

Hybrid Player's Guide

Jim Mochel

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Abstract

No, no! The adventures first, explanations take such a dreadful time.

—Lewis Carroll, *Alice's Adventures in Wonderland and Through the Looking-Glass*

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Part I. Concepts and basic mechanics

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Chapter 1. Basic Mechanics

When to roll dice and what to roll.

Time exists in order that everything doesn't happen all at once...and space exists so that it doesn't all happen to you.

—Susan Sontag, *At the Same Time: Essays and Speeches*

Time Scale, Perception, and Initiative

Time Scale

We mostly work in "Mythic" or "Storytelling" Time. Time is referred to by the units we are used to, Hours, minutes, and seconds. The GamesMaster (GM) typically tells the players how much time has passed and handles the sequencing and general "fairness". Sometimes, the story being told requires more detailed time keeping, we will slice time up into finer pieces.

Skill Check (*d100*)

All tasks that are undertaken in Hybrid are done by performing a Skill Check. A Skill Check is done by figuring out the chance of succeeding at a task (called the "Success Chance" as a percentage (such as 86%) and rolling percentile dice (1-100) against that chance. If the die roll is under the "Success Chance" then the character succeeded at what they are attempting. If not, they failed. There are degrees of success that range from "Oh Wow!" (Critical Success) to "Oh No!" (Critical Failure)

See XXX for a detailed discussion of Skill Checks.

Perception Roll (*d100*)

One Skill Check done by every character is a Perception Roll. How well a character does on a Perception Roll determines how alert a character is and how well they can react to a combat or non-combat situation.

Most of the time a situation is self evident to a character. A character automatically knows that there is a bar in the room and how many people are in it. In order to determine how much the character has "taken in" their environment the GamesMaster may ask the player to roll a Skill Check called the Perception Roll. It is just a standard percentile dice roll. As a result of the roll the GamesMaster will tell you how much the character takes in and understands. Typically, a character intentionally paying attention to the environment takes about a second to take it in. Players may also ask to make "Passive Perception" rolls to determine what their character is able to take in "in passing" rather than paying attention with intent.

See XXX for a detailed discussion of Perception and Initiative.

Initiative Roll (*2d6*)

When the players want or need a more finely grained time keeping (like Life or Death battles or activities that are expected to make good theater) we will start keeping track of time using "counts". A count is *roughly* one tenth of a second.

While a count is *roughly* 1/10th of a second its primary purpose is to keep things from colliding. So while 30 counts may have passed, the GM may adjudicate that it was only two seconds in "real" time.

To determine how quickly the character reacts or takes action there is an Initiative Roll. Initiative is rolled on two six sided dice (2d6) and the roll is modified up or down for the situation and the characters go in order of the roll (2 comes before 3, etc).

See XXX for a detailed discussion of Perception and Initiative.

Chapter 2. Skill Checks and Actions

Skill Checks are the fundamental concept in Hybrid. Because they are used or referred to by almost all the other All tasks that are undertaken in Hybrid are done by performing a Skill Check. A Skill Check is done by figuring out the chance of succeeding at a task (called the "Success Chance") as a percentage (such as 86%) and rolling percentile dice (*d100*) against that chance. If the die roll is under the "Success Chance" then the character succeeded at what they are attempting. If not, they failed. There are degrees of success that range from "Oh Wow!" (Critical Success) to "Oh No!" (Critical Failure)

Success Chance

The success chance is calculated very simply by adding and subtracting some numbers to create the [Definition: Difficulty Factor] and checking the DRF table.

Table 2.1. Success Chance

Difficulty	% Chance	Amazing Success	Very Notable Success	Notable Success	Solid Success	Success	Failure	Solid Failure	Notable Failure	Very Notable Failure	Amazing Failure
-1	1	0	0	0	1	1	2	2	2	3	4
0	6	0	1	2	3	6	7	9	12	15	18
1	11	0	1	3	5	11	12	16	22	27	32
2	16	0	2	4	8	16	17	23	31	39	47
3	20	0	2	5	10	20	21	30	40	50	60
4	25	0	2	6	12	25	26	37	49	61	74
5	29	0	3	7	14	29	30	43	58	72	86
6	33	0	3	8	16	33	34	49	66	82	99
7	37	0	4	9	18	37	38	55	73	92	110
8	40	0	4	10	20	40	41	60	80	100	120
9	43	0	4	11	22	43	44	65	87	109	130
10	46	0	5	12	23	46	47	70	93	116	139
11	49	0	5	12	25	49	50	74	99	123	148
12	52	1	5	13	26	52	53	78	104	130	156
13	54	1	5	14	27	54	55	81	109	136	163
14	57	1	6	14	28	57	58	85	113	141	170
15	59	1	6	15	29	59	60	88	117	146	176
16	60	1	6	15	30	60	61	91	121	151	181
17	62	1	6	16	31	62	63	93	124	156	187
18	64	1	6	16	32	64	65	96	128	160	191

Skill Checks and Actions

Difficulty	% Chance	Amazing Success	Very Notable Success	Notable Success	Solid Success	Success	Failure	Solid Failure	Notable Failure	Very Notable Failure	Amazing Failure
19	65	1	7	16	33	65	66	98	131	163	196
20	67	1	7	17	33	67	68	100	133	167	200
21	68	1	7	17	34	68	69	102	136	170	204
22	69	1	7	17	35	69	70	104	138	173	208
23	70	1	7	18	35	70	71	106	141	176	211
24	71	1	7	18	36	71	72	107	143	179	214
25	72	1	7	18	36	72	73	109	145	181	217
26	73	1	7	18	37	73	74	110	147	183	220
27	74	1	7	19	37	74	75	111	148	186	223
28	75	1	8	19	38	75	76	113	150	188	225
29	76	1	8	19	38	76	77	114	152	190	227
30	77	1	8	19	38	77	78	115	153	191	230
32	78	1	8	19	39	78	79	117	156	195	234
33	79	1	8	20	39	79	80	118	157	196	236
35	80	1	8	20	40	80	81	119	159	199	239
37	81	1	8	20	40	81	82	121	161	202	242
39	82	1	8	20	41	82	83	122	163	204	245
42	83	1	8	21	41	83	84	124	166	207	249
44	84	1	8	21	42	84	85	125	167	209	251
47	85	1	8	21	42	85	86	127	169	212	254
50	86	1	9	21	43	86	87	128	171	214	257
54	87	1	9	22	43	87	88	130	173	216	260
58	88	1	9	22	44	88	89	131	175	219	263
64	89	1	9	22	44	89	90	133	177	222	266
70	90	1	9	22	45	90	91	134	179	224	269
77	91	1	9	23	45	91	92	136	181	226	272
86	92	1	9	23	46	92	93	137	183	229	275
97	93	1	9	23	46	93	94	139	185	231	278
111	94	1	9	23	47	94	95	140	187	234	281
131	95	1	9	24	47	95	96	142	189	236	284
158	96	1	10	24	48	96	97	144	192	240	288
200	97	1	10	24	49	97	98	146	194	243	291

Difficulty	% Chance	Amazing Success	Very Notable Success	Notable Success	Solid Success	Success	Failure	Solid Failure	Notable Failure	Very Notable Failure	Amazing Failure
273	98	1	10	25	49	98	99	147	196	245	294

The basic equation to determine the difficulty factor is the following

Equation 2.1. Figuring out the Difficulty Factor

$$\text{Difficulty Factor} = \text{Stat}_{\text{Task}} + \text{Rank}_{\text{Skill}} + \text{Difficulty}_{\text{Task}} \pm \text{Mods}_{\text{Other}}$$

Keep in mind that rolling the dice is straight forward and so is the storytelling. Most of the rules and tables in this system deal with how to calculate the Difficulty Factor

Sequence for figuring out the Difficulty Factor

- Figure out what the task is
- Figure out what the Stat Basis of the task is from the task description.
- Figure out what the Difficulty of the task is from the task description.
- Get Add the rank in your applicable skill.
- Figure out any applicable modifiers for the environment, gifts, etc...

Task Descriptions

A task is an action or a set of actions to be performed. Each task has a difficulty associated with it.

Elements of a Task

Name	Self Explanatory
Stat Base, SB	The stat or combination of stats the tasks is based on.
Difficulty	The difficulty of the task. Typically expressed as a number in a range from -30 to +30
Time	The task will have time associated with it. This is the average time the task typically takes to perform.
Description	An optional description of the task if the name is insufficient.
Skills	This is a list of suggested skills that could be used to do the task. It is not exhaustive.

Multiple Tasks

If there are a series of actions that can be lumped together in a single task the DF for the task is the average of the DFs for all the tasks.

Jogging across the street and leaping a small fence are actions that are best lumped together into one task. There is no reason to ask the character to roll a task roll for each action. But if the character stands the chance of being exposed to someone looking for him then a roll should be made for the entire set of actions.

