are credited to the soul thief, and LF and ED are lost with the same speed as attribute points. Dodge + 60 and more.

Description: If a caster manages to use the spell banish death often enough (cf. magic), he can achieve a kind of immortality as a soul thief. A soul thief is a higher undead, i.e. it uses the general rules, but has its own will and often a high intelligence. In addition, it knows all the magic and other skills of an often long life, making soul thieves powerful creatures.

They typically live in remote castles or otherwise far away, because they are, similar to vampires, hunted as creatures of black magic without mercy by many people. Their appearance is that of incredibly old creatures, i.e. parchment like skin covers protruding bones, from the distance, the head reminds of a skull, etc. Nevertheless, the body does not decay or rot.

As for vampires, soul thieves should be treated as NPC and be developed as part of a scenario. They are not suited as random encounters.

Sea serpent

ST: 900+1d10x 100 [1.500] DX: 1d6+6 [10]

HT: 1d12+28 [35] RE: 1d6+6 [10]

IN: animal CH: n.a.

AP: n.a.

LF: 2d10+ 2 x HT + 400 [481]

ED: 2x [2d10+HT+ 200] [592] SL: 10 swimming

Special abilities: Protection 11, defense DM+25 (scales). Swims and dives. Breathes under water.

Attacks: Bite-d6+5 [9] (+105) 6d12+2 cutting (30, -, + 20), to the back tail strike -d6+5 [9] (+105) 12d12 (50, -, + 25), ramming (cf. dolphin, but speed per turn/5 x 8d6). Dodge-d6+2 [6] (+60).

Description: Sea serpents are gigantic creatures of at least 20 meters length that live in the ocean depths. They are a nightmare of seafarers and are believed to have sometimes sunk entire ships. The good news is that sea serpents are relatively rare.

Skeleton (Undead)

ST: 1d10+7 [13] DX: 1d8 +5 [10]

HT: 1d8+5 [10] RE: 1d8+6 [11]

IN: 1d6+1 [5] AP: 1

CH: 1

LF: 2d10 +2 x HT [31] ED: none

SL: 6

Special abilities: cf. undead. All missiles, spear like or piercing weapons cause only one point of damage per hit. No additional damage for cutting or impaling weapons.

Attacks: Bone hand- [d6+7] [11] (+90) 1d3+3 cutting (1, 1, -), weapon- [d10+5] [11], e.g. sword + 90, 3d8-1 cutting. Dodge- 1d4 [3] (+47).

Description: Skeletons are the magically animated bones of an intelligent creature. They almost do not have any intelligence and use the rules for undead. Most often, they are found as guardians in tombs or with dark mages. Their equipment can consist of any weapons and armor, but will normally be of bad to very bad quality.

Skionai (Humanoids)

ST: 1d6+10 [14] DX: 1d6+9 [13]

HT: 1d6+8 [12] RE: 1d6+8 [12]

in: 1d6+7[11] CH: 1d6+6 [10]

AP: 1d6+5 [9]

LF: 2d10+ 2 x HT [35] ED: 2x [2d10+HT] [46]

SL: 5

Special abilities: Night vision/1, frequently (about every third) berserk. Protection 1 (hide). Stealth and hide + 70 and higher. Morale value 80.

Attacks: Talon-d10+5 [11] (+96) 2d3+3 cutting (1, 1, -), weapon-d10+5 [11], e.g. sword + 96, 3d8+1 cutting. Dodge-d6+3 [7] (+72).

Description: The Skionai are a people, that appears to be a blend of humans and cat like predators. They are about 1,80 meters tall and of strong build with elegant movements. Their big eyes and their full manes as well as their retractable claws, their body hair and whole nature hint towards a relationship with cats.

These are creatures which have established a whole realm where they live peacefully, as long as they are left in peace. Many skionai leave their homelands to find their luck or simply to see other countries. Skionai fighters may use any weapons and armors; they prefer swords and shields as well as armor that is at light as possible.

Troll (Humanoids)

ST: 2d10+18 [29] DX: 1d8+4 [9]

HT: 1d10+12 [18] RE: 1d8+4 [9]

IN: 1d6+1 [5] CH: 1d4 [3]

AP: 1d4 [3]

LF: 2d10+ 2 x HT +5 [52] ED: 2x [2d10+ HT +5] [68]

SL: 7

Special abilities: Protection 5, defense DM + 10 (skin). Regeneration: Heals 2d10 LF and ED at the beginning of each combat turn. Damage caused by acid, fore or energy weapons does not regenerate. Trolls regenerate even after "death". Infravision. Morale value 80. Susceptible against sunlight: DM-30 on all checks made in sunlight. Pain resistance +4.

Attacks: 2 x claws-d6+5 [9] (+102) 5d3+2 impaling (2, 1,). Dodge-d6+2 [6] (+57).

Description: The people of the trolls is already very ancient. They are about 2,50 meters tall creatures with long claws and sharp teeth, that mainly live under the earth or in dark forests. Their intelligence is limited, so that negotiations are often difficult. Nevertheless, trolls only attack when they have a motive, and it is perfectly possible to reach an agreement with them.

Vampire (Undead)

ST: (1d8+6) x 2 [22] DX: 1d8+6 [11]

HT: (1d8+6) x 2 [22] RE: 1d8+7 [12]

IN: 1d8+7 [12] CH: 1d8+7 [12]

AP: 1d8+6 [11]

LF: 2d10+ 2 x HT [55] ED: none

SL: 6 on the ground, 5 as mist, as bat or wolf see there

Special abilities: Total night vision. Vulnerable against sunlight (1d6 damage per turn, until crumbled to dust or escaped). Control of animals (wolves, bats and similar creatures) +90 and higher without ED cost. Can transform into a wolf or a bat (no die roll, duration 1d3 turns) or change into mist. Mist is treated like an ethereal being. However, the vampire cannot attack while in mist form, but only move at SL 5. Vampires cannot cross moving water and they show some fear of holy symbols, although they are not hurt by these. Garlic also does not hurt a vampire, but causes DM-30 on all their checks and causes them to flee with 30% chance. Holy water damages vampires like any kind of material undead.

Vampires cannot be injured by normal weapons (only by magic, magic weapons, energy weapons). All attacks, against which they are immune, will not cost them LF, but may result in visible wounds that close again quickly. The standard undead rules for pain etc. are used. Magic defense +90 and higher. Dependent of blood, at least one dose per week.

When a vampire is "killed", it transforms into mist and tries to reach its coffin. It needs native soil to regenerate. When a vampire is found while asleep, it may be killed forever by forcing a wooden pole through its heart and then cutting off its head.

Attacks: Grappling (as in very close combat), use level 10 and more in a suitable style. Suck blood (only against grappled or helpless victims, 1d6 LF and ED per turn, nor armor). Dodge + 60 and more.

Normal attack method is co cast a control spell (+90 and more, in case of opposite sex DM+40, no ED consumption) and to suck out the helpless victim. A vampire will normally only suck until he has caused 20 points of damage. However, if he fails a willpower check with DM- 20 x number of days without sucking blood, he will completely suck a victim's blood leer, i.e. until it dies. Such a sucked out victim becomes a vampire itself, and this happens within 1d6 days, but it must serve the creator vampire as a slave, until the latter dies. Death of the vampire destroys all the slaves as well; if the death of the vampire is caused by a slave (this requires a successful willpower duel slave against vampire and the execution of the plan) frees the slave and turns him into an independent vampire.

Description: Vampires belong to the higher undead. They are not created by mundane magic, but by a different way. Count Dracula is the classic example: a creature that lives in the Darkness and feeds on blood, and is immortal. Different than most other undead, vampires are highly intelligent and they often still have abilities from their past, such as magic or weapon skills. However, sometimes lust for blood destroys all positive intentions. They could use any kind of weapon, but will rarely do this because their intention is to capture living humans.

Nevertheless, vampires should never be a simple random encounter, but have a decisive role in a scenario. Not only their great power, but also the special circumstances of their appearance require this. A vampire should always be developed as a character (NPC).

Vampiric amoeba (amoebas)

ST: 1d10+30 [36] DX: 1d6 [4]

HT: 1d6+13 [17] RE: 1d6 [4]

IN: effective none CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT+20 [65] ED: 2x [2d10+HT + 20] [96]

SL: 1

Special abilities: s. amoebas. Protection 7, defense DM+10 (tough membrane). Paralysis poison : in case of hit std: HT, on failure immediate paralysis for 1d6 minutes (level 8) and sucking: 1d6 LF/ED damage per turn, armor does not protect, until LF is below – base LF.

Attacks: 1d6 (i.e. different on each turn) x tentacle-d6+5 [9] (+96) 1d8 (9, -, - 5) , paralysis poison. In case of body contact, automatically 1d6 damage per turn from secretes. The tentacle amount is reduced if some are already sucking out victims. Dodge-1 (+ 17). Tentacles are not treated as limbs because they are created from the protoplasm if needed.

Description: A rare form of the giant amoeba which uses several tentacles with sucking ends in order to paralyze and suck out victims of up to human size. The tentacle target for unprotected body areas, which the amoeba is perfectly capable of locating. Sucked out victims are actually only a drying hull.

The creature is wholly unintelligent and almost immobile. Most frequently, vampire amoebae are encountered in remote caves. They are around 3 to 5 squares large.

Birdman (humanoids)

ST: 1d6+6 [10] DX: 1d6+8 [12]

HT: 1d6+5 [9] RE: 1d6+8[12]

IN: 1d6+6 [10] CH: 1d6+6 [10]

AP: 1d6+4 [8]

LF: 2d10+ 2x HT [29] ED: 2x [2d10+ HT] [40]

SL: 5 on the ground, 8 flying

Special abilities: all thresholds for limbs are halved. Flies. Two additional limbs (wings). Morale value 75.

Attacks: Claws-d10+4 [10] (+ 83) 1d3+3 cutting (1, 1, -), weapon-d10+5 [11], e.g. light spear +88, 1d6+1 impaling. Dodge-d6+2 [6] (+66), flying dodge-DM+25.

Description: The people of the birdmen consists of humanoids from whose shoulders two feathered wings sprout. These wings can be used to fly at will. Birdmen tribes most often live on inaccessible mountain tops or in similar places. However, it is possible that trade is done with them.

In general, the behavior of birdmen is comparable with that of humans. This also concerns the weapon choice, with a preference of spears of all kinds or daggers, and in general only very light armor, in order to be able to fly. As the bones of birdmen are rather weak, they try to avoid close combat.

Lycanthopes

Special abilities: Regeneration. Lycanthropes regenerate all damage except for such that has been caused by magic, magic weapons or silver weapons. At the beginning of every combat turn, regeneration of 4d10 LF and ED occurs, even if they should be "dead". Night vision/1. Vulnerability: silver (i.e. all damage from silver is increased by 100% and contact with silver causes 1d6 damage an.). Shapechanger.

Description: Lycanthropes are shapechangers, i.e. they are able to appear in human form as well as in that of an animal. They are highly magical creatures. Two types are distinguished: Lycanthropes, that have been born as such, and lycanthropes, that are victims of the disease of lycanthropia.

The first category has full control over their animal and human form, and they can transform at will without observing the full moon or other restrictions. The changed form is that of a large species of the respective animal, and the mental abilities are unchanged. Thus, there is no mixture of wolf and human!

Infected people, on the other hand, have become lycanthropes because they lost LF due to wounds caused by a lycanthrope (in this case, make a std. check: HT with DM-10 x LF loss, on a failure, the victim becomes a lycanthrope). This lycanthropia is a level-20-diesease. Lycanthropes will always transform under the influence of the full moon, or when they are exposed to strong stress or are injured and fail a check using the same method as for berserks. In the changed form, the lycanthrope will be a mixture of animal and human form, and the animal instincts dominate and will burst out strongly. Lycanthropes will normally kill while they are transformed - and they do not keep any memories of this.

In both cases, a transformation takes 1d6 turns. If a lycanthrope is killed while in human from, he changes into wereform in the moment of death. However, he does not regenerate any more. During the transformation, the lycanthrope rules are already applied, but the lycanthrope is not able to act. Each change from one form into the other heals (1d6 + 4) x 10% of all suffered damage. The transformed state will normally continue until the stress situation has disappeared, but often even for some hours.

The human form of a lycanthrope always has traces that hint towards the were animal form (e.g. penetrating eyes and a hooked nose for wereeagles, a lot of hair and muscles for werebears, yellowish eyes and bony face for werewolves, etc.). Further wereforms are possible; this is always the most important predatory animal occurring in a certain region. In the following, the special stats for the different wereforms are listed. All mixed forms have halved intelligence, AP = CH = 1. The following stats refer to the true form and mixed form, and the abilities listed in the first paragraph are applicable for both forms.

Werewolf

Pain resistance +3, good sense of smell (+10 levels)

True form: stats of a large wolf (i.e. wolf maximum, increase all physical attributes [ST, HT, DX, RE] by 2).

Mixed form: ST + 50%, HT + 25% with all effects on LF and ED. Bloodlust. Bite attack as wolf maximum. SL+1.

Werebear

Berserk, Pain resistance +2

True form: stats of a large bear (i.e. bear maximum, increase all physical attributes by 2).

Mixed form: ST x 3, HT + 50%, with all effects. Combat style like bear (2 x paws, possibly bite). Bloodlust.

