

## Preface

*Prism v1* was published in 1990, and the version at <http://rpglibrary.blackgate.net/systems/prism/> is very similar to that original version. However, since around 1997, several major changes have been developed and put into actual use. What we're playing right now is very close to a version I'll be writing soon, called *Prism v1.5*; it incorporates two major changes, **skill trees** and the conversion from d% to **d20**, plus a handful of other changes large and small, all of which are described here. In fact, *Prism v1.5* will be little more than the result of incorporating the contents of this document (slightly more refined by further testing and development) into a rewrite of the currently published version. As the name suggests, *Prism v1.5* includes about half of what's planned for *Prism v2* (<http://rpglibrary.blackgate.net/systems/prism/preface.html>).

This is an interim document; it's targeted at people already familiar with *Prism v1*. As such, it leaves in an awkward situation people who want to learn *Prism* from scratch. With enough patience, one could learn *Prism v1* as published, then learn all the changes in this document, but it might be better to just wait for *Prism v1.5*. In the meanwhile, this document clearly shows the direction *Prism* is going, and thereby gives you the information you need to comment on *Prism*'s future development. Your ideas, criticisms, suggestions, and input are highly welcomed at [hawthorn@sover.net](mailto:hawthorn@sover.net).

The skill tree system presented here (starting on page 2) supersedes and replaces chapters 5 through 8 of *Prism v1*. Some of the skills in this document refer to things that will eventually be part of *Prism v2*, but which aren't yet there. For instance, there are skills in the BODY SKILLS and WEAPONS & ARMOR trees that will not be useful until there's a combat system which can resolve them. The notes next to these skills indicate how to use them with *Prism v1* and *Arms Law*<sup>™</sup> in the meanwhile, and in some cases, suggest you not bother to use them at all. Foresight is never 20/20, so even though these skills give a glimpse of things to come, expect that when I finally develop them, they won't look quite like I expected, and changes will therefore be necessary in the skill tree. All works are either in progress or dead, and this is no exception.

Characters made in *Prism v1.x* really need to be recreated in *Prism v2*. Note that character points and development points are the same in both systems. Stats, modifiers, bonuses, skill values, rolls, etc. can be converted by dividing by five and rounding off. More notes on this are available in the section on d20 adaptations, starting on page 25.

The final section of the document, starting on page 32, collects other rules changes. Some have been in effective use for a while, while others are relatively new. All will become part of *Prism v1.5*, as well as any others the muse gifts me with along the way.

Thanks for your attention to this work in progress, and for your comments and insights.

*Frank J. Perricone*

# 1. Aptitudes

Anyone can learn anything if they put enough effort into it. But some things are a lot easier for some people than for others. *Aptitudes* reflect how easily a character can learn a set of skills in a particular category. Everyone has a value from 1 to 10 in each of the twelve aptitudes. A 1 reflects someone is a complete natural at learning those skills; a 3 is a professional; an 8 is someone with no talent; and a 10 is someone who has a mental block against it. (Note that an 8 usually costs no character points, though that varies from aptitude to aptitude.) Remember that a good aptitude doesn't mean you know things, only that you can learn them easily. It's possible for someone to have a good aptitude in something they've never even trained in – a “latent aptitude” – perhaps because they've never been exposed to it.

The aptitudes are:

- **ARTS (AR)**: Creativity-based skills such as writing, fine arts, performing arts, and music.
- **BODY SKILLS (BO)**: Athletics, balance, martial arts, health, and other body and movement skills.
- **CRAFTS (CR)**: Skills oriented towards building, making, fixing, and maintaining things.
- **KNOWLEDGE (KN)**: Academic, bureaucratic, and other (non-scientific) knowledge skills.
- **MEDICINE (ME)**: Skills related to healing, surgery, medicine, and physicianship.
- **MIND & MAGIC (MI)**: Mental focus, meditation, trances, magic, and psionics. In campaigns where magic and psionics will definitely never be part of the game, this is called simply **MIND**. (The costs chart below has one row for each option; only one should be used, usually the **MIND & MAGIC** row.)
- **OUTDOOR SKILLS (OU)**: Survival and movement in the outdoors.
- **SCIENCE & TECHNOLOGY (SC)**: Theory and practice of science, including mathematics and engineering.
- **SOCIAL SKILLS (SO)**: Skills centered on interpersonal interaction, persuasion, understanding people, protocol, and street smarts.
- **SUBTERFUGE (SU)**: Espionage, criminal skills, and related law enforcement skills.
- **TRANSPORTATION (TR)**: Skills related to piloting and working with vehicles from bicycles to starships.
- **WEAPONS & ARMOR (WE)**: Attack and defense skills for all kinds of weapons and armor.

Note that some skills may occur in more than one aptitude. This usually reflects a different approach to the same skill; for instance, criminal psychology can be a **KNOWLEDGE** skill (as a branch of the psychology field of study) or a **SUBTERFUGE** skill (as a law enforcement skill used in understanding criminals).

Aptitudes are purchased with character points, and in turn, help determine the cost in development points you'll pay later for your skills. The character point costs for aptitudes are listed below. (Only one of the two rows **MIND & MAGIC** and **MIND** will be used; if the campaign is sure to never include magic or psionics, the **MIND** row will be used, and only the **Mind** skill tree will be used in that category. Otherwise, the **MIND & MAGIC** row will be used.)

Aptitude	1	2	3	4	5	6	7	8	9	10
ARTS	42	29	19	18	10	2	0	-2	-5	-9
BODY SKILLS	37	27	23	17	13	8	4	0	-3	-7
CRAFTS	23	20	16	8	4	1	0	-5	-7	-12
KNOWLEDGE	27	24	17	13	8	5	1	0	-4	-7
MEDICINE	32	28	19	10	7	3	0	-3	-6	-9
MIND & MAGIC*	58	50	38	25	15	9	7	3	0	-3
MIND*	26	21	16	13	7	5	3	0	-1	-3
OUTDOOR SKILLS	27	23	18	15	8	4	0	-1	-4	-8
SCIENCE & TECHNOLOGY	26	21	16	14	9	7	3	0	-4	-7
SOCIAL SKILLS	31	28	25	16	10	6	2	0	-3	-7
SUBTERFUGE	30	26	22	17	11	8	5	0	-5	-9
TRANSPORTATION	38	27	18	15	9	7	3	0	-7	-12
WEAPONS & ARMOR	33	25	21	15	11	8	4	0	-4	-8

## 2. Skill Trees

A *skill tree* is a hierarchy of related skills, organized from the broadest skills to the most specialized. Each skill has beneath it one or more skills which are specializations of that skill. A skill is called the “parent” of all the more-specialized skills beneath it; so naturally those specializations are called “children” of the broader skill above it. For example:

### Ground Vehicles

#### ② Powered Ground Vehicles

- ③ Cars, Trucks and Buses, Motorcycles, Tanks, Trains, Hovercars
  - ④ specific vehicle (e.g., "Ferrari Testarossa" or "My Mom's 1962 Buick With The Gamey Clutch")

#### ② Unpowered Ground Vehicles

- ③ various types of vehicles including Bicycles, Unicycles, Skates, Skateboards, Skis
  - ④ specific vehicle (e.g., "Mountain Bike" or "My Blue Shredder Board")

The broadest skill here is Ground Vehicles, which represents knowledge of everything to do with piloting ground vehicles of all sorts. It is referred to as a skill of *depth 1*, and it has no parent skill. Its children skills are Powered Ground Vehicles and Unpowered Ground Vehicles, both depth 2 (the bullet shows the depth), each of which represents knowledge of and familiarity with all vehicles in each category. Powered Ground Vehicles divides up into six children skills at depth 3, which are listed with commas separating them. There's yet another level of specialization shown where you specialize in a specific type of car or even in a specific car itself. You can specialize as narrowly as desired, but in practice, there's rarely reason to go to depths greater than four. Rarely; not never.

For a character to have some knowledge of a more specialized skill, they must have at least some grounding in the fundamentals on which it is based. Thus, one can't have skill in driving Cars without having at least some skill in Powered Ground Vehicles, which in turn requires some familiarity with Ground Vehicles. In other words, by the time you learn how to drive a car, you have to have at least some idea of the basics that apply to all ground vehicles – things like how they turn, how to navigate in a two-dimensional space, etc. You also need to have learned some of what makes powered ground vehicles work – how engines handle and how to work with them.

In game terms, you can't take any training in a child skill unless you have at least one point of training in its parent skill.

Your effective training at actually using a skill is based on the sum of the skill and any parent skills it has. For instance, if you have trained 4 points in Ground Vehicles, 3 points in Powered Ground Vehicles, and 5 points in Cars, your effective training to do something with a car is 12. The 5 points in Cars represent that part of your skill that is specific to cars and cars only.

Where to put your expertise is entirely up to you, and your decision reflects a choice between being a generalist and a specialist. Someone with a lot of training in Powered Ground Vehicles can step into a car, a truck, or a bus with equal facility, while someone with very little in Powered Ground Vehicles but a lot in Cars can barely get by in a bus, and someone who has only ever driven her mother's Buick would have a hard time even adapting to another car. The more specialized skills cost fewer development points to get the same amount of skill, but can be used in fewer situations. *The important thing to remember is, the points you spend in Cars represent not your sum ability to drive cars, but rather, that part of your ability that applies only to cars and not also to other types of vehicles.*

Note that if you want to perform a skill that isn't actually one you've trained in, but is a child (or grandchild, etc.) of one you've trained in, you can. There's an implied 0 training points in any child of any skill you have trained in. For instance, if you have 4 in Ground Vehicles and 3 in Powered Ground Vehicles, but nothing in Cars, Trucks, or Trains, you can still perform skills with cars, trucks, and trains using 7 points of training. That's only true if you have one of the parent skills, though. If you want to use a skill and you don't have its parent, or its grandparent, or any other ancestor, your training is assumed to be -5.

For the purposes of the rest of this section, we will be speaking of a character named Kevin who has the following skills:

Ground Vehicles	2
② Powered Ground Vehicles	1
③ Cars	5
④ Kevin's Mom's Buick	9
③ Motorcycles	1
② Unpowered Ground Vehicles	2
③ Bicycles	2
③ Skateboards	1

Kevin's Mom's Buick acts a little funny; you have to do a particular sequence of actions to get it started in the winter, and it tends to steer a little to the left, more when it has a trunk full of cargo, so if you're familiar with it, you automatically adjust by steering right when it's sliding. Kevin has taken a few rides on a motorcycle, but not enough to really be good at it, just enough to be familiar with how they work. Most of his experience in driving is with cars, especially his Mom's Buick.

If he tries to drive his friend Chuck's Escort, his training is 8. He's dealt with his Mom's Buick so much that he is at a 17 with it. He still remembers enough about bicycles that he could do a 6 on a Schwinn (fortunately, you don't need a lot to be able to pilot a Schwinn, since they're easy).

### 3. Skill Values

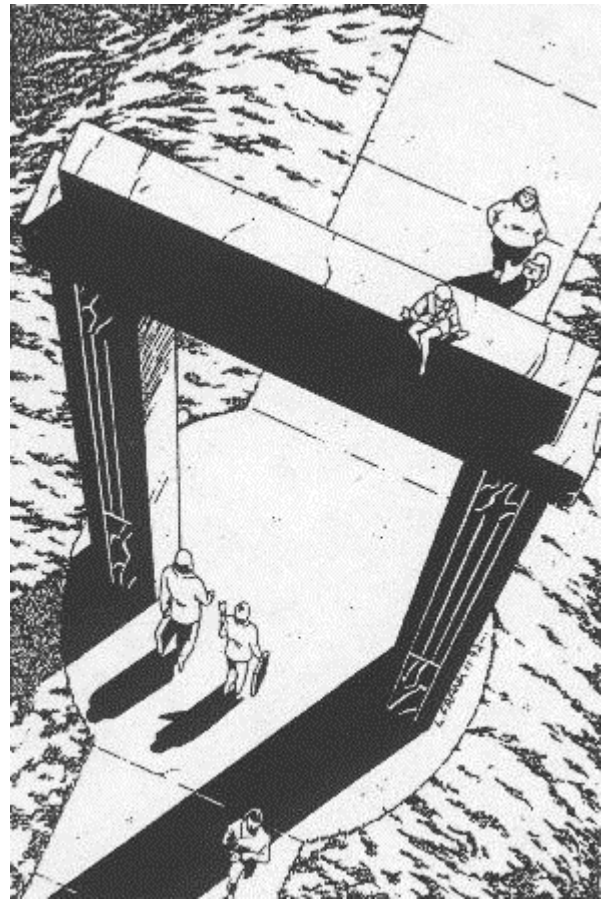
Training is only one of several factors that add up to give a total value for a skill. Let's look at Kevin's character sheet:

<u>Skill</u>	<u>Train</u>	<u>Parent</u>	<u>Stat</u>	<u>Idio</u>	<u>Misc</u>	<u>Total</u>
Ground Vehicles	2	0	-1	0	0	1
② Powered Ground Vehicles	1	2	-1	0	0	2
③ Cars	5	3	-1	0	0	7
④ Kevin's Mom's Buick	9	8	-1	0	-1	15
③ Motorcycles	1	3	-1	0	0	3
② Unpowered Ground Vehicles	2	2	-1	0	0	3
③ Bicycles	2	4	-1	0	0	5
③ Skateboards	1	4	-1	0	0	4

There are five factors which are added up for each skill to determine the total. During play, only the total is used; the other values are only used to calculate the total. The five factors are as follows:

- **Train:** The total training in this skill. This is set to -5 if you have no training in this skill or any parent, or 0 if you have no training in this skill but do have some in a parent.
- **Parent:** The total of the *training* (only) of the parent skill, and its parent skill, and so on. This is always 0 for the broadest skill (like Ground Vehicles above).
- **Stat:** Almost every skill has one or more stats associated with it. If more than one, you average them to get the total used here, rounding off the result. All of the skills in the example above use the same stat, P, which is -1 for Kevin. Bad perception makes you a worse driver. (A few skills have no stat.)
- **Idio:** Some characters might have idiosyncrasies that, at GM's discretion, provide a bonus or penalty to certain skills. For example, red-green colorblindness might provide a penalty to driving cars, while an enhanced sense of balance would provide a bonus on skateboards.
- **Misc:** Other modifiers that the GM assigns.

Kevin's Mom's Buick is worth a -1 because it's hard to handle (which cancels out part of Kevin's extra skill with it).



Add these five factors up to find out how good Kevin actually is at doing the actions associated with all these skills. What do these values mean? The following chart should give you an idea for various car-related skills from the TRANSPORTATION, CRAFTS, and SOCIAL SKILLS aptitudes:

Skill Total	What You Can Do
1	Know what a car is and what its parts are. Have a basic idea for how it works.
2	Drive around in a quiet residential area.
3	Drive on highways. Change a flat tire. Make a poor choice when buying a car.
5	Drive in rush-hour traffic or downtown areas. Give your car a tune-up. Make a fair choice when buying a car.
8	Successfully handle a car that just got a flat. Take day-long trips.
10	Drive on snow or in rain safely. Make a good choice when buying a car.
12	Swerve to avoid a pedestrian that just wandered into the road.
15	Handle rush hour traffic in a metropolis every day with confidence. Get a great deal when buying a car.
17	Back up a vehicle with a trailer, and park it inside a garage.
18	Drive a truck for a living.
19	Survive a car chase through San Francisco.
20	Drive an emergency vehicle for a living.
23	Catch someone in a car chase through San Francisco.
25	Do stunts with your car.
26	Catch someone in a car chase through San Francisco without trashing your car or any bystanders.
28	Jump your car over a canyon where the bridge is out.
30	Win a major racing contest.
35	Catch someone in a car chase through San Francisco without trashing anyone or anything.
40	Win the Grand Prix.
50	Do speed trials or stunts that set world records.

## 4. Action Bonus Skills

Lately, Kevin's been spending some time racing cars at the new track out by the old mine. Racing is a more specialized form of driving so naturally it should be a child skill. But there's nowhere on the skill tree to add "Racing" as a further specialization and have it work properly. If you put it under Cars, it wouldn't end up adding into Kevin's skill with his Mom's Buick. To address this, certain skills are denoted as **Action Bonus** skills, using the legend <sup>AB</sup>. Racing<sup>AB</sup> is a perfect example. Let's look at Kevin's new character sheet:

<u>Skill</u>	<u>Train</u>	<u>Parent</u>	<u>Stat</u>	<u>Idio</u>	<u>Misc</u>	<u>Total</u>
Ground Vehicles	2	0	-1	0	0	1
② Powered Ground Vehicles	1	2	-1	0	0	2
③ Cars	5	3	-1	0	0	7
④ Kevin's Mom's Buick	9	8	-1	0	-1	15
③ Motorcycles	1	3	-1	0	0	3
③ Racing <sup>AB</sup>	2	n/a	n/a	0	0	2
② Unpowered Ground Vehicles	2	2	-1	0	0	3
③ Bicycles	2	4	-1	0	0	5
③ Skateboards	1	4	-1	0	0	4

Racing<sup>AB</sup> is an Action Bonus skill so it's handled a little differently from other skills. It doesn't get parent skills or stats added in, and you never use the resulting total directly. Instead, it's

added to the total of some other skill that you use it with. For instance, if Kevin were to go racing in his friend's stock car, his total skill would be 9: his 7 total in Cars plus his 2 total in Racing<sup>AB</sup>. If he was racing on a motorcycle, his total would be 5; with his Mom's Buick, it would be 17.

Optionally (at the GM's discretion), Action Bonus skills can have Action Bonus child skills. These do gain points from their parent skills, but only from their parents that are also Action Bonus skills. For example, suppose Kevin had been focusing particularly on drag racing, where the race is short and on a straight track, as opposed to road racing, track racing, rallies, and other kinds of races. This is a more specialized skill, not wholly different but different enough to specialize in. Drag Racing<sup>AB</sup> can be treated as a child skill of Racing<sup>AB</sup>, so his character sheet might look like this:

<u>Skill</u>	<u>Train</u>	<u>Parent</u>	<u>Stat</u>	<u>Idio</u>	<u>Misc</u>	<u>Total</u>
Ground Vehicles	2	0	-1	0	0	1
② Powered Ground Vehicles	1	2	-1	0	0	2
③ Cars	5	3	-1	0	0	7
④ Kevin's Mom's Buick	9	8	-1	0	-1	15
③ Motorcycles	1	3	-1	0	0	3
③ Racing <sup>AB</sup>	2	n/a	n/a	0	0	2
④ Drag Racing <sup>AB</sup>	1	2	n/a	0	0	3
② Unpowered Ground Vehicles	2	2	-1	0	0	3
③ Bicycles	2	4	-1	0	0	5
③ Skateboards	1	4	-1	0	0	4

His total skill in drag racing a normal car would be 10: his 7 in Cars plus his 3 in Drag Racing<sup>AB</sup>. Drag racing his Mom's Buick would be a 18, though let's face it, his Mom's Buick just isn't going to cut it out on the track.