There are some common tasks and ways of describing actions that have standard DFs.

Subjective Difficulty

Since this is all made up anyway we often need to be able to map subjective descriptions of how difficult something to a numeric difficulty for the task.

Table 2.2. Subjective Difficulty

Subjective	DF
Trivial	+2
Simple	0
Non-Trivial	-2
Difficult	-5
Very Difficult	-7
Damned Difficult	-10
Nearly Impossible	-20

Common Tasks

Table 2.3. Common Tasks

Name	Difficulty	Stat Base	Time	Description	Skills	Side Effects
Judgement of Quality	+2	Stat Base of the appropriate perception or skill	30 secs		Perception, Evaluate Worth	
Common Action	0	Stat Base of the appropriate skill		Makes up 60\% or more of the actions made by someone using a given skill. Anyone of basic competence		

Name	Difficulty	Stat Base	Time	Description	Skills	Side Effects
				in a skill would know this action well.		

Common Modifiers

Unranked in the skill

Any character unranked in the skill has a DF -15, ad Initiative -2

Doing Multiple Things at the same time

AKA Florentine actions

Table 2.4. Common Modifiers

Name		Description	Physical DF	Mental DF	Side Effects
Mental Florentine	Mental	Performing two mental actions at once.		DF -8/ DF -10	DF -2 Awareness
Physical Florentine	Physical	Performing two physical actions at once.	DF -4/DF -6		DF -2 Awareness
Mental Florentine	Physical	Performing a mental and physical actions at once.	DF -2	DF -4	DF -2 Awareness

Well Being, Injury and Exhaustion

A character that is injured or fatigued has DF modifiers to their actions. Physical fatigue has the greatest effect on physical actions and Mental fatigue has the greatest effect on Mental actions.

Table 2.5. Character Condition Modifiers

Name	Description	Physical DF	Mental DF	Side Effects
Physically Exhausted	PEX = 0	-6	-3	-4 Awareness
Slightly Physically Wounded	25% wounded in PBD	-2	-1	
Significantly Physically Wounded	50% Wounded in PBD	-4	-2	
Majorly Physically Wounded	75% Wounded in PBD	75% Wounded in MBD	-8	-4
Critically Physically Wounded	90% Wounded in PBD	-20	-20	
Mentally Exhausted	MEX = 0	-3	-6	-4 Awareness
Slightly Mentally Wounded	25% wounded in MBD	-1	-2	
Significantly Mentally Wounded	50% Wounded in MBD	-2	-4	
Majorly Mentally Wounded	-4	-8		
Critically Mentally Wounded	90% Wounded in MBD	-20	-30	

Movement

When performing an action the character may be affected by his rate of movement. If the character is moving faster than a walk the DF due to movement applies to any physical action they are attempting. ANY mental action they perform is subject to 1/2 the listed DFs.

Table 2.6. Common Modifiers

Name	Description	Physical DF	Mental DF	Side Effects
Physical Movement at a Jog		DF -3	DF -1	
Physical Movement at a Run		DF -5	DF -2	
Physical Movement at a Dash		DF -7	DF -4	
Vehicular Movement		DF -10	DF -3	

Environmental Conditions

This is a catchall area. Characters generally are at their best performance in conditions similar to the environment in which they were raised. Any drastic modifications from that environment in terms of light, gravity, humidity, etc\ots can lower the character's performance.

Table 2.7. Common Modifiers

Name	Description	Physical DF	Mental DF	Side Effects
Visibility reduced 50%		-3		
Visibility reduced 75%		-4		
Gravity 50% off		-3		
Gravity 100% off		-4		

Success and Failures

Rules governing how well you succeed or fail.

As we said before if the die roll is under the "Success Chance" then the character succeeded at what they are attempting. If not, they failed. There are degrees of success that range from "Oh Wow!" (Critical Success) to "Oh No!" (Critical Failure)

Table 2.8. Success and Failure

How you rolled	Effectiveness	Subjective Name
Under 1/100 of what was needed	3 x the effect	Amazing Success
Under 1/10 of what was needed	2 x the effect	Very Notable Success
Under 1/4 of what was needed	1.5 x the effect	Notable Success
Under 1/2 of what was needed	1.25 x the effect	Solid Success
Under what was needed	1 x the effect	Success
Over what was needed	0 x the effect	Failure
Over 1.5 times what was needed	-0.25 x the effect	Solid Failure
Over 2 times what was needed	-0.75 x the effect	Notable Failure
Over 2.5 times what was needed	-1.0 x the effect	Very Notable Failure
Over 3 times what was needed	-2.0 x the effect	Amazing Failure

Particular tasks may have specific results associated with the the different levels of success and those tasks will have tables with the tasks. Those tables will have the name of the success type combined with what is needed to be rolled.

Competing

When the character is testing skill versus skill the chatacter makes an Opposing Skill Roll. An opposing skill roll in a roll in which the character attempts to undo an action done previously by another character. Typically the SN of the original action is taken as a negative modifier to the current skill roll.

Attempting to conceal yourself when others are looking for you is an example.

Chapter 3. Skills

Descriptions

Elements of a Skill

Name	Self Explanatory
Difficulty Factor	The difficulty of associated with the skill
Stat Base	The statistic or combination of statistics the skill is based on
Gen Cost	The character generation cost of a skill or skill package.
EP Cost	The experience point cost is the amount of experience points it takes to buy a roll in a skill.

Ranking

Proficiency in a skill is described by a number with a range of 0-30. The higher the number, the greater the character's expertise. Someone is completely unfamiliar with a skill is considered to be unranked. Someone who is familiar with the basics of the skill is rank 0. Other rankings are described in table XXX

Table 3.1. Ranks and Expertise

Rank	Expertise
0	Familiar with the skill
1-3	Beginner
4-6	Dedicated Amateur
7-10	Solid Workaday Craftsman
11-14	Professional
15-18	Expert
19-25	Mastery
25+	Mystical Mastery

Types of Skills

Art	An activity that has as its aim an affect upon the aesthetic senses of its audience.
Craft	An activity that is intended to mix Art with the production of some utilitarian object or effect.
Science	A series of disciplines intended to increase a codified body of knowledge..
Engineering	Any area of endeavour that attempts to apply a codified body of knowledge to the production of a desired physical effect.
Technical Study	AAAn area of endeavour that is focused upon creating and maintaining the end result of the corresponding engineering discipline

Physical Discipline

Any area of endeavour based on muscle memory training.

Mental Discipline

Any area of endeavour based on purely mental manipulations without reference.

Working with Skills

Figuring out the cost of new Skills

Tip

Not needed by most programmers.

Each skill has a cost that is based on the components of the skill.

Table 3.2. Costs of Skill Components

BasicType	Cost	DF
Mental Disciplines	3	-4
Art	3	-2
Science	7	0
Engineering	5	0
Crafts	4	-1
Technical Study	4	0
Physical Disciplines	2	0
BasicType	Cost	DF
Interaction Type	Cost	DF
Unassisted	0	0
Single Assisted	1	-1
Tool Use	Cost	DF
Non-Tool Based	0	0
Simple Tool Based	1	-1

Table 3.3. Common Skill types and their costs

Name	Type	Interaction	Tool Use	Cost
Lore Skills	Mental Discipline	No Assist	No Tools	3
Spoken Language Skills	Mental Discipline	No Assist	No Tools	3
Written Language Skills	Mental Discipline	No Assist	Simple Tools	4
Unarmed Weapon Skills	Physical Discipline	No Assist	No Tools	2
Primitive Weapon Skills	Physical Discipline	No Assist	Simple Tools	3

Name	Type	Interaction	Tool Use	Cost
Complex Weapon Skills	Physical Discipline	No Assist	Complex Tools	4
Basic Science Skills	Science	No Assist	No Tools	7
Basic Engineering Skills	Engineering	No Assist	Complex Tools	Cost is 7
Basic Technical Skills	Technical	No Assist	Complex Tools	Cost is 6

To determine the cost of raising a skill from one rank to the next rank up find the row in table that has the base cost of the skill. Find the column with your current rank in that skill. The cost in each column to the right is the cost it takes to raise a skill from the current rank. To go up in Weapon:Fist (base cost 2) from rank 0 to rank 1 costs 4 EEPs. To go from rank 1 to rank 2 is another 4 EEPs and so on.

Training

For each 10 hours of training with a teacher the character gets 1 EEP. For each 20 hours of training with a partner the character gets 1 EEP. For each 30 hours of self-training with a the character gets 1 EEP. There are all sorts of modifiers so ask....

Costs of unlisted skills

When figuring out the cost of previously unlisted skill use table \ref{Table:SkillComponentCosts simply add together all of the costs that appear to apply.

Relations Among Skills

In situations where the character does not have a skill that is directly applicable to the task being performed the character may choose to use a related skill.