Weretiger

Pain resistance +2, Night vision/2

True form: stats of a large tiger (i.e. tiger maximum, increase all physical attributes by 2)

Mixed form: ST x 2, HT +50%. Bite as tiger maximum, also paws and combat style. Bloodlust. SL+2.

Wereeagle

Vision + 5 levels, telescopic vision / 3. Flies.

True form: Stats of a large eagle (i.e. eagle maximum, increase all physical attributes by 2).

Mixed form: ST + 2, DX + 2, RE + 50%, HT+2. Claw damage as eagle. Bloodlust. Flies as glider.

Wereshark

Berserk, breathe water.

True form : stats of a large shark (i.e. shark maximum [not Large Shark], increase all physical attributes by 2).

Mixed form: ST x 3, HT+ 100%. Bloodlust. Bite damage as for a shark. Swimming and diving+99 and can breathe under water. Swimming speed x 2.

Yeti (Humanoids)

ST: 2 x (1d6+7) [21] DX: 1d6+5 [9]

HT: 1d6+13 [17] RE: 1d6+6 [10]

IN: 1d6+4 [8] CH: 1d6+4 [8]

AP: 1d6+2 [6]

LF: 2d10+ 2x HT [45] ED: 2x [2d10+ HT] [56]

SL: 6

Special abilities: half damage from cold, resistant up to -30 degrees centigrade. Protection 5, defense DM + 5 (hide). Hide + 60 (in ice and snow DM + 40), stealth +60. Infravision. Morale value 65.

Attacks: 2 x claws-d6+5 [9] (+90) 4d3+1 impaling (2, 1, -), rarely weapon-d6+5 [9] , e.g. heavy mace + 90, 4d12+6. dodge-D4+2 [5] (+ 54).

Description: Yetis are a reclusive people of about 2.10 meters high creatures covered with thick white fur and living in the eternal ice of mountain glaciers. In general, they will try to avoid any contacts, but will fight when cornered and threatened. Otherwise, they live peacefully in the mountains, although there are some stories of assaults on single travelers or even man-eating.

Zombie (Undead)

ST: 1d10+10 [16] DX: 1d8+3 [8]

HT: 1d10+10 [16] RE: 1d6+3 [7]

IN: 1d6+1 [5] AP: 1

CH: 1

LF: 2d10+ 2xKB [43] ED: none

SL: 3

Special abilities: s. Undead

Attacks: Weapon- [d6+6] [10], e.g. sword+86, 3d8+2 cutting, fist- [d10+5] [11] (+91) 2d3+3 (0, 0, -). Dodge-1d3 [2] (+33).

Description: Zombies are magically animated corpses of humans or similar creatures. They rot more and more over time and therefore are far from being a beautiful sight. Note the special rules for undead and their very limited intelligence. Furthermore, zombies may fight with bare hands as well as with weapons – the latter, however, are normally only provided to them in poor or very poor quality. The same applies for armor.

Dwarf (humanoids)

ST: d6+9 [13] DX: d6+7 [11]

HT: d6+9 [13] RE: d6+7 [11]

IN: d6+7 [11] CH: d6+6 [10]

AP: d6+5 [9]

LF: 2d10+ 2x HT [37] ED: 2x [2d10+ HT] [48]

SL: 4

Special abilities: Infravision. Magic resistance -20 against mental / physical magic. Life expectance x 4. Willpower +1. Morale value 75.

Attacks: Weapon-d10+5 [11] , e.g. battleaxe + 91, 3d8+3 cutting, dodge-d6+2 [6] (+63).

Description: The stats of a typical dwarven fighter with some experience. Dwarves mainly live in subterranean

caverns. They are excellent miners and craftsmen, which also produce outstanding weapons. Dwarven warriors may be equipped with any kind of weapon or armor. They prefer chainmail, and as weapons, axes, hammers and crossbows. The dark dwarves are a very similar people, but they have decided to follow the powers of evil. They have the same game stats, but morale value 85, and they are hated by dwarves like nobody else (reaction DM -50). In general, dwarves react very negatively against orcs, i.e. reaction DM -25, because they view them as the responsibles for the decline of their empire. Elves are eyed suspiciously(DM- 10), because their "easiness in life" is strange for the more solid dwarves. The latter DM can be reduced if a dwarf has longer relationships with elves.

Dwarf dragon

ST: 1d6+1[5] DX: 1d6+9 [13]

HT: 1d8+6 [11] RE: 1d8+7 [12]

IN: animal plus CH: n.a.

AP: n.a.

LF: 2d10+ 2x HT-10 [23] ED: 2x [2d10+ HT - 5] [34]

SL: 3 on the ground, 10 flying

Special abilities: Magic defense + 80, immune against all fire effects, protection 3, defense DM+5 (leather skin). Flies. Night vision/2. Opponents suffer attack DM-30 because of flight ability, unless they use scatter or area attacks.

Attacks: Bite- [1d6+6] [10] (+77) 1d6 cutting, (1, - ,-), Breathe fire -[1d8+6] [11] (+82), 1d6 Fire, (18,-, -10), 1 meter cone. Breathe fire only every three turns; if used, no bite possible in same turn. dodge- [1d8+6] [11] (+92)

Description: De facto a miniature dragon of about 80cm length plus tail. It can even breathe fire. Dwarf dragons are extremely rare magic creatures; if an experienced trainer grows a dwarf dragon from the hatching time, it will become used to him. Such a dragon follows orders like a dog, but is a bit more intelligent. Miniature forms of other dragon species (here that of the ordinary Green Dragon) are possible.

Cyclops (humanoids)

ST: 2d10+25 [36] DX: 1d8+4 [9]

HT: 1d10+12 [18] RE: 1d8+3 [8]

IN: 1d8+4 [12] AP: 1d8+3 [8]

CH: 1d8+3 [8]

LF: 2d10+ 2x HT +20 [67] ED: 2x [2d10 + HT + 15] [88]

SL: 8

Special abilities: one-eyed with respective effects (to be subtracted from combat stats). Some cyclopes are berserks. Protection 3 (skin). Willpower- 4.

Attacks : Fist- [1d10+5] [11] (+114) 5d3+3 (3, 3, +5), Weapon- [1d10+5] [11], e.g. battleaxe + 114, 6d8+4 cutting, Rock throwing (10d6 and more). dodge- [1d6] [4] (+45)

Description: Cyclopes are a tribe of one-eyed giants that usually live on remote islands or mountain tops. They have a body height of four to five meters and tend to be have periods of high aggressiveness. Nevertheless, cyclopes are excellent craftsmen and especially famous for their weapon smithing. In combat, they will either use fists or throw rocks, but cyclopes might also be equipped with any suitable weapon

15. Wonders and religions

15. Wonders and religions

15.1 Religions

The following chapter deals in detail with different deities and beliefs. It assumes a world, in which deities are able to directly influence the events by granting various abilities to their faithful followers. This will mainly be interesting for Fantasy worlds, but can not be excluded completely for any other world.

15.2 How to become a priest

The status of a priest is usually a benefit and thus an advantage that must be purchased by paying CP. Priests are actually ambassadors of a deity. They consecrate their life to the preaching of their belief and an existence in line with their deity's intentions. Consequently, every belief will have lots of regulations concerning behavior, clothing, etc., that must be observed by the priest. Depending on how many regulations the priests of a cult must keep in mind and how powerful their abilities are, the CP cost of the priesthood will vary. The average value will be around 200 CP.

Violation of regulations will have different possible consequences. Possibilities include the loss of faith points, the inability to call for wonders (some or all) and much more up to the loss of the status of priest. The master should decide how serious an offense has been. A pilgrimage or quest can also be helpful to purge oneself again.

Examples how a cult can be designed can be found in the description of the world Arimon. They may serve as ideas for other fantasy worlds.

Priest have various advantages: Firstly, they are able to call for wonders of their deity. Further details can be found below. Another advantage is their reputation among the believers of their cult. This can under some circumstances, however, also be a handicap in the public, e.g. in case of sinister demon worshippers. In many worlds, priests are also respected citizens that might, depending on the influence of their religion, e.g. benefit from diplomatic immunity or have the allowance to conclude marriages.

The status of a priest in his religion must be paid separately with CP.

The power of a priest is measured by Omnirole with the faith value (short: faith). This is a number in the range of 1 to infinite. When created, a priest character will have 5 faith points, but he is allowed to buy further faith points at a rate of 2 CP per point, up to a maximum defined by the master. Please note it should not be allowed at a later point in play to purchase faith points.

The faith value is not a fixed number, but it varies during the game. Conversions and especially godly actions increase the faith value, wonders and violations reduce it. Please avoid that priest characters start to convert every people they encounter, just to get faith points. A single adventure should not result in more than 5 faith points for a priest character, unless it was completely under the sign of the deity, such as e.g. a voluntary quest.

It also allowed that a character is not created as a priest, but decides later on to follow such a career. This will normally be caused by decisive events (e.g. the faithful follower of a deity desperately prays for a wonder and vows to become a priest). In any case, the required CP in the form of experience points must be paid, but this is not enough.

The various cults will call for the fulfillment of certain requirements by their initiates, e.g. several years of service in one of their temples, the completion of a pilgrimage or quest, a large donation or similar. In detail, the master should decide depending on the cult and the situation of the applicant.

15.3 Druids

Druids are a special form of priests. They do not worship an individual god, but the all-including spirit of nature that flows through the entire nature.

The druid status is an advantage as well, for which CP must be paid, and druids generally have to observe restrictions similar to priests. Typical are bans to use certain weapons, a duty to protect nature, or to respect the familiar animal spirit.

This leads us to an important chapter: Druids generally have a special link to one aspect of the spirit of nature that is normally connected to a species of animal or plant occurring in the home region of the druid. In rare cases, however, ideas or things such as the sun, moon, wind or the blossoming land are possible. Depending on the familiar, the druid will have certain attitudes and regulations.

Similar to priests, druids are able to call for miracles: These are typically a combination of nature wonders (s. Wonder). General wonders or priests, however, are not accessible for them. Holy places are stone circles and comparable cult places, and a druid also has a faith value.

Finally it is worth to mention that druids possess the ability to tap the energy of the land for their purposes. At suitable places (e.g. cult places, or can be found by a successful difficult check: IN with a base time of 1 hour), their recovery concerning fatigue and injuries is twice that of other characters.

Further advantages should be decided by the master and be figured into the cost of the druid status. The average CP value of the druid status will be 60 CP.

15.4 Shamans

Shamans is a term for priests that are mainly encountered with barbarian tribes. They do not get their power from a specific deity, but from the spirits existing all around in the nature, especially their totem spirit.

Shamans normally do not have the ability to call for lots of wonders. Instead, the close tie to their totem spirit enables them to cast magic that matches the totem concept with better effect, i.e. the amount of available MP is doubled.

Example: For a bear totem, berserk combat, increase strength, increase health etc. would be acceptable. For an eagle totem, one would likely think of flight, hover and telescopic vision. A trout shaman might get the bonus for breathe water or the control of fish, etc.

Furthermore, the bonus always applies for handling of one to three types of spirits of nature, that is for such spirits which are typical for the natural environment of the totem. Finally, totem animals as well as spirits that match the totem will never react worse than neutrally to the shaman, as long as he does not provoke them – by the way, this would have the same effects as a priest's violation of religious rules.

The cost of the shaman status should be based on the amount of bonus magic. We think that values in the range of 30 to 40 CP are a good approach.

Example: For a wolf shaman, take forest spirits, for a tiger shaman jungle spirits and for a lion shaman steppe spirits, etc.

15.5 Blessings

From time to time, their will be characters, that are under the special protection of a deity. They will not necessarily be priests, although many priests will also be the subject of one or several blessings – even, in an extreme case, a

blessed character might not know the true reason for his special abilities and thus not worship the "right" deity.

A blessings of the deities is an advantage, and thus has to be paid with character points. Normally, it has the effect that the blessed character gets special abilities that would otherwise not be available for him. The details will depend on the size of the blessing and on the cult. In any case, for blessed characters, all special abilities from the character creation rules as well as from the section on other races including inborn magic and other abilities are accessible. The wonders list also includes suggestions for blessings for every cult, but the master is free to decide differently.

The CP cost of a blessing is equal to that of the ability. An interesting aspect is that blessings may also be obtained after creation of a character, and it is therefore e.g. possible to get special abilities like berserk or an eidetic memory at a later point of time. Of course, this must be paid with experience points and will likely only occur as the thanks for services made for a deity.

However, there is also the possibility of a temporary blessing. This gives the master the option, e.g. for an adventure, in which the characters act on the order of a deity's priests, to grant the characters abilities which appear to be compulsory – without giving them permanently. In this case, of course, no experience points need to be paid.

Example: The group is asked by the priests of a fire cult to fetch an object from the elemental plane of fire. To enable them to survive there, all characters gain the blessing "immunity against fire". As soon as the object has been delivered, the blessing will disappear again.

Blessings may be lost if a blessed character knowingly acts against the interests of his deity or if the deity decides respectively. Similar to priests, blessed characters may have the possibility to regain their blessing by a quest or pilgrimage, but this is up to the deity and thus to the master.