Most action bonus skills represent a different kind of action you can do with an item (like a car or weapon) that you already have some skill in. When you use the skill, you take the sum of the parent skill, the "item" or "noun" skill, such as Kevin's car or a gun; and the action bonus skill, or "verb" skill, such as Racing<sup>AB</sup> or Fast Draw<sup>AB</sup>. Subtract 6 from this, and then resolve the action normally. If you don't have the action bonus skill at all, you're effectively using the parent "noun" skill at -11: the parent skill, plus the untrained action bonus skill (untrained skills are at -5), minus 6. Thus, if you're good at driving or shooting, you're good enough to at least try to do racing or fast draw, but you'll do a lot better if you also train at the action bonus skill.

## 5. Buying Skills

Kevin actually had to spend development points to gain all these skills. The process is fairly simple. Here's the complete version of what his character's skill sheet looks like, with all the columns shown. (Remember, only the Total column is used in play; the rest is just used during development. We spend a few extra moments during skill development to get these complexities out of the way so they won't interfere in actual game play, giving us the best of both worlds – accurate, realistic, sophisticated skill development and quick, efficient, non-distracting rules during game play.)

Skill	Apt	Stat	Diff	Effort	Train	Parent	Stat	Idio	Misc	Total
Ground Vehicles	TR	P	16	10	2	0	-1	0	0	1
② Powered Ground Vehicles	TR	P	11	4	1	2	-1	0	0	2
③ Cars	TR	P	6	6	5	3	-1	0	0	7
④ Kevin's Mom's Buick	TR	P	1	1	9	8	-1	0	-1	15
③ Motorcycles	TR	P	6	2	1	3	-1	0	0	3
③ Racing <sup>AB</sup>	TR	P	6	2	2	n/a	n/a	0	0	2
② Unpowered Ground Vehicles	TR	P	11	6	2	2	-1	0	0	3
③ Bicycles	TR	P	6	3	2	4	-1	0	0	5
③ Skateboards	TR	P	6	2	1	4	-1	0	0	4

The first step in buying a skill is choosing which skill to buy. Once you've chosen it, write it down in the appropriate place on your skill sheet, making sure it is listed under the appropriate parent skill. (It's very helpful to do your character sheet in a word processor or spreadsheet, so it's easy to add rows in if you add skills later.) Write the aptitude that you chose it from in the Apt column. Copy into the Stat column the stat listed in curly brackets after the skill; this tells what stat to use when calculating the skill total.



The Diff column will hold a number from 1 to 20 which represents how difficult the skill is for Kevin to learn. Low numbers reflect easy skills, ones he's a natural at, while high numbers are ones that it takes him a lot of work to master. Since the Diff for a skill never changes, you only need to calculate it once. Start with Kevin's relevant aptitude score (in this case, his TRANSPORTATION aptitude is 6) and add 15. Then subtract five times the depth of the skill, where a skill with no parent is depth 1, its child skill is depth 2, etc. Results below 1 are 1, and above 20 are 20. For example, Ground Vehicles, a depth 1 skill, would have a difficulty of 16 for Kevin: 15 plus his TRANSPORTATION aptitude of 6, minus five times the depth of 1. You can use this chart to save having to do the calculation:

Aptitude	Skill Depth			
	1	2	3	4
1	11	6	1	1
2	12	7	2	1
3	13	8	3	1
4	14	9	4	1
5	15	10	5	1
6	16	11	6	1
7	17	12	7	2
8	18	13	8	3
9	19	14	9	4
10	20	15	10	5

Some skills are listed with a Diff Mod in the curly brackets, a modifier which shows how difficult this skill is, relative to other skills. A negative difficulty modifier means this skill is easier than others; a positive difficulty modifier means it's harder. If the skill has a Diff Mod, it's also added into the Difficulty. Ground Vehicles doesn't have a Diff Mod, but if it had a Diff Mod of -2 (indicating it's a very easy skill), his Difficulty would turn out to be 14, not 16.

The Difficulty is written down in the Diff column, and is then used to determine how expensive it is for him to train in that skill. The Diff determines which column on the following chart Kevin uses to buy training.



Skill	Difficulty																				Skill
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
1				1		2	2	3	3	3	4	4	4	5	5	6	6	7	7	8	1
2	1	1	1	2	2	3	3	4	5	5	6	7	7	8	9	10	10	11	12	13	2
3				2	3	4	5	6	6	7	8	9	10	12	13	14	15	16	17	19	3
4		1	2	3	4	5	6	7	8	10	11	12	14	15	17	18	20	21	23	25	4
5	1	2	3	4	5	6	8	9	11	12	14	16	17	19	21	23	25	27	29	31	5
6			3	4	6	7	9	11	13	15	17	19	21	23	26	28	30	33	35	38	6
7		2		5	7	9	11	13	15	17	20	22	25	27	30	33	36	39	42	45	7
8	1	3	4	6	8	10	12	15	17	20	23	26	29	32	35	38	42	45	48	52	8
9	1				9	11	14	17	20	23	26	29	33	36	40	44	47	51	55	59	9
10			5	7	10	13	16	19	22	26	29	33	37	41	45	49	53	58	62	67	10
11	2	3	6	8	11	14	18	21	25	29	33	37	41	45	50	55	59	64	69	74	11
12			6	9	12	16	19	23	27	31	36	40	45	50	55	60	66	71	77	82	12
13				10	13	17	21	25	30	34	39	44	50	55	60	66	72	78	84	90	13
14	2	4	7	11	15	19	23	28	32	38	43	48	54	60	66	72	78	85	91	98	14
15			8		16	20	25	30	35	41	46	52	58	65	71	78	85	92	99	106	15
16				12	17	22	27	32	38	44	50	56	63	70	77	84	91	99	107	115	16
17	2	5	9	13	18	23	29	34	41	47	54	60	68	75	82	90	98	106	114	123	17
18	2			14	19	25	31	37	43	50	57	65	72	80	88	96	105	113	122	131	18
19			10	15	21	26	33	39	46	53	61	69	77	85	94	103	112	121	130	140	19
20	3	6	11	16	22	28	35	42	49	57	65	73	82	90	100	109	118	128	138	149	20
21				17	23	30	37	44	52	60	68	77	86	96	105	115	125	136	146	157	21
22			12	18	24	31	39	46	55	63	72	82	91	101	111	122	132	143	155	166	22
23	3	7	13	19	26	33	41	49	58	67	76	86	96	106	117	128	140	151	163	175	23
24			13	20	27	35	43	51	61	70	80	90	101	112	123	135	147	159	171	184	24
25	3	8	14	21	28	36	45	54	63	73	84	95	106	117	129	141	154	167	180	193	25
26	4	9	15	22	29	38	47	56	66	77	88	99	111	123	135	148	161	175	188	202	26
27			15	23	31	40	49	59	69	80	92	104	116	129	141	155	168	182	197	211	27
28		9	16	24	32	41	51	62	72	84	96	108	121	134	148	162	176	190	205	221	28
29	4	10	17	25	33	43	53	64	76	87	100	113	126	140	154	168	183	199	214	230	29
30	4	10	17	26	35	45	55	67	79	91	104	117	131	145	160	175	191	207	223	239	30
+1	1/2	1	2	3	4	5	5	7	8	9	10	11	13	14	16	17	19	20	22	23	+1

For example, to buy 2 points of training in Ground Vehicles, with a difficulty of 16, it costs 10 development points. The 10 goes in the Effort column, reflecting how much effort (counted in development points) has been expended towards this skill so far, and the 2 goes in the Train column, representing how much training resulted.

If at some later date he wanted to advance the training from 2 to 3, he'd consult the chart and see that a 3 costs 14 points of effort. He's already invested 10, so he'd need to invest another 4. That'd bring the effort up to 14, and the training up to 3. Note that he'd need to recalculate the total for Ground Vehicles and also for all its children and grandchildren, since their Parent values would need to be updated.

As you can see from the chart, skills above 30 aren't explicitly listed, but they are possible. For each point after the 30<sup>th</sup>, the effort required is listed in the +1 row at the bottom of the chart. For example, someone with a difficulty of 10 who'd already spent 91 points to gain a 30 training, who wanted to go up to a 32, would have to spend an additional 18 points of effort, increasing effort to 109.

Characters start with a total number of development points to spend which reflects how experienced they are, according to the GM's idea of the world and campaign. These should be spent with an eye to what the character has actually done – don't forget that childhood skills count too, since people start learning from birth (or earlier) and never really stop. If your character knows how to climb a tree, a little about the history of the land where he was born, and how to play soccer, include those too. They might not help him much while he's busy trying to stop international terrorists, but then, you never know, maybe they will. Either way, they help you get a better sense for who he is.

Here are some examples to give you a rough idea of how much experience is reflected by how many character points, assuming a fairly typical level of specialization. A jack of all trades will always be less effective at the same level of experience, but will be able to do more things.

Development Points	Experience Level
75	Child
150	Teenager
200	High School Graduate, Apprentice
275	College Student
350	College Graduate, Journeyman
500	Professional, Lieutenant
750	Seasoned Professional, Captain
1000	Expert, Hero, Colonel
1200	Top Expert, General
1500	World-Renowned Expert, Olympic Competitor
2000	Nobel Prize Winner, Olympic Gold Medallist
2500	Legend of History

Also note that, if the GM approves, you can just write down the training values you want, figure out the effort required to get them, total that up, and simply record the result for comparison with other characters. Or, you could just write the training values down and not even worry about development points. That's between you and your GM.



## 7. A Skill Tree Catalog

So where do all these skill trees come from? They start with the following catalog of common skill trees that covers a fairly broad range of campaign worlds. However, they're only a starting place. They serve three purposes. First, they give you a fairly complete template to use if you want to jump right into gaming in a fairly normal campaign world. Second, they provide a starting point and an example of what skill trees look like in a wide variety of areas. Third, and perhaps most importantly, they help to ensure that the same skill ends up at the same depth and thus the same difficulty; this helps encourage some consistency and fairness.

Nevertheless, these trees are only a starting point. GMs will make changes in a variety of ways to reflect the game world. A GM can make a tree repeat for different historical eras, technology levels, or types of technology; for instance, in a world where there are two fundamentally different types of computers, an entire tree for computers would be split into two, one for computers of one type and the other for the other kind. Whole new trees might be created for things unique to a world, like types of magic or special technologies. Trees might be expanded to reflect a greater focus on a particular area. Stats and Diff Mods might change as well; for instance, a psionically-controlled hyperspace drive might rely on W for its stat.

More commonly, players will change the tree by simply building onto it. Every time you take a skill, you're free to think of further specializations or related skills not particularly listed. If you think of a skill you want to have that's not on any tree, with your GM's help you can find where it should go, by comparison to those already there. It's actually quite easy.



Stats are listed in curly brackets after the skill names (except for Action Bonus skills, which don't have a stat), and for skills that have a non-zero Diff Mod, that's also listed in the brackets. In order to keep this compact and easy to follow, a series of child skills at the same level are often listed on one line. For example:

### Ground Vehicles {P}

#### ② Powered Ground Vehicles {P}

- ③ Cars {P}, Trucks and Buses {P}, Motorcycles {P}, Tanks {P}, Trains {P}, Hovercars {P}
- ④ *specific vehicle (e.g., "Ferrari Testarossa" or "My Mom's 1962 Buick With The Gamey Clutch")* {P}
- ③ Racing AB, Stunts AB

When an explanation of the skill is necessary, it's provided in italics after the skill. The trees are listed one aptitude at a time.

## ARTS (AR)

### Performing Arts {W}

- ② Theatre {W}
  - ③ Stage Acting {W}
    - ④ various styles or types of roles {W}
  - ③ Directing {IW}
    - ④ Dramaturgy {IW}
  - ③ Production {P}
    - ④ Sets {SDP}, Light {P}, Sound {P}, Stage Managing {PW}, Props {P}, Costuming {D}
- ② Entertainment {W, -1}
  - ③ Comedy {W, -1}, Impersonations {PW}, Ventriloquism {PW}, Storytelling {W, -1}, Stage Magic {DW, -1}
- ② Kinetic Arts {DQ}
  - ③ Dance {DQ}
    - ④ various types {DQ or SDQ}
  - ③ Mime {DW}, Juggling {D, -1}

### Music {PW}

- ② Theory and Composition {I}
  - ③ various styles of music {I}
- ② Performance {DW}
  - ③ Vocals {W}, Keyboard {DW}, Drums {DW}, Electronics {DW}, Strummed/Plucked Strings {DW}, Bowed Strings {DW}, Woodwinds {DW}, Brass {DW}
    - ④ specific instruments {DW}
    - ④ various styles of music or playing<sup>AB</sup>

### Aesthetic Arts {P}

- ② Space Design {P}
  - ③ Interior Design {P}, Landscaping {P}, Feng Shui {P}
- ② Fashion {P, -1}
  - ③ Costuming {P, -1}, Cosmetics {P, -1}

### Written Arts {IP}

- ② Poetry {IP}
  - ③ various styles (sonnet, haiku, free verse, etc.) {IP}
  - ③ History<sup>AB</sup>, Analysis<sup>AB</sup>, Writing<sup>AB</sup>, Performance<sup>AB</sup>
- ② Fiction {IP, -1}
  - ③ Scriptwriting {IP}
    - ④ Playwriting {IP}, Screenwriting {IP}
  - ③ various story formats such as short stories, novels, epics, hypertext, mixed media {IP}
    - ④ various genres or styles {IP}
  - ③ History<sup>AB</sup>, Analysis<sup>AB</sup>, Writing<sup>AB</sup>, Performance<sup>AB</sup>
- ② Non-Fiction {IP}
  - ③ various styles such as persuasive, explanatory, etc. {IP}

### Graphic Arts {PW}

- ② Drawing {DP}
  - ③ Painting {DP}, Sketching {DP, -1}, Calligraphy {DP}
    - ④ various media or styles {DP}
- ② Sculpture {DP}, Photography {P, -1}, Cinematography {P}, Animation {PW}
  - ③ various media or styles {DP}

## BODY SKILLS (BO)

### Body Control {R, +2}

- ② Hit Points {E, +3} *if character has no training in this skill or its parent, its Training is 0, not -5; add +5 in the Misc column; multiply skill by five for character's hit points; at 0 hit points you are in a coma, and you die at a negative value equal to your Hit Points skill*
- ② Breath Control {R} *used to hold one's breath for long periods, hyperventilate, etc.*
- ② Contortions {R} *used to wriggle free from bonds, fit into narrow spaces, etc.*
- ② Poison Resistance {E, +2} *built up by exposure*
  - ③ specific poisons {E, +2}

### Body Attacks {Q} *some need a new combat system*

- ② Strikes {SQ} *all attack as Martial Arts Strikes IV*
  - ③ Punches {SQ}
    - ④ Brawling {SQ}, Boxing {SQ}, Karate {SQ}
  - ③ Chops {SQ}, Kicks {SQ}, Bashes {SQ}
  - ③ With Off Hand<sup>AB</sup> {+1}, Fumble Recovery<sup>AB</sup>, Reverse Stroke<sup>AB</sup>
- ② Sweeps {Q} *attack as Martial Arts Sweeps & Throws IV*
  - ③ Judo {Q}, Aikido {Q}
  - ③ Fumble Recovery<sup>AB</sup>, Reverse Stroke<sup>AB</sup>
- ② Holds {SQ} *all attack as Grapple*
  - ③ Subdual {SQ}, Wrestling {SQ}

### Body Defense {Q, +2} *all act as a DB against relevant attacks, pending a new combat system*

- ② Block {Q, +2}
  - ③ Weapons {Q, +2}, Disarming {Q, +2}, Body Attacks {Q, +2}, Missiles (Yado) {Q, +4}
- ② Dodge {Q, +2}
  - ③ Weapons {Q, +2}, Body Attacks {Q, +2}, Missiles {Q, +2}

### Body Maneuvers {DQ}

- ② Athletic Games {SEDQP}
  - ③ specific games, not including those already here {varies}
- ② Acrobatics {DQ}
  - ③ Jumping {S}
    - ④ High Jumps {S}, Long Jumps {S}
  - ③ Balance {D}, Free Fall {DQ}, Tumbling {DQ}, Gymnastics {DQ}
- ② Swimming {EDQ}
  - ③ Diving {EDQ}, Water-skiing {EDQ}, Scuba {EDQ}
- ② Climbing {SD, +1}
  - ③ Sheer Surfaces {SD, +1} *for example, walls*
  - ③ Rocky Surfaces {SD, +1} *for example, mountains*
  - ③ Surfaces With Steps {SD} *for example, trees and ladders*
- ② Running {Q}
  - ③ Stealth {DQ}, Endurance Running {EQ}, Sprinting {Q}
- ② Dancing {D}
  - ③ various types of dance {D}
- ② Space Survival {D}
  - ③ Free Fall {D} *ability to carry out ordinary actions in free fall*
  - ③ Zero G Adaptation {D} *adaptation of the body so it is unaffected by health effects of zero G*

## CRAFTS (CR)

### Handcrafting {D}

- ② Wood {D}
  - ③ Carpentry {D}, Woodcarving {D, -1}, Fletching {D}
- ② Fabric {D}
  - ③ Sewing {D}, Weaving {D}, Basketweaving {D}
- ② Hides {D}
  - ③ Leatherworking {D}
- ② Stone {SD}
  - ③ Mining {SD}, Carving {SD}, Masonry {SD}
- ② Metal {SD}
  - ③ Smithing {SD}, Armor {SD}, Weapons {SD}, Jewelry {SD}, Plumbing {SD, -1}
- ② Ceramics and Glass {D}
  - ③ Pottery {D}, Glassblowing {D}