A typical example would be in using two different types of handguns. The character has rank 10 in Slug Pistol but is using a Stun Weapon. The stun weapon is fairly different from the Slug Pistol so the character can only apply 1/5 of his expertise in Slug Pistol to using this pistol. So he has an effective rank 2 in the weapon.

Unfamiliar Tools

If the skill requires the use of tools and the tool that the character is utilizing is unfamiliar, then the action occurs at a DF -2. This usually only happens if the differences between the version of the tool the character normally uses and the current one actual effect how it is used. A gun with a different mass than the entity is used to is unfamiliar, whereas a gun of the same model and same manufacturer is not. To eliminate this unfamiliarity modifier requires that the entity familiarize himself with the tool with a DF -3 roll against the SB of the skill with a gain of 1 DF per roll..

General Skills

Skills that are described as general skills cover a wide range of tasks with very little depth. A person who has learned a general skill such as Throw Object is able to throw just about anything they can get their hands on (knives, spoons, rocks, chairs) with a lesser success chance than someone who has a specific skill in throwing a particular object

In addition, there are skills known as support skills that are solely Skills!Support designed to increase the success chance when doing one type of action with a skill. Someone who uses their sword to parry weapon attacks may wish to train specifically in parrying with a sword. So they would have a ``Long Sword' skill and a ``Long Sword : Parry" skill.

General skills only give 1%/rank to the success chance. Specific skills (the SH norm), give 4%/rank. Support Skills add 2%/rank. There is no limit on the number of support skills that may be applied to a single task.

Filter Skills

SThere is a category of skills which affects the use of other skills in an environment different from the one they were learned in. These skills are called filter skills. A Filter skill is any skill that can allow for the full expression of other skills in an environment other than that for which those skills were designed for.

Typical filter skills include the following: 0-g maneuver, Tech Level Lore, Culture Lore, Mounted Combat, Vehicular Combat skills, Armor Wearing, and Computer operations.

For situations in which the character is attempting to apply a skill in a environment he is not familiar with and that skill must interact with that environment, then the rank in the filter skill becomes the upper limit on the effective rank of the skill being used.

As an example, if someone has a mounted combat skill at rank 5, he or she may use their archery skill up to rank 5 without making any rolls against their mounted combat. If the character has a higher archery skill and wants to bring it all to bear on a shot, they must roll against their mounted combat first in order to get the full use of the archery skill.

Skill Pools

Pool Bonus = $\text{Rank}_{\text{Highest Skill}}/2 + \text{sum} (\text{Rank}_{\text{All Other Skills}}/10)$

with a maximum of Highest Rank. Pools may be grouped according to training style, SB, or character preference.

Chapter 4. Perception and Initiative

Perception

If something could go unnoticed by the character, such as a surprise attack or something hidden, the player should make a Perception Roll. A perception roll is typically SB = PAW, DF=0, with modifiers for how alert the character is trying to be. A perception roll takes 8 counts. A \ndx{Passive Perception Roll can be made Perception!Passive during any action at 1/4 the success chance of a normal perception roll. A passive perception roll takes no time and takes no modifiers for simultaneous actions.

The critical success and failure effects are fairly straight forward

Table 4.1. Success and Failure

Type	Effect
Amazing Success	Total Understanding, 300% Detail, +-0% Timing
Very Notable Success	Total Identification, 200% Detail, +-5% Timing
Notable Success	Total Identification, 150% Detail, +-10% Timing
Solid Success	Able to Identify exactly what is happening, 125% Detail, +-25% Timing
Success	Basic Identification, 100% Detail, +-50% timing
Failure	Vague Identification, 25% Detail, +-75% timing
Solid Failure	No real clue, 0 Detail, 0 Timing
Notable Failure	Inaccurate Identification, +-125% Detail, +-175% Timing
Very Notable Failure	Inaccurate Identification, +-150% Detail, +-200% Timing
Amazing Failure	Wildly Inaccurate Identification, +-250% Detail, +-300% Timing

Task: Active Physical Perception DF: 0 Time: 8 cts. Skills: General Perception, Combat Perception Notes:

Task: Passive Physical Perception DF: 0 Time: 0 cts. Skills: General Perception, Combat Perception Notes:
Done at 1/4 the normal chance

Chapter 5. Using and Restoring Energy

Using Energy: Fatigue and Exhaustion

A character using energy to perform actions draws from two different types of reservoirs: Fatigue and Exhaustion. For physical actions the stats are Physical Fatigue and Physical Exhaustion (PFT and PEX). For mental actions the stats are Mental Fatigue and Mental Exhaustion (MFT and MEX).

Fatigue is the quick access pool of energy a character can use. Exhaustion is the reserve pool of energy a character can use.

A character loses fatigue as the result of physical activity or combat. A character that has lost all their fatigue has no modifiers to their actions. Fatigue will come back quickly. For each 10 points of fatigue used the character also loses 1 point of exhaustion.

A character loses Exhaustion by performing strenuous activity or by losing fatigue. There are modifiers for being low in Exhaustion.

Table 5.1. Energy Used at different activities

Activity	PFT	PEX
Crawling		
Walking	1/min	6/hr
Jogging		1/min
Running		6/min
Dash		2/sec
Chopping Wood	3/min	18/hr

Characters lose MFT and MEX in the same manner.

Table 5.2. Energy used in Mental Activities

Activity	MFT	MEX
Studying	1/min	6/hr
Spell Research	3/min	18/hr

Restoring Energy

The restoration of Fatigue is usually very quick. Exhaustion and Fatigue restore themselves independently of each other.

Table 5.3. Restoring Energy

Activity	PFT	PEX
Sitting/Talking	1/sec	2/hr
Resting(prone)	1/sec	5/hr
Sleeping	1/sec	10/hr

Activity	PFT	PEX
Eating (Large Pasta like meal)	1/sec	6

Chapter 6. Movement

How fast can you move?

Each character has a statistic named Physical Movement. This is the character's movement in meters/second at a dash. There are a total of five different types of movement that a character may utilize. Each type of movement has its own movement rate which is derived from the character's movement statistic. Ideally the player will have the full range of movements listed on his character's sheet.

Table 6.1. Movement Rates

Movement Type	Rate of Movement (meter/second)
No Move	0 * Movement
crawls, slow walks	0.50 * Walk
Walking	0.50 * Jog
Jog	0.50 * Run
Run	0.50 * Dash

If the movement is being resolved during a time scale of greater than every pulse one can get the distance traveled by simply multiplying the movement of the individual times the time spent moving. The time spent accelerating is ignored as being negligible.

Example 6.1. Example

Let us say that Joe Daring spends 15 seconds running down a deserted street. If he doesn't run out of street he will have covered $4 * 15 = 60$ meters. If this seems a bit short, keep in mind that a run is not a full dash. At a full dash Joe would have covered twice the distance and would be slowing down pretty drastically due to losing wind.

Acceleration

In dealing with movement on a pulse by pulse scale we need to actually deal with acceleration. The sequence is quite simple. Whatever the final movement rate is that the character intends to use is considered the target movement rate. When the character first starts moving he makes an skill roll in order to start moving at the movement rate just below the target movement rate. Once the roll is made the character is now moving at that lower rate. On his next initiative the character may attempt to accelerate to the target movement. Note that the gain number is the movement rate. If an acceleration roll is failed the end result is that the character drops to the next lowest available movement rate.

Example 6.2. Example

Reed Johnson has a movement of Dash 10, Run 5, Jog 2.5, Walk 1.3, Crawl .6

How fast can your mind move?

Mental Movement This is a measure of the character's speed of mental travel. It is usually only used in Psionics and Computer usage.

Chapter 7. Actions and Reactions

Actions/Reactions

The model of tasks and actions in SH is based on a series of reactions and actions. When a character first enters a scene they determine how much they see and understand of the situation perception roll. Then they determine how quickly they can react initiative roll. The character will react faster when they know what is going on and slower when they don't. If a character is expecting something to happen they can prepare for that occurrence preset reactions and speed up their response

Once the character has reacted they determine what they will do and then do the action.

Who goes first

When a character first enters a situation where action may be required they must determine how much they know and how quickly they react.

When a character first becomes involved in a conflict they roll a perception roll. Then the PC rolls an initiative roll. The Initiative roll is simply

$$2d6 + 8 - \text{Speed}_{\text{Reaction}}$$

added together. There are modifiers

$$\text{Speed}_{\text{Reaction}} = 1/2 \text{ Character's Speed}$$

$$\text{Initiative} = 2d6 + 8 - \text{Speed}_{\text{Reaction}}$$

If the perception roll is unsuccessful, the character adds a modifier to the roll.

$$\text{Initiative} = 2d6 + 8 - \text{Speed}_{\text{Reaction}} + 5$$

There are, of course, modifiers to the perception roll as detailed in table ~\ref{Table:PerceptionModifiers}

If the initiative roll is lower than 1 the excess speed goes toward speed points and can be applied to a number of separate tasks.