Shamans get access to a special form of blessings: they can gain abilities of their totem. Examples would be a very good sense of smell for a wolf totem, berserk or additional LF for a bear totem, flight or very good vision for eagle, etc.

15.6 Wonders

Wonder are actually the "spells" of a priest. However, they are not true magic, but the result of the direct influence of the deities on the world.

All wonders are further qualified by their level. This gives their power. Furthermore, there is no skill to call for wonders, but the success chance is only dependent on the faith value (see above) of a priest character.

General and special wonders are distinguished. General wonders are basically open to all priests; they cover things such as blessings, healing, etc. Nevertheless, some general wonders may be prohibited for certain cults, for example, the priest of a god of death will only very rarely be allowed to reanimate the dead!

Special wonders are specific for each cult. The following section gives some suggestions about their classification. Their will be variations between the worlds, so that the master may perfectly combine e.g. wonders of a fire cult with those of a sovereign cult, if a deity represents both aspects. It should only be observed that the number of special wonders is not higher than that in the following chapters; Otherwise, the CP cost of the priesthood should be increased.

15.6.1 General wonders

Resurrection

t= 12 h Duration : immediate

Range : 10 cm Cost : 25

Level : 10

A creature that has died not more than 7 days ago, is resurrected. The resurrected has full LF and ED and is able to act after 1d6 turns. However, he permanent loses 1d3 -1 points HT. If this reduces the HT to zero, the resurrection fails. The wonder requires at least 52 - 1 = 51 % of the body parts of the deceased. Missing limbs, etc. are recreated by the wonder.

The priest is unable to call for wonders for 2d6 hours and he loses 50% of his current ED. Furthermore, he is in danger of losing 2 points HT, and can avoid this with a successful second wonder check with the same DM as the first one.

Blood brothers

t= 1 h Duration : immediate

Range : 1 m Cost : 8

Level: 2

Two creatures of similar kind (e.g. two humanoids, maximum difference is about elf - human) become blood brothers if they agree. One creature can only have one living blood brother.

Blood brothers are empaths towards each other with a range of 1d100 meters and check value +99. If they fight side by side (maximum 5 meters distance), they gain DM+5 on all d100 rolls and DM+1 on any other rolls. If one of the two is unable to fight and is defended by the other, the latter fights using the berserk rules, but without the requirement to concentrate on attacks, an IN reduction or reduction of the attack value!

Effectively, existing blood brotherhood is a 25-CP advantage.

With a 5% chance, the band is so tight that the blood brothers feel it immediately if their partner is in danger, and also roughly what kind of danger.

Energy grant

t= 5 min Duration : immediate

Range : 10 cm Cost : 5

Level: 4

One creature is healed up to 10 attribute points lost by energy drain, provided that the wonder is applied within one month.

Curse

t= 20 sec Duration : 1 h

Range : 2 m Cost : 4

Level: 1

One creature is cursed, i.e. it suffers DM-5 on all d100 die rolls and DM-1 on all other die rolls. Curses are only allowed against creatures that have acted against the faith of the priest.

Geas

t= 1 h Duration : special

Range : 10 cm Cost : 10

Level: 5

The wonder imposes a geas on a creature. Its consent is required, or a resistance check: phs or ment, better value, with DM+100 is allowed. Consent can however be obtained without explicitly referring to the geas (e.g. signature on a contract, giving a promise). A geas consists

in the obligation to carry out or not to make a certain action. Examples are to go on a quest, never to fight with swords or not to act against a contract.

A geas makes immune against any control magic that works against the geas and in general provides DM+30 on resistance checks against mental magic. Someone acting against his geas will have only half normal values for all checks, until he respects it again or until at least one day has passed since the last violation.

A geas must be expressed in 20 words. It can only be removed by a priest of the same cult or by any deity, or by a magic duel (antimagic) with DM-50 for the banishing caster. A failure on a removal attempt permanently costs the geas bearer one point HT.

Poison neutralisation

t= 5 min Duration : immediate

Range : 10 cm Cost : 5

Level: 3

The wonder neutralizes any poisons in one creature or object (also poison gases in the air, maximum 2 cubic meters), but does not heal any LF or ED losses.

Poison slowing

t= 1 sec Duration : 24 h

Range : 10 cm Cost : 1

Level: 1

The effect of all poisons in the body of one creature is slowed by a factor of 1.000. Consequently, the wonder results in gaining time, e.g. to find a healer.

Word of god

t= 5 min Duration : special

Range : none Cost : 5

Level: 3

The priest is allowed to ask 1d3 questions to his deity, but does not know how may, until the first remains unanswered. Each question must be phrased in a way that it can be answered with "yes" or "no", and it will be answered truthfully. Questions concerning the future cannot be answered.

After one use of this wonder, at least 2 days must pass until the next attempt, or the faith cost is quadrupled per further use.

Holy syllable

t= 1 sec Duration : immediate

Range : special Cost : 8

Level: 6

In a 10 meters circle around the priest, all creatures of an alignment opposed to him (i.e. good for evil priests, evil for good priests, for neutral priests extremely good and extremely evil) are affected: They are allowed a resistance check: phs, and the detailed effects can be found in the following table. For every creature, the total of basic attributes must be compared with the respective total plus the faith points of the priest. If more than one creature is in the area of effect, the attribute totals are added to one amount.

Total of attributes of creature compared to priest	Resistance failed	Resistance successful
Less than 1 : 2	Destroyed	2d6 LF and ED loss
less than 1 : 1	Killed	1d6 LF and ED loss
less than 2 : 1	Paralyzed for 1d6 Hours	1d6 turns confused
less than 3 : 1	paralyzed for 1d6 min	No Effect
less than 4 : 1	paralyzed for 1d6 Turns	see above
less than 5 : 1	DM-50 on all checks for 1d6 turns	see above
less than 10 : 1	DM-30 on all checks for 1d6 turns	see above
10 : 1 and more	1d6 turns confused	see above

The alignment of most creatures is neutral. Priests have the alignment of their religion. Creatures of darkness such as e.g. many demons and undead are evil; creatures of the light are good.

Sanctuary

t= 1 sec Duration : immediate

Range : special Cost : 3

Level: 1

The priest is immediately transferred into his home temple or - according to his choice - no the closest holy place of his cult. However, he arrives fully naked, i.e. equipment, booty, etc. are left behind. The wonder cannot be prevented by mundane magic.

Healing

t= 10 sec Duration : immediate

Range : 10 cm Cost : 3

Level: 2

One creature is healed up to 1d10 LF and ED, but the maximum values cannot be exceeded. Between two uses on the same creature at least 12 hours should pass. Otherwise, for every missing hour a cumulative DM of -10 is applied. The wonder furthermore stops any bleedings.

Power grant

t= 3 sec Duration : immediate

Range : 10 cm Cost : 2

Level: 1

The wonder heals 1d10 lost ED for a creature, but never exceeds the maximum value. Between two uses on the same creature, at least 6 hours should pass. Otherwise, for every missing 30 minutes a cumulative DM of -10 is applied to die roll.

Cure disease

t= 5 min Duration : immediate

Range : 10 cm Cost : 4

Level: 3

The wonder heals all kinds of diseases that affect one creature, but not any LF or ED losses.

Regeneration

t= 5 min Duration : immediate

Range : 10 cm Cost : 5

Level: 4

Severed/ crippled/ destroyed body parts, i.e. limbs or organs, of a creature regrow within 10 minutes. The wonder, however, does not heal any LF or ED losses or attribute reductions except such that were directly caused by loss of body parts.

Blessings

t= 20 sec Duration : 1 h

Range : 2 m Cost : 2

Level: 1

One creature is blessed, i.e. it gets DM+5 on all d100 rolls and DM+1 on any other rolls. For creatures of the same faith, the effect is doubled.

Super healing

t= 10 min Duration : immediate

Range : 10 cm Cost :6

Level: 4

One creature regains 2d10 LF and ED, however, the maximum values may not be exceeded. Petrification, illness, paralysis, blindness, etc. are healed. Two attribute reductions can be cured; critical injuries are healed with die roll / 3 % and lost or crippled body parts with result / 5 %. Between two uses of the wonder on the same creature, at least 3 days should pass. Otherwise, a cumulative DM of - 10 for every missing 12 hours is applied.

Food and drink

t= 10 min Duration : immediate

Range : 10 cm Cost : 1

Level: 1

The wonder creates food and water that is sufficient for 1d6 rations.

Reanimation

t= 8 h Duration : immediate

Range : 10 cm Cost : 12

Level: 8

One creature that is not dead for more than seven days is reanimated. For the next 2d6 days, it has only LF = ED = 1 and is completely unable to act, furthermore, HT is reduced permanently by 1d3-2 points. If this reduced HT to zero, death is final and definite. The corpse must be complete. Otherwise, missing body parts are not restored by the reanimation, i.e. the lack of vital parts such as the head prevents reanimation.

The priest is unable to use any wonders for 1d6 hours and permanently loses one point HT, unless he succeeds on a second wonder check with the same DM. Furthermore, he loses 30% of his current ED.

Wish

t= 1 sec Duration : special

Range : special Cost : 50

Level: 12

The deity fulfills any chosen wish. In order to balance the sheer power of this wonder, however, some restrictions apply: It is not possible to wish new wishes. Furthermore, the wish may not consist of more than 10 words and it must be made in a complete sentence. As if this would not be enough, the gods have the annoying tendency to fulfill wishes to the letter.

If a wish is according to the master's opinion in line with the desires of the deity, he may simply grant it. But we have to consider players that are going to wish eternal life, god like power, 10.000 experience points or similar. In such cases, reaction must be hard in order to avoid ruining the game. There are some nice ideas: Stones live forever, who said something about permanently getting those points, what exactly is "limitless" wealth, etc. Anything goes, as long as it does not surpass the limits of fairness between players and master, i.e. as long as fulfilling the wish does not kill the players, it is okay.

15.6.2 Special wonders

Fire and light, sun:

Blessings: Immunity against fire, nat. protection against fire, temperature tolerance (heat), fire beam, fireball, spark, protection from fire

Fireball

t= 3 sec Duration : immediate

Range : 10 m Cost : 4

Level: 3

On one square, a glowing fiery globe appears, which explodes and causes 1d8 damage. The damage in the area is reduced following the explosion rules. Combustible materials may be ignited. The impact protection of armor is used.

Spark

t= 1 sec Duration : 2 min

Range : 10 cm Cost : 1

Level: 1

From the hand of the priest, a small flame appears which gives light similar to a torch and ignites combustible materials like a phosphorous flame.

Sunbeam

t= 3 sec Duration : immediate

Range : 25 m Cost : 3

Level: 3

The wonder will only work during daytime and under open sky: One square is hit by a focused beam of sunlight (At-code 18, dodge -20),doing 1d10 damage. The energy protection values are used.

Light

t= 1 sec Duration : 1 h

Range : 20 m Cost : 1

Level: 1

In a globe of 10 meters radius, daylight is created, i.e. all DM for bad light are eliminated. The wonder vanquishes darkness magic without a magic duel.

Flaming rain

t= 12 sec Duration : 1 min

Range : 50 m Cost : 6

Level: 7

In a circle with 10 meters radius, flames start to drop from the sky. The only works under open sky. Every creature and important object in the area of effect except for the priest is attacked once per turn with attack value 70+ 10 = 80. On a hit, flames cause 1d8 damage (At code 16, dodge- 15). The impact protection is used; combustible objects might catch fire.

Protection from fire

t= 1 sec Duration : 10 min

Range : 10 cm Cost : 1

Level: 1

One creature or object is protected against any damage caused by fire including very hot and magic fire.

Transformation to Fire

t= 1 min Duration : special

Range : 5 m Cost : 3

Level: 4

This wonder allows to transform up to 1 cubic meter of any given element, which must be present in pure form (air, ice, earth, water), into fire. The fire is natural fire; if there is no combustible material, it expires after 2 minutes. Each dimension of the transformed element must be at least 50 cm.

Fire mastery

t= 10 sec Duration : 10 min (conc.)

Range : 5 m Cost : 5

Level: 5

The wonder acts like the respective spell for game purposes.

Conjure fire elemental

t= 1d3 h Duration : 30 min

Range : none Cost : 5

Level: 4

The wonder calls one fire elemental of the 2.order. Use the rules given for the respective spell, however, the elemental will never react worse than neutral, i.e. even after a failed binding attempt, it will not attack. The elemental is always willing to deliver one service.

Bind fire elemental

t= 1d3 x 5 min Duration : special

Range : special Cost : 5

Level: 6

The wonder acts like the respective spell, however, with the same comments as for conjure fire elemental. The binding time is doubled.

Call fire elemental

t= 10 sec Duration : special

Range : special Cost : 2

Level: 2

Similar to the spell, but one elemental of the 2.order appears, always reacts neutrally or better and is willing to deliver one service.

Fire shield

t= 4 sec Duration : 2 min

Range : 10 cm Cost : 3

Level: 3

The wonder results in one creature being surrounded by a brightly shining flaming sphere that does not damage it. Any attacker that does not use a ranged weapon or a close combat weapon of at least two meters length, and scores a hit, must win a duel: attack skill against wonder result, or he takes 2d6 fire damage. Unarmed attackers will always suffer this damage against their hand or foot. The wonder furthermore protects against cold magic and wonders like protection from cold and all attackers suffer attack DM -20 because of the flickering flames.