### Culinary Arts {IP, -1}

- ② Cooking {IP, -2}
  - ③ cuisines (Italian, vegetarian, etc.), techniques (outdoor, roasting, etc.), ingredients, etc. {IP, -1}
- ② Baking {IP, -1}
  - ③ types of dishes, techniques, etc. {IP, -1}
- ② Meal Planning {IP, -2}
  - ③ Sommelier {IP, -2}, Catering {IP, -2}
- ② Food Preservation {IP, -2}
  - ③ Canning {IP, -2}, Freezing {IP, -3}, Irradiation {IP, -1}
- ② Brewing {IP, -2}
  - ③ Wines {IP, -2}, Ales {IP, -2}, Beers {IP, -2}, Liquors {IP, -2}

### Classical Engineering {I}

- ② Civil {I}
  - ③ roads, bridges, canals, traffic, mills/waterwheels, etc. {I}
- ② Mechanical {I}
  - ③ Aerospace {I}, Automotive {I}, Manufacturing {I}
  - ③ Gadgetry {I, -1} *used for mechanical devices like clocks, vacuum cleaners, etc.*
- ② Materials {I}
  - ③ metals, petroleum, paper, wood, etc. {I}
- ② Architecture {I}
  - ③ Surveying {I}, Heating and Cooling {I}
- ② Power {I}
  - ③ fossil fuel, solar, hydroelectric, geothermal, fission, fusion, antimatter {I}
- ② Industrial {I}
  - ③ assembly lines, manufacturing, robotics {I}
- ② Cartography {I}

### Electrical Engineering {I}

- ② Lighting and Wiring {I}
- ② Computers {I}
  - ③ Integrated Circuits {I}
    - ④ CPUs, memory, etc. {I}
  - ③ Video {I}, Audio {I}, Hardcopy {I}
  - ③ Analog Interface {I} *sensors, scanners, digitizers, etc.*
  - ③ Storage {I}, Networking and Communications {I}
- ② Software {I}
  - ③ Operating Systems {I}, Development Systems {I}, Applications {I}, User Interface {I}, Artificial Intelligence {I}, Simulation {I}, Telepresence/VR {I}, Encryption/Decryption {I}, Graphics {I}, etc.
- ② Consumer Electronics {I}
  - ③ Audio-Visual {I}, Appliances {I}
- ② Robotics {I}
  - ③ Vision Systems {I}, Reticulated Motion {I}, Life Emulation {I}

### Transportation Engineering {I} *see also the TRANSPORTATION aptitude*

- ② Ground Vehicles {I}
  - ③ Powered {I}, Unpowered {I}
    - ④ specific types of vehicle {I}
    - ④ Maintenance<sup>AB</sup>, Repair<sup>AB</sup>, Design<sup>AB</sup>, Souping Up<sup>AB</sup>
- ② Sea Vehicles {I}
  - ③ Powered {I}, Unpowered {I}
    - ④ specific types of vehicle {I}
    - ④ Maintenance<sup>AB</sup>, Repair<sup>AB</sup>, Design<sup>AB</sup>, Souping Up<sup>AB</sup>
- ② Aircraft {I}
  - ③ Powered {I}, Unpowered {I}
    - ④ specific types of vehicle
    - ④ Maintenance<sup>AB</sup>, Repair<sup>AB</sup>, Design<sup>AB</sup>, Souping Up<sup>AB</sup>
- ② Spaceships {I} *this tree may repeat for different classes of ship produced by different species*
  - ③ Slower Than Light {I}, Faster Than Light {I}
    - ④ specific types of vehicle {I}
    - ④ Maintenance<sup>AB</sup>, Repair<sup>AB</sup>, Design<sup>AB</sup>, Souping Up<sup>AB</sup>
- ② Matter Transporters {I}
  - ③ Disassembly/Reassembly {I}, Space Distortion {I}, other matter transporter technologies {I}
    - ④ specific types of vehicle {I}
      - ⑤ Maintenance<sup>AB</sup>, Repair<sup>AB</sup>, Design<sup>AB</sup>, Souping Up<sup>AB</sup>

### Agriculture {P}

- ② Plants {P}
  - ③ various types of crops, climates, etc. {P}
- ② Animals {P}
  - ③ Husbandry {IP}, Herding {PW}, Butchering {SD}
  - ③ Veterinary Medicine {IPW} *see Medicine aptitude for stats and child skills*



## KNOWLEDGE (KN)

### Academic Techniques {I}

- ② Teaching {PW}
  - ③ various student types and teaching methods {PW}
- ② Research {IP}
  - ③ Literary {IP}, Investigative {IP}, Experimentative {IP}, etc.
  - ③ Speed-Reading {IP}
- ② Writing {I}
  - ③ Persuasive {I}, Journalism {I}, Analytical {I}, Technical {I}, etc.

### Administration {I}

- ② Bureaucracy {I}
  - ③ various organizations {I}
- ② Accounting {I}
  - ③ Auditing {I}, Tax {I}, Cost {I}, Chartered {I}, etc.
- ② Law {I}
  - ③ various legal systems {I}
    - ④ specific areas (family, tax, criminal, civil, etc.) {I}

**Language {IP}** as this skill embodies knowledge of all languages and methods of expression, characters will generally only have 1 point of training

- ② Linguistics {IP}
  - ③ Etymology {IP}, Language History {IP}
  - ③ Accents {PW}
    - ④ Recognize Accents {P}, Imitate Accents {PW}
- ② specific spoken languages {IP, varying Diff Mods} *Diff Mods depend on complexity of language: Esperanto is -4, Spanish is -3, English or Latin is -2, Swahili or Navajo is -1, alien languages might be 0 or higher*
  - ③ specific dialects and subtongues {IP, varying Diff Mods}
  - ③ Literacy<sup>AB</sup> {-2} *without literacy, you can only speak it, not read or write*
  - ③ other expressions unique to this language, such as Sign Language<sup>AB</sup> {-1}
- ② language encoding methods that are not bound to a specific language, such as Flag Signals {IP, -1}, Morse Code {IP, -1}, etc. *usually used in combination with a language*

### Social Sciences {I}

- ② Past Studies {I}
  - ③ History {I}
    - ④ various times, cultures, etc. {I}
  - ③ Anthropology {I}, Archaeology {I}
- ② Social Studies {I}
  - ③ Politics {I}
    - ④ International {I}, Legislative {I}, Judicial {I}, Executive {I}, Election {I}
  - ③ Economics {I}
    - ④ Micro {I}, Macro {I}, Market {I}, Stocks {I}, etc.
  - ③ Geography {I}

### Psychology {IP}

- ② Normal Psychology {IP}
  - ③ Behavioral Research {IP}, Memory {IP}, Personality Theory {IP}, Brain/Mind Development {IP}
- ② Criminal Psychology {IP}
  - ③ Profiling {IPR, +1}, Treatments {IPW, +1}
- ② Child Psychology {IP}
- ② Abnormal Psychology {IP}
  - ③ Treatments {IPW, +1}
- ② Sociology {IP}

### Fundamental Questions {I}

- ② Religion {I}
  - ③ Mythology {I}, specific religions {I}
- ② Philosophy {I}
  - ③ Logic {I}, Aesthetics {I}, Ethics {I}, Metaphysics {I}, Epistemology {I}, Existentialism {I}

**Pseudoscience {W, -1}** *how well these skills work, if at all, depends on the world setting; if it involves true supernatural powers, this tree will probably be moved to MIND & MAGIC*

- ② Alchemy {W, -1}
- ② Crystalomancy {W, -1}
- ② Divination {PW, -1}
  - ③ various methods (Tarot, tea leaves, palmistry, phrenology, I Ching, Bibliomancy, runes, numerology, astrology) {PW, -1}
- ② Dowsing {PW, -1}
- ② Herbolomancy {W, -1}

### Strategics {I}

- ② Combat Strategy {I}
  - ③ Infantry {I}, Naval {I}, Armored {I}, Cavalry {I}, Airborne {I}, STL {I}, FTL {I}
- ② Combat Tactics {I}
  - ③ Infantry {I}, Naval {I}, Armored {I}, Cavalry {I}, Airborne {I}, STL {I}, FTL {I}
- ② Games {IPW} *refers only to understanding of the strategic elements of these games*
  - ③ specific strategic games, e.g., chess, checkers, poker, roleplaying games, etc. {IPW}

### Trivia {I}

- ② Sports & Leisure {I}
  - ③ specific sports, games, and hobbies {I}
- ② History {I}
  - ③ military, political, geography, economic, various countries or time periods, etc. {I}
- ② Arts & Literature {I}
  - ③ quotes, words, great works, religious writings, poetry, various artists, etc. {I}
- ② Entertainment {I}
  - ③ TV, movies, music, radio, theatre, actors, etc. {I}
- ② Science {I}
  - ③ nature, mathematics, discoveries, various branches of science, etc. {I}

## MEDICINE (ME)

### Physicianship {DIR}

- ② Emergent Care {DQIP}
  - ③ Diagnosis {IP}
  - ③ First Aid {IP}
    - ④ Bleeding/Trauma {DIP}, Poisons {IP, +1}, Diseases {IP, +1}, Bone and Muscle Injuries {DIP}
  - ③ CPR {EDP}
- ② Patient Relations {WR}
  - ③ Bedside Manner {W} *the ability to put patients at ease and garner their cooperation*
  - ③ Addiction Treatment {WR, +1} *dealing with addiction*
  - ③ Patient Advocacy {WR} *helping a patient through the medical system*
  - ③ Condition Explanation {W} *explaining conditions and prognoses in terms patients can understand and emotionally handle*
- ② Family and Reproduction {IW, +1}
  - ③ Family Practice {IW, +1}, Obstetrics & Gynecology {IW, +1}, Pediatrics {IW, +1}, Geriatrics {IW, +1}, Urology {IW, +1}
- ② Surgical Practices {DI, +2}
  - ③ Cardiology {DI, +2}, Neurology {DI, +2}, Oncology {DI, +2}, Radiology {DI, +2}, Surgery {DI, +2}
- ② Disease {I, +1}
  - ③ Epidemiology {I, +1}, Immunology {I, +1}, Pathology {I, +1}
- ② Medicinal Practices {I, +1}
  - ③ Anesthesiology {I, +1}, Endocrinology {I, +1}, Internal Medicine {I, +1}, Nephrology {I, +1}, Ophthalmology {I, +1}
- ② Correction and Prevention {DI, +1}
  - ③ Optometry {DI, +1}, Physical Medicine & Rehabilitation {DI, +1}, Preventive Medicine {DI, +1}
- ② Mouth and Throat {DI, +1}
  - ③ Dentistry {DI, +1}, Dental Surgery {DI, +1}, Gastroenterology {DI, +1}, Otolaryngology {DI, +1}
- ② Body Structure {DI, +1}
  - ③ Dermatology {DI, +1}, Orthopedics {DI, +1}, Plastic Surgery {DI, +1}

### Medical Sciences {I}

- ② Anatomy {I}
  - ③ various systems and body regions {I}
- ② Cellular Biology {I}
  - ③ energy, mitosis/meiosis, differentiation, etc. {I}
- ② Genetics {I, +1}
  - ③ identification, gene therapy, disorders, etc. {I, +1}
- ② Pharmacology {I}
  - ③ synthesis, identification, flavors/colors, etc. {I}
- ② Medical Research {I, +1}
  - ③ various techniques {I, +1}
- ② Medical Ethics {IR}
  - ③ reproductive, preventative, research, confidentiality, etc. {IR}

### Veterinary Medicine {IPW}

- ② all of the other skills in the Physicianship and Medical Sciences trees above

### Holistic Healing {W}

- ② Chiropractic {DW}
  - ③ Massage {DW}, Acupuncture {DW}, Accupressure {DW}, Roling {DW}, Yoga {DW}, Polarity Therapy {DW}, Kinesiology {DW}
- ② Naturopathy {W}
  - ③ Herbology {W}, Gemstones/Crystals {W}, Homeopathy {W}, Aromatherapy {W}, Biofeedback {W}, Diet Feedback {W}

### Forensic Medicine {IP}

- ② Autopsy {IP}
  - ③ Time of Death {IP}, Cause of Death {IP}, Method of Death {IP}
  - ③ Body Identification {IP} *identifying age, sex, etc. from incomplete remains*
- ② Substance Identification {IP}
  - ③ Organic {IP}, Pharmaceutical {IP}, Non-Organic {IP}, Epidemiological {IP}
- ② Body Preparation {IP}
  - ③ Embalming {IP}, Mummification {IP}, Cremation {IP}, Funerary Practices {IP}

### Bioengineering {I, +1}

- ② Biomaterial Synthesis {I, +1}
  - ③ Pharmaceuticals {I, +1}, Organ Synthesis {I, +1}, Transplant Type Matching {I, +1}
- ② Genetic Engineering {I, +1}
  - ③ Microorganisms {I, +1}, Cloning {I, +1}, Human GE {I, +1}, Animal GE {I, +1}
- ② Ecoengineering {I, +1} *manipulating ecosystems*
  - ③ Ecosystem Repair {I, +1} *repairing ecological damage due to pollution, deforestation, etc.*
  - ③ Ecosystem Design {I, +1} *designing new ecosystems and alterations to existing ecosystems*
  - ③ Ecosystem Modification {I, +1} *carrying out modifications to ecosystems*
  - ③ Terraforming {I, +1} *altering ecosystems of other planets to match Terran habitability*
- ② Cybernetics {I, +2}
  - ③ Neural Interfaces {I, +2}, Biocircuitry {I, +2}, Programmable Biosystems {I, +2}, Nanotechnology {I, +2}

### Mental Health {I}

- ② Psychology {I}
  - ③ Behavioral Research {I}, Memory {I}, Personality Theory {I}, Brain/Mind Development {I}, Child Psychology {I}, Criminal Psychology {I}, Abnormal Psychology {I}
- ② Psychiatry {I}
  - ③ Hypnotism {W}, Dream Interpretation {I}
  - ③ Therapy {I}
    - ④ by various conditions such as schizophrenia, sleep disorders, addictive disorders, neuroses, depression, etc. {I}
  - ③ Counseling {PW}
    - ④ Crisis {PW}, Addiction {PW}, Relationship {PW}, etc.

### Xenobiology {I, +1}

- ② all of the other skills in the MEDICINE aptitude above, possibly for different metabolisms or species

## MIND & MAGIC (MI)

### Mind {WR, +1}

- ② Meditation {R, +1}
  - ③ Feigning Death {R, +1} *entering a metabolic state approximating death and sustaining it until a predetermined time or circumstances*
  - ③ Healing Trance {R, +1} *shutting down the body to accelerate healing at the expense of other actions*
  - ③ Centered Will {R, +1} *focusing one's will and attention on a specific task*
  - ③ Ignore Pain {R, +1} *shutting off pain receptors to act in spite of pain*
  - ③ Adrenal Strength {R, +1} *summoning up an adrenaline rush to achieve short bursts of super-strength*
  - ③ Recording Trance {R, +1} *entering a trance to commit to memory sights, sounds, and words with total recall*
  - ③ Recall Trance {R, +1} *dredging up forgotten memories or details about memories via trance of will*
  - ③ Time Sense Trance {R, +1} *entering a trance to adjust one's sense of time and duration, to make time pass more or less quickly subjectively*
- ② Control {W, +1}
  - ③ Hypnosis {W, +1} *putting subjects into a trance to access the subconscious directly*
  - ③ Falsify Memory {W, +1} *use subtle subconscious cues and signals to plant false memories or alter memories*

Everything else in this aptitude depends on what magic exists in the game world. Most worldbooks will include specifics for that world. Following is a template that can be used as an example or a starting point for creating skills for magic.

### (various *realms* of spells/psions) {W, +6}

- ② (various *colleges* of spells/psions within that realm) {W, +4}
  - ③ (various specific spells/psions or spell/psion lists) {W}
    - ④ (specific specialized or personal applications of specific spells/psions, such as Firebolt Accuracy, Entertaining Illusions, Psikinesis Tool Manipulation) {W}
- ② Mana Storage {W}
  - ③ (various places you can store mana, such as the self, crystals, organic vessels, etc.) {W}
- ② Enchanted Items {W}
  - ③ (various skills for using/creating items, such as Detect Enchantment, Identify Enchantment, Attune, Enchant, Runes And Wards) {W}
- ② Channels {W}
  - ③ (various ways of moving magic or mana to others, such as Mana Transfer, Talent Transfer (used in circle spells), Mana Conduit) {W}
- ② Spirits {W}
  - ③ (various skills for working with spirits, such as Detect Good/Evil, Detect Undead, Repel Undead, Sense Auras) {W}
- ② Research {IW}
  - ③ (skills for researching spells, including understanding ones others have written and developing your own) {IW}
- ② (other skill categories – some realms are more dominated by spells/psions and some more by skills) {W}

## OUTDOOR SKILLS (OU)

### Survival {EP}

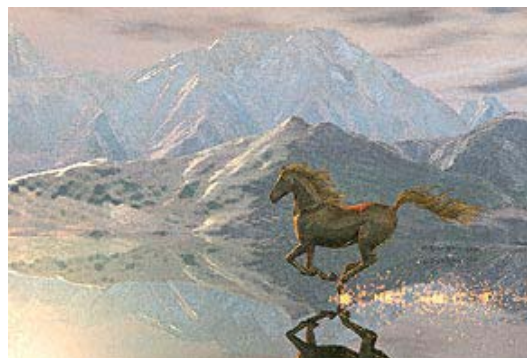
- ② Radiation {EP, +2}, Desert {EP}, Swamp {EP}, Forest {EP, -1}, Plains {EP, -2} and other climates and terrains
  - ③ specific areas (e.g., "Mongolia" or "The Bayou") {EP}
  - ③ Avoiding Dangers<sup>AB</sup>, Finding Water<sup>AB</sup>, Finding Food<sup>AB</sup>, Finding Herbs<sup>AB</sup>, Finding Your Way<sup>AB</sup>, Predicting Weather<sup>AB</sup>, Fletching<sup>AB</sup>, Camper's Knots<sup>AB</sup>, etc.
  - ③ Finding Shelter<sup>AB</sup> *includes finding wood and firestarting*

### Movement {D}

- ② Swimming {EDQ}
  - ③ Diving {EDQ}, Water-skiing {EDQ}, Scuba {EDQ}
- ② Climbing {SD, +1}
  - ③ Sheer Surfaces {SD, +1} *for example, walls*
  - ③ Rocky Surfaces {SD, +1} *for example, mountains*
  - ③ Surfaces With Steps {SD} *for example, trees and ladders*
- ② Athletic Games {SEDQP}
  - ③ specific games, not including those already here {varies}
- ② Acrobatics {DQ}
  - ③ Jumping {S}
    - ④ High Jumps {S}, Long Jumps {S}
  - ③ Balance {D}, Free Fall {DQ}, Tumbling {DQ}
- ② Running {Q}
  - ③ Hiking {E}, Stealth {DQ}