Speed Gains Due to Rank in a Skill

The character may add Rank/2 points to their speed points when using a skill. This may only be done once the character has decided to use a given skill.

Preset Reactions

When a character is waiting for something specific to happen and intends to react a certain way when it does the character is presetting an action. A gunfighter waiting for someone else to start drawing their weapon is a preset action. Having a preset action allows the character to increase the chance of detecting the triggering action and speeds up the preset action. Holding a preset action can be fatiguing over long periods of time.

Declaring an action to be preset allows an DF +4 to a perception roll. If the perception roll is successful, the character gets to apply their $2 \times \text{Speed}_{\text{Reaction}}$. A Preset reaction may only be held for MST in the time scale that the players are working in before a cost of 1 MFT must be expended.

Actions

Actions normally begin at the count given by the initiative roll. The must be made at this point. The speed of the action is determined and the character takes this action on a count given by Initiative + The speed of the action.

Speeds of Actions

Most actions have a speed associated with them. All simple actions, unless otherwise noted, have a standard speed of 10 count.

Actions can be performed faster. Speeding up an action lowers the chance of success. Generally half the time to act means you have half the chance to succeed.

For each percentage of time units the action is sped up a corresponding percentage is removed the success chance. Thus an action performed in 1/4 the time has 1/4 the success chance.

Actions can be sped up using speed points.

Drawing a Tool or Weapon

This most often applies to drawing a weapon but can also apply to other tools. In general, when a weapon is in hand, all normal weapon speeds apply. In order to get a weapon into ones hand it takes

$2 \times \text{Speed}_{\text{weapon}}$

in counts.

In order to get a weapon in hand faster than

$2 \times \text{Speed}_{\text{weapon}}$

requires a fast draw roll against the weapon's skill. A successful ready roll brings the tool or weapon to bear at

$\text{Speed}_{\text{weapon}}$

Setting Up, Focusing, or Preparing

Waiting and prepping oneself for a task is called Setting-Up. It will generally increase the chance to do something at a cost of increased time to get it done.

Setting Up for an action takes as long as it takes to perform the action. The end effect is a bonus to the Success Chance of

$20\% + 2\%/\text{rank}$

To set-up an action with a time scale of counts or seconds (and sometime minutes) the total time taken is

$1 \times \text{Speed}_{\text{Action}}$

To set-up an action with a time scale of many minutes, hours, days, or weeks the total time taken is

$1/4 \times \text{Speed}_{\text{Action}}$

Chapter 8. Combat

The combat section details the types of actions that may be taken while in combat.

General Play

Combat normally occurs on a pulse by pulse basis. The process is fairly simple as detailed in the chapter on General Play mechanics. Perception is rolled, initiative is determined and actions are chosen. Determine First Reaction. For each of those reactions in order determine the action or attack, the damage from the attack (if any), the secondary effects of that damage (if any). Take a breath. Continue.

Closing to Attack

When attacking someone with a weapon of greater reach than their own an attacker must close to get in range to strike. If the defender is aware of the attack and has a usable initiative they may actively resist the closing action. To do so they must make a skill roll using a weapon to fend the attacker off. Fending does not require a re-roll of initiative, the time taken for the fend (same as block and parry) is simply added to the defender's current initiative.

A fend is treated as any other attack form and all active defenses can be performed against it. If the fend is successful and the attacker chooses to ignore it the fend does normal damage for the weapon.

If a character that has closed with their opponent is unarmed they may proceed to grapple, to throw, or to overbear.

If the defender wishes to simply retreat they may do so. They may do so by rolling to fend off the closing action at a DF +6. Of course, they do end up moving backwards.

If an attacker has been closed upon they may choose to drop their current weapon and use a shorter one, they may choose to use their current weapon as if it were a club, or they may attempt to retreat.

Did I hit him?

The attack has a chance to hit that comes from the SC of the weapon and is modified by the DF of the environment and also the defense of the person being attacked. Melee weapons base all their attacks on PCA. Missile and thrown weapons base all their attacks on ACC.

Mental actions performed against inanimate objects is based on FCS and mental attacks against an entity are based on MCA.

Special Actions that modify the chance to hit

All out attack

An all out attack means that the character is attacking without any attempt to defend themselves. A character may choose to perform an all out attack and thus gain their MDF or PDF to their attacks and lose his MDF or PDF for defense. This is simply an extension to the concept of applying Total Concentration as detailed in the General Play Mechanics chapter.

Advance

A character may choose to press in on an opponent. In doing so they gain DF +4 to all offensive actions and DF -4 to all defensive actions. This is only possible if the attacker has a weapon of greater or equal length to the defender.

Indirect Fire

Indirect fire (i.e. a Lob) requires an additional DF -2. Range is the PST in meters.

Called Shots

In any physical targeted action there is the potential to specify the location of the strike. That of course entails DF modifiers to the action.

Table 8.1.

Target	Size	DF
Eye	1 sq"	-18
Hand		-15
Head	1 sq'	-12
Leg/Arm		-9
Chest		-6

Disarm

DF = -4, Skill opposition roll. Speed as per weapon speed.

Spinning

Any action performed while spinning has a DF -2, a damage modifier of

$1.5 \times \text{Normal}_{\text{Damage}}$

, and is 1.5 times slower than a normal attack.

Jumping

Any action performed while Jumping has a DF -4, a damage modifier of

$1.5 \times \text{Normal}_{\text{Damage}}$

, and is 1.5 times slower than a normal attack.

Feint

A feint is used to distract an opponent or to trigger an opponents preset actions.

The main thing to remember that a feint is, in effect, a deception roll. It involves a weapon skill roll to convince the other individual that an attack is being made. The feint roll takes a DF -6. All who are within range may roll to save against being fooled by the feint.

This is considered an opposing skill roll so the amount the feinted makes their roll by is subtracted from the feintee's perception roll.

Close Combat

Once someone has closed to within arms reach they may choose to do any of the following.

Overbear

An overbear is simply performed by closing with an opponent and then making a normal attack using SB=PCA. Like any other attack it may be repulsed or actively countered.

The gain for such an attack is to have the opponent on the ground. Damage for an overbear attack is simply equal to the attackers PSE.

Throw

A throw is simply performed by closing with an opponent and then making a normal attack using SB=PCA. Like any other attack it may be repulsed or actively countered.

The gain for such an attack is to have the opponent on the ground. Damage for a throw attack is simply equal to the attackers

PSE x 2

DF -5.

Grapple

A grapple is simply an attempt to get a hand hold on the opponent. It is like any other attack in that it may be countered normally

A successful grapple gives a DF +5 modifier to any other close combat attack such as throw, overbear, and any attempts to increase the hold.

Hold

A hold is initiated by a grapple action and the initial strength of a hold is given by the SN of the grapple. If the attempt to hold or immobilize someone is the sole aim of the attack then the attacker may choose to improve the hold by rolling again. For each attempt to improve the hold the attacker may only add 1/2 of the SN of the roll. No hold may be greater in strength than 5 * PST of the holder. The opponent may reduce the strength of a hold by the SN of any grapple skill rolls he makes.

Where did I hit them?

The target number is calculated, the roll is made. If the attack is a success then the damage is applied against the armour and then the target. All hits are checked against the hit location table.

Table 8.2.

Roll	Location
01-06	Head (DF -6 to System Shock)
07-30	Chest
31-48	Abdomen
49-56	Groin (DF -4 to System Shock)
57-72	Upper Leg

73-84	Lower Leg
85-86	Foot
87-92	Upper Arm
93-98	Lower Arm
99-100	Hand

How much did it hurt?

All damage is calculated and then applied to the location specified by the hit location table. If that area is armored the damage is first applied to that armour. If the damage is great enough to get past the armour, the damage is then applied against the appropriate type of Fatigue such as PFT or MFT and then against the PBD or MBD of the entity

If the weapon has any secondary effects such as knockback or radiation they are applied and calculated.

Types of Damage

There are several types of damage. There is Crushing, Cutting, Piercing, Projectile, Laser, Energy, and explosive damage. Each one is typically associated with a specific weapon type.