Essence of light

t= 10 sec Duration : immediate

Range : 10 m Cost : 5

Level: 3

The wonder creates the essence of light. This can be discharged in a flash (as the flash spell) or used to give light. In the latter case, an area of 1 km circle becomes bright as during daytime for 2d6 hours. Any magic darkness is destroyed without a duel.

Wisdom, cunning, magic:

Blessings: Nat. talent in knowledge skills, eidetic memory, antimagic , antimagic spheres, reverse shield, nat. talent in spells, illusion mastery, immunity against magic, magic resistance.

Illusion mastery

t= 10 sec Duration : 10 min

Range : 20 m Cost : 6

Level: 5

This wonder allows to create any chosen illusion that affects all senses and fits into an area of 8 cubic meters. The normal illusion rules, as given in the chapter on magic, are used.

Tongue speech

t= 10 sec Duration : 30 min (conc.)

Range : 1 m Cost : 3

Level: 3

This wonder gives one creature the ability to understand and speak the languages of all intelligent creatures like a native language. The only exceptions are languages where the sounds cannot be duplicated by the body of the user: These can only be understood, but not spoken.

Control

t= 5 sec Duration : special (conc.)

Range : 10 m Cost : 7

Level: 7

The wonder can be used to control any one creature that failed a resistance check: ment. The control is absolute, but the creature still has its self preservation drives, thus it cannot be forced to suicide directly. Further details in the magic section. The control can end, when the priest is wounded, when the ED of the controlled creature drops to zero or the LF to less than 50% of the maximum - in these cases, a new resistance check is made. Unconsciousness of the creature or incapacitation of the priest always ends the effect.

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Otherwise, the control lasts for a maximum time of 24h for creature of animal intelligence, 10 min for creatures with human intelligence and 2 min for magic creature and similar beings; after this period, as for the respective spell, a new resistance check is allowed.

Noiselessness

t= 1 sec Duration : 10 min

Range : 10 m Cost : 2

Level: 1

One creature gains the ability to move absolutely noiseless, i.e. all stealth checks succeed without a die roll. This also applied against technical observation means.

Total Invisibility

t= 2 sec Duration : 10 min (conc.)

Range : 1 m Cost : 4

Level: 4

One creature becomes totally invisible, i.e. is protected from visual detection in any spectrum (normal, infrared, ultraviolet). However, it can still be heard, smelled for felt. Further rules in the magic section. The invisible also must concentrate and thus suffers a DM - (100 - 5) = - 95 on all physical and mental skills including parry and dodge, but not on resistance checks.

Sudden Confusion

t= 1 sec Duration : 2d10 Turns

Range : 10 m Cost : 3

Level: 4

All creatures in a circle of 5 meters diameter are confused, if they fail a resistance check: ment. They no longer know where they are, interrupt actions (e.g. concentration) and stand around indifferently. In a combat situation, allies are attacked with 5% chance and with 5% chance, they flee in panic.

Antimagic shield

t= 10 sec Duration : 2 min

Range : special Cost : 10

Level: 5

Around the priest, an invisible, spherical shield of 1 meter radius, that moves with him, is created. This shield cannot be passed by any form of mundane magic, i.e. physical and mental spells against the inner side of the shield are not possible, and in the inside, also no matter effects may be created. Matter effects created outside the shield, however, (e.g. an ice lance) are not influenced by the shield. Furthermore, it is not possible to cast any spells in the inside of the shield – treat is as a mana level zero area.

Unobtrusiveness

t= 1 sec Duration : 10 min (conc.)

Range : 1 m Cost : 4

Level: 5

One creature gets the ability to move rather unnoticed by others. It is not invisible, but is actually being ignored. This makes it possible, to avoid guards or to hide from a search. However, the effect ends immediately if the subject attacks someone, casts a spell on someone, etc. Therefore, this is a purely defensive wonder. The master decides what it is allowed.

Shadow mastery

t= 7 sec Duration : 2 min (conc.)

Range : 10 m Cost : 5

Level: 4

1d3 shadowy creatures appear that can be used during combat. They have the following game stats:

Attack + 50 + 15 = + 65, no parry

Damage: 2d6+1d6 = 3d6, at code 5, dodge - 10

LF= 0, ED= 2d10 + 1d10 = 3d10.

Shadows have the same magic resistance as their creator.

Dispel magic

t= 6 h Duration : immediate

Range : 5 m Cost : 15

Level: 8

The wonder dispels all mundane magic (not wonders) in one object, creature or area of up to 1 cubic meter. Against wonders, a duel (cf. antimagic) must be made, the same applies for magic that has been directly created by a deity, e.g. certain artifacts. The priest is unable to cast spells for 2d6 hours and he cannot call for wonders for the next 1d6 x 10 minutes.

Total True seeing

t= 10 sec Duration : 10 min (conc.)

Range : 20 m Cost : 5

Level: 4

The priest gets the ability to discover many kinds of deceptions. He sees everything that has been cloaked or modified by magic in its true form, invisible things, auras of any kind, illusions, creations, etc. In the case of mundane magic, no duel is necessary. Against wonders, make a duel with DM+20. More details can be found in the magic chapter in the description of the true seeing spell.

Identify magic

t= 5 sec Duration : Concentration

Range : 5 m Cost : 3

Level: 3

This wonder identifies all active spells in a cone of 90 degrees opening angle. The priest is told their type and exact location. Even passive seals are identified including the magic bound in them. If used on a magic item, the wonder informs about its ritual of activation and its effect, but only about one per use.

Localization

t= 12 sec Duration : 48 h

Range : 1.000 km Cost : 3

Level :4

The wonder shows the exact direction and distance to an object that has been in the possession of the Priest for at least 7x7 = 49 days (reinvestments halve this respectively). The wonder can also determine the location of a creature (respective contact, not possession time...). The wonder is treated as information magic.

Water, ocean:

Blessings: nat. talent swimming, boat or diving, amphibious, breathe water, gills, call ocean creatures.

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Water mastery

Cf. Fire mastery

Water beam

t= 6 sec Duration : 2 min (conc.)

Range : 10 m Cost : 3

Level: 2

From the hands of the priest, a powerful beam of water emerges. It might be used as a weapon (2d6 crushing damage, attack value 65, at code 12, dodge +0). If the beam hits a creature, it might be knocked down (duel strength creature against strength of beam = 15). By the way, about 200 liters of water are created during the duration of the wonder, sufficient to extinguish 10 squares of ordinary fire or to make a duel for two squares of magic fire. The amount of water is proportional to the duration of the wonder.

Transformation to water

Cf. transformation to fire. The effect is permanent.

Flood

t= 10 sec Duration : 2 min

Range : 25 m Cost : 4

Level: 5

One selected body of water (river, ocean, lake, etc.) produces a large wave that washes over its banks in an area of 20 meters width. The water moves at a speed of 1 square per turn and could e.g. destroy fields, pull away creatures or cause general destruction. After the end of the effect, the water quickly returns to its normal location.

Great rain

t= 15 sec Duration : 30 min

Range : 100 m Cost : 5

Level: 6

Inside an area of 50 meters diameter, that must be under open sky, it starts to rain heavily. The rain causes DM-60 on all vision checks and is so strong that it extinguishes all normal or magic fires in its area. Fire that has been created by a wonder requires a duel. Furthermore, gunpowder or bowstrings become useless and ground of earth or sand becomes deep mud, on which only very slow movement is possible. Further consequences are decided by the master, e.g. concerning landslides.

Conjure water elemental

Cf. Conjure fire elemental

Bind water elemental

Cf. Bind fire elemental

Call water elemental

Cf. Call fire elemental

Breathe in water

t= 5 sec Duration : 1 h

Range : 2 m Cost : 1

Level: 1

One creature gets the ability to breathe under water as if it had gills. The water must contain sufficient oxygen and during the effect of the wonder, normal air breathing is also possible. The range refers to the moment of activation.

Control water creatures

t= 5 sec Duration : 24 h (conc.)

Range : 20 m Cost : 5

Level : 4

This is a control wonder that only affects water creatures (fish, fishmen, whales, kraken, etc.). One creature, that failed a resistance check: ment, is controlled by the priest, i.e. he can force any actions that do not conflict with its self-preservation drive. Unconsciousness of the creature or incapacitation of the priest ends the effect. If the priest is wounded, or if the ED of the creature is reduced to zero or its LF to less than 50% of the maximum, a new resistance check is allowed. In general, the rules for control magic are applied.

Ship blessing

t= 24 h Duration : special

Range : 10 m Cost : 20

Level: 5

This wonder is used to bless a ship, either while under construction, or completed. The effect lasts for 1d10 years and affects ships of up to 500 tons. The wonder gives the blessed ship 5% more structure points and a DM of +5 on all checks made with it (steer ship, navigation, etc.). If a ship is blessed during its construction, the effect of the wonder is doubled.

Walk on water

t= 3 sec Duration : Concentration

Range : 10 cm Cost : 1

Level: 1

One creature gets the ability to walk on the surface of a liquid as well as if it were on solid ground. The wonder does not protect from the effects of aggressive liquids (someone walking on acid should better be fast) and strong waves may reduce the speed or require DX checks to avoid falling. If the character falls, the effect ends immediately.

Source

t= 1 min Duration : special

Range : 10 cm Cost : 3

Level : 2

This wonder allows that water emerges from a rock or simply the ground, just like a true source. How long the effect lasts, depends on the type of terrain (ground-water level, etc.) and is decided by the master.

Sovereign :

Blessings: nat. talent rhetorics or politics, DM on reaction rolls, control

Castle blessing

t= 48 h Duration : special

Range : 1 m Cost : 20

Level :10

This wonder is used to bless a castle or fortress that is under construction. The installation must not be bigger than a globe of 50 meters diameter. For 1d10 x 10 years, it gets +30% structure points and DM+10 on all resistance checks against magic.

Prison

t= 5 min Duration : immediate

Range : 1 m Cost : 25

15. Wonders and religions

Level : 10

One selected creature that fits into a globe with 3 meters diameter, and that failed a resistance check: phs, is transported into a prison on the astral plane. There, not measurable time passes for it. An escape is only possible either if the wonder is reversed by the priest or the deity, or by conjuration of the creature and a successful duel.

Golden Protection

t= 10 sec Duration : 2 min

Range : 10 cm Cost : 4

Level :5

The equipment of one creature is blessed: All parts have 50% more structure points, -10% on breaking chances and +1 protection. Furthermore, they are immune against acid, rust and similar attacks forms.

Mass suggestion

t= 30 sec Duration : 1 min (conc.)

Range : 2 m Cost : 10

Level : 9

The priest is able to influence the mind of all creatures in a globe of 5 meters radius, that failed a resistance check: ment. This is not a full control, but the priest suggests actions, and the creatures carry them out. Actions that conflict with the self-preservation drive, or obviously disadvantageous actions, decided by the master (cf. psionics rules: suggestion) end the effect.

Personality

t= 1 min Duration : 10 min

Range : special Cost : 3

Level : 3

The priest increases his charisma by 25%, at least by 2 points, and gets DM+10 to social skills such as e.g. blather, discuss, rhetorics, etc.

Time frost

t= 10 min Duration : 2 h

Range : 10 m Cost : 20

Level : 11

Inside a globe of 3 meters radius, no measurable time passes while the wonder has effect, i.e. creatures inside the area actually appear to freeze in place. It is not possible to enter or leave the timeless area. If a creature is exactly on the limit of the area, it can only survive if all vital organs are on one side of the area. Details can also be found in the magic rules. Furthermore, when the area is created, creatures may attempt to avoid it using the explosion rules.

Scepter of power

t= 5 min Duration : 1 h

Range : special Cost : 5

Level : 8

In the hands of the priest or of a creature selected by him, a holy scepter appears. This provides DM +20 on all skills connected with sovereignty (etiquette, politics, etc.) and DM+20 on all reaction rolls from followers and equals.

Seal of the sovereign

t= 1 h Duration : special

Range : 10 cm Cost : 10

Level :8

A throne or another object connected to sovereignty (crown, scepter, etc.) can from now on only be used by someone legitimate, i.e. usually the legitimate ruler. All other characters feel a strong pain and the object refuses them.

Time travel

t= 6 h Duration : immediate

Range : special Cost : 20

Level : 11

The Priest can teleport himself and up to 100 kg matter, with which he has direct body contact, up to 10^{-1} years into the past. For possible difficulties and limitations, refer to the description of the comparable spell.

Royal guardian

t= 6 h Duration : immediate

Range : 10 cm Cost : 20

Level : 9

This wonder allows the priest to create a golem from suitable material (cf. magic). It follows all orders from the priest or a person chosen by him. The effect lasts until the golem is destroyed.

Find gold

t= 1 min Duration : Concentration

Range : 10 km Cost : 4

Level: 5

The wonder is treated as information magic. However, it does not search for a certain creature, but for gold in the area of effect, a globe, and will show distance and direction to it.

Perceive truth

t= 2 sec Duration : Concentration

Range : 10 m Cost : 4

Level :2

The priest can perceive whether creatures in the area of effect are telling the truth or not. It is not possible to deceive this wonder using mundane magic. The wonder is treated as information magic.