### Animal Skills {P}

- ② Hunting {DP}
  - ③ Tracking {DP}
    - ④ various classes of animals including humans {DP}
  - ③ Trapping {DP}, Nature Sound Mimicry {PW}, Camouflage {IPW}
- ② Control {PW}
  - ③ Training {PW}, Herding {PW}
- ② Fishing {SQP}
  - ③ various types of fishing including spearfishing, icefishing, trolling, casting, netfishing, etc. {SQP}
- ② Riding {DW}
  - ③ various types of animals {DW}





## SCIENCE & TECHNOLOGY (SC)

### Scientific Method {I}

- ② Teaching {IW}
  - ③ various student types and teaching methods {IW}
- ② Research {IP}
  - ③ Observation {IP}, Hypothesis {I}, Prediction {I}, Experimentation {IP}, Documentation {I}, Laboratory Techniques {IP}
- ② Writing {I}
  - ③ Technical Writing {I}, Lay Writing {I}, Journal Writing {I}

### Hard Sciences {I}

- ② Mathematics {I}
  - ③ Calculus {I, +1}, Algebra {I}, Statistics {I}, Probability {I}, Geometry {I}, Trigonometry {I}, Combinatorics {I}, Game Theory {I}, Set Theory {I}, Network Theory {I}, Topology {I}, etc.
- ② Physics {I, +1}
  - ③ Quantum Physics {I, +2}, Particle Physics {I, +1}, Kinematics {I, +1}, Energy Physics {I, +1}, Nuclear Physics {I, +1}, Ether Physics {I, +1}, Relativistic Physics {I, +1}, Electromagnetics {I, +1}, etc.
- ② Chemistry {I}
  - ③ Biochemistry {I}, Nutritional Chemistry {I}, Polymer Chemistry {I}
- ② Biology {I}
  - ③ Biochemistry {I}, Cellular Biology {I}, Ecology {I}, Genetics {I}
  - ③ Botany {I}
    - ④ Exobotany {I}
  - ③ Zoology {I}
    - ④ Exozooology {I}
- ② Astronomy {I}
  - ③ Planetary Astronomy {I}, Astrophysics {I}, Cosmology {I}, Stellar Astronomy {I}
- ② Geology {I}
  - ③ Seismology {I}, Tectonics {I}, Petrology {I}, Geohydrology {I}, etc.
- ② Meteorology {I}
  - ③ various types of climates {I}

### Classical Engineering {I}

- ② Civil {I}
  - ③ roads, bridges, canals, traffic, mills/waterwheels, etc. {I}
- ② Mechanical {I}
  - ③ Aerospace {I}, Automotive {I}, Manufacturing {I}
  - ③ Gadgetry {I, -1} *used for mechanical devices like clocks, vacuum cleaners, etc.*
- ② Materials {I}
  - ③ metals, petroleum, paper, wood, etc. {I}
- ② Architecture {I}
  - ③ Surveying {I}, Heating and Cooling {I}
- ② Power {I}
  - ③ fossil fuel, solar, hydroelectric, geothermal, fission, fusion, antimatter {I}
- ② Industrial {I}
  - ③ assembly lines, manufacturing, robotics {I}
- ② Cartography {I}

### Electrical Engineering {I}

- ② Lighting and Wiring {I}
- ② Computer Engineering {I}
  - ③ Integrated Circuits {I}
    - ④ CPUs, memory, etc. {I}
  - ③ Video {I}, Audio {I}, Hardcopy {I}
  - ③ Analog Interface {I} sensors, scanners, digitizers, etc.
  - ③ Storage {I}, Networking and Communications {I}
- ② Software Engineering {I}
  - ③ Operating Systems {I}, Development Systems {I}, Applications {I}, User Interface {I}, Artificial Intelligence {I}, Simulation {I}, Telepresence/VR {I}, Encryption/Decryption {I}, Graphics {I}, etc.
- ② Consumer Electronics {I}
  - ③ Audio-Visual {I}, Appliances {I}
- ② Robotics {I}
  - ③ Vision Systems {I}, Reticulated Motion {I}, Life Emulation {I}

### Communications {I, -1}

- ② various media such as radio, microwave, laser, tachyons, wire transmission {I, -1}
  - ③ specific communications systems such as CB, Ethernet, cellular phone, modems, photon array, etc. {I, -1}
  - ③ Jamming<sup>AB</sup>, Getting Past Jams<sup>AB</sup> {+1}, Data Transfer<sup>AB</sup>, Encrypted Transmissions<sup>AB</sup>, Tracing<sup>AB</sup> {+1}, Evading Traces<sup>AB</sup> {+2}

### Computer Operation {I, -2}

- ② Basic Operations {I, -2}, Text Manipulation {I, -2}, Numerical Analysis {I, -1}, Multimedia {I, -1}, Communications {I, -2}, Security {I}, Business Automation {I, -1}, Data Manipulation {I, -1}, Reference and Research {I, -1}, Entertainment {I, -3}
  - ③ various software and OSES {I, varying Diff Mods}

### Transportation Engineering {I} *see also the TRANSPORTATION aptitude*

- ② Ground Vehicles {I}
  - ③ Powered {I}, Unpowered {I}
    - ④ specific types of vehicle {I}
    - ④ Maintenance<sup>AB</sup>, Repair<sup>AB</sup>, Design<sup>AB</sup>, Souping Up<sup>AB</sup>
- ② Sea Vehicles {I}
  - ③ Powered {I}, Unpowered {I}
    - ④ specific types of vehicle {I}
    - ④ Maintenance<sup>AB</sup>, Repair<sup>AB</sup>, Design<sup>AB</sup>, Souping Up<sup>AB</sup>
- ② Aircraft {I}
  - ③ Powered {I}, Unpowered {I}
    - ④ specific types of vehicle
    - ④ Maintenance<sup>AB</sup>, Repair<sup>AB</sup>, Design<sup>AB</sup>, Souping Up<sup>AB</sup>
- ② Spaceships {I} *this tree may repeat for different classes of ship produced by different species*
  - ③ Slower Than Light {I}, Faster Than Light {I}
    - ④ specific types of vehicle {I}
    - ④ Maintenance<sup>AB</sup>, Repair<sup>AB</sup>, Design<sup>AB</sup>, Souping Up<sup>AB</sup>
- ② Matter Transporters {I}
  - ③ Disassembly/Reassembly {I}, Space Distortion {I}, other matter transporter technologies {I}
    - ④ specific types of vehicle {I}
    - ④ Maintenance<sup>AB</sup>, Repair<sup>AB</sup>, Design<sup>AB</sup>, Souping Up<sup>AB</sup>

## SOCIAL SKILLS (SO)

### Social Interaction {PW}

#### 2 Persuasion {PW}

- 3 Acting {PW} in the sense of playing roles to manipulate or fit into social situations, not in performances
- 4 Impersonation {PW} taking the mannerisms and characteristics of a particular person, previously studied
- 4 Voice Matching {PW} imitating another person's voice
- 4 Social Engineering {PW} techniques to get past security that rely on tricking people into revealing passwords or letting you past security checks, such as by playing upon their trust or habits
- 3 Fast-Talk {PW} persuading someone by a verbal assault or a "hard-sell" technique into a snap decision
- 3 Lying {PW}, Trading {PW}, Seduction {PW}, Interrogation {PW}, Oratory {PW}
- 3 Resisting Persuasion {R} avoiding the effects of all of the above

#### 2 Understanding People {P}

- 3 Judge Of Character {P} tell by watching or talking to someone if they're trustworthy or have hidden agendas
- 3 Empathy {PR} divine a person's emotions, desires, and intentions
- 3 Read Between The Lines {P} understand innuendo and hidden meanings in people's words and non-verbal communications
- 3 Lie Detection {P} sense when someone is being intentionally deceitful
- 3 Tact {P} figure out the best way of explaining something to someone without being hurtful or offensive

#### 2 Voice {PW} understand nuances of how people communicate by voice

- 3 Intimidation {PW}
- 3 Lip Reading {P}
- 3 Accents {PW}
- 4 Recognize Accents {P}, Imitate Accents {PW}
- 3 Entertainment {PW} entertaining people by speaking
- 4 Storytelling {PW}, Comedy {PW}

### Street Smarts {PW} knowing how to survive and thrive in urban environments

#### 2 types of locations: village, civilized city, water port, etc. {PW}

- 3 specific locations {PW}
- 3 Scrounging<sup>AB</sup> finding sources for food, information, shelter, goods, etc.; this doesn't necessarily get you the things themselves, just knowledge of how and where to obtain them; for instance, you'd use Scrounging to find out, on entering a new city, where the cops hang out, where drug deals can be made, or which shelters will take in homeless people without asking questions
- 3 Making Contacts<sup>AB</sup> finding the people to contact in a new city; this skill can also reflect already knowing the contacts for various things in a particular location, when used with skill in a specific location
- 3 Begging<sup>AB</sup>
- 3 Avoiding Danger<sup>AB</sup> knowing what parts of a city to avoid at what times, what kinds of deals not to get involved in, who not to cross, etc.
- 3 Appraisal<sup>AB</sup> knowing the street sales value of an item for sale, taking into account how it can be sold and to whom
- 3 Finding Your Way<sup>AB</sup> {-1} simply navigating a city to find locations or follow directions
- 3 Bribery<sup>AB</sup> knowing the protocols for bribing, who can be safely bribed, the proper amounts, and who to bribe to get the desired results
- 3 Street Law<sup>AB</sup> knowing the practical effect of the law on the street - what laws are enforced, how to use them to your advantage, how to stick up for your rights, what to say and when not to speak, etc.; differs from the Knowledge skill Law in that the latter refers to understanding the theory of the law and the legal system

### Protocol {IPW}

#### 2 Savoir Faire {PW}

- 3 various cultures {PW}

#### 2 Dancing {DP}

- 3 various types {DP}

#### 2 Cultures {I}

- 3 Taboos {I}, Rituals {I}, Symbolism {I}, Heraldry {I}



## SUBTERFUGE (SU)

### Movement {D}

- ② Hand Movement {D}
  - ③ Picking Pockets {D}, Sleight of Hand {D}, Stage Magic {D}
- ② Stealth {D}
  - ③ Hiding {D}, Stalking {D}
- ② Tracking {P} *following, tailing, or shadowing someone, not necessarily by following footprints, using information available in urban environments*
  - ③ different kinds of "terrain" {P}
- ② Ambush {QP}
  - ③ Detecting {P}
  - ③ Backstabbing {QP} *a bonus to killing blows made from behind, acts as a bonus to critical rolls when attack is made by surprise*
- ② Concealing Weapons {DW}
  - ③ various weapon types {DW}

### Infiltration {IPW}

- ② Disguise {IPW}
  - ③ Camouflage {IPW}
- ② Acting {PW} *in the sense of playing roles to manipulate or fit into social situations, not in performances*
  - ③ Impersonation {PW} *taking the mannerisms and characteristics of a particular person, previously studied*
  - ③ Voice Matching {PW} *imitating another person's voice*
  - ③ Social Engineering {PW} *techniques to get past security that rely on tricking people into revealing passwords or letting you past security checks, such as by playing upon their trust or habits*

### Mechanical Security Equipment {DP}

- ② Locks {DP}
  - ③ Picking {DP}, Analysis {DP}, Making {DP}
- ② Traps {DP}
  - ③ Detecting {DP}, Disarming {DPR, +1}, Setting {DP}
- ② Secret Doors {DP}
  - ③ Detecting {P}, Concealing {DP}

### Electronic Security Systems {DIP}

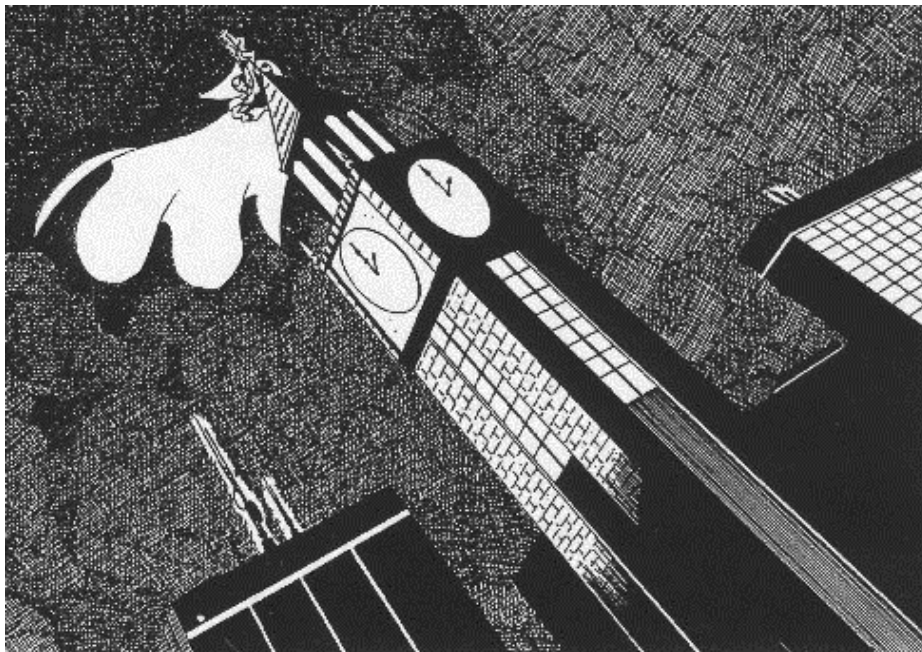
- ② Locks {DIP}
  - ③ Picking {DIP}, Analysis {DIP}, Setting {DIP}
- ② Bombs/Traps {DIP}
  - ③ Detecting {DIP}, Disarming {DQIPR, +1}, Setting {DIP}
- ② Secret Doors {DIP}
  - ③ Detecting {P}, Concealing {DIP}

### Criminal Behavior {IP}

- ② Crime Scenes {IP}
  - ③ Finding Clues {P}, Recreating The Crime {IP}
- ② Fingerprints {P}
  - ③ Detecting Latent Prints {P}, Identifying Via Prints {P}
- ② Criminal Psychology {IP}
  - ③ Profiling {IPR, +1}, Interrogation {IPW}
- ② Handwriting {IP}
  - ③ Analysis {IP} *determining personality elements by analysis of handwriting style*
  - ③ Forgery {DP}, Detect Forgery {P}
- ② Poisons {IP}
  - ③ Detecting {P}, Neutralizing {IP}, Setting {DP}

### Computer Security {IP}

- ② Access Control {IP}
  - ③ Security {IP} *securing computers and data from infiltration*
  - ③ Infiltration {IP} *breaking past computer security to gain access*
- ② Data Control {IP}
  - ③ Destroying Data {IP} *rendering data inaccessible or useless even to advanced recovery*
  - ③ Destroyed Data Recovery {IP} *recovering destroyed data*
- ② Ciphers {I, +1}
  - ③ Cryptography {I, +1} *creating and using codes*
  - ③ Cryptanalysis {IP, +1} *cracking and deciphering codes*



## TRANSPORTATION (TR)

*all skills relate to piloting; see CRAFTS and SCIENCE & TECHNOLOGY for repair, design, etc. skills*

### Ground Vehicles {P}

- 2 Powered Ground Vehicles {P}
  - 3 Cars {P}, Trucks and Buses {P}, Motorcycles {P}, Tanks {P}, Trains {P}, Hovercars {P}
    - 4 specific vehicle (e.g., "Ferrari Testarossa" or "My Mom's 1962 Buick With The Gamey Clutch") {P}
  - 3 Racing<sup>AB</sup>, Stunts<sup>AB</sup>
- 2 Unpowered Ground Vehicles {DP}
  - 3 Bicycles {DP}, Unicycles {DP}, Skates/Skateboards {DP}, Skis {DP}, etc.
    - 4 specific vehicle (e.g., "Mountain Bike" or "My Blue Shredder Board")
  - 3 Racing<sup>AB</sup>, Stunts<sup>AB</sup>

### Sea Vehicles {P}

- 2 Powered Sea Vehicles {P}
  - 3 Speedboats {P}, Yachts {P}, Battleships {P}, Cruise Ships {P}, Submarines {P}
    - 4 specific vehicle (e.g., "Los Angeles Class Subs" or "The Orca") {P}
  - 3 Racing<sup>AB</sup>, Stunts<sup>AB</sup>, Shallow Waters<sup>AB</sup>, Navigation<sup>AB</sup>
- 2 Unpowered Sea Vehicles {P}
  - 3 Sailboats {P}, Catamarans/Trimarans {P}, Rowboats/Canoes/Kayaks {EP}, Waterskis {P}, Surfboards {P}
    - 4 specific vehicle (e.g., "Sloops" or "H.M.S. Pinafore") {P}
  - 3 Racing<sup>AB</sup>, Stunts<sup>AB</sup>, Tacking Into The Wind<sup>AB</sup>, Navigation<sup>AB</sup>, Seaman's Knots<sup>AB</sup>

### Aircraft {P}

- 2 Powered Aircraft {P}
  - 3 Biplanes {P}, Prop Planes {P}, Jets {P}, Helicopters {P}, VTOL Planes {P}, Anti-Grav Planes {P}, Hoverplanes {P}
    - 4 specific vehicle (e.g., "F16As" or "The Company Jet") {P}
  - 3 Racing<sup>AB</sup>, Stunts<sup>AB</sup>, Immelman Rolls<sup>AB</sup>
- 2 Unpowered Aircraft {P}
  - 3 Hang-Gliders {P}, Gliders {P}, Hot-Air Balloons {P}, Zeppelins {P}, Parachutes {P}
    - 4 specific vehicle (e.g., "Ultralights" or "The Hindenburg") {P}
  - 3 Racing<sup>AB</sup>, Stunts<sup>AB</sup>, Soft Landings<sup>AB</sup>

Spaceships {P} *this tree might be repeated for different species when technologies are different, e.g., there might be Solarian Spaceships and Rigelian Spaceships*