Types of Damage

Crushing Damage	Crushing damage is damage caused by low speed blunt weapons such as a club, a staff, a fist, or a chair.
Cutting Damage	Cutting damage is caused by the use of slicing or chopping motions with an edge weapon
Piercing Damage	Piercing damage is caused by low speed pointed objects entering the body along the axis of the point
Projectile Damage	Projectile damage is caused by objects moving at high speeds. The only real difference between piercing or crushing and projectile damage is that the weapon moves at a high speed and imparts a high amount of kinetic energy to the target.
Laser Damage	Laser damage is caused by optical lasers. Damage caused by non-optical lasing devices such as Masers and X-lasers is classified as Energy damage.
Energy Damage	Energy damage (abbrev. NRG) is typically associated with non-optical electromagnetic weapons
Explosive Damage	Explosive damage is, quite logically, caused by explosions. It is the result of a expanding wave front of gasses or minute particles

Knockback

When a character has been hit by a something with large amount of kinetic energy they can fall down or lose their balance. This is called Knock-Back. It happens when more than 1/2 of the entities PFT or 1/4 of their PBD is taken away in a single crushing or projectile strike. It can also happen with any explosive attack. The Knockback resistance roll is DF -2. If successful the character is unaffected. If failed the entity has fallen to the ground. The stat basis is typically PST or PAG whichever is greater.

Bleeding

Bleeding is the result of a cutting or piercing attack that has done actual PBD damage. The Bleeding resistance roll is DF -3. If failed the end result is 1 point of PFT loss to bleeding per 20 pulses. The stat basis is PEN..

Shock

Shock is the state brought on by massive disruption of the senses or nervous system of the character. Shock effects range from the minor (startled) to the major (being unconscious).

A System Shock roll is necessary when an attack does either PBD or MBD damage or when a successful attack is made with energy weapons such as Charged particle or TASER weapons. A System Shock roll is made against PEN or MEN.

Table 8.3. What happens if you fail a system shock roll

Roll	Effect	DF
Normal Failure	Jolted/Startled	-2
Failed by 25+	Stunned	-4
Failed by 50+	Badly Stunned	-6
Failed by 75+	Unconscious	

What if i don't want it to hurt?

Defense

You do have some options...

Normal Defense

There are a number of forms of active defense. All entities, if they are aware of an attack, may apply their normal defense against that attack. This does not count as an action !

Retreating

AKA Run away

A character may choose to retreat any time they have the initiative to do so. A retreat may be performed simultaneously with any other action at no mods. Retreat will add DF +6 to any defensive action and DF -6 to any offensive action

Evasion

Weaving back and forth and trying to actively avoid attacks is called evading. For as long as a PC is evading an attack or series of attacks their defense is

2 x PDF or MDF

The character need only declare that they are evading and it takes effect at their first action point. Of course the character can perform other actions at the same time but they will be considered as florentine actions. The character is at a DF +3 when performing a dodge from an evading state.

Dodging

OK, just moving out of the way is not enough, you want to be out of the area ! Dodging is one way to achieve that. It gives you a better defense then evading but it does require you to pick yourself up afterwards.

Dodging is an extension of the normal defensive technique of getting out of the way. Dodging implies that the PC is actively throwing himself out of the path of an attack. Dodging takes 5 pulses to start, 10 pulses of movement, and 5 pulses of deceleration. A Dodge leaves the character in the act of a controlled fall. A skilled individual may roll to acrobatically recover. A dodging character has

2 x PDF

during the first part of the dodge,

3 x PDF

during the second part of the dodge and normal PDF for the recovery portion of the dodg

Dropping Prone

A specialized form of Dodge that only works within a strong gravity field. It is a 5 pulse action that leaves the character in a prone position. During the action the character has a defense of

3 x PDF

Once down the character has 1/2 the normal PDF. 30 pulses are required to get back up.

Crouching

Defense!Crouching Down Crouching down can be used as a one time evasive maneuver against an incoming attack. It is a five pulse action that gives

2 x PDF

against the attack. This is in lieu of full evasion.

Parrying

Parrying an attack involves redirecting an attacker's weapon with the character's own. A parry is done with a shield or weapon. DF -3, SB = Wpn SB, Speed as per 1/2 weapon speed. DF -5 against Thrown, DF -30 against Projectile, DF -40 against NRG. This is simply a skill opposition roll.

Side effects of parrying:

If a defender succeeds in a parry by less than 5% the two weapons are assumed to have become ``Bound" and the attacker has advanced on the defender. See rules on advance. The defender may roll at their next initiative to release the weapon. This is a skill opposition roll

If the attacker fails to avoid a parry by more than 25% then the attacker is effectively off balance and is subject to DFs just as if they had failed a system shock roll.

Block

A block is an attempt to use a weapon or a shield to provide addition armor against damage. DF -2. If the block is successful the defender rolls damage with the weapon and can apply that damage as armor. Speed as per 1/2 weapon speed.

Rolling with the blow.

OK, you know you are going to get hit, you have no time for any other defense then to try and roll with the blow and thus avoid being stunned or knocked out.

The act of rolling with the blow involves an attempt to take the allotted damage but absorb it in such a way that the normal secondary effects such as stun or knockback do not take effect. The action requires no time but does require that the defender be aware of the attack and declare that he wishes to roll with the attack. The base roll goes against PAG for physical attacks and MAG for mental attacks. It adds DF +5 to the System Shock roll if any is made. The act of rolling with the blow causes a reroll of initiative.

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Part II. Creating a Character

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Chapter 9. Basic Method

Process

The player starts with a set of points for buying statistics and a set of points for buying skills. The two pools are the Stat Pool and the Skill Pool. The player starts with 125 points in the Stat Pool statistics and 10 points in the Skill Pool.

With these points the player buys what is needed for the initial character development. This includes the Race, Special Abilities, and Culture of the character.

Then the player generates the history of the character. The player picks the career path the character will follow and uses the results of that career to put points into the other pools.

Statistics

1. Pick Primary Statistics
2. Buy Limitations and Enhancements

Buy

1. Pick a race
2. Pick a gender (if applicable)
3. Apply modifiers from the racial description
4. Calculate remaining statistics
5. Calculate Statistics

Buy Culture Template

1. Pick a culture
2. Apply modifiers from the cultural description
3. Pick base skills from the cultural description
4. Pick the skills

Story

1. Work out the story to explain the character.

Primary Statistics

In generating the statistics of the character the player distributes 125 points among the 10 primary statistics. The minimum number of points that may be put into a statistic is 5. The maximum amount that may be placed into a statistic is 25.

The following gives the name and abbreviation of each primary statistic and describes what the statistic represents.

Primary Statistics

Physical Strength, PST	Physical Strength is the overall power of body. This represents the character's raw muscle power and is not tied to some particular set of limbs. Actions such as lifting are based on PST..
Physical Endurance , PEN	Physical Endurance is the physical resilience and stamina of body. This is a measure of the character's overall endurance and ability to resist hardship as well as the ability to bounce back from hardship..
Dexterity , DEX	Dexterity is the eye and hand coordination and speed of hand movement. This is specifically tied to the character's hands (or any alien equivalent)..
Physical Agility , PAG	Physical Agility is the overall flexibility and responsiveness of body. This affects the whole body actions of the character. Dodging is an action based on PAG..
Physical Awareness , PAW	Physical Awareness is how sensitive the character is to the physical part of the environment. If you are using any of your physical senses, you are using PAW..
Mental Strength , MST	Mental Strength is raw mental power. It is a measure of the characters overall computational and reasoning strength. It is also associated with the character's strength of will. Using memory is an action based on MST..
Mental Endurance , MEN	Mental Endurance is resilience and stamina of mind. It is a measure of the mind's ability to recover from shock or disorientation..
Mental Agility , MAG	Mental Agility is the overall flexibility and responsiveness of mind. In another day and age this might be called ``Cunning'', ``Canniness'', or ``Shrewdness''. .
Psi Potential , PSI	Psi Potential is a measure of how easily a character can gain access to their ``supernatural'' or psychic abilities. In fantasy campaigns this also governs the use of magery..
Mental Awareness , MAW	Mental Awareness is how sensitive the character is to the non-physical part of the environment. .

The typical non-player character average and the ranges of the primary statistics are given in the table below.

Table 9.1. Human Average Stats and Full Range

Statistic	Minimum	Maximum	Average
PST	1	30	12
PEN	1	30	12
DEX	1	30	12
PAG	1	30	12

PAW	1	30	12
MST	1	30	12
MEN	1	30	12
MAG	1	30	12
PSI	1	30	12
MAW	1	30	12

Pick a Race and Gender

Once the primary statistics have been chosen the race of the character must be selected. The racial template includes modifiers for primary statistics and other statistics as well as any special abilities of the race. The racial template includes Stat modifiers, Special Abilities and Limitations. Some races will have a cost that must be paid from the Personal Development pool.

See your obliging GamesMaster for a list of racial descriptions.

Modifying Statistics for Race

The racial description may include modifiers to the character's statistics. Primary Statistic modifiers are applied right away. Modifiers to calculated stats are applied after generating the background of the character.

There may be other limitations or enhancements to be noted due to race.

Modifying Statistics for Gender

The player should note whether the character is male or female (if the character's race supports multiple genders). If there are any modifiers to statistics for a specific gender they should be applied. These modifiers will be listed in the racial description.