Increase morale

t= 4 sec Duration : 5 min

Range : special Cost : 4

Level: 3

All creatures in a circle of 10 meters radius, that are fighting on the side of the priest, are filled with courage. Their morale value increases by 30% and they get DM+5 to all attack checks.

Fertility , Life, Earth:

Blessings: Regeneration, resurrection, increased lifespan, immunity against poison or disease, healing, energy grant, empathy.

Earth mastery

Cf. Fire mastery

Earthquake

t= 7 sec Duration : 2d6 Turns

Range : 50 m Cost : 6

Level: 4

In a circle with 20 meters radius, a strong earthquake occurs. Labile structures collapse, stabile ones such as e.g. buildings collapse with 10%. The master decides. All creatures in the area of effect lose 1d3 ED per turn. They fall if they fail a std check: DX; one check must be made per turn. Furthermore, per creature there is a 2% chance, that a crack opens below it. This is deadly unless a dodge according to the explosion rules succeeds. All chances apply per turn of the earthquake.

Total Healing

t= 30 min Duration : immediate

Range : 10 cm Cost : 10

Level: 7

The wonder heals all injuries suffered by a creature, except for death. Poisons are neutralized, diseases are healed, missing limbs regrow. Petrifications, paralysis, etc. are removed. Even attribute losses are regenerated. Due to the power of this wonder, the priest is afterwards unable to call for wonders for 1d6 x 5 minutes.

Conjure earth elemental

Cf. Conjure fire elemental

Bind earth elemental

Cf. Bind fire elemental

Call earth elemental

Cf. Call fire elemental

Sphere of life

t= 5 sec Duration : 5 min (conc.)

Range : special Cost : 11

Level: 7

Around the priest, an invisible globe of the power of life, with a diameter of 2 meters and moving with him, is created. All undead which are touched by the globe or are inside it, must succeed with a resistance check: phs, one per turn, or they crumble to dust. All creatures inside the globe do not age, and they get DM+25 against all diseases, poisons or similar threats. The effect of healings inside the sphere is doubled.

Field blessing

t= 1 h Duration : special

Range : 10 m Cost : 5

Level :4

This wonder is used during the seedtime in order to bless up to 10 hectares of fields. This results in 10% more production and the plants are much more resistant against disease, bad weather and pests.

Dream wonder

t= 10 min Duration : special

Range : 10 cm Cost : 5

Level : 5

One creature gets a dream like and extensive vision about the near future. More information can be found in the magic rules, vision spell, but the wonder has a more complete and clear effect.

Transformation to earth

Cf. transformation to fire. The effect is permanent.

Rolling rock

t= 20 sec Duration : 2 min

Range : 5 m Cost : 4

Level: 4

The wonder creates a rock of about 3 cubic meters size which follows the orders of the priest. The rock may move with SL 5, downhill also much faster, and could e.g. roll over creatures (3d6 damage) or be used to break through obstacles. The effective strength of the rock for such purposes is 30.

Recreation

t= 5 min Duration : immediate

Range : 10 cm Cost : 4

Level :5

The wonder repairs one object of up to 2 cubic meters volume back to full operability. For fully destroyed objects (i.e. structure points reduced to zero and less), apply DM-100, and in this case it is not possible to restore the magic of a magic item.

Love wonder

t= 1 h Duration : special

Range : 1 m Cost : 5

Level: 5

The priest can bless the union of two people of opposite sex. They will feel great love for another and will never knowingly act against the other or cause him or her damage of any kind. The effect lasts for 1d10 years; the wonder is normally used during marriages. Every creature can only be subject to the effect of one love wonder; it is possible to dispel it with a duel.

Nature: (may also be used for druids)

Blessings: animal or plant language, -control, plant growth, animate tree, taming, nat. talent with nature skills.

Conjure spirit of nature

t= 1d6 h Duration : 30 min

Range : special Cost : 5

Level : 5

Like the respective spell, but a spirit of nature of the 2.order appears. It will never react worse than neutrally, is always willing to make one service and will not attack after a failed binding attempt.

Call spirit of nature

t= 10 sec Duration : special

Range : special Cost : 2

Level: 2

Similar to the spell, but a spirit of nature of the 2. order, which always reacts neutrally or better and is willing to deliver one service.

Bind spirit of nature

t= 1d3 x 5 min Duration : special

Range : special Cost : 5

Level : 6

Works like the respective spell, but with doubled binding time and special rules noted for conjure spirit of nature.

Control animals

t= 5 sec Duration : 24h (conc.)

Range : 20 m Cost : 4

Level: 2

The wonder allows to completely control one animal, if it fails a resistance check: ment. It can be driven to any desired actions, as long as they do not collide with its instinct for self-preservation. The control can end, if the animal uses all its ED or if its LF is reduced to less than 50% of the maximum, or if the priest is wounded. These events all allow a repeated resistance check. Unconsciousness of the animal, or if the priest is incapacitated, always ends the effect; in general, the rules for control spells are applied.

Plant travel

t= 5 sec Duration : immediate

Range : 1 km Cost : 5

Level : 3

This wonder allows the priest and up to 50 kg matter which is touched by him, to enter a plant to which he must have body contact before. The priest can then travel to any other plant of the same kind within range and reappear there. The only condition is that starting point and target must be connected by undestroyed nature. It is also possible to simply stay inside the plant for up to 10 min. Further details in the magic section, description of the tree spell.

Wonderful growth

t= 5 sec Duration : 10 min

Range : 25 m Cost : 4

Level: 3

In a circle with 10 meters radius, all plants begin to grow with 100.000 times speed, i.e. the growth of a year is reached after 5 minutes. The growth ends upon order by the priest, or when a plant has reached its natural maximum size.

Great weather wonder

t= 1 h Duration : special

Range : special Cost : 8

Level : 8

Inside a circle of 10 kilometers diameter around the priest, the weather can be changed as desired. It is completely irrelevant what kind of weather naturally occurs in a place. Even snowstorms in the jungle are possible. The effect lasts for a time between some minutes and several hours, depending on how extreme the changes are. Very drastic weather changes will end after just a few minutes. The wonder is furthermore very useful e.g. to stop storms or to call for rain.

Transformation to wood

Cf. transformation to fire. However, the wonder only affects metallic objects which are transformed into wood. The effect is permanent.

Army of plants

t= 10 sec Duration : 1 h

Range : 50 m Cost : 14

Level: 9

The wonder animates all plants inside a circle around the priest. They support him, i.e. could for example entangle or otherwise distract a creature (cf. plant trap). Sufficiently large trees, i.e. starting with 5 meters height, become pseudo treemen and act as described in the magic section of the animate tree spell.

Plant trap

t= 2 sec Duration : 5 min

Range : 50 m Cost : 4

Level : 3

In a zone of 10 meters radius all plants, that can reach at least the size of a bush, start to grow and entangle all creatures. The creatures are allowed to make a duel DX against DX 15 per turn. If they win, they may move at half speed, if they lose, they are entangled. Entangled creatures can act, but they cannot move. They get DM-30 on dodge checks. An escape requires a duel ST against ST 10+5 = 15, one attempt per turn. Creature whose strength is at least three times the plant strength may move without any penalties, because the plants are unable to stop them.

Mass of insects

t= 10 sec Duration : 2 min (conc.)

Range : 10 m Cost : 5

Level: 6

This wonder conjures a 3 squares big swarm of insects that can be controlled by the priest. They have the following game stats:

LF = ED = 10 per square, swarm, damage 1d3. With 10% chance, the swarm possesses a 1d6 poison.

Rust

t= 3 sec Duration : special

Range : 10 m Cost : 4

Level: 3

One selected object consisting of non precious or semi precious metal and with a mass of not more than 2 kg rusts within 30 - 5 = 25 seconds. Magic objects require a duel. Rusted weapons and armor drop by two quality levels, rusted metal doors may be broken like wooden doors, etc. In any other case, the master decides about effects.

Sphere against creatures

t= 5 sec Duration : 2 min (conc.)

Range : special Cost : 5

Level: 5

Around the priest, a globe of 2 meters diameter that moves along with him is created. This globe cannot be passed by living creatures, i.e. provides e.g. excellent protection from attacks by animals. It is not possible to use this wonder for squeezing animals or other creatures against a wall! In such a case, the effect ends immediately.

Death, sleep:

Blessings: Night vision, total night vision, blindfighting, Deactivate undead, death, nat. talent: assassinate or hypnosis.

Shatter

t= 10 sec Duration : immediate

Range : 1 m Cost : 15

Level: 9

One living creature is shattered into molecular dust if it fails a resistance check:phs. Resurrection is impossible. The priest making this wonder must check as if he had performed a reanimation, i.e. he is danger if permanently

losing one point HT, unless he succeeds with a second die roll, and he may not call for any wonders in the next 3d6 hours.

Mass sleep

t= 3 sec Duration : 6 h

Range : 10 m Cost : 7

Level: 5

All creatures in a circle of 5 meters radius, whose resistance check: phs fails, fall asleep immediately. They can only be awakened by strong irritants (wounds, shaking them strongly, very loud noises) or e.g. by magic (awaken).

Dark essence

t= 10 sec Duration : 5 min

Range : 20 m Cost : 6

Level: 5

The wonder creates a 10 meter diameter globe of absolute darkness, that is also impenetrable for infravision, UV vision or total night vision. Any light magic in the area is destroyed without a duel. Only the essence of light wonder can end the effect, if a duel is won.

Deadly mist

t= 8 sec Duration : 6 Turns

Range : 5 m Cost : 5

Level: 6

A dark cloud of 2 meters diameter and consisting of whirling poison gas is created (level 5, contact agent, 2d6 damage per turn of contact). This cloud does not move by itself and also does not grow, but it could be used e.g. to block a way. Furthermore, it obstructs vision with DM-40.

Amnesia

t= 10 sec Duration : special

Range : 5 m Cost : 5

Level: 4

This wonder erases the memory of a creature that failed a resistance check: ment. The memories of 1d6 days are affected. The effect can only be cured with a suitable wonder (super healing, total healing) and after a duel; mundane magic is useless.

Conjure spirits

t= 1d6 h Duration : 30 min

Range : special Cost : 6

Level: 6

Similar to the respective spell, but a spirit of 2.Order appears that reacts neutrally or better and will not attack even after a failed binding attempt. Furthermore, it is always willing to perform one service.

Call spirits

t= 10 sec Duration : special

Range : special Cost : 3

Level: 3

Similar to the spell, but a spirit of 2.Order appears that reacts at least neutrally and is always willing to perform one service.

Bind spirits

t= 1d6 x 20 min Duration : special

Range : special Cost : 6

Level: 7

Similar to the spell, but with double binding duration and the modifications as made above.

Communications with the Other World

t= 5 min Duration : 1 min (conc.)

Range : 10 m Cost : 5

Level: 3

The priest may communicate with the soul of a dead person in real time. This should be roleplayed, the master decides about the soul's reactions and whether it tells the truth. The wonder can only be successful if either the place of death or at least 51% of the corpse are within the range and the death has not occurred more than 2^2 = 4 years ago.

Silentium

t= 2 sec Duration : 10 min

Range : 25 m Cost : 4

Level: 3

Within a globe of 10 meters radius, absolute silence is created, i.e. no sound waves can be transmitted. Spoken words remain unheard (verbal spells cannot be cast) and weapons based on sonics are useless. Sounds from outside the zone cannot be heard. No resistance checks are allowed, but when the zone is created, creatures may escape using the explosion rules.

Gray finger

t= 5 sec Duration : immediate

Range : 10 cm Cost : 10

Level: 6

One finger of the priest takes a dark gray color. If the now touches a creature, the touched body area is crippled immediately if it fails a resistance check: phs. This is deadly for the head, torso or vitals and otherwise results in additional 2d6 damage. Healing of crippling injuries requires wonders. Ordinary magic is useless.

Poisonous thorn

t= 1 min Duration : special

Range : 10 cm Cost : 7

Level: 5

The wonder protects one lock, e.g. at a door or box, with a magical poisonous thorn. This thorn cannot be discovered with the traps skill and is triggered when someone tries to force open or pick the lock. It bears a poison (Level 5, 3d6 damage within 5 sec) and works 1d10 times before it disappears. Suitable magic or wonders may remove the thorn with a successful duel.

Fear and panic

t= 3 sec Duration : special

Range : 10 m Cost : 6

Level: 5

All creatures within a 90 degrees cone staring from the priest flee immediately in total panic if they fail a resistance check: ment. They try to put at least 50 meters between them and the priest and will not come back before at least 10 minutes have passed. Furthermore, they will not fight during this time unless they are cornered. A failed resistance check is treated like a panic check, i.e. using the respective rules, an effect is determined on the panic table.

15. Wonders and religions

Chaos: (evil priests, usually NPCs)

Blessings: Immunities of all kinds, nat. talent interrogation or poisons, protection, attack reflection.

Evil eye

t= 1 sec Duration : immediate

Range : 5 m Cost : 5

Level: 4

One creature that failed a resistance check: phs begins to rot internally. It loses 1d6 LF every day at midnight. This loss cannot be cured by any means including wonders. The wonder ends with the death of the victim, the death of the priest, the taking back of the wonder by the same priest or a suitable wonder or magic (Duel, during which simultaneously Antimagic or banish magic plus super healing or total healing must be used).