- 2 Slower Than Light {P} *this tree could repeat for different kinds of drives, e.g., Chemical, Ion, Laser, Antimatter, etc.*
  - 3 Shuttles {P}, Fighters {P}, Capital Ships {P}, Destroyers {P}, Vacc Suits {P}, etc.
    - 4 specific vehicle (e.g., "Omega-Class Destroyers" or "The Enterprise D") {P}
  - 3 Racing<sup>AB</sup>, Stunts<sup>AB</sup>, Docking<sup>AB</sup>, Astrogation<sup>AB</sup>
- 2 Faster Than Light {P} *this tree could repeat for different kinds of drives, e.g., Hyperdrive, Ether, Probability, Jumpgate, etc.*
  - 3 Capital Ships {P}, Hopships {P}, etc.
    - 4 specific vehicle (e.g., "Environmental Survey Ships" or "Millennium Falcon") {P}
  - 3 Racing<sup>AB</sup>, Stunts<sup>AB</sup>, Going Too Close To Gravity Wells And Getting Away With It<sup>AB</sup>, Astrogation<sup>AB</sup>

Matter Transporters {IP} *child skills reflect different overall approaches to matter transporter technology; two examples are given, but others are possible*

- 2 Disassembly/Reassembly {IP} *transporters that work by breaking down atoms and then reassembling them*
  - 3 various kinds of technology or tech level {IP}
    - 4 specific models {IP}
  - 3 Precise Placement<sup>AB</sup>, Working Through Interference<sup>AB</sup>, Jamming<sup>AB</sup>, Navigation<sup>AB</sup>
- 2 Space Distortion {IP} *transporters that work by creating wormholes or ripples in space*
  - 3 various kinds of technology or tech level {IP}
    - 4 specific models {IP}
  - 3 Finding Usable Distortions<sup>AB</sup>, Preventing Wormhole Collapse<sup>AB</sup>, Navigation<sup>AB</sup>



## WEAPONS & ARMOR (WE)

### Melee Weapons {S}

- ② **One-Handed Slashes {SD}**
  - ③ Broadsword {SD}, Falchion {SD}, Scimitar {SD}, Sabre {SD}, Shortsword {SD, -1}, Handaxe {SD, -1}, Whip {SD, +1} Cutlass {SD}, Longsword {SD}, Katana {SD}, Tomahawk {SD}, Force Sword {SD}
    - ④ specific weapon (e.g., my mother's sword)
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}
  - ③ Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Disarming<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Kata<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Two-Handed Slashes {SD, +1}**
  - ③ Two-hand Sword {SD, +1}, Bastard Sword {SD, +1}, War Mattock {SD}, Battleaxe {SD}, War Hammer {SD}, Claymore {SD}, No-dachi {SD, +1}
    - ④ specific weapon (e.g., Excalibur)
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>
  - ③ Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Disarming<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Kata<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **One-Handed Clubs {SD, -1}**
  - ③ Club {SD, -3}, Blackjack {SD, -1}, Mace {SD}, Morningstar {SD, +1}, Flail {SD, +1}, Cudgel {SD, +1}, Chizikunbos {SD, -1}, Tonfa {SD, -1}, Stun Stick {SD, -1}, Shield Bash {SD, -1}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}
  - ③ Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Disarming<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Kata<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Two-Handed Clubs {SD}**
  - ③ Flail {SD}, Quarterstaff {SD}, Jo {SD}, Nunchakus {SD, +1}, Chain {SD}, Furniture (brawling) {SD, -1}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>
  - ③ Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Disarming<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Kata<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **One-Handed Thrusts {Q, +1}**
  - ③ Rapier {Q, +1}, Sabre {Q, +1}, Foil {Q, +1}, Shortsword {Q, -1}, Longsword {Q}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}
  - ③ Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Disarming<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Backstabbing<sup>AB</sup>, Kata<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Two-Handed Thrusts {SQ, +1}**
  - ③ Spear {SQ, -1}, Javelin {SQ, +1}, Polearms {SQ, +1}, Lance {SQ, +1}, Boar Spear {SQ, +1}, Harpoon {SQ, +1}, Trident {SQ, +1}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>
  - ③ Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Disarming<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Backstabbing<sup>AB</sup>, Kata<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Close Combat Weapons {D, -1}**
  - ③ Dagger {D, -2}, Maine Gauche {D, -1}, Dirk {D}, Sai {D, +1}, Force Knife {D}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}
  - ③ Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Disarming<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Backstabbing<sup>AB</sup>, Kata<sup>AB</sup>, Maintenance<sup>AB</sup>

### Ranged Weapons {D}

- ② **One-Handed Guns {D, -1}**
  - ③ Pistol {D, -1}, Machine Pistol {D, -1}, Needler {D, -1}, Tangler {D, -1}, Rocket Pistol {D, -1}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}
  - ③ Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Disarming<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Two-Handed Guns {D}**
  - ③ Rifle {D}, Assault Rifle {D}, Shotgun {D, +1}, Machine Gun {D, -1}, Needle Rifle {D}, Tangle Rifle {D}, Rocket Rifle {D}, Musket {D, +4}, Flintlock {D, +3}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>
  - ③ Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Disarming<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Mounted Guns {D}**
  - ③ Bazooka {D}, Grenade Launcher {D}, Missile Launcher {D}, Cannon {D, +1}, Torpedo {D}
    - ④ specific weapon
  - ③ From Moving Vehicle<sup>AB</sup>, Fumble Recovery<sup>AB</sup>, Speed-Load<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Bows {D, +1}**
  - ③ Composite Bow {D, +1}, Longbow {D, +1}, Shortbow {D}, Taser {D, +1}, Heavy Crossbow {D, +3}, Light Crossbow {D, +2}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Disarming<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Mounted Medieval Weapons {SD, +2}**
  - ③ Catapult {SD, +2}, Ballista {SD, +2}, Trebuchet {SD, +2}
    - ④ specific weapon
  - ③ Fumble Recovery<sup>AB</sup>, Speed-Load<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Edged Thrown Weapons {D}**
  - ③ Dagger {D}, Handaxe {D}, Shuriken {D, +1}, Tomahawk {D}, Maine Gauche {D}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}, Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Blunt Thrown Weapons {D, +2}**
  - ③ Boomerang {D, +2}, Bola {D, +1}, Net {D, +1}, Sling {D}, Lasso {D, +1}, Grenades {D, -1}, Furniture (brawling) {D}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}, Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Hurled Weapons {SD}**
  - ③ Atlatl {SD}, Spear {SD, -1}, Javelin {SD}, Darts {SD}, Harpoon {SD}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}, Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Maintenance<sup>AB</sup>
- ② **Blow Weapons {D, +1}**
  - ③ Blowgun {D, +1}
    - ④ specific weapon
  - ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Maintenance<sup>AB</sup>

**Energy Weapons {D, -2}****2 Lasers {D, -2}**

- ③ Laser Pistol {D, -2}, Laser Rifle {D, -2}
- ④ specific weapon
- ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}, Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Maintenance<sup>AB</sup>

**2 Blasters {D, -2}**

- ③ Blast Pistol {D, -2}, Blast Rifle {D, -1}
- ④ specific weapon
- ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}, Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Maintenance<sup>AB</sup>

**2 Flamers {D, +1}**

- ③ Flame Pistol {D, +1}, Flame Rifle {D, +2}
- ④ specific weapon
- ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}, Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Maintenance<sup>AB</sup>

**2 Wave Weapons {D, +1}**

- ③ Stun Pistol {D, +1}, Stun Rifle {D, +1}, Disrupt Pistol {D, +1}, Disrupt Rifle {D, +1}
- ④ specific weapon

- ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}, Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Maintenance<sup>AB</sup>

**2 Plasma Guns {D, +3}**

- ③ Plasma Rifle {D, +3}
- ④ specific weapon
- ③ On Horseback<sup>AB</sup>, From Moving Vehicle<sup>AB</sup>, With Off Hand<sup>AB</sup> {+1}, Fumble Recovery<sup>AB</sup>, Fast-Draw<sup>AB</sup>, Speed-Load<sup>AB</sup>, Reverse Stroke<sup>AB</sup>, Maintenance<sup>AB</sup>

**Defense {Q}****2 Maneuvering in Armor {Q, -1}**

- ③ Soft Leather {Q, -2}, Hard Leather {Q, -1}, Chain {Q, 0}, Plate {Q, +1}, LBA {Q, -3}, ABS Pliable {Q, -2}, ABS Mesh {Q, -1}, AEX {Q}

**2 Deflecting Blows {Q} *moving in armor to take wounds in less damaging way – pending a new combat system***

- ③ Soft Leather {Q}, Hard Leather {Q}, Chain {Q}, Plate {Q}, LBA {Q}, ABS Pliable {Q}, ABS Mesh {Q}, AEX {Q}

**2 Shields {Q, -1}**

- ③ Wall {Q}, Full {Q}, Normal {Q, -1}, Target {Q, -2}, Force {Q, -1}, Maine Gauche {Q, -1}, Sai {Q, -1}, other weapon {Q, -1}

## 8. Gambling

You may have noted that there is no single Gambling skill and wondered why. The act of gambling is actually four or more independent things, which are hard to roll together into one skill, since they're controlled by very different aptitudes, and since a gambler might use them in different proportions or not use them at all. They are:

- Understanding of the strategy of the various games and selection of the most profitable option under the circumstances. This is all you would use if playing a fair game against a computer or someone in another room. This is a KNOWLEDGE skill under Strategics : Games – actually, it's separate skills for various games such as poker, roulette, etc.
- Ability to read subtle cues in the faces of your opponents and predict what they're going to do, so you can inform your choices of play better. This is a SOCIAL SKILLS skill, Social Interaction : Understanding People : Read Between The Lines.
- Ability to influence people by misleading their ability to read your cues, such as when bluffing. This is also a SOCIAL SKILLS skill, Social Interaction : Persuasion.
- Techniques at cheating such as palming cards, distracting the eye of an opponent long enough to sneak a glimpse at their cards, etc. This is a SUBTERFUGE skill, Movement : Hand Movement : Sleight of Hand. It wouldn't be used if the player refuses to cheat. Note that various perception skills might come into play to detect cheating.

Thus, gambling, like combat, is a play-by-play set of choices that the various participants make using different skills for different purposes. GMs should take all of these skills into account, depending on the setting, when resolving gambling actions.

## 9. New Character Sheet

Following is a character sheet for use in character generation.







## d20 Adaptations

*Prism v1* is based on open-ended d% rolls. *Prism v2* will instead use open-ended d20 rolls. (There are no longer high-open-ended and low-open-ended dice.) All d20 rolls are assumed to be open-ended unless otherwise specified in the text; thus, no special symbol is used for open-ended dice.

Roll a d20. On a 2-19, the roll is the result. A roll of 20 means the roll has gone high; roll again and add. If the second roll is also a 20, roll yet again and add. Keep rolling until you get a non-20. Contrariwise, if the first roll was a 1, roll again and subtract. If the second roll is a 20, roll yet again and subtract, and keep rolling and subtracting until you roll a non-20.

(A note: it's impossible to roll exactly 20, 40, 60, etc. or to roll 1, -19, -39, etc. An optional way to fix this is to make a first roll of 20 mean 19+: when the first roll is 20, you only start with 19 and add. Similarly, if the first roll is 1, you start with a 2 and subtract. On second and further rolls, 1 and 20 are treated at face value.)

## Stats

The stats in chapter 2 remain the same in use and interpretation. However, values range from -5 to +5 rather than from -25 to +25, and their cost is equal to five times their value. You may also roll stats, but once you choose to roll a stat, you are stuck with what you roll. To roll, start with a stat of 0, then roll a d20 five times. Every roll of 1-7 means subtract one from your stat; every roll of 14-20 means add one to it.

Consult the following chart for some examples of how you might describe these values:

	Strength	Endurance	Dexterity	Quickness	Intelligence	Perception	Will	Resistance
+5	circus strongman	never gets sick	can tie knots with one hand	lightning reflexes	invents calculus on her own	Sherlock Holmes	projects a powerful presence	undaunted by torture
+4	weightlifter	almost never gets sick	juggles knives	swift as the wind	genius	eagle-eyed	hostage negotiator	unrelenting
+3	buff	healthy	nimble	catches falling things	brilliant	keen	persuasive	strong-willed
+2	muscular	tough	does card tricks	quick	smart	shrewd	good salesman	headstrong
+1	strong	takes day-long hikes	coordinated	energetic	quick-witted	insightful	bad salesman	directed
0	average							
-1	weak	tires easily	butterfingers	unhurried	slow-witted	near-sighted	timid	persuadable
-2	feeble	tires going up stairs	clumsy	slow	dumb	unaware	unconvincing	spineless
-3	weakling	sickly	very clumsy	trundling	doesn't "get" math	hard of hearing	artless	naïve
-4	anemic	catches every cold	accident-prone	lead-footed	functionally retarded	self-absorbed	milquetoast	pushover
-5	can barely get out of bed	confined to hospital	has padded corners on his furniture	no reflexes	institutionalized	oblivious	couldn't sell food to a starving man	believes anything

In general, you don't roll against a stat alone. Instead, you roll against a skill that uses the stat. (That's true even if you're not trained in that skill, since you can still have a value in it. For instance, if you're untrained in detecting ambushes or its parent skills, your skill is still -5 plus your Perception.)

In cases where no skill applies (e.g., noticing something out of place, putting a dowel into a hole without touching the sides of the hole, or figuring out the answer to an IQ test question), double the stat and add 10, and roll against that. This is your "stat skill", and you might want to pre-calculate it and write it next to the stat on your character sheet.

## Abilities and Weaknesses

Abilities and Weaknesses (now called Idiosyncrasies; see page 32) may be used as listed, with the following exceptions:

- **Animal Friendship**: offers up to +5 for animal skills.
- **Archmage**: unnecessary.
- **Charisma**: a +1 costs 5 points.
- **Data Link**: worth a +5 to relevant skills.
- **Double-Jointed**: worth a +5 to relevant skills.
- **Machine Empathy**: worth +2 to +5 to relevant skills.
- **Motion Sense**: worth +3 to missile weapons. +2 to other ranged weapons, +4 with thrown weapons, and -2 to be hit by thrown and missile weapons.
- **Senses**: for one character point, you can get a +1 to sight or sound, or to taste and smell.
- **Willpower**: gives a +5 to non-magic-related resistances and +6 to meditation skills.
- **Absent-Mindedness**: worth a -10 to -6 to relevant activities.
- **Possession Vulnerability**: demons get +5 to possess you.
- **Vulnerability**: every two character points is worth a -1 to resist the effect.
- **Weak Will**: gives a -5 to resist non-magical influence and persuasion.

See also Idiosyncrasies on page 32 for more notes about abilities and weaknesses.

## Calculations

Shield DBs for shields are calculated by dividing your skill by 20 and adding .5, then multiplying by the inherent DB. For melee weapons, divide by 10, or by 8 if ambidextrous; add 2 for a maine gauche or sai.

Delay is equal to thirty minus double your Quickness. Lift Capacity is half your Strength, plus 2, times your weight. Encumbrance Penalty is twenty times your carried weight divided by your carrying capacity. For Armor Penalties, use 1/5 of the amounts in the chart in Chapter 7. Base Movement is 100 plus five times your Quickness, minus half the difference between your height

in inches and 72. Subtract five times your Encumbrance Penalty from your Base Movement to get your Encumbered Movement.

## Actions

Cumulative penalties when retrying actions like lockpicking are -5 for each attempt. The skill resolution chart looks like this:

Roll	Result		Magic Result
to -6	<b>Extraordinary Failure:</b> You fail miserably. If possible, you achieve the opposite of the intended results. You're "in a slump" (at -10) at this and similar actions until you get a full success.		Caster loses the ability to use magic for the rest of the day and takes two spell fumble rolls at +4.
-5 to 1	<b>Fumble:</b> You fail thoroughly, causing some negative side effect.		Pay full spell point cost and take a spell fumble.
2 to 3	0%	<b>Failure:</b> You do not know or you cannot do what you have attempted.	Pay half the normal spell point cost. The spell fails.
4 to 5	10%		
6 to 8	20%		
9 to 11	30%		
12 to 13	40%		
14 to 15	50%		
16	60%		
17	70%	<b>Partial Success:</b> You accomplish about half of your action.	The spell fails but no spell point cost is paid.
18	80%		
19 to 20	90%	<b>Near Success:</b> You can do most of your action, or suffer a side effect.	Spell is cast but not perfectly, or with a side effect, or at double cost.
21 to 22	<b>Unrelated Success:</b> You fail at the intended action, but accomplish something else beneficial you weren't even trying.		Spell fails, but something else happens to the caster's benefit.
23 to 26	100%	<b>Success:</b> You achieve your maneuver successfully.	Spell is cast at the normal cost.
27 to 32	110%		
33 to 35	120%		
36 to 50	<b>Critical Success:</b> Your move succeeds dramatically. If your success cannot be improved, it took half the expected time.		Spell is cast at no cost.
51 and up	<b>Extraordinary Success:</b> You succeed as well as possible! You're "in the zone" (at +10) at this and similar actions until your next failure.		Spell is cast at no cost and works better than expected, or caster gets +5 to next two cast rolls.

The maneuver modifiers in chapter 14 can be used as written at 1/5 the listed value. When breaking objects, only 1 to 2% of the lift capacity should be used as a potency. Iron is -15 to break; balsa wood is +20.

## Arms Law™

*Prism v1* does not include specific rules for combat systems, except for certain additional rules in Chapter 15. However, certain parts of it dovetail well into *Arms Law™*, and its d% focus fits well with *Arms Law™*'s d% system. In order to use *Arms Law™* with *Prism v2*, certain adaptations have to be made.

First, all modifiers to rolls should be divided by five. This includes combat modifiers and the results of criticals (for instance, when it says foe is at  $-20$  to all actions, that becomes  $-4$ ). Note that initiative measures (phases, rounds, actions, etc.) are not changed, nor are hit points.

When an attack is made, the roll is made using *Prism v2* skills and a d20 as normal, then the result is multiplied by five and that's looked up on the chart. This process can be sped up considerably by writing more numbers along the side of the combat charts,  $1/5$  of the numbers they're written next to. For instance, next to 100 write a 20, next to 105 write 21, etc. Then you can look up the results directly.