Secondary or Calculated Statistics

With the race and gender selected all of the primary statistics are modified and the secondary statistics are determined. Secondary statistics are determined from the primary stats. Like the primary statistics they break down evenly into mental and physical categories.

Calculated Statistics

Physical Body, PBD

The amount of physical damage a character can absorb. Derived from PST and PEN.

$$PBD = PST + PEN \times \text{Racial Modifier} \quad (9.1)$$

Physical Fatigue, PFT

The amount of energy a character can expend, either in combat or in work. Derived from PEN and PAG.

$$PFT = (2 \times PEN) + PAG \quad (9.2)$$

Physical Exhaustion, PEX

The amount of energy reserve a character can expend as the result of damage or from work. Derived from PEN and PAG.

	$PEX = (4 \times PEN) + PAG$	(9.3)
Physical Movement, PMV	A measure of the character's movement rate. Derived from PST and PEN and racial modifiers.	
	$PMV = ((PST + PAG) / 5) \times \text{Racial Modifier}$	(9.4)
Mental Body, MBD	The amount of mental damage a character can absorb. Derived from MEN and MST.	
	$MBD = (MST + MEN) \times \text{Racial Modifier}$	(9.5)
Mental Fatigue, MFT	The amount of mental energy a character can expend, either in damage or in work. Derived from MEN and MAG.	
	$MFT = (2 \times MEN) + MAG$	(9.6)
Mental Exhaustion, MEX	The amount of mental reserve energy a character can expend, either in combat or in work. Derived from MEN and MAG.	
	$MEX = (4 \times MEN) + MAG$	(9.7)
Mental Movement, MMV	A measure of the character's rate of movement in the purely mental realms of psionics, magery, and computer interfaces.	
	$MMV = (MST + MAG) / 5 \times \text{Racial Modifier}$	(9.8)
Accuracy, ACC	A measure of the character's effectiveness with projectile or missile weapons. Derived from PST and DEX. Could also be called Physical Accuracy.	
	$(PST + DEX) / 2$	(9.9)
Physical Combat Ability, PCA	A measure of a character's ability to inflict damage in hand-to-hand and melee combat. Derived from PST, PAG, DEX.	
	$PCA = (PST + DEX + PAG) / 3$	(9.10)
Physical Defense, PDF	A measure of a character's ability to dodge or evade to avoid taking damage in hand-to-hand or melee combat. Derived from PAG, DEX.	
	$PDF = (PAG + DEX) / 2$	(9.11)
Focus, FCS	A measure of the character's effectiveness with focused mental actions. Derived from MST and MAG. could also be called Mental Accuracy.	
	$FCS = (MST + MAG) / 2$	(9.12)
Mental Combat Ability, MCA	A measure of a character's ability to inflict damage in Mind to Mind combat. Derived from MST, MAG, PSI	
	$MCA = (MST + PSI + MAG) / 3$	(9.13)
Mental Defense, MDF	A measure of a character's ability to avoid taking damage in mental combat or highly stressful situations. Derived from MAG.	

$$\text{MDF} = (\text{MAG} + \text{PSI}) / 2 \quad (9.14)$$

Table 9.2. Calculated Statistics

Statistic Name	Formula	Typical Range	Human Average
PBD	$((\text{PST} + \text{PEN}) \times \text{Racial Modifier})$	2-60	30
PEX	$((4 \times \text{PEN}) + \text{PAG})$	15-150	75
PFT	$((2 \times \text{PEN}) + \text{PAG})$	09-90	45
PMV	$((\text{PAG} + \text{PST}) / 5) \times \text{Racial Modifier}$	0.4-12	6
MBD	$((\text{MST} + \text{MEN}) \times \text{Racial Modifier})$	02-60	30
MEX	$((4 \times \text{MEN}) + \text{MAG})$	20-150	75
MFT	$((2 \times \text{MEN}) + \text{MAG})$	09-90	45
MMV	$((\text{MAG} + \text{MST}) / 5) \times \text{Racial Modifier}$	0.4-12	6
ACC	$((\text{PST} + \text{DEX}) / 2)$	3-30	15
PCA	$((\text{PST} + \text{DEX} + \text{PAG}) / 3)$	3-30	15
PDF	$((\text{PAG} + \text{DEX}) / 2)$	3-30	15
FCS	$((\text{MST} + \text{MAG}) / 2)$	3-30	15
MCA	$((\text{MST} + \text{PSI} + \text{MAG}) / 3)$	3-30	15
MDF	$((\text{MAG} + \text{PSI}) / 2)$	3-30	15

Other Statistics

Height

Height (HT) Expressed in Centimeters. If the creature being described is quadrapedal, the height given is the height to the shoulder.

If the player has no preference regarding the height of the character the height may be randomly generated using the following formula:

$$\text{Height} = \text{Average Height} + ((2d10 - 11) / 10) \times \text{Height Variation} \quad (9.15)$$

The Average Height and Height Variation is given in the racial modifiers.

Weight

Expressed in Kilograms. If the player has no preference regarding the weight of the character the weight may be randomly generated using the following formula.

$$\text{Weight} = \text{Average Weight} + ((2d10 - 11) / 10) \times \text{Weight Variation} \quad (9.16)$$

The Average Weight and Weight Variation is given in the racial description.

Appearance

A measure of how physically attractive a character is to others of their race. It ranges (typically) from +5 to -5 and has a default of 0. Characters that wish to be more or less attractive can buy appearance as an enhancement or limitation.

Speed of reaction

There are some statistics that are calculated from a table.

Mental Speed, MSPD Speed of reaction in mental actions is given by Mental Speed. It is derived from the Mental Awareness stat using the table below. An average Mental Speed is 4.

Physical Speed, PSPD Speed of reaction in physical actions is given by Physical Speed. It is derived from the Physical Awareness stat using table ~\ref{Table:Speed} on page~\pageref{Table:Speed}. An average Physical Speed is 4.

Table 9.3. Reaction Speed Table

Awareness Statistic	Resulting Speed
1-2	0
3	1
4-5	1
6-8	2
9-11	3
12-15	4
16-19	5
20-24	6
25-29	7
30-34	8
35-39	9
36-39	9
40-45	10

Cultural Skills and Knowledge

The player should determine the culture and the home environment the character is raised in. Both of these will have a major effect on the numbers and types of skills that a player character starts out with. Some cultural templates may have a cost that must be paid from the Personal Development pool.

As a result of growing up in a given environment the character gains skill in how to maneuver in that environment. i.e. A character born and raised in an zero-gravity environment will have high skills in Movement:0-g and little or no skills in Movement:1-g.

The character will start out with a knowledge of how to use the technology common to their culture and what the social dos and don'ts are.

These types of skills are listed in the table below along with some specific examples.

List of points that can be distributed among basic cultural skills

1. 20 points of skills in written (if it is a literate culture) and spoken language.
2. 20 points of skill in Cultural Lore. Both local and larger scale.
3. 20 points of skill in education appropriate to the culture. What ever would be considered appropriate education for a character of the social level.
4. 20 points of skill in Lore:[Tech Index] of Culture
5. 15 points of maneuvering skills for the native environment

Skills, Stats, Limitations and Enhancements

Buying Skills

The Personal Development pool serves as the point pool for increasing a PC statistics, skills, or creating special abilities. The Personal pool serves as the point pool for increasing a PC statistics, Skills, or creating special abilities.

In addition a player can add and subtract to/from the pools by the usage of Enhancements and Limitations. See section \ref{Sec:Enhancements}.

Skill Costs

When characters are first generated they can buy single skills using points from the personal pool. During character generation all skills cost 1 point per rank to purchase. So rank 0 costs 1 point, rank 1 costs 2 points , and so on. After characters have been generated they advance in their skills according to rules described in the Players Guide.

In summary single skills cost \$ 1 + Rank \$ in personal development points.

Skill Ranks

The meaning of skill ranks varies somewhat based on the rarity of the skill and so on but, in general, the skill ranks map to expertise according to table ~\ref{Table:SkillRanks} on page~\pageref{Table:SkillRanks}.

Someone is familiar with the skill if they have tried it enough that the tools and techniques are known even if the character has no real practice with them.

A character is at a begginer level of skill if they have used the skills enough to be comfortable with all the basic techniques needed even though they may not be consistent in their execution.

A character is at a dedicated amateur level of skill if they are consistent in executing all the basic skills even though they have no real comfort with any of the advanced techniques

A solid workaday craftsman is consistent and accomplished in executing all the basic skills and are familiar with the advanced techniques and tools.

A professional is consistent and accomplished in te full range of basic and advanced techniques used in routine application of the skill.

An expert is consistent and accomplished in all the basic and advanced techniques used in routine application of the skill as well as being familiar with techniques and tools needed for less common usage of the skill.

An master is consistent and accomplished in all the techniques used in most applications of the skill. In addition they are familiar with some esoteric techniques needed for bizarre and unusual applications of a skill.