Call demons

t= 10 sec Duration : special

Range : special Cost : 4

Level: 3

Effects are similar to the spell with the same name, but they concern a demon of 2. order, that is at least willing to perform one service and will always react neutrally or better.

Conjure demons

t= 1d6 h Duration : 30 min

Range : special Cost : 7

Level: 6

As for the spell, but a demon of 2. order appears that reacts neutrally or better, will not attack even after a failed binding attempt and will always be willing to perform one service.

Bind demons

t= 1d3 x 10 min Duration : special

Range : special Cost : 7

Level: 7

As for the spell, but with doubled binding duration and without negative actions of the demon after a failure.

Rot

t= 5 sec Duration : concentration

Range : 5 m Cost : 10

Level : 6

This wonder affects all objects made of organic matter inside a circle of 5 meters diameter and with a maximum mass of 25 kg. They rot and decay quickly, i.e. lose 4d6 % of their structure point maximum per turn until the wonder ends or the structure points reach zero. Protections are reduced in proportion to the structure point losses, magic objects require duels. The wonder does not affect living objects with the exception of plants.

Mass death

t= 10 sec Duration : immediate

Range : 5 m Cost : 30

Level: 11

All creatures in a circle of 2 meters diameter that fail a resistance check: phs drop dead instantly. Because of the power of this wonder, the priest is unable to perform any other wonders during the following 1d6 minutes. He is in danger to lose 2 points of HT as in case of reviving a dead creature. Furthermore, he loses 50% of his current ED.

Gate to hell

t= 20 sec Duration : 1 min

Range : special Cost : 40

Level: 12

This wonders opens a gate to other worlds whose inhabitants worship chaos or are creatures of chaos themselves. Every turn, there is a chance of 10%, that one creature will pass through the gate. The creature type and its reactions are determined randomly. Nobody, even not the priest, is safe! It is highly probable that creatures using the gate will attack everything on sight. Game stats should be as for demons; their order can be determined with 1d100 as follows:

Die roll	Result
1 - 10	Order 1 to 2
11 - 20	Order 3 to 4
21 - 30	Order 5 to 6
31 - 40	Order 7 to 8
41 - 60	Order 10 and more
61 - 80	Order 15 and more
81 - 90	Order 20 and more
91 - 99	Order 30 and more
100	God-like power

If the gate disappears, any conjured creatures will disappear as well with 99% probability.

Pestilence

t= 12 sec Duration : special

Range : 10 cm Cost : 10

Level: 7

One creature that fails a resistance check: phs is affected by a disease. This disease has level 5 and costs 1d6 LF and ED every 10 minutes (new resistance checks allowed, if success no damage), until three resistance checks in a row have been successful, the creature dies or is healed using magic, psionics or wonders. Ordinary medicine is useless. The disease is contagious and will affect other creatures in up to 1 meters distance with a chance of 5% per minute.

Create undead

t= 2 min Duration : immediate

Range : special Cost : 20

Level: 10

This wonder requires that corpses or skeletons are available in the area. Within a circle of 10 meters surrounding the priest, they will awaken as undead under his control and exist until they are destroyed. The wonder is most effectively used on a graveyard or e.g. a former battleground - this might result in at least one undead created per square meter of area. Further details about the intelligence of undead and their understanding of orders can be found in the magic section.

Soul theft

t= 10 sec Duration : special

Range : 10 cm Cost : 12

Level: 7

One creature that failed a resistance check: phs drops dead and the priest steals its soul. He must have prepared a container (this takes one hour) for the soul. The creature may only be revived after the soul has been freed. The soul itself is not able to flee from the container. However, the priest can communicate with it. If the container is destroyed, the soul becomes a spirit creature with a chance of 25%. Otherwise, it leaves this world.

Mass disintegration

t= 5 sec Duration : immediate

Range : 5 m Cost : 25

Level: 11

This wonder enables the priest to destroy all creatures and objects in a globe of 3 meters diameter if they fail a resistance check: phs. Magical objects require a duel. Destroyed objects and creatures become very fine dust. Further details can be found in the magic section in the description of the disintegrate spell.

Call higher undead

t= 20 sec Duration : 2d6 Turns

Range : special Cost : 12

Level: 10

With CH % probability, the priest calls a higher undead (Soul thief, vampire or similar depending on master's decision)iif such a creature is present in 1 km around the priest. The chance increases as for call spells with each further 20 sec of ritual performance. The called undead observes orders of the priest, however, he is entitled to a resistance check: ment and upon success, he will object to appear. Further details for calling spells are described in the magic section.

Madness

t= 5 sec Duration : special

Range : 1 m Cost : 7

Level: 5

One creature that failed a resistance check: ment becomes mad. Mad creatures are controlled by the master. They will act following a random pattern and might e.g. go into a frenzy, stammer, flee in panic, sit in a corner, etc. The madness can only be cured by magic (Super healing) or the power of a priest, or if the victim succeeds on a difficult check: Intelligence. Only one attempt is allowed per week.

War, storm:

Blessings: Berserk, berserk combat, nat. talent with weapon skill, natural protection against weapons, immunities.

Thunderclap

t= 3 sec Duration : immediate

Range : 20 m Cost : 4

Level: 4

Starting at the priest's position, a shockwave moves within a 90-degrees-cone with loud thunderous noises. All targets in this area are hit and suffer 1d6 damage (At-code 17, dodge-10). Impact protection is used. Furthermore, any creature in the area of effect must make a std-check: HT or it will be deafened for 1d6 turns.

Call air elemental

Cf. Call fire elemental

Bind air elemental

Cf. Bind fire elemental

Conjure air elemental

Cf. Conjure fire elemental

Lightning

t= 2 sec Duration : immediate

Range : 5 m Cost : 3

Level: 2

A lightning of electrical energy is created that hits one target and does 1d10 damage (At-Code 18, dodge- 12). Metal armor is useless against lightning; otherwise the energy protection value is used. Lightnings cannot be fired through metal chains or e.g. out of a metal object such as a car. A target in a faraday cage (e.g. a car) is immune against lightning attacks. Electrical appliances will probably short circuit when hit. The master decides.

Berserk frenzy

t= 6 sec Duration : 2 min

Range : 1 m Cost : 4

Level: 3

One creature becomes a berserk fighter: It uses the berserk rules and gets 25% more LF and ED than it currently has. Maximum values may be exceeded. Injuries will first reduce these additional points. Finally, the weapon skill is increased to a minimum level of 5+2 = 7.

Call fighters

t= 15 sec Duration : 2d6 Turns

Range : 10 m Cost : 10

Level: 6

With CH % probability, the priest summons 1d3 fighters from the sphere of heroes. They will follow his orders. The probability increases as for all calling spells with a longer ritual. The fighters will on average have the following game stats:

ST 15, DX 15, HT 15, IN 10. LF 40, ED 50. Attack with weapon (usually sword or two handed weapon) + 100, dodge + 75, Armor chain mail or better.

The master may decide individually. When a fighter dies, he simply returns to the world from which he came

Thunderstorm

t= 8 sec Duration : 10 min

Range : 50 m Cost : 6

Level: 4

In a circle of 10 meters radius, a thunderstorm is created. This wonder only works under open sky. It results in rain (ordinary fires are extinguished) and thunder. Creatures in the area of effect are deaf for 1d6 turns with a 25% chance and if they fail a std-check: HT. Bowstrings become useless with a 25% chance, powder gets wet, etc. With a 10% chance, lightnings will hit one creature and cause 1d8 electrical damage (s. lightning for defense). All rolls must be made once per creature and per turn. Creatures in the area of effect have half movement speed and the vision DM for partial lighting apply.

Stormwind

t= 4 sec Duration : 5 min

Range : 10 m Cost : 7

Level: 5

In a circle of 5 meters radius, a small hurricane is created. The middle square is the eye of the storm (can be bigger for larger storms, master's decision) where the storm does not have any effect. All ranged attacks passing through the storm suffer DM-50. Primitive missiles (arrows, thrown objects) cannot fly through the storm at all. In any case, the storm will lift objects with an individual weight up to 20kg to a height of 1d12 meters. When the wonder ends, they fall down accordingly. Creatures thus threatened by the storm (i.e. their weight is within the critical range) may try a duel ST against the ST of the storm. The latter is object weight limit/5 points. Upon success, the creature manages to stay on the ground, but must make a further duel per turn. Movement in the storm area is limited to 1 square per turn. If the priest desires this, the storm itself may move at 1 square per turn. However, he must then concentrate on the movement.

Shattering axe

t= 8 sec Duration : 2 min

Range : 10 cm Cost : 7

Level: 5

In the hands of the priest or of a creature chosen by him, a glowing axe or other weapon appears. This is a magic weapon, is unbreakable, cannot leave the hands of the fighter and has the following game stats: It does damage as if used by a fighter with strength 10 + 5 =15 and has DM+20 on attacks and parries. All armor values and other protections are halved against this weapon. Ordinary attack rolls must be made, however. If the weapon bearer is disabled, the axe instantly disappears.

Armor wonder

t= 10 sec Duration : 1 h

Range : special Cost : 6

Level: 5

The wonder blesses all suits of armor in 10 circle around the priest: They provide one point more protection, the defense DM increases by 5 and the structure points by 20%.

Weapons wonder

t= 10 sec Duration : 1 h

Range : special Cost : 6

Level : 5

The wonder blesses all weapons in 10 meters circle around the priest: They gain DM +5 on attack and parry, do one point more damage and all breaking chances are reduced by 10%.

Air mastery

Cf. Fire mastery

Ice, winter:

Blessings: Immunities or protection against cold, ice, Temperature tolerance (cold), skill talent sleigh or survival in ice, perfect balance, polarized eyes.

Hailstones

t= 10 sec Duration : 2 min

Range : 50 m Cost : 6

Level: 6

In a circle with 10 m radius, hailstones begin to fall. The wonder is only possible under open sky. All creatures and important objects in the area of effect are attacked once per turn with attack value 70 + 10 = 80. Hailstones have At-Code 15, Dodge-10 and do 1d4 damage. Impact protection applies. A side effect of this wonder is that the affected area is scattered with hailstones and quickly becomes very slippery.

Call ice elemental

Cf. Call fire elemental

Conjure ice elemental

Cf. Conjure fire elemental

Bind ice elemental

Cf. Bind fire elemental

Cloud of ice

t= 3 sec Duration : 4d10 Turns

Range : 20 m Cost : 4

Level: 2

A three meters high, five meters wider and three meters long cloud of icy crystals is created. Creatures that enter any square covered by the cloud must make a std-check: HT. Upon success, they lose 1d8 ED, otherwise 1d4 LF and 1d12 ED. Armor protects only if it has been designed to protect against cold as well (e.g. spacesuits). Creatures that are on one of the covered squares when the cloud appears may try to retreat using the explosion rules.

Ice lance

t= 2 sec Duration : immediate

Range : 20 m Cost : 3

Level: 2

One icy missile is fired on a single target. It does 1d8 damage (impaling). The impact protection of armor is used and the missile has At-Code 15 and dodge-DM-10.

Transformation to ice

Cf. transformation to fire. The effect is permanent, however, ice will usually melt as time passes depending on the temperature.

Protection from ice

t= 1 sec Duration : 10 min

Range : 10 cm Cost : 1

Level: 1

One creature is protected from damage from any kind of ice or cold.

Ice mastery

Cf. Fire mastery

Deep-freeze

t= 3 sec Duration : immediate

Range : 1 m Cost : 6

Level: 4

One creature that has body liquids and that fails a resistance check: phs is frozen, i.e. his body becomes ice. The effect can only be terminated using magic or a wonder (duel). Frozen creatures are unable to act, but they also will not age and neither breathe nor require food. The ice provides 10 points of protection. If the wonder is successfully terminated, the creature must make a std-check: HT or will die of physical stress.

15. Wonders and religions

Blizzard

t= 10 sec Duration : 5 min

Range : 25 m Cost : 3

Level: 4

In a globe with 5 meters radius, a blizzard is created. This decreases the temperature by 25 degrees centigrade, creates a vision DM of -50 and produces respective snow so that the ground is covered with a slippery mass.

Mirror of ice

t= 4 sec Duration : 1 min

Range : 1 m Cost : 5

Level: 3

One creature is surrounded with an icy globe of 2 meters diameter that does not do any damage to it. All attacks that hit the shield must treat it as a barrier with protection 10. Furthermore, the blinding effects of the ice cause DM-20 on all attack rolls. The globe moves with the protected creature; it cannot be penetrated from the inner side. Attacks that use light beams of any kinds (e.g. lasers) are reflected, i.e. they could affect the attacker using the rules for attack reflection in the magic section.

Icy cold

t= 5 sec Duration : 5 min

Range : 10 m Cost : 4

Level: 3

In a globe with 5 meters diameter, the temperature decreases by 60 degrees centigrade. Further rules for the consequences of cold temperature can be found in the miscellaneous rules section.

15.7 Use of wonders

The use of wonders is similar to that of magic spells. They consist of a prayer to the deity that is usually spoken aloud, although this is not absolutely necessary. Murmuring or even thought are sufficient.

Consequently, every wonder has a concentration time that can be shortened or lengthened in analogous application of the magic rules.