Since this makes it impossible to get certain results due to granularity, at the GM's option you can roll a flat d20 modulo 5 and add that to the result. Modulo 5 means the remainder after dividing by five, and ranges from 0 to 4. Use this chart to convert a flat d20:

Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Result	1	2	3	4	0	1	2	3	4	0	1	2	3	4	0	1	2	3	4	0

For instance, someone with a skill of 17 makes an attack with a dagger. The attack is resolved: a skill of 17, plus a roll of 18, minus a DB of 4 and a parry of 5, for a total of 26. The GM might look up 130 on the chart, but the dagger chart has had numbers written on it already, so he simply finds 26 (which is written next to 130). The player rolls a 12 for the bonus roll, which turns into a 2, so the result is on the 132 row of the chart.

The same can be done with the critical charts. Since most ranges of rolls are evenly divisible by five, most criticals can be achieved in a single roll.

*Arms Law*<sup>TM</sup> specifies that attack rolls are made high-open-ended only, but *Prism* doesn't include such rolls. Instead, the fumble range of a weapon is a number, usually negative, that if your unmodified roll (the actual die roll, not including skills or modifiers) is equal to or below, you get a fumble. For instance, a dagger fumbles on an unmodified roll of  $-16$  or less, while a flail fumbles on an unmodified roll of 2 or less. Actual fumble ranges can be seen on the weapons table on the GM's screen pages attached.

## ***Spell Law***<sup>TM</sup>

The original rules for learning spell lists in *Spell Law*<sup>TM</sup> were a major exception to the rest of the skill system, and were one of the first things my group replaced with house rules. When I wrote up *Prism v1*'s Appendix A I used the same approach: make spell lists simpler and more flexible by making them part of the skill system, and that suited *Prism v1* well. For *Prism v2* I now present two approaches: one that emulates *Prism v1*, for easy conversion of those characters originally created under it; and one that takes better advantage of skill trees, fitting into them more elegantly just as Appendix A fit better into *Prism v1* than did the original *Spell Law*<sup>TM</sup> rules.

### ***Spell Law***<sup>TM</sup> *Prism v1* Style

Everything in Appendix A stands unchanged, except of course all references to skill values, bonuses, etc. must be divided by five and rounded off. The skills work as listed, but their stats

are replaced with this skill tree. Note that the tree is repeated for each realm in the game world, and a few skills might only exist in the trees for some realms; for instance, the Channeling skill might only exist in the Channeling realm's tree, and the various Detections children skill will only exist in the appropriate realm as described in Appendix A.

**Magic (or a realm) {W, +8}** represents mental mastery of the energies and fundamental techniques of magic; usually you'll only have one point in this, representing the first few months/years of study leading up to the moment when you finally "got it" and could understand on all levels the relationship between the magical and physical worlds

- ② various spell lists {W, 0 or +1 or +6} put a -1 in the Misc column; your skill is the highest spell level you can cast and your level in the list
  - ③ Spellthrow for specific spells {W or DW}
- ② Spell Point Development {W} your skill is how many spell points you have
- ② Enchanted Items {W} represents understanding of the "frozen spell" method of enchanting items
  - ③ Runes {W}, Attunement {W}, Identification {PW}
- ② Channeling {W}
  - ③ Circle Magic {WR, +3}
- ② Magic Resistance {R, +2}
- ② Detections {PW} represents mastery of the act of "tuning in" to the magical world
  - ③ Detect Good/Evil {PW}, Detect Illusions {PW}, Detect Magic {PW}, Detect Psionics {PW}

## Spell Law™ Prism v2 Style

Due to how skill trees work, there's no need to subdivide into realms or choose base lists – simply choosing where you spend your points in lower-depth skills accomplishes the same thing. Here are the skill trees for Essence, Channeling, and Mentalism. Most of each tree is made up of spell list skills. Put a -2 in the Misc column for these skills; the total column is the highest spell level you can cast, and is also used to resolve actions related to manipulating or understanding the spells when needed.

### Essence {W, +8}

- ② College of Body Changes {W, +4}
  - ③ Body Reins {none}, Monk's Sense {none}, Physical Enhancement {none}, Living Change {none}, Rapid Ways {none}, Physical Erosion {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Elements {W, +4}
  - ③ Elemental Shields {none}, Fire Law {none}, Ice Law {none}, Earth Law {none}, Light Law {none}, Wind Law {none}, Water Law {none}, Darkness {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Enchantment {W, +4}
  - ③ Rune Mastery {none}, Delving Ways {none}, Enchanting Ways {none}, Essence Imbedding {none}, Mentalism/Channeling Imbedding {none}, Organic Skills {none}, Liquid/Gas Skills {none}, Inorganic Skills {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Forces {W, +4}
  - ③ Essence Hand {none}, Shield Mastery {none}, Unbarring Ways {none}, Matter Disruption {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Illusions {W, +4}
  - ③ Lesser Illusions {none}, Invisible Ways {none}, Illusion Mastery {none}, Mind Sense Molding {none}, Guises {none}, Sound Molding {none}, Light Molding {none}, Feel Taste Smell {none}
  - ④ Directed Spells for specific spells {W or DW}

- ② College of Meta-Magic {W, +4}
  - ③ Spell Reins {none}, Spell Enhancement {none}, Dispelling Ways {none}, Spell Wall {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Movement {W, +4}
  - ③ Lofty Bridge {none}, Monk's Bridge {none}, Evasions {none}, Body Renewal {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Perceptions {W, +4}
  - ③ Essence's Perceptions {none}, Detecting Ways {none}, Dark Contacts {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Spirits {W, +4}
  - ③ Spirit Mastery {none}, Gate Mastery {none}, Dark Summons {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② Mana Storage {W}
  - ③ Self {W} your skill is how many spell points you have; note that no skill required to use spell adders/multipliers in Spell Law™
- ② Enchanted Items {W}
  - ③ Runes {W}, Staves and Wands {W} these work as described in Spell Law™
- ② Channeling {W} this works as described in Spell Law™

## Channeling {W, +8}

- ② College of the Caduceus {W, +4}
  - ③ Concussion's Ways {none}, Blood Law {none}, Organ Law {none}, Nerve Law {none}, Bone Law {none}, Muscle Law {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of the Conduit {W, +4}
  - ③ Channels {none}, Light's Way {none}, Sound's Way {none}, Dark Channels {none}, Starlights {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of the Healer {W, +4}
  - ③ Transferring Ways {none}, Muscle Ways {none}, Blood Ways {none}, Organ Ways {none}, Bone Ways {none}, Surface Ways {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of the Doorway {W, +4}
  - ③ Repulsions {none}, Life Mastery {none}, Disease {none}, Necromancy {none}, Calm Spirits {none}, Curses {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of the Forest {W, +4}
  - ③ Nature's Law {none}, Weather Ways {none}, Herb Mastery {none}, Plant Mastery {none}, Animal Mastery {none}, Nature's Way {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of the Path {W, +4}
  - ③ Lofty Movements {none}, Nature's Movement {none}, Moving Ways {none}, Path Mastery {none}, Nature's Guises {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of the Sage {W, +4}
  - ③ Lore {none}, Detection Mastery {none}, Locating Ways {none}, Nature's Lore {none}, Dark Lore {none}, Starsense {none}, Holy Vision {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of the Shield {W, +4}
  - ③ Barrier Law {none}, Protections {none}, Nature's Protection {none}, Inner Walls {none}, Purifications {none}, Spell Defense {none}, Symbolic Ways {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of the Universe {W, +4}
  - ③ Way of the Voice {none}, Far Voice {none}, Creations {none}, Summons {none}, Time's Bridge {none}, Communal Ways {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② Mana Storage {W}
  - ③ Self {W} *your skill is how many spell points you have; note that no skill required to use spell adders/multipliers in Spell Law™*
- ② Enchanted Items {W}
  - ③ Runes {W}, Staves and Wands {W} *these work as described in Spell Law™*
- ② Channeling {W} *this works as described in Spell Law™*

## Mentalism {W, +8}

- ② College of Insight {W, +4}
  - ③ Delving {none}, Detections {none}, Sense Mastery {none}, True Perception {none}, Lores {none}, Item Lore {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Light and Sound {W, +4}
  - ③ Brilliance {none}, Illusions {none}, Sound Control {none}, Sound Projection {none}, Cloaking {none}, Hiding {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Matter {W, +4}
  - ③ Liquid Manipulation {none}, Gas Manipulation {none}, Solid Manipulation {none}, Liquid Alteration {none}, Solid Alteration {none}, Gas Alteration {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Mind Attack {W, +4}
  - ③ Mind Attack {none}, Mind Death {none}, Mind Disease {none}, Mind Erosion {none}, Confusing Ways {none}, Telekinesis {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Mind Control {W, +4}
  - ③ Mind Mastery, Mind Control, Sense Control, Controlling Songs, Mind Subversion, Mind Domination {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Mind Voice {W, +4}
  - ③ Mind Speech {none}, Mind Merge {none}, Sense Through Others {none}, Mind Visions {none}, Presence {none}, True Sight {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Physicianship {W, +4}
  - ③ Blood Mastery {none}, Concussion Mastery {none}, Muscle Mastery {none}, Nerve and Organ Mastery {none}, Bone Mastery {none}, Prosthetics {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Preservation {W, +4}
  - ③ Damage Resistance {none}, Attack Avoidance {none}, Self Healing {none}, Spell Resistance {none}, Mystical Change {none}, Shifting {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② College of Time and Space {W, +4}
  - ③ Anticipations {none}, Past Visions {none}, Future Visions {none}, Mind's Door {none}, Movement {none}, Speed {none}
  - ④ Directed Spells for specific spells {W or DW}
- ② Mana Storage {W}
  - ③ Self {W} *your skill is how many spell points you have; note that no skill required to use spell adders/multipliers in Spell Law™*
- ② Enchanted Items {W}
  - ③ Runes {W}, Staves and Wands {W} *these work as described in Spell Law™*
- ② Channeling {W} *this works as described in Spell Law™*

At the GM's discretion, the Circle Magic skill described in Appendix A may still be allowed, and included under the Channels skill with stat W and Diff Mod +1. It works as described in Appendix A. Two additional spell points are worth +1 to the roll, and the focus gets +10. Similarly, the various Detect skills in Appendix A may be added to the skill tree as depth 3 skills {P} under a depth 2 skill Detections {P}, and Identification {P} can be added under Enchanted Items. All these skills are not present in *Spell Law™* so were omitted from the above skill trees.

When interpreting spell results, something that lasts one round per 5% failure lasts one action for every point between what you needed to roll to succeed, and what you rolled. One round per 10% failure is one action per two points.

## RDI

See the sample skill tree in the MIND & MAGIC aptitude. The 18 spell skills each become colleges, but with a Diff Mod of 0. At the GM's option, the player can assign Diff Mods to them such that all eighteen add up to zero, but this is really unnecessary. Underneath the college skills the player may optionally add skills for specific spells (or more accurately, specific applications of the college's focus).

The modifier used based on the spell's difficulty is equal to the spell level squared, divided by four and rounded off. Use the following chart if you'd rather not do the calculation:

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Modifier	0	1	2	4	6	9	12	16	20	25	30	36	42	49	56	64	72	81	90	100

When a spell is cast, the spell point cost, used as a penalty against further spell cast attempts, is equal to half the level, rounded up. One hour of rest recovers one point; three hours of non-magical but slightly strenuous activity, like walking, recovers one point.

# Character, Development, and Plot Points

## Character Advancement

GMs offering development points at the ends of adventures should give out an amount based on how much they think characters have *learned*. On a typical adventure where there are good challenges and the character explores new skills and pushes the boundaries of existing skills, 40 development points would be normal.

When characters deserve more reward because of good roleplaying, contributions to the story and game, etc. the GM should give out additional plot points, not development points. Development points should only be used for actual development of skills, thus, for learning experiences.

Character points, development points, and plot points should not generally be exchangeable for one another, not even at character creation. In deciding how many of each to give to newly created characters, the GM chooses the nature of the game world. Adjusting all three “knobs” allow finer resolutions than a simple “realistic vs. cinematic” adjustment. Here are the effects each “knob” has:

Points	Fewer Available	More Available
Character	Characters are more normal, everyday people, as opposed to larger-than-life heroes.	Characters are larger-than-life and more the stuff of legend. There’s a clear difference between everyday people and heroes.
Development	Characters are new and young, and adventures are correspondingly basic and more likely focused on themes such as self-discovery and ambition.	Characters are skilled and respected already, and are out facing the kinds of challenges that seasoned professionals are called on to face.
Plot	Events are likely to be more realistic, and characters will be more cautious and more concerned with consequences.	Characters are more prone to cinematic derring-do, and more visited by the types of extreme luck, both good and bad, that mark cinematic fiction.

## Idiosyncracies (Abilities and Weaknesses)

Abilities and weaknesses are really the same thing. Unifying them, and calling them by one name, not only makes more sense, it better reflects situations where one aspect of a character has both positive and negative effects. Therefore, from now on, they will be collectively called “idiosyncrasies”. The terms “ability” and “weakness” will still be used, to describe positive and negative idiosyncrasies, but all rules and explanations referring to one apply equally to the other, so they only need be written and read once.



## Idiosyncrasy Point Values

In the original *Prism v1* writeup, as in many other games that use idiosyncrasies (e.g., GURPS), there is an assumption that you describe an idiosyncrasy and its effects, then that determines the point cost. Thus, anyone who is double-jointed pays 5 character points, and anyone who is a deep sleeper gets 5 character points. For some idiosyncrasies, like ambidexterity or blindness in one eye, it makes sense that the idiosyncrasy has a constant character point value, and you either have the idiosyncrasy or you don't, nothing in between.

But far more idiosyncrasies can be as mild or extreme as you want. Thus, the new, more general rule is as follows. The *player* specifies the number of points that the idiosyncrasy costs or is worth. She doesn't need to consult a list and see that, for instance, **Animal Friendship** costs 10 points; instead, she can simply decide how many points to spend on **Animal Friendship**. The GM will then determine how useful and effective the ability is, or how hampering and obstructive the weakness is, accordingly.

Naturally, the player and GM can, and usually will, talk during character creation about point values and their meanings. The player might describe the effect she desires and ask the GM how many points that sounds like, or propose a number of points and ask the GM how intense the effect is likely to be. This is highly encouraged, to avoid assumption conflict (the situation where they don't discover until during play that had different assumptions about what the idiosyncrasies mean). But whatever number ends up on the character sheet *determines* the effect it will have on the character, and not vice versa. In essence, almost all idiosyncrasies should be treated as variable point cost idiosyncrasies, and the player should be allowed to take any level, within reason.

An additional advantage of this reversal is the ability of the GM to adjust idiosyncrasies impact when the world background and genre require it. In essence, this fixes, or more accurately sidesteps, an old problem of idiosyncrasies systems: how can **Animal Friendship** be of equal value in genres and worlds where it's of great use (e.g., the Ice Age) and ones where it's not that important (e.g., cyberpunk)? The answer is simple: a 10-point version of **Animal Friendship** will always be worth 10 points. In the Ice Age, it might not have that strong an effect on animals, but it'll be used quite often; in cyberpunk, it might allow a tremendous amount of control over and skill with animals, but those will be found quite rarely. Since the points determine the effect, instead of vice versa, the points are always right, and the effect simply follows them.

In dimension-hopping games, the GM will probably *not* adjust the power and efficacy of idiosyncrasies with each new universe, and thus cause inconsistency. Instead, he will determine it once, averaging for all the different worlds the characters will visit and how much time they'll spend there, then apply that consistently. Someone who's likely to end up in the Ice Age as often as in a cyberpunk world would probably find **Animal Friendship (10)** about halfway between the examples above: moderately effective in both worlds. The idiosyncrasy might make that character very useful during visits to the Ice Age, but somewhat less useful in visits to the Sprawl, but in the end it should all balance out, and be worth 10 points.

## Gaining And Losing Idiosyncrasies

Development points and plot points are already routinely gained and lost, but changes in character points are more rare, and reflect changes in the essential character of the person. The most common way character points change is when idiosyncrasies are gained and lost. In *Prism v1*, character point changes were made up with development points, but this doesn't really make sense. Instead, the GM has two options.

First, the GM may choose to simply let the change stand. The gained or lost idiosyncrasy changes the character's character point total, and that's it. This is often the most appropriate option, since the change is a consequence of the character's choices and actions. It's especially appropriate when the idiosyncrasy has been played out and realized its dramatic potential. For example, a character who has long battled a great **Enemy (-20)**, and finally defeated the enemy after much struggle, probably should just get to keep the increase in total character points brought by dropping the weakness, changing from a 110-point character to a 130-point character. She's earned it.

However, in many cases the GM may want to keep the characters more in balance with one another, by replacing a lost idiosyncrasy, or balancing out a new idiosyncrasy. The GM may want to make up all, or just some, of the character points that would otherwise have been added or removed. Sometimes it's easy to do this immediately, because the circumstances that led to the original change (defeating an enemy, for instance) may also lead directly to some balancing change (gaining a new enemy seeking to avenge the old one, or using up and losing an ability in the battle).

But it's not always possible to immediately "settle up accounts" without things feeling contrived and forced. Sometimes the story and circumstances don't lend themselves to immediately adding or removing an idiosyncrasy. In this case, the GM should assign a "Karma" idiosyncrasy as a placeholder. Someone who lost an ability or gained a weakness will get **Good Karma**, while someone who gained an ability or lost a weakness will get **Bad Karma**.

This karma idiosyncrasy is just a placeholder; it has no effect on the character. Instead, it acts as a reminder to the GM and player that they should be watching for an opportunity to add or remove an idiosyncrasy to balance things. Soon, the story will provide a lead to an idiosyncrasy change that both player and GM will find interesting and appropriate, and once that happens, the Karma placeholder idiosyncrasy is replaced by the new idiosyncrasy.

For instance, Andeehra had long struggled with an enemy, and finally in a dramatic confrontation in his underground lair, she defeated him, though not quickly enough to save her brother, whom the enemy was holding (and torturing) for leverage against her. The **Enemy (-20)** idiosyncrasy was gone, and the GM decided that ten of those points should be replaced, but the GM and player didn't think there was any immediate idiosyncrasy change (like a new enemy) that made sense. Instead, Andeehra gained **Bad Karma (-10)** and carried this around for a little while.

In the next session, Andeehra found herself under medical care for serious wounds she incurred during the battle, and the GM suggested that she could become addicted to one of the

medicines being used, but the player didn't like that idea, and the GM decided not to force it on him. Later, when Andeehra found herself needing to go underground again, the player suggested she might discover a phobia of underground locations, fueled by memories of her old enemy lopping off her brother's head in such a room. The GM agreed this was appropriate and interesting, so the new **Phobia (-10)** weakness replaced the bad karma.