An character at a mystical mastery level accomplished in all the techniques used in almost all known applications of the skill. In addition they have a whole series of special techniques and tools they have developed for themselves.

Table 9.4. How Ranks in a skill show up in the "Real World"

0	Familiar with the skill
1-3	Beginner
4-6	Dedicated Amateur
7-10	Solid Workaday Craftsman
11-14	Professional
15-18	Expert
19-25	Mastery
25+	Mystical Mastery

Skill Packages

What we have discussed up till now has been single skills. Quite often the character will be using a skill package. A skill package is a collection of related skills that have a bundled at a bargain cost.

A typical skill package would be :

Example 9.1. Terran Law Enforcement Officer Package

Lore: Terran Law Culture Lore: Terran LEO Weapon: Pistol Weapon: Tonfa Weapon: Taser Streetwise Interrogation Data Analysis Computer Ops Cost: 5

This package would cost 5 points to get rank 0 in all the listed skills, 10 points to get rank 1 and so on. This compares well to 9 points to get rank 0 in all the skills and 18 points to get rank 1 and so on. After character generation, these skills are raised individually just like any other skill according to rules described in the Players Guide.

Buying increases in statistics

When characters are first generated they can buy statistics using points from the personal pool. During character generation all stats are raised using the costs from the table ~\ref{Table:StatCosts} on page~\pageref{Table:StatCosts}. So adding 1 point of PST costs 4 points, adding 2 costs 8 points, and so on. After characters have been generated they advance in their stats according to rules described in the Players Guide.

Table 9.5. Costs for buying statistics at the beginning

Stat	Cost	Stat	Cost	Stat	Cost
PST	4	PBD	2	ACC	2
PEN	3	PSE	5	PCA	3
DEX	3	PFT	1	PDF	2

Stat	Cost	Stat	Cost	Stat	Cost
PAG	5				
PAW	4	PMV	4		
MST	8	MBD	2	FCS	2
MEN	6	MSE	5	MCA	3
MAG	12	MFT	2	MDF	2
PSI	10	MMV	4		
MAW	4				

Enhancements and Limitations

After a character has some points in the three pools associated with character creation (personal, wealth, status) they may choose to use them to buy Enhancements that will add flavour to the character.

There are always the base enhancements allowed to the character. The points in the personal pool can be used to buy skills at the generation cost. The points in the personal pool can be used to buy stats at the costs listed in the stat cost tables.

Enhancements are gains in either background or special abilities that can be paid for with points from one of the pools. There are two main types. There are Character Enhancements and there are Environmental Enhancements.

Character Enhancements are natural aptitudes that are typically permanent and inherent to the character's makeup. Enhanced hearing or eidetic memory are examples of Character Enhancements.

Environmental Enhancements are typically advantages that depend on the character to maintain them. Such as inherited wealth and various components of status.

Character Enhancements

Character Enhancements have both Depth and Scope to help govern their cost. Depth refers to the numeric advantage given by the enhancement in a given area. The scope denotes the number of different areas that the spab may be applicable to. In the case of raising a character statistic the scope refers to the number of other stats affected.

A character enhancement that involves enhancing a statistic is different from raising the statistic. A raised statistic ends up increasing the SB of the character in that stat. The enhanced stat increases the Rank of the character for any direct rolls against that stat. Thus an Enhanced Stat affects Saving Throws and Concentration Checks.

Character Enhancements

Ambidexterity	Ambidexterity allows the character to use either hand when performing actions. The character takes no off-hand penalties. Costs 10 Personal Development Points
Eidetic Memory	Exact recall (given successful roll against MST) of events. Adds DF 2 to any memory roll. Costs 12 Personal Development points
Photographic Memory	Exact recall of (given successful roll against MST) any image or visual happening. Costs 12 Personal Development points

Lightning Calculator	Ability to instantly execute complex arithmetic and mathematical calculations. Costs 5 Personal Development points
Active PSI	Character has conscious knowledge and use (though no training) of their psionic abilities. Costs 20 Personal Development Points
Mage Ability	Character has conscious knowledge and use (though no training) of their magical abilities. Costs 20 Personal Development Points
Enhanced Statistics	Most of the enhancements that involve heightened stats in specialised areas have a simple cost equal to $\frac{1}{2}$ the purchase cost of the stats. So someone with a heightened sense of smell would pay one half the cost of Physical Awareness (PAW) or $\frac{1}{2} \times 4 = 2$ for each additional point of increase. So someone with a 12 PAW could pay 8 points of Personal Development and get a PAW (for smells) of 16.
PSI Gift	The heightening of PSI for broad categories of PSI skills such as TemporoKinetics has a cost equal to $\frac{3}{4}$ of the PSI stat or 8 points. So someone with a gift for TemporoKinetics would pay 8 points per point of heightened PSI in that area. The heightening of PSI for specific PSI skills such as Teleportation has a cost equal to $\frac{1}{2}$ of the PSI stat or 5 points. So someone with a gift for Teleportation would pay 5 points per point of heightened PSI in that area.
Presence	This enhancement reflects other people's innate awareness of the character in a given area. A person with a high presence is hard to ignore. It is calculated in just the same way as other enhanced stats. So Enhanced Physical Presence is 2 points per additional effect. Decreased Physical Presence is 2 points per subtracted effect. Enhanced Mental Presence is 2 points per additional effect. Decreased Mental Presence is 2 points per subtracted effect. The decreased presence enhancements are, in effect, squath enhancements.

Environmental Enhancements

Environmental Enhancements are typically advantages that depend on the character to maintain them. Such as inherited wealth and various components of status. These also have a ongoing impact on how friendly or hostile the world occurs.

Environmental Enhancements have both Depth and Scope to help govern their cost. Scope is the number of people affected by the enhancement.

Table 9.6. Cost of Environmental Enhancement Scope

Scope	Number of People	Cost
10^0	1	1
10^1	2-10	2
10^2	11-100	4
10^3	101-1000	8
10^4	1001-10000	16
10^5	10001-100000	32
10^6	100001-1000000	64

Depth is how deeply they are affected by the enhancement.

Table 9.7. Cost of Environmental Enhancement Depth

Depth	DF	Cost
Low	1	1
Medium Low	2	2
Medium	4	4
Medium High	6	8
High	8	10
Very High	12	20

So for determining the cost of a single (Scope = 10^0) friend willing to help you all (Depth = Very High) the time is simply $1 + 20$. The DF describes how willing the person is to help you. So in the example DF = 12 implies +60% to the chance for aid from that person.

Environment Limitations and Enhancements

Wealth

The first and most commonly used is the wealth advantage. This differs from the basic wealth that can be gained by spending the points from the wealth pool in that the gain is approximately one third that of a pure monetary spend, but the gain so obtained is income that will continue to be generated for as long as the PC pays attention to the interests that generate the funds. The larger the income the more work involved in maintaining it.

The scale of the income is derived from table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The amount of freedom from managing that income is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

Friends, Allies, and Contacts

Another important Environmental Enhancement is that of Friends. Number of friends is derived from table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The willingness to help is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

Reputation

The scale of the reputation is derived from table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The amount of recognition is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

Continued Careers

A continued career as a Law Enforcement Officer or soldier is a balanced ad and disad situation. Yes, the character has enemies, but the backing of the organization offsets this.

Chapter 10. Creating the background

The fun of the character generation process is designing the story that describes how the character got to be the way they are. Along the way you choose the statistics and skills consistent with that story. I would suggest starting by picking the race and the culture and going from there. Once the race and culture are picked, then you select history that leads you towards the skills that you want. Along the way you determine what skills particular to the culture you picked up as well as whatever gifts the character was born with and Any advantages or disadvantages they picked up along the way.

Personal Development, Community, and Wealth points

As you create the character there will be several groupings of points that you will be adding to or taking away from. Your character starts out with 10 points for skills, 10 points for wealth, and 10 points for community.

Wealth. The points for Wealth are used to pick the amount of money or the amount and quality of materials the character starts with. How much actual money or material goods those points of wealth buy you is completely dependent upon the culture you're coming from.

Personal Development. The Personal development points are used to purchase skills or bundles of skills as well as purchase various natural gifts.

Community. The Points of community are used to purchase status or reputation within the community. For the most part the effect that the points of Community have is dependent on the culture but can also be impacted by the community chosen. For example a character may choose to buy a higher reputation among mages rather than having a general reputation.

The way that points can be added to and taken away from these pools reflects the kind of choices that the player as a storyteller can make as well as the kinds of choices the character can make while growing up. For example, the character can use the points in wealth for buying skills reflecting the choice of concentrating on skills or career rather than money. In the same way points in skills could be put into your community pool could be a reflection of an intentional attempt to establish yourself with the community

Selecting a Race

Choosing the race of the character affects the primary and calculated statistics. There are often modifiers for the primary statistics (As well as the other statistics) for a given race. Some races have gifts or abilities as well as other trade-offs. For the most part the human races have no modifiers to their statistics. Once you've picked a race just ask your friendly neighborhood games master for the description of the race and the racial modifiers. Those racial modifiers will be recorded and applied later (see the section called "Primary Statistics").