After the concentration time has passed, a wonder check is made as follows: 1d100 + 1,5 x (CH + IN) + faith value.

The faith value of a priest is calculated as mentioned in the respective section. Values above 100 are treated as 100 for calculation of the base value for a wonder check.

A result of least 100 is a success. If a disaster occurs, its consequences have to be determined using the following table:

Roll with 1d100	Effect
1 – 10	Ordinary failure
11 – 50	Deity is angry: no wonders allowed for 1d6 hours
51 – 70	Deity is angry: priest loses 50% of faith points
71- 90	Deity is angry: priest may not call for any wonders until he has chastised in a temple. This requires at least 1d6 days. Furthermore, he loses 50% of faith points.
91 – 99	Deity is very angry: Effects as above, but quest or pilgrimage to main temple is necessary
100	Deity is extremely angry: A lightning or similar expression of wrath causes 1d100 damage to the priest. No defense allowed.

To the wonder check, a DM of - 10 x level of the wonder (see above) must be applied. Furthermore, the master might assign situation DM in a range from -50 to +50, if he thinks a wonder in a given situation perfectly matches (or extremely violates) the priest's religious order. Especially suitable wonders could also benefit from cost reductions.

There two main differences between wonders and magic spells, besides the fact that wonders are not magic and consequently are not affected by magic resistances or differences in mana level. The first main difference is that a wonder does not use ED, but faith points. Just as for spells, a second wonder check is made in order to determine the actual cost. Cost reductions are 1 faith point for each full 10 points above 90 on the die roll. Please note that a priest may never have less than 1 faith point. He thus may not use any wonders that might cost him more faith points. Wonders are always verbal and mental. It is not possible to add material or gesture components. Faith point cost is independent from the chosen ritual.

The second main difference is that the magic point rule is not applicable for wonders. Only the rule for additional investment of faith points (instead of ED) is used. This is based on the assumption that a priest asks his deity more exactly for help than a mage uses the mana.

Wonders that have damaging effects may require a resistance check of their subject. This is done as for magic spells. All effects that concern matter magic will also affect wonders unless a description should explicitly say something different. On the other hand, protection magic, amulets or talismans against psychic or physical magic do not affect wonders at all.

Wonders in a sacred place

In a sacred place of their faith, priests may call for wonders without losing any faith points. In order to avoid excessive "additional investments" of zero faith points, a limit of 10 additional investments should be observed.

15.8 Final comments

The proposed system is only one possibility to reflect the special powers of priests. It would also be possible to simulate all priestly wonders using the magic system and to include divine influence via the rules for special talents and inborn magic abilities. However, this is a matter of personal taste. I do prefer a clean separation of magic and wonders.

15. Wonders and religions

Table of wonders

Wonder	Category	Level	t	Duration	Range	Cost
Resurrection	general	10	12 h	immediate	10 cm	25
Blood brothers	general	2	1 h	immediate	1 m	8
Energy grant	general	4	5 min	immediate	10 cm	5
Curse	general	1	20 sec	1 h	2 m	4
Geas	general	5	1 h	special	10 cm	10
Poison neutralization	general	3	5 min	immediate	10 cm	5
Poison slowing	general	1	1 sec	24 h	10 cm	1
Word of god	general	3	5 min	special	none	5
Holy syllable	general	6	1 sec	immediate	special	8
Sanctuary	general	1	1 sec	immediate	special	3
Healing	general	2	10 sec	immediate	10 cm	3
Power grant	general	1	3 sec	immediate	10 cm	1
Cure disease	general	3	5 min	immediate	10 cm	3
Regeneration	general	4	5 min	immediate	10 cm	5
Blessings	general	1	20 sec	1 h	2 m	2
Total healing	general	4	10 min	immediate	10 cm	6
Food and drink	general	1	10 min	immediate	10 cm	1
Reanimation	general	8	8 h	immediate	10 cm	12
Wish	general	12	1 sec	special	special	50
Fireball	Fire	3	3 sec	immediate	10 m	4
Spark	Fire	1	1 sec	2 min	10 cm	1
Sunbeam	Fire	3	3 sec	immediate	25 m	3
Light	Fire	1	1 sec	1 h	20 m	1
Flaming rain	Fire	7	12 sec	1 min	50 m	6
Protection from fire	Fire	1	1 sec	10 min	10 cm	1
Transformation to fire	Fire	4	1 min	special	5 m	3
Fire mastery	Fire	5	10 sec	10 min (conc.)	5 m	5
Conjure fire elemental	Fire	4	1d3h	30 min	none	5
Call fire elemental	Fire	2	10 sec	special	special	2
Bind fire elemental	Fire	6	1d3 x 5 min	special	special	5
Fire shield	Fire	3	4 sec	2 min	10 cm	3
Essence of light	Fire	3	10 sec	immediate	10 m	5
Illusion mastery	Wisdom	5	10 sec	10 min	20 m	6
Tongue speech	Wisdom	3	10 sec	30 min (conc.)	1 m	3
Control	Wisdom	7	5 sec	special (conc.)	10 m	7
Noiselessness	Wisdom	1	1 sec	10 min	10 m	2
Total Invisibility	Wisdom	4	2 sec	10 min (conc.)	1 m	4
Sudden Confusion	Wisdom	4	1 sec	2d10 Turns	10 m	3
Antimagic shield	Wisdom	5	10 sec	2 min	special	10
Unobtrusiveness	Wisdom	5	1 sec	10 min (conc.)	1 m	4
Shadow mastery	Wisdom	4	7 sec	2 min (conc.)	10 m	5
Dispel magic	Wisdom	8	6 h	immediate	5 m	15
Total True seeing	Wisdom	4	10 sec	10 min (conc.)	20 m	5
Identify magic	Wisdom	3	5 sec	Concentration	5 m	3
Localization	Wisdom	4	12 sec	48 h	1000 km	3
Water mastery	Water	5	10 sec	10 min (conc.)	5 m	5
Conjure water elemental	Water	4	1d3h	30 min	none	5
Call water elemental	Water	2	10 sec	special	special	2
Bind water elemental	Water	6	1d3 x 5 min	special	special	5
Water beam	Water	2	6 sec	2 min (conc.)	10 m	3
Transformation to water	Water	4	1 min	special	5 m	3
Wonder	**Category**	**Level**	**t**	**Duration**	**Range**	**Cost**
Flood	Water	5	10 sec	2 min	25 m	4
Great rain	Water	6	15 sec	30 min	100 m	5

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Breathe in water	Water	1	5 sec	1 h	2 m	1
Control water creatures	Water	4	5 sec	24 h (conc.)	20 m	5
Ship blessing	Water	5	24 h	special	10 m	20
Walk on water	Water	1	3 sec	Concentration	10 cm	1
Source	Water	2	1 min	special	10 cm	3
Castle blessing	Sovereign	10	48 h	special	1 m	20
Prison	Sovereign	10	5 min	immediate	1 m	25
Golden Protection	Sovereign	5	10 sec	2 min	10 cm	4
Mass suggestion	Sovereign	9	30 sec	1 min (conc.)	2 m	10
Personality	Sovereign	3	1 min	10 min	special	3
Time frost	Sovereign	11	10 min	2 h	10 m	20
Scepter of power	Sovereign	8	5 min	1 h	special	5
Seal of the sovereign	Sovereign	8	1 h	special	10 cm	10
Travel in time	Sovereign	11	6 h	immediate	special	20
Royal guardian	Sovereign	9	6 h	immediate	10 cm	20
Find gold	Sovereign	5	1 min	Concentration	10 km	4
Perceive truth	Sovereign	2	2 sec	Concentration	10 m	4
Increase morale	Sovereign	3	4 sec	5 min	special	4
Earthquake	Fertility	4	7 sec	2d6 Turns	50 m	6
Total Healing	Fertility	7	30 min	immediate	10 cm	10
Earth mastery	Fertility	5	10 sec	10 min (conc.)	5 m	5
Conjure earth elemental	Fertility	4	1d3h	30 min	none	5
Call earth elemental	Fertility	2	10 sec	special	special	2
Bind earth elemental	Fertility	6	1d3 x 5 min	special	special	5
Sphere of life	Fertility	7	5 sec	5 min (conc.)	special	11
Field blessing	Fertility	4	1 h	special	10 m	5
Dream wonder	Fertility	5	10 min	special	10 cm	5
Transformation to earth	Fertility	4	1 min	special	5 m	3
Rolling rock	Fertility	4	20 sec	2 min	5 m	4
Recreation	Fertility	5	5 min	immediate	10 cm	4
Love wonder	Fertility	5	1 h	special	1 m	5
Conjure spirit of nature	Nature	5	1d6 h	30 min	special	5
Call spirit of nature	Nature	2	10 sec	special	special	2
Bind spirit of nature	Nature	6	1d3 x 5 min	special	special	5
Control animals	Nature	2	5 sec	24 h (conc.)	20 m	4
Plant travel	Nature	3	5 sec	immediate	1 km	5
Wonderful growth	Nature	3	5 sec	10 min	25 m	4
Great weather wonder	Nature	8	1 h	special	special	8
Transformation to wood	Nature	4	1 min	special	5 m	3
Army of plants	Nature	9	10 sec	1 h	50 m	14
Plant trap	Nature	3	2 sec	5 min	50 m	4
Mass of insects	Nature	6	10 sec	2 min (conc.)	10 m	5
Rust	Nature	3	3 sec	special	10 m	4
Sphere against creatures	Nature	5	5 sec	2 min (conc.)	special	5
Shatter	Death	9	10 sec	immediate	1 m	15
Mass sleep	Death	5	3 sec	6 h	10 m	7
Dark essence	Death	5	10 sec	5 min	20 m	6
Deadly mist	Death	6	8 sec	6 Turns	5 m	5
Amnesia	Death	4	10 sec	special	5 m	5
Conjure spirits	Death	6	1d6 h	30 min	special	6
Call spirits	Death	3	10 sec	special	special	3
Bind spirits	Death	7	1d6 x 20 min	special	special	6
Communications with the Other World	Death	3	5 min	1 min (conc.)	10 m	5
Silentium	Death	3	2 sec	10 min	25 m	4
Gray finger	Death	6	5 sec	immediate	10 cm	10
Poisonous thorn	Death	5	1 min	special	10 cm	7
Fear and panic	Death	5	3 sec	special	10 m	6

15. Wonders and religions

Wonder	Category	Level	t	Duration	Range	Cost
Evil eye	Chaos	4	1 sec	immediate	5 m	5
Call demons	Chaos	3	10 sec	special	special	4
Conjure demons	Chaos	6	1d6 h	30 min	special	7
Bind demons	Chaos	7	1d3 x 10 min	special	special	7
Rot	Chaos	6	5 sec	Concentration	5 m	10
Mass death	Chaos	11	10 sec	immediate	5 m	30
Gate to hell	Chaos	12	20 sec	1 min	special	40
Pestilence	Chaos	7	12 sec	special	10 cm	10
Create undead	Chaos	10	2 min	immediate	special	20
Soul theft	Chaos	7	10 sec	special	10 cm	12
Mass disintegration	Chaos	11	5 sec	immediate	5 m	25
Call higher undead	Chaos	10	20 sec	2d6 Turns	special	12
Madness	Chaos	5	5 sec	special	1 m	7
Thunderclap	War	4	3 sec	immediate	20 m	4
Air mastery	War	5	10 sec	10 min (conc.)	5 m	5
Conjure air elemental	War	4	1d3h	30 min	none	5
Call air elemental	War	2	10 sec	special	special	2
Bind air elemental	War	6	1d3 x 5 min	special	special	5
Lightning	War	2	2 sec	immediate	5 m	3
Berserk frenzy	War	3	6 sec	2 min	1 m	4
Call fighters	War	6	15 sec	2d6 Turns	10 m	10
Thunderstorm	War	4	8 sec	10 min	50 m	6
Stormwind	War	5	4 sec	5 min	10 m	7
Shattering axe	War	5	8 sec	2 min	10 cm	7
Armor wonder	War	5	10 sec	1 h	special	6
Weapons wonder	War	5	10 sec	1 h	special	6
Hailstones	Ice	6	10 sec	2 min	50 m	6
Ice mastery	Ice	5	10 sec	10 min (conc.)	5 m	5
Conjure ice elemental	Ice	4	1d3h	30 min	none	5
Call ice elemental	Ice	2	10 sec	special	special	2
Bind ice elemental	Ice	6	1d3 x 5 min	special	special	5
Cloud of ice	Ice	2	3 sec	4d10 Turns	20 m	4
Ice lance	Ice	2	2 sec	immediate	20 m	3
Transformation to ice	Ice	4	1 min	special	5 m	3
Protection from ice	Ice	1	1 sec	10 min	10 cm	1
Deep-freeze	Ice	4	3 sec	immediate	1 m	6
Blizzard	Ice	4	10 sec	5 min	25 m	3
Mirror of ice	Ice	3	4 sec	1 min	1 m	5
Icy cold	Ice	3	5 sec	5 min	10 m	4

Glossary

Glossary

Adventure

This term, also called a scenario, covers all events happening in a roleplaying game. It is the script of the events, but also what happens actually, i.e. the "jointly created movie". A detailed explanation can be found in the scenarios chapter.