In this example, the newly chosen idiosyncrasy has its origin in the same events that removed the old idiosyncrasy. This gives a sense of continuity and character development, and consequences to previous events. It's the kind of thing that might come up at the beginning of a sequel. However, it's not necessary that the new idiosyncrasy that replaces karma be linked to the old one that created the karma. Andeehra might have simply ended up with a physical disability caused by a wound incurred in a battle entirely unrelated to her old enemy, if the story had gone that way and the player and GM chose accordingly.

## Initiative and Movement

In *Prism v1*, there are 100 phases in a minute. At this pace, actions happen too slowly and take too long. In *Prism v1.5*, 5 phases is one second, so 300 phases makes one minute. Most actions happen at the same rate per phase as before, and therefore, happen three times as fast by the clock. But a few actions need to be adjusted to account for this, and others need to be adjusted just because they probably aren't very realistic. Following are some events and actions whose timing changes; others can be assumed to happen at the same times as they do according to *Prism v1* Appendix D. (In particular, character actions and bleeding happen on the same phases as they would have, except as noted below.)

### Pushbacks

Here are some typical pushback times:

Action	Pushback
Sit down	7
Stand up	5
Kneel	10
Rise from kneeling	8
Crouch, or rise from a crouch	3
Crouch and take a sniper's position	5
Fall to a prone position	5
Get to a prone position carefully	12
Get up from a prone position	15
Turn around	4
Drop something on the ground	2
Set something down hastily on the ground	7
Set something down carefully on the ground	15
Dial a phone, or key in a password	12
Open or close a door	10
Slam a door	6
Close and lock a door	18

A limber person might be able to get something out of the top of an open, worn backpack in 10 phases, by simply not taking the pack off. However, this only works if the item is so easy to get to that she can find it blind. More commonly, getting something out of a backpack takes a lot longer. It takes a whole action to get a backpack off your back and open it; or, if it's already open, get something off the top. It usually takes another action to dig through it to find something not right at the top – possibly more, depending on how crowded and disorganized your pack's contents are. Closing the backpack and putting it back on takes another action.

### Drawing and Loading Weapons

As in *Prism v1*, the average weapon draw (such as a sword or dagger on a belt scabbard, or a gun in a hip holster), without the use of Fast Draw, takes 5 phases (about 1 second). It's easy to adjust this for special circumstances; a well-oiled sheath in a convenient location might drop it

to 3, while a holster on a crowded belt full of other items might be 10. A large sheath on the back (as for a claymore) takes 10 phases. Putting a weapon away typically takes about twice as long as it took to get it out.

The Fast Draw action bonus skill can be used to get a weapon (not ammo) ready to use faster. Roll against the Fast Draw skill, then get a numeric result from the maneuver chart. The percentage result is the percentage of the weapon draw pushback that is eliminated. For instance, a 30% result on a 10-phase pushback means it's only a 7-phase pushback. A 100% result or better means no pushback is needed at all.

The same technique is used for the Speed Load action bonus, except that this is applied to putting ammo into a weapon. For weapons that use ammo, on the Weapons page of the GM Screen after the Weapon Speed is a second number in parentheses; this is a typical number of phases to load ammo for the weapon, assuming the ammo is kept in a typical handy location (e.g., arrows in a quiver on one's hip, or a pistol clip in a belt pouch). The GM can adjust this amount depending on the location of the ammo and the situation. The percentage result from a Speed Load skill roll is applied to this pushback as for Fast Draw.

## Talking, Thinking, and Planning

Normally, talking and basic planning don't take up time (since you do it while doing other things), and most of the time the GM is encouraged to be lax about timing such things, or restricting them to when the character has an action. The players will get a lot more time than their characters to think, talk, and plan; but on the other hand, the players don't have the advantage of being *in* the situation, with their attention and senses fully locked onto it, and odds are the characters also have battle reflexes and situational awareness far higher than the players do, so the extra time and laxness helps make up the difference. (Also, in some genres, such as four-color comics, long speeches are encouraged, with a blind eye turned to the realities of how long such speeches should take relative to other actions.)

However, the GM may limit how much talking, planning, and thinking characters can do based on the time available to them, in particular time-sensitive situations, or ones where it's crucial to track how much time the characters can spend on it and how much they can say or think in that much time. The GM may wish to time the player speaking what his character says with a stopwatch, then convert the seconds to phases and institute a pushback.

Similarly, if a character's action comes up and the player hasn't decided on an action, and spends too long trying to decide or talking to other players (especially in character), simply give the character a pushback (5 phases is reasonable), continue with the combat, and when the character's action comes back up, maybe the player will have decided on a course of action by then. This isn't a "punishment", simply a way of realistically accounting for the character's indecision, but it may serve to encourage players to figure out their actions ahead of time, which speeds of the flow of combat scenes and enhances everyone's enjoyment.

## Spellcasting

When a character chooses to cast a spell, the GM institutes a pushback while the spell is prepared. This time is spent on rituals, gestures, concentration, gathering energy, or whatever is required; the amount of time may depend on how magic works, though some sample pushback times are listed below. This preparation time corresponds to the time a fighter might spend drawing or loading a weapon. During this time, the character might be interrupted by an attack or something else that breaks concentration, and this may break the spell (or just require starting the preparation over).

At the end of the pushback, the spell is now ready to be released. At this point, the character may change his mind about the target of the spell (which may take a short pushback) or choose not to cast it at all (if the magic system allows; this may take a pushback, use up magic energy, or require a skill roll, or have some other cost or effect). Otherwise, the character releases the spell, whose effect is resolved immediately. The character then takes his action, with a delay modifier of 0.

In *Spell Law*<sup>™</sup>, the pushback depends on your effective level in the spell list, and the level of the spell being cast. The most difficult spell you know takes a full 30 phases to cast, but it drops off fairly quickly. The formula is:  $30 / (\text{caster level} - \text{spell level} + 1)$ . More simply, use the following chart to determine the pushback based on the difference in levels:

<b>Level Diff</b>	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<b>Pushback</b>	30	15	10	8	6	5	4	4	3	3	3	3	2	2	2	2	1	1	1	1	1

In RDI, the pushback depends on your skill and the assigned difficulty of the spell (the modifier, not the level which is used to determine it). The formula is:  $15 - (\text{skill} + \text{modifier})$ . For instance, with a skill of 13, on phase 33 a character casts a 5<sup>th</sup> level spell, which is a -6 modifier.  $15 - (13 - 6) = 15 - 7 = 8$ . The spell is actually resolved on phase 41.

## Taking Saved Actions

The minimum amount of phases between any two actions by a single character is 5 phases. Thus, if you've taken an action, you can't take a saved action again for at least 5 phases.

The GM should use common sense when determining what a combatant can do with a saved action. If you're running from one place to another and take a saved action in the middle of the run, it won't get you there any quicker, but it might allow you to do something on the way. If you have a bow readied with arrow nocked and pointed, you can interrupt fast enough to shoot at someone before he can swing a sword at someone else, but if you haven't even nocked an arrow yet, it would take a critical success at Speed Load to get the shot off in time. If you're stunned or have other combat effects, you can use a saved action to burn off some of those effects a little sooner, but you can't use a saved action to do something that your current health status doesn't allow you to do.

## Movement

Movement is always a pushback, or a series of pushbacks for longer movement. Ideally, movement would be done as a large number of very small pushbacks, to make it easy to know where the combatant is on the combat map at any moment. Obviously, this would be very tedious, unless a computer was employed to handle it automatically. Without a computerized map, a 50-phase limit is an acceptable compromise; movements that can be done in 50 phases or less can be done in one pushback, but anything longer must be done in multiple pushbacks.

The same movement rules are used for walking, swimming, climbing, flying, riding a horse, driving a car, etc. whenever it's important to know (in combat time) how far a combatant can get in a given amount of time – or equivalently, how long it takes a combatant to cover a given distance.

To figure movement, you need to start with three numbers:

- **Movement Rate:** This represents the basic movement that the person, animal, or vehicle can do without too much effort. For someone on foot, it's a relaxed walk; for a swimmer, it's a dog-paddle or lazy stroke; for a car, it's a gentle cruising pace, around 25 miles per hour; etc. Movement Rates are usually expressed in feet or meters per 50 phases, except for vehicles, where it's often just as easy to use kilometers per hour, or parsecs per galactic day, or whatever is appropriate to the vehicle and circumstances.
- **Movement Skill:** The relevant skill of the person, rider, or pilot. This might be Running, Swimming, Climbing, Riding, or a TRANSPORTATION skill. It is modified by encumbrance, armor penalty, fatigue, and special circumstances.
- **Pace:** The character chooses a pace, which reflects how hard the character is pushing to go faster. It's a multiplier of the basic Movement Rate that the character is attempting; for instance, a pace of 2 means the character is trying to go twice the basic Movement Rate. The higher the pace, the faster the character might go, but the harder the skill roll will be. If the character has a low skill, or is fatigued, and tries for a high pace, the odds of failure (moving slow, not moving at all, or even fumbling) may be too high. Typical paces range from 1 to 4 (some vehicles might be able to support higher paces). Fractional paces are allowed. You can even use a pace less than 1.

Based on these three factors, and a die roll, you can determine a resulting speed (in the same units as the Movement Rate you started with). From there, you can determine how long it will take to cover a certain distance; or, if that is more than 50 phases, you can determine how far you get in those 50 phases.

Use the following information to determine Movement Rate, Movement Skill, and Pace, as well as Fatigue rates. Use these examples to extrapolate to other vehicle types.

Movement Type	Notes
Person on foot	<p><b>Movement Rate:</b> Metric: <math>9 + Q + \text{height} \div 30</math> (height in cm, result in meters/50 phases) Imperial: <math>32 + Q \times 3 + \text{height} \div 4</math> (height in inches, result in feet/50 phases)</p> <p><b>Movement Skill:</b> usually Running</p> <p><b>Pace:</b> 0.5: trundle, 1: walk, 1.5: jog, 2: run, 3: sprint; sustain a pace of 4 to break Roger Bannister's legendary four-minute mile</p> <p><b>Fatigue:</b> for pace over 2, pace - 2 per half minute, otherwise negligible</p>
Swimming	<p><b>Movement Rate:</b> <math>4.5 + Q \div 2</math> meters, or <math>15 + Q \times 2</math> feet, per 50 phases</p> <p><b>Movement Skill:</b> Swimming</p> <p><b>Pace:</b> 1 is an easy dog-paddle; sustain a pace of 4 for a minute to break Johnny Weismuller's legendary 100m "magic minute"</p> <p><b>Fatigue:</b> pace per five minutes</p>
Climbing	<p><b>Movement Rate:</b> highly variable. As an example, a 3000 foot vertical granite climb is usually done in 3-5 days, and the world record is around 4 hours.</p> <p><b>Movement Skill:</b> Climbing</p> <p><b>Pace:</b> even a pace of 2 represents a frantic scramble; apply an additional -5 to the movement roll for each point of pace above 1</p> <p><b>Fatigue:</b> pace per five minutes</p>
Creatures	<p><b>Movement Rate:</b> Creatures with multiple types of movement (run, swim, hop, fly, etc.) might have multiple movement rates. Metric: from C&amp;T use Base Rate times 0.2 Imperial: from C&amp;T use Base Rate times 0.6</p> <p><b>Movement Skill:</b> from C&amp;T use MN Bonus divided by 5</p> <p><b>Pace:</b> as for the relevant type of movement described above</p>
Riding a horse	<p><b>Movement Rate:</b> use the movement rate of the horse. A typical horse movement rate is 19 meters or 65 feet per 50 phases.</p> <p><b>Movement Skill:</b> Riding, modified by training and temperament of the horse</p> <p><b>Pace:</b> 1: walk, 2.5: trot, 3.5: canter, 6: gallop</p> <p><b>Fatigue:</b> for pace over 2, or doing tricks, or fighting with a recalcitrant horse, 1 per five minutes; otherwise negligible</p>
Riding a bicycle	<p><b>Movement Rate:</b> 15-25kph or 10-15mph depending on bicycle.</p> <p><b>Movement Skill:</b> Bicycle</p> <p><b>Pace:</b> 1: cruise, 2: fast cruise, 3: sprint, 4: outracing highway traffic</p> <p><b>Fatigue:</b> for pace over 2, pace - 2 per half minute, otherwise negligible</p>
Skiing	<p><b>Movement Rate:</b> 25-40kph or 15-25mph depending on ski types.</p> <p><b>Movement Skill:</b> Skiing</p> <p><b>Pace:</b> determined by the steepness and condition of the slope; the skier can make some adjustment to this via technique, but the best way to control the pace is to choose where to ski.</p> <p><b>Fatigue:</b> for pace over 2, pace - 2 per half minute, otherwise negligible</p>
Driving an car	<p><b>Movement Rate:</b> 40kph/25mph/37fps for a normal car, up to 65kph/40mph/60fps for a racecar</p> <p><b>Movement Skill:</b> Cars</p> <p><b>Pace:</b> 1: residential, 2: highway, 2.5: interstate, 3: speeding ticket, 4: race track, 5: drag race</p> <p><b>Fatigue:</b> generally negligible - but don't forget to refuel the car!</p>



Once you have the movement rate, movement skill, and pace, make a skill roll using the movement skill. Modify this as noted above, then add 15 and subtract  $6 \times \text{pace}$ . Use this to look for a numeric (percentage) result on the action chart:

- **Extraordinary Failure:** No movement happens, plus a fumble or crash results, depending on the type of movement. (For instance, someone running might roll on a fumble chart; a skier might hit a tree and take a Bash attack; a car might crash or roll into a ditch, or the engine might strip its gears and fail dramatically.)
- **Fumble:** No movement happens. An attempt to do the same movement on the next action will be at  $-5$ .
- **Percentage Result:** The effective movement rate equals the percentage rate times the pace times the base movement rate. See below for how to use this.
- **Unrelated Success:** If the GM doesn't want to determine an unrelated success, simply treat the result as 100%.
- **Critical Success:** Treat the result as 100% but as if the pace had been one higher (without paying the extra fatigue for the higher pace, if applicable).
- **Extraordinary Success:** For running, the character is already where he wants to be. Otherwise, treat as a 100% for a pace 2 higher than requested.

In a combat, a character usually isn't so much interested in how far he can travel in a given time; he's usually concerned with how long it will take to get to a particular place. Thus, you may already know a desired distance to cover. If that distance is more than the effective movement rate, then simply advance the character by the effective movement rate, give him a 50 phase pushback, and when his action comes up again, he can do another movement for the remainder.

If the combatant's only intention is to go as far as possible (for instance, if he's fleeing a battle, or if there's a chase going on) you can do the same thing.

If the desired distance is less than the effective movement rate, then move the combatant to the desired location, then apply a pushback equal to the desired distance times 50 divided by the effective movement rate, rounded off. For instance, if Kevin wants to run 100 feet and his effective movement rate is 175 feet, his pushback is  $100 \times 50 \div 175$ , or 29 phases.

During a chase scene, it might be sufficient to simply keep track of how far apart are the chaser and chased. During each 50-phase pushback, the difference between their effective movement rates is added to or subtracted from this gap.

## Interrupting Movement

Of course it should be noted that the character doesn't just appear at the destination and then wait through a pushback; he's actually moving through the entire path during the pushback, presumably at a mostly-constant speed. That means it's possible for his movement to be interrupted, either because someone interferes (taking a shot at him as he passes, or moving into the way) or because he changes his mind partway through the movement (because of a change in the situation).

In such cases, you can divide up the total amount of distance he was going to travel by the number of phases of pushback in which he was traveling to find a distance per phase; then multiply that by the number of phases since he started, to determine where he is on a given phase. Or you can use a similar technique to determine when he reaches a particular point. Naturally the calculations of speed and distance described here are optional – the GM can simply guesstimate if precision isn't required.

If a character changes his mind partway through a movement pushback, the GM may require (depending on circumstances and pace) that he make a maneuver roll to come to a stop, or change direction. Change the phase of his next action to when he changed his mind (or a few phases later, depending on the results of the maneuver roll) and proceed normally.

# Healing and Fatigue

Wounds can be divided into three types: short-duration ones (like stuns or temporary penalties, where the number of actions of the effect is specified in the critical result), life-threatening emergencies (including bleeding and other recurring hit point loss due to burns, frostbite, etc.), and long-term wounds (including hit point loss, broken bones, penalties due to slashed muscles, and comas). Short-duration wounds need no clarification about healing since their duration is already specified. Rules are presented here for handling the other two types. In addition, rules are provided for handling fatigue.

Note that the rules presented herein for healing assume the use of Iron Crown's combat system, and will be revised when a native *Prism* combat system is developed.

Magic, ritual, and other supernatural healing, idiosyncrasies that affect healing, and super-advanced technological treatments, are not described here. Consult the description of those spells, items, idiosyncrasies, or other techniques to learn how to use them and what they are capable of doing. These rules describe recovery from wounds using only the natural human native abilities to heal, possibly assisted by use of normal medical skills and equipment.

## Life-Threatening Emergencies

There are two main ways that life-threatening emergencies are described in critical results: recurring loss of hit points (usually caused by bleeding, though other causes include burns, frostbite, and some elemental attacks), and criticals that specify that the target will die in some number of rounds (or even immediately). In both cases, there is no inherent, unassisted healing in a normal human that will be able to take effect anywhere near fast enough to save the character's life. Any wound small enough that it can clot on its own before the victim dies is not described in criticals as a recurring hit point loss – instead, these are indicated as a one-time reduction to hit points. Thus, any critical result that includes bleeding or recurring hit point loss is fatal if untreated. Even an extremely tough and well-developed character with only a 1 hit point per round wound will die of it (though perhaps not for 15 minutes or so).

When treating these wounds, it's important to note that two wounds each giving three hit points lost per round are not the same as a single wound giving six hit points lost per round. The former is much less difficult to treat.

With the GM's approval, the expenditure of one plot point by the victim at the time the wound is incurred (or immediately thereafter) can turn any one bleeding wound into a lesser wound – each point of bleeding is converted into five hit points lost plus a round of stun. (The wound seemed worse at first than it actually was.) A second plot point eliminates the wound completely. A lethal wound can be reduced to bleeding of five hits per round through the expenditure of a plot point (and that can be further reduced or eliminated by spending more plot points).