Parry roll

A parry roll is a type of defense in combat by which a character tries to parry an attack with his weapon or with a shield. This check succeeds if the result is at least as high as the attack roll result. In general, a parry has the advantage that it is less exhaustive than a dodge.

Attack roll

An attack roll, sometimes also called attack, is a check which determines whether a character has hit a target during combat. A hit is assumed in case of a result of at least 100. However, the opponent may usually still try a defense.

Endurance (ED)

Endurance reflects the potential of a character to perform endurance tasks such as combat, long time running, etc. Such tasks will consume ED. If ED drops to zero, a character is exhausted and may fall unconscious.

Dodge roll

A dodge roll is a possible defense against an attack. It is a check that succeeds if the total result is at least as high as that of the attacker. Dodge rolls simulate evasion maneuvers such as ducking, jumping to the side, etc.

Special ability (advantage)

Omnirole uses this term to describe certain abilities of a character, such as e.g. night vision or empathy, that usually cannot be learned later, but must be present at birth of a character. However, in some game worlds, there will be exceptions from this rule. Every special ability must be purchased for character points.

Character

This is the term for a figure in the fictitious world of a roleplaying game, effectively the role played. A character can be compared to the protagonist of a movie. He is usually defined by certain information, i.e. numbers and other data about his abilities and weaknesses. Omnirole distinguishes player characters (PC) and non-player characters (NPC). A character does not always need to be human, but he must always be an intelligent being. A hungry bear or a trap are not characters.

Character point (CP)

Character points are a rough measurement to evaluate a character. They are used during character creation, but also reflect his future improvements. Generally speaking, the number of character points shows the potential power level of a character. The more points he has, the more powerful he usually will be.

Permanent damage

A permanent damage is an severe injury whose effects will not simply heal as time goes by. Examples are blindness or the incapacitation of an arm or a leg, usually as consequence of a battle injury.

Disaster

A disaster is the worst possible type of a failed check. It happens when the total result of a check is below zero. Consequences of a disaster are in general terrible: broken tools, an effect that is the opposite of the desired, etc. For disasters, the term critical failure is also used.

Duel

A duel is a competition of at least two characters in which their skills or attribute values are compared. Examples are arm wrestling, a drinking competition or shooting at a target. Usually, the character with the highest total result in the necessary checks is the winner of the duel.

Easy check

This type of attribute check (cf. basic attributes) uses 1d100 + 10 x attribute value, resulting in rather good chances of success.

Experience points (XP)

Experience points reflect the collected experience of a character. They are awarded for successful use of skills (skill experience points = SXP) and for successfully playing a scenario (general experience points = GXP). The master decides about the amount of points given to a character. XP may than be sued to improve skills or attributes or to learn new skills.

Enemy

An enemy is a sworn opponent of a character and thus a handicap that can be acquired during character creation for a CP credit. Examples of enemies are the police or the Mafia, though an enemy may also be the brother of a once vanquished foe that has sworn revenge. Please note that enemies are not identical with the usual opponents encountered during a scenario - the latter do not result in CP credits and are usually not permanent.

Ranged combat

All combat with distance weapons, regardless whether thrown, fired, etc., is called ranged combat. Usually, the defense against ranged attacks is more difficult than against close combat attacks.

Skill

Skills are knowledge of a character whose use is uncertain, i.e. does not automatically succeed. Examples are sword fighting, driving a car, knowledge of law or the use of a wireless communicator. The skill level measures, together with the calculated skill value, the level of knowledge of a character.

Skill check

This is check that determines whether the use of a skill was successful (result of 100 or more) or not.

Adversary

A special possibility to improve a roleplaying game is to use an assistant master, the adversary, whose function is to play the opponents of the player characters. The advantage of this method is that, different from the master, the adversary does not have access to all information, so that usually more realistic and fair results occur and the master may concentrate on his neutral position.

Basic attribute

Glossary

The basic or main attributes are the fundamental information about every character. They generally reflect his physical and mental potential and are decided during character creation, although they may change later. The basic attributes are the following: Strength, dexterity, reaction, health, intelligence, appearance and charisma.

Handicap

A handicap is a disadvantage that weakens a character. Examples are drug addiction, blindness or phobias. There are typically two ways to acquire a handicap. The first is voluntarily during character creation - resulting in a CP credit. The second is during an adventure, e.g. because of a suffered injury. In the latter case, the handicap reduces the CP value of the character. If a handicap is healed or otherwise removed, the character normally has to repay the credited CP with XP.

Action

An action is almost everything done by a character. This is especially important during combat. Normally, only one action may be undertaken at a given time. However, there are exceptions. Examples for typical actions are attacking, casting a spell, using a skill, running, standing up, etc.

Initiative roll

Usually, an initiative roll is made with 2d10 + reaction of the character. It determines his moment of action during combat. Usually, characters with the highest results act last, giving them the advantage to watch the actions of characters with lower scores. However, they may always decide to act immediately when they deem the timing to be favorable.

Concentration task

A concentration task is a special type of action that requires a lot of attention from a character. An example are magic rituals. During a concentration task, a character's defenses are limited. If he tries to defend or is injured, concentration may be broken, resulting in failure of the undertaken action.

Critical failure

Cf. disaster

Ally

An ally, sometimes also called partner or friend, is an NPC that has a special relationship with a player character. He must be acquired during character creation against payment of CP. An ally is in general a reliable partner of the character, he might be a long time friend or similar.

Lifeforce (LF)

Lifeforce measures the potential of an Omnirole character to survive injuries and other damage to his health. If lifeforce drops to 0 or below, a character is in danger to die.

Light hit (light damage)

A light hit happens when an attack was avoided by successful defense of the target. In general, it only costs ED because of the effort required to dodge or parry the attack.

Magic

Magic is a power that uses an energy called mana. In some, especially fantasy game worlds, magic allows a character to manipulate the ordinary laws of nature and to create lots of different effects. A character that is able to use magic is called a spellcaster or mage.

Magic point (MP)

The Omnirole magic system using magic points to assign variable effects to magic spells. Depending on the result of a magic check, a different amount of MP is available which may be used by the spellcaster e.g. to improve range, duration or effect of a spell.

Mana

This is the energy which is the fundament of magic. A mana level is measured which defines how easy it is to use magic in a game world. The higher the mana level, the easier to use and more powerful magic will be. In a mana 0 world, no magic exists at all.

Morale check

A morale check is used to verify the loyalty of NPCs during combat. It is made in critical situations such as high losses, superior foes, etc. A failure results in retreat or capitulation of NPCs. The higher the morale value of an NPC, the lower is the probability that a group of NPCs will stop fighting.

Close combat

Close combat is combat at short distance, usually made with hand weapons such as swords, axes, etc. In general, it consists of attacks, parries and dodges.

Non-player character (NPC)

These are characters whose roles are not taken over by players, but by the master or an adversary. They may be neutral towards the players (e.g. an innkeeper), hostile (e.g. a band of brigands) or even partners (e.g. a police contact).

Panic check

A panic check is a willpower check that is used to determine how a character reacts to extraordinary mental stress. This covers especially encounters with frightening creatures, awful events happening close by or the confrontation with the object of a phobia. A failed panic check may result in unconsciousness or fleeing in panic, but even mental disorders or death.

Potential lucky roll

If during a die roll with 1d100 the dice show a 99 or 100, this is a potential lucky roll. Roll again and add the new result to the total.

Potential disaster

If the dice show an 11 or 22 during a check, this event is called a potential disaster. Instead of adding the dice result to the check value as usual, immediately 1D100 is rolled and the result is subtracted from the check value.

Check

Omnriole defines a check as a dice roll which is used to determine if a planned action that was somehow uncertain was successful or not. A successful check requires a total result of at least 100 on a roll of 1d100 + check value. Checks may be qualified by their difficulty as standard, difficult or easy. Sometimes, instead of check, the term "roll" is used.

Pain check

A check: pain determines with 1d100 plus the respective value whether a character is able to resist suffered pain. He succeeds with a result of 100 or more.

Psionic ability

Glossary

Omnirole defines all powers of the mind such as telepathy and telekinesis as psionic abilities. Different from magic, psionics come from the character himself. Each ability is defined with a power level which measures the general potential of the character.

Psionic skill

A psionic skill defines the training level of a character with a certain psionic ability. It is, like any ordinary skill, used to make checks and is equivalent to other skills in most respects.

Reaction roll

A reaction roll is used to determine how NPCs react towards the players. The result may be total enmity, neutrality or even instant submission and will be influenced by the situation, the actions of the players, the use of suitable skills and attributes and abilities such as appearance, charisma and reputation.

Roleplaying game

This is the general term for the type of games to which Omnirole belogs. A roleplaying game is a game that is set in a fictitious world, is usually made without a board or other physical game aids, but by way of a dialogue between players and master using their imagination. Each player takes over the role of a character in the game world.

Patron

A patron is similar to an ally, but has a different function and relationship to the player character. He must be acquired for CP during character creation. Different from an ally, a patron acts more in the background and may provide e.g. information, equipment or general support. Typical examples of patrons include a powerful organization for its members, the rich supporter of a superteam, a mage for his subordinates, etc. Please note that the employer of the players is not automatically their patron.

Heavy hit (heavy damage)

A heavy hit occurs in a combat if the defense against an attack failed. These are real injuries, i.e. the attack has actually hit the body of the target.

Difficult check

This is an attribute check that is made with 1d100 + 2 x attribute level. Consequently, the success probability is rather low.

Player character

This is the term used for a character that is directed by a player and consequently the person whose role is taken over in the game world. One player may have more than one character, but should only use one of them per scenario.

Master

The master, also called game master, acts as referee and director in a roleplaying game. He presents the game world to the players, takes over the roles of NPCs and decides about rules interpretations. A more detailed explanation can be found in the chapters basic mechanisms and scenarios.

Game world

The game world is the name of the background of a roleplaying game. It might be based on the works of a certain author (Tolkien's Middle Earth, the Young Kingdoms of Moorcock's Elric series), a historic era (e.g. the renaissance, the Victorian age) or a separate creation (e.g. Arimon). Usually, a game world is defined based on certain information and conditions such as technology, society, characters, races, etc.

Standard check

This is an attribute check made with 1d100 + 5 x Attribute level and is consequently the most frequent type of attribute check.

Scenario

Cf. adventure

Very close combat (VCC)

Very close combat is combat at the shortest possible distance, practically speaking at the very same place. This type of combat simulates mainly all types of brawls, but may also be used when an opponent shall be overwhelmed and captured.

Accident

An accident may occur as the result of a failed check that was defined as dangerous. Usually, it causes damage of some kind, for example a failed repair might increase the damage if an accident occurred.

Defense check

The defense check is a special check made during combat. It is used to determine whether a possible hit, i.e. a successful attack check of the enemy, actually evaded the defense of a character. Parry and dodge checks are distinguished. Both are explained at the respective place.

Willpower check

A willpower check is used to determine whether the willpower of a character is sufficient to resist a certain situation. It is executed with 1d100 plus willpower value and is successful if the result is 100 or more. For example, willpower checks are used when a character is tortured or tempted by something or someone.

Wonders

In Omnirole, the special abilities that priests have in some game worlds are defined as wonders. They allow the priest to enter into direct contact with his goddess and to ask for a certain effect, e.g. healing, a blessing or an earthquake. The effects of wonders are comparable to those of spells. Nevertheless, they are not defined as magic.

Dice

Dice are used as a generator for random numbers in Omnirole. For example, they determine the result of an uncertain action. The usual abbreviation is d for die, followed by a number that describes the number of sides of the die. E.g. a d6 is a six-sided die.

Die modifier (DM)

A die modifier is a number that is added or subtracted from a die roll.

Spell

A spell is defined as a special kind of skill that allows a character to create a certain effect by using magic, e.g. to throw a fireball or to heal a wound. In the magic rules of Omnirole, spells are a basic element.

Magic check

Glossary

A magic check is a check that determines whether a use of magic was successful or not. If the result is 100 or more, the check is successful.

Abreviations

Abreviations

ABV	Absorption value
AP	Action point, Appearance, Armor piercing
APEX	Armor piercing explosive
At-Code	Attack code
BP	Bronze piece
CH	Charisma
conc.	Concentration
CP	Character point
CT	Combat turn
D10	Ten-sided die
D100	Percentage roll
D12	Twelve-sided die
D3	Three-sided die
D4	Four-sided die
D6	Six-sided die
D8	Eight-sided die
DM	Dice modifier
Dodge WM	Dodge modifier
DX	Dexterity
ED	Endurance
EP	Energy point
EX	Explosive
GP	Gold piece
GXP	General experience point
HT	Health
HP	Hull point
imp	Improvised
IN	Intelligence
LF	Life force
M	Maneuvrability
MA	Magery level
Maint.	Maintained
Mat	matter
Mini	Minimum distance
NPC	Non-player-character
Par-Code	Parry code
PEN	Penetration check
P-Factor	Penetration factor
Phs	Physical
PS	Psionic strength
psy	mental
RE	Reaction
Rec	Recoil DM
SL	Speed level
SP	System point, Silver piece
Spec	Specialisation required
ST	Strength
SXP	Skill experience point
T	Concentration time
TL	Tech level
TP	Tin piece
VCC	Very close combat
WP	Willpower
XP	Experience point

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