Other players can't spend plot points in this way unless the player comes up with an appropriately dramatic way to get his character involved. For instance, another player could

spend a plot point to have his character dive across the path of the weapon that would have caused the dangerous wound, or to declare that a gift his character had given to the victim happened to be in the right place to block the attack.

Otherwise, stopping these wounds requires a roll on Emergent Care or one of its children skills. (Anyone can spend plot points normally to change the die roll.) A medic can first spend an action doing a Diagnosis skill roll; on a success, she will get a +3 to all subsequent rolls to treat the wounds thus diagnosed. However, the victim may have lost more hit points during this time, and might not be able to afford to wait. Some wounds kill instantly; it's only possible to save someone from these if you're already in position with equipment ready and you have an action (and even then it's not always possible, depending on the wound).

The skill roll is modified as follows:

Circumstance		Modifier
Treating yourself	wound in an accessible location (e.g., forearm)	-4
	wound hard to get to (e.g., back of leg)	-6
	wound where you can't see it (e.g., middle of back)	-10
Severity of wound	up to 4 hit points per round (X = hit points per round)	6 - 3X
	more than 4 hit points per round (X = hit points per round)	15 - 5X
	dies in X rounds	X - 40
	dies instantly	-50
Type of wound	organ destroyed	-25
	severed arm, hand, leg, or foot	-20
	severed finger, toe, ear, eye, or genitals	-8
	burn (blistering)	-6
	frostbite or other cold damage	-4
	puncture	0
	clean slashing cut	+2
Equipment available	ragged tear	+6
	none	-10
	crude low-tech (e.g., linen strips, tourniquet)	-8
	good low-tech (e.g., gauze bandages, sewing needle)	-6
	crude modern (e.g., cold packs, self-adhesive bandages)	0
	good modern (e.g., suturing needle, coagulant)	+4
	professional modern (e.g., ER equipment, heat suit)	+10
	good futuristic (e.g., spray-skin, skin rebuilders)	+15
professional futuristic (e.g., nanotech, stasis bubbles)	+30	
Other circumstances	patient sedated or unconscious	+4
	patient struggling or resisting	-6
	lighting, distractions, etc.: see main action charts	

For instance, treating a 3 hit per round slash on a companion using a suturing needle would be at a +3 (severity of wound is 6-3X or -3, type gives +2, suturing needle gives +4).

Roll with the appropriate skill (plot points can be spent as usual) and consult the action chart. The result is:

- **Extraordinary Failure:** If the victim had been due to die within 6 rounds or was bleeding at more than 6 hits per round, he is now dead. Otherwise, he will now die in 6 rounds. Rattled, you are at -10 to all medicine-related rolls for two hours.
- **Fumble:** The wound is now 50% worse than before (increase bleeding rate by 50%, or take one third off the number of rounds left before death).
- **Failure:** No effect, save that you might have used up supplies like bandages.
- **Partial Success:** Bandages are slowing the blood loss by half, but all you've done is buy time. Take the bandage off and the victim is right back where he started. Halve effective bleeding rate, or double rounds left to live.
- **Near Success:** The wound's blood flow is mostly stopped, but there's still blood seeping through the clots and bandages (or equivalent). If the wound was 1 hit point per round, the patient loses 5 more hit points immediately, then no more. Other bleeding is changed to 1 hit point per round, while death in some number of rounds changes to 2 hit points per round. All blood stoppage is clotting as described under Success.
- **Unrelated Success:** As Near Success, but the patient also regains up to 10 lost hit points.
- **Success:** The blood flow or danger is stopped. The bandages and clotting are tenuous, though; any motion greater than a slow, gentle walk runs the risk of reopening the wounds.
- **Critical Success:** As Success, but the wounds are scabbed over or well-sealed. Only the most sudden or violent movements (like combat or athletics) will reopen them.
- **Extraordinary Success:** The wound is completely sealed and can be completely ignored.

Possibilities for scars, infection, etc. are left up to the GM's discretion, and can usually be safely ignored save when story concerns or extenuating circumstances dictate otherwise. Wounds that are still clotted or scabbed become long-term wounds (see the next section for treatment).

## Long-Term Wounds

Some long-term wounds do not ever heal on their own. These include spinal paralysis (and some other nervous system damage), amputation, some rare non-fatal organ damage, and others as described in the critical result. For these, no medical attention can help except in higher-tech worlds where some method has been developed to address such problems. Rules for these techniques will be addressed in appropriate worldbooks. Most other long-term wounds can be categorized as follows:

Type of Wound	Base Healing Rate
Lost hit points	1 point per 8 hours
Bleeding (clotted to scabbed, or scabbed to healed)	1 point per 4 days
Sprains, penalty to actions	1 point per 3 days
Muscle damage, penalty to actions	1 point per 5 days
Tendon damage, penalty to actions	1 point per 8 days
Bone broken, penalty to actions	1 point per 10 days
Compound fracture or shattered bone, penalty to actions	1 point per 15 days
Coma	special; see below
Limb useless (broken bones, slashed muscles, etc.)	special; see below
Disease (depending on potency)	special; see below

## Calculating The Healing Factor

The base healing rate above refers to normal healing by an average person living in the modern day, if he gets no medical help, and does normal day-to-day activities (rather than resting, or engaging in strenuous activities). This rate is multiplied by a Healing Factor, which represents how much faster or slower the patient can heal under the circumstances; for instance, a Healing Factor of 2.0 means the patient heals at twice this rate. The Healing Factor is determined by multiplying together the following values:

- **Patient's Endurance:** Multiply by  $1 + (E \div 10)$ . For instance, someone with an Endurance of +5 heals at 1.5 times the base rate, while someone with a -5 heals at 0.5 times the base rate.
- **Idiosyncrasies and Items:** Certain idiosyncrasies or special items might alter the patient's healing rate. For example, **Rapid Healing** might allow a doubled healing rate, so multiply by 2.0. An uncontrolled diabetic might heal at a rate of 0.6.
- **Healing Trance:** Characters using the Meditation skill Healing Trance can make a roll on the skill, at -2 for each wound the character has. Multiply healing by 1 plus the percentage result (e.g., on a total roll of 14, a percentage result of 50% means multiply by 1.5). On a fumble result the character can't get into a trance until these wounds are healed (or there's some other change of circumstances the GM considers enough to justify another roll). On an extraordinary failure, the character goes into a trance that seems to be working, but multiply by 0.3. On critical success multiply by 3.0; on extraordinary success, by 5.0. Note that during the trance, the character is unaware of the world around and the passage of time, and cannot be roused before the healing completes save by extraordinary efforts. Characters in a trance are also resting fully, and will benefit from the rest as described below.
- **Medical Assistance:** Patients with no medical assistance heal at the base rate, but those with even crude assistance can improve considerably on that rate. The medic makes a skill roll with the appropriate skill, modified as follows:

Circumstance		Modifier
Treating yourself	wound in an accessible location (e.g., forearm)	-4
	wound hard to get to (e.g., back of leg)	-6
	wound where you can't see it (e.g., middle of back)	-10
Being treated by someone else	medic is busy with many other patients or other duties	-10
	medic can only spare this patient an hour a day or less	-6
	medic can only spend a few hours a day tending to this patient	0
	medic spending more than half his time on this patient	+5
	medic dedicating all his attention to this patient	+8
Other circumstances	patient sedated or unconscious	+4
	patient struggling or resisting	-6
	lighting, distractions, etc.: see main action charts	

Normally the medic rolls once per the time period indicated in the base healing rate. However, the GM may wish to roll less often, or only once for the entire period of healing, especially for things which take a long time to heal. The healing rate multiplier is 0.5 on a fumble, 3.0 on a critical success, or for a numeric result, convert percent to decimal (divide by 100) and add 1 (so 0% becomes 1.0, 50% becomes 1.5, 120% becomes 2.2). On a critical

failure, the medic makes the wounds much worse, or perhaps causes something impossible to heal (e.g., bones don't set right). On an extraordinary success, the healing is complete within a single time period.

- **Technology Level:** How advanced is the civilization in which the character is healing can affect the rate of healing in two ways. First, more civilized worlds usually have more nutritious foods, more sanitary conditions, more healthful climate control, better understanding of anatomy and medicine amongst its medics, etc. Second, medical technology being used can make a big difference (though a poor-quality, skimpy first aid kit from a high-tech world is no better than a well-provisioned kit from a lower-tech world.) The GM should choose the multiplier for the technology and civilization level of his world (and whether it varies for different sorts of wounds and medical problems), then vary it slightly on a case-by-case basis when medical technology available to the patient or his medic is better or worse than the world's average. Here are some examples:

Technology Level	Multiply by
Bronze Age	0.1
Ancient Civilizations	0.2
Classical Age	0.4
Middle Ages	0.3
Renaissance	0.5
Age Of Exploration	0.5
Industrial Age	0.6
World War I	0.75
World War II	0.9
Modern day	1.0
Modern top hospital	1.2
Modern experimental program	0.8 to 1.5
Cyberpunk	2.5
Biopunk	4.0
Babylon 5	6.0
Star Trek	15.0
Star Wars	25.0
The Culture	100.0

- **Rest:** Rest is essential for speedy healing. Here are some examples:

Rest Level	Multiply by
Patient very active (fighting, doing acrobatics, etc.)	0.1
Patient active (running, keeping a busy schedule)	0.3
Patient slightly active (walking, driving a car)	0.6
Patient in non-restful circumstances (passenger in a car, using a computer)	0.8
Patient doing mild day-to-day activities (watching TV, knitting, cooking)	1.0
Patient resting (spending significant extra time in bed)	2.0
Patient resting fully (doing nothing but resting and maybe a little reading)	3.0
Patient unconscious (sleeping all the time, in a coma)	3.5
Patient sedated	4.0

- **Multiple Injuries:** Patients healing from multiple medical conditions heal slower. Multiply by  $1 - ((\text{number of injuries}) \div 10)$ . For instance, someone with 3 distinct injuries heals at 0.7 times the base rate. If the resulting rate is below 0.3, use 0.3 instead.

- **Realism Level:** The GM should choose a multiplier which reflects how realistic or cinematic his world is in regards to healing rates. A rate of 1.0 means characters will fear injury because they'll be down for a long time. A rate of 3.0 might encourage players to take more cinematic risks, but to still be cautious and take injury seriously. A rate of 6.0 would allow characters to take serious wounds with every expectation of being back on their feet within days or hours. (Note: the GM can also vary other factors to achieve different types of cinematic qualities, such as giving out more plot points to allow characters to avoid being hit or minimize the effect of injuries when sustained.)

## Using The Healing Factor

You can multiply the base healing rate by the Healing Factor; e.g., a muscle wound that recovers at 1 penalty point per five days, with a Healing Factor of 2.0, recovers at 2 penalty points per five days.

Alternately, to avoid rounding errors, you can divide the time periods by the Healing Factor; in this case, the wound recovers at a rate of 1 penalty point per 2½ days, or 60 hours. Had the Healing Factor been 2.4, healing would occur at a rate of about one point per 50 hours (120 hours divided by 2.4). Generally you will be able to round off these time periods without ill effect, as you won't usually need to-the-minute accuracy.

A simpler approach is to determine how long the whole healing process would have taken at the base rate, then divide that by the Healing Factor. That will give you accurate results easily, as long as it's not important to note how far along the healing is at some point midway through the process. (If the character is going to be resting in bed for two weeks, there's no need to figure out the progress per 10 hours... unless, of course, assassins are going to break into his convalescence home after four days and attack him, and you need to know how far along his healing is at that point!)

## Types Of Damage

Different kinds of damage are healed as follows:

- **Lost Hit Points:** Hit points are regained up to the character's optimum (but never more). If a character has zero or negative hit points, when she returns to positive hit points she recovers consciousness. Lost hit points optionally also give a penalty to all actions (GMs who prefer not to have a "death spiral" in combat can simply omit this modifier):

61-70% of optimum hit points	-1
51-60% of optimum hit points	-2
41-50% of optimum hit points	-3
31-40% of optimum hit points	-4
21-30% of optimum hit points	-5
11-20% of optimum hit points	-6
1-10% of optimum hit points	-7

- **Bleeding:** A clotted wound isn't bleeding, but with even a minor jostling, it will start bleeding again. The patient can't do much more than walking about without risking



breaking the clot and starting to bleed again. Clotted wounds heal to scabbed wounds one point at a time until they've completely changed to scabbed. A scabbed wound is fairly firmly sealed up but still visible and still can be broken open by vigorous activities such as acrobatics or combat. After a scabbed wound heals (one point at a time) there's nothing left (save possibly a scar).

- **Penalty to actions:** The penalty is gradually reduced as the wounds heal. A partially healed wound can be (at the GM's discretion) returned to the full wound level by over-vigorous movement using the affected body part.
- **Coma (Fixed Duration):** Some critical results specify a coma of a given duration; in general, these durations assume some medical care is being applied, so the GM should double them, then divide by the Healing Factor, to determine how long it will take to come out of the coma. (Also, the patient does not gain any Healing Factor benefit from the rest of being in a coma!)
- **Coma (More Realistic):** In the real world, no one knows when (or sometimes, if) someone will come out of a coma. If the GM prefers to implement this approach, convert the length of the coma to days and double it as described above. The patient then rolls to come out of the coma once per day; use the Healing Factor to increase or decrease the time period between rolls, so a Healing Factor of 3.0 allows a roll every eight hours. The roll is a completely unmodified roll, and must equal or exceed the number of days of the coma. For instance, a 30-day coma requires the patient to roll an unmodified, open-ended d20 and get a 30 or higher to come out of the coma; obviously, the roll has to go high-open-ended to achieve this.
- **Limb useless:** For practical purposes, any wound which renders a limb useless (typically a broken bone, though sometimes a slashed tendon or muscle), can be assumed to remain in that useless state for a fixed period of time, then turn into an equivalent "penalty to actions" wound with a -10 penalty (and can heal normally from there). The amount of time it takes to reach this stage depends on the size and scale of the wound. Here are some examples of healing times at the base healing rate, without medical help. Divide these by the Healing Factor for actual healing time.

Broken rib	2 weeks
Broken toe	3 weeks
Broken finger	4 weeks
Broken nose or sternum	5 weeks
Broken bone in foot or hand	6 weeks
Broken wrist, ankle, or skull	8 weeks
Broken arm, leg, or jaw	10 weeks
Broken elbow joint, severed muscle	12 weeks
Broken knee joint	14 weeks
Broken shoulder or collarbone, severed tendon	16 weeks
Shattered arm, broken bone in back	18 weeks
Broken hip or pelvis	20 weeks
Shattered leg	24 weeks
Shattered hip or pelvis	28 weeks

- **Disease (Multiple Stages):** Each disease has a potency (analogous to a skill value, indicating how potent the disease is), and a series of "stages" indicating progressive levels of the

disease's effects. Stage 0 always represents being cured. Stage 1 is generally a very mild effect, and often indicates a remission or incubation period in which no effects are seen at all. As an example, a disease might have no noticeable effects in stages 1 and 2, cause mild tiredness (-1 to all actions) in stage 3, the symptoms of a mild cold in stage 4, a more severe cold in stages 5-6, pneumonia in stages 7-9, and so on, until some stage ultimately represents death. Also, each disease has a rate (typically once per day) at which it may make renewed attacks against the patient. At each passage of this interval the disease rolls with its potency against the target's resistance to disease, and on a success, the patient advances by another stage. (Critical success advances two stages, and extraordinary success by five stages. Fumbles reverse a stage, and critical failures reverse three.) The patient also gets a chance to recover; this is treated much the same as recovery from a coma, using the disease's potency as the target roll to beat in order to reverse the disease's progression by a stage.

- **Disease (Single Stage):** Some diseases (and many poisons) don't have stages; once you have it, the effects are constant until you either recover or die. (Others have stages that are immaterial for game purposes, so they can be treated as single-stage diseases.) In this case, the disease has two potency values, one (the *contagion potency*) to contract the disease in the first place and to fight it off, and the other (the *fatality potency*) to kill the patient. (Typically the latter will be much lower than the former; for instance, a common cold is fairly potent at infecting someone (10), but quite ineffective at actually killing him (-20).) Each day the disease gets to roll with its fatality potency to try to kill the victim, but if it fails, there is no effect. (If it critically fails, the patient recovers.) The patient may also roll against twice the contagion potency to recover from the disease, following the same procedures as a coma.

Patients may expend plot points to increase the rate of healing. Each plot point spent can add 3 to the Healing Factor (that's an addition, not a multiplication). In general, it's better to spend plot points to avoid having gotten the wounds in the first place, though.

## Fatigue

Heavy exertion from actions like running, fighting, climbing ropes, swimming, carrying large weights, etc. will cause fatigue. In some worlds, spellcasting causes fatigue as well. Most of the time this doesn't need to be kept track of – simply apply common sense when determining when someone needs to rest. However, it might be important in some situations like extended combats or when spellcasting depends on fatigue.

When fully rested, your fatigue is 0. You can earn fatigue from:

- **light exertion** (jogging, swimming, climbing a ladder, carrying something half your carrying capacity): 1 point per 5 minutes
- **heavy exertion** (carrying your full carrying capacity, lifting something heavier than your carrying capacity, fighting with an average melee weapon): 1 point per minute
- **fighting** (with a very heavy weapon: claymore, battleaxe, etc.): 1 point per half a minute
- **running** (at a pace of 3 or more): fatigue cost is pace-2 per half a minute
- **a long hike** (for those who fail their Hiking skill roll): 1 point per hour

The GM can extrapolate for other actions depending on the circumstances.

Fatigue is treated as a penalty to all relevant skill rolls (generally the same ones to which encumbrance penalties apply). However, characters with an Endurance over 0 can cancel out as many points of fatigue as their Endurance score, whenever fatigue is being applied against physical activities like running and jumping. For example, Kevin has accrued 5 points of fatigue, but has an Endurance of +2. If he tries to run, he'll do so at a -3. His friend Jim, who also has 5 points of fatigue but who has an Endurance of -1, runs at a -5.

When fatigue exceeds your Endurance "stat skill" (twice your Endurance plus 10) the character is so exhausted that he can't really do anything, and might fall into unconsciousness. He must make an Endurance stat skill roll every time he attempts any action; if he fails, he lapses into unconsciousness before he can act.

Resting reduces fatigue at a rate of 1 point every ten minutes. The GM may adjust this rate depending on circumstances (e.g., riding a very tame horse might allow rest of 1 point every 30 minutes). A full night's sleep generally eliminates all fatigue. Spending one plot point can eliminate all fatigue.