Example 10.1. Race.

For example, the Hairochan are race that start with bonuses to several physical and mental statistics while starting lower in wealth reflecting the fact that they tend not, as a race, to collect material goods. A Hairochan will have the following modifiers:

Wealth -10

Mental Strength +2
Physical Strength +2

Gender

It is probably right about here that you'll want to pick whether the character is male or female. Females generally do have statistical modifiers. For most races the modifiers are: Physical Strength -2, Physical Endurance +1, Mental Endurance +1

Selecting a culture.

Once you have decided on the race, picking the culture is the next logical step. Culture influences what skills are available to you as well as the kinds of careers you can go into. Each culture comes with a standard set of skills that can be bought as a bundle. For example the character knows the native language of the culture as well as the common history and lore of the culture. The character knows how to behave appropriate to their social class in the culture. Each culture has standard sets of these templates. These templates are detailed in the cultural description. In addition, each culture may have special gifts, particular advantages or disadvantages as well as particular additions to the Personal Development, Wealth, and Community pools. Some cultures may have only one dominant culture and thus only one cultural template or they may have many subcultures.

Some races have only one culture while some races can be part of more than one culture. You can pick almost any culture for a given race, you just have to come up with a good story to describe how that character ended up with that race in that culture.

Example 10.2. Culture

The Thenean culture is a seagoing culture. Almost all of their easily accessible skills deal with sailing and seagoing trade.

Personal Development +10
20 points in Language: Spoken Thenean
10 points in Language: Written Thenean
20 points in Culture Lore: Thenean
There is only one cultural template

Example 10.3. Cultural Template

Mathematics
Lore:Trade
Lore:Economics
Lore:Sailing

Careers and History

Once characters have established what culture they are in they can pick the careers that they've had along the way. Careers is actually a rather loose time. In this context, living on the street is a career. It is an activity during which you accumulate community, wealth, and skills. This career only applies to the history of the character.

Example 10.4. Typical Career

Put example here

Gifts, Advantages, Limitations, and Trade-offs

These are all terms for the various quirks of genetics and experience that give the characters a distinct flavor to match the history of the character. For example a character may have a gift that allows them to use magic or a disadvantage such as they are albino. Each trade-off that gives or costs a certain number of points from each of the pools. For example, a character that is Albino gets 15 additional points that they can apply to the Wealth, Community, or Skill pools In exchange for the disadvantage while playing of being sensitive to light.

These Gifts and trade-offs are just examples. If you have a great idea for a gift or a trade-off it is the GM's job to negotiate it with you and design it.

GMs Note

Character Enhancements have both a Depth and Scope that govern their cost. Depth refers to the numeric advantage given by the enhancement in a given area. The scope denotes the number of different areas that the ability may be applicable to. In the case of raising a character statistic the scope refers to the number of other stats affected.

Gifts

Gifts are enhancements

Mage Gift. Costs 10 personal development points. This gives the character the ability to use manipulate Mana and energies beyond those of their direct personal power. This is required to become a mage.

PSI Gift. Cost 10 personal development points. This gives the character the ability to use and manipulate psionic forces.

Ley Walker. Cost 10 personal development points. This gives the character the ability to "walk" Ley lines. In effect, the character now has the ability to walk great distances in a short period of time using lines of power that crisscross the continent.

Ambidexterity. Ambidexterity allows the character to use either hand when performing actions. The character takes no off-hand penalties. Costs 10 Personal Development Points

Eidetic Memory. Exact recall (given successful roll against MST) of events. Adds DF 2 to any memory roll. Costs 12 Personal Development points

Photographic Memory. Exact recall of (given successful roll against MST) any image or visual happening. Costs 12 Personal Development points

Lightning Calculator. Ability to instantly execute complex arithmetic and mathematical calculations. Costs 5 Personal Development points

Enhanced Awareness. Someone with an enhanced awareness in a specific area pays less than the normal cost for increasing the statistic in that particular area.

Example 10.5. A heightened sense of smell

For example someone with a heightened sense of smell would pay one half the cost of raising their Physical Awareness and get a significantly increased Physical Awareness in the area of smell. For example someone with a PAW of 12 would normally pay 2 personal development points to increase their PAW to a 13. Someone with a heightened sense of smell could pay 1 point and they would still have a PAW of 12 but they would have a PAW of 13 in the area of smell.

PSI Gift. The heightening of PSI for broad categories of PSI skills such as Temporokinetics has a cost equal to $\frac{3}{4}$ \$ of the PSI stat or 8 points. So someone with a gift for Temporokinetics would pay 8 points per point of heightened PSI in that area. The heightening of PSI for specific PSI skills such as Teleportation has a cost equal to $\frac{1}{2}$ \$ of the PSI stat or 5 points. So someone with a gift for Teleportation would pay 5 points per point of heightened PSI in that area.

Presence. This enhancement reflects other people's innate awareness of the character in a given area. A person with a high presence is hard to ignore. It is calculated in just the same way as other enhanced stats. So Enhanced Physical Presence is 2 points per additional effect. Decreased Physical Presence is 2 points per subtracted effect. Enhanced Mental Presence is 2 points per additional effect. Decreased Mental Presence is 2 points per subtracted effect. The decreased presence enhancements are, in effect, squath enhancements.

Chapter 11. Turning this into numbers for the game.

Primary Statistics

In generating the statistics of the character the player distributes 125 points among the 10 primary statistics. The minimum number of points that may be put into a statistic is 5. The maximum amount that may be placed into a statistic is 25.

The following gives the name and abbreviation of each primary statistic and describes what the statistic represents.

Physical Strength (PST)	Physical Strength is the overall power of body. This represents the character's raw muscle power and is not tied to some particular set of limbs. Actions such as lifting are based on Physical Strength.
Physical Endurance (PEN)	Physical Endurance is the physical resilience and stamina of body. This is a measure of the character's overall endurance and ability to resist hardship as well as the ability to bounce back from hardship.
Dexterity (DEX)	Dexterity is the eye and hand coordination and speed of hand movement. This is specifically tied to the character's hands.
Physical Agility (PAG)	Physical Agility is the overall flexibility and responsiveness of body. This affects the whole body actions of the character. Dodging is an action based on Physical Agility.
Physical Awareness (PAW)	Physical Awareness is how sensitive the character is to the physical part of the environment. If you are using any of your physical senses, you are using Physical Awareness.
Mental Strength (MST)	Mental Strength is raw mental power. It is a measure of the character's overall computational and reasoning strength. It is also a measure of the character's strength of will. Using memory is an action based on Mental Strength.
Mental Endurance (MEN)	Mental Endurance is resilience and stamina of mind. It is a measure of the mind's ability to recover from shock or disorientation.
Mental Agility (MAG)	Mental Agility is the overall flexibility and responsiveness of mind. In another day and age this might be called "Cunning", "Canniness", or "Shrewdness".
Energy Potential (NRG)	Energy Potential is a measure of how easily a character can gain access to their "supernatural" abilities
Mental Awareness (MAW)	Mental Awareness is how sensitive the character is to the non-physical part of the environment.

The typical Human character average and the ranges of the primary statistics are given in the table below. There is actually no upper limit on statistics. These are just the typical averages and ranges.

Table 11.1. Human range and average of primary statistics

Stat	Human Range	Human Average
PST	1-30	12
PEN	1-30	12
DEX	1-30	12
PAG	1-30	12
PAW	1-30	12
MST	1-30	12
MEN	1-30	12
MAG	1-30	12
NRG	1-30	12
MAW	1-30	12

Calculated Statistics

With the race, gender, and culture selected all of the primary statistics are modified and the calculated statistics can be determined. Like the primary statistics, the calculated statistics are evenly broken up into sets of physical and mental statistics. The list below describes the statistics and how they are calculated. Wherever you see the phrase Racial Modifier, there is probably a mention of the racial modifier in the racial description that you would apply here. For most of you the easiest thing to do is to use one of the supplied spreadsheets and let it do the work.

Calculated Statistics

Physical Body (PBD)

Physical Body is the amount of physical damage a character can absorb. Derived from PST and PEN. When a character is injured it has an impact on either the Physical Fatigue or the Physical Body.

$$PST + PEN \times \{\text{Racial Modifier}\} \quad (11.1)$$

Physical Fatigue (PFT)

Physical Critique is the amount of energy a character can expand, either in combat or in work. When the characters in combat and is taking damage it will have an impact either on the Physical Fatigue or the Physical Body. Derived from PEN and PAG.

$$(2 \times PEN) + PAG \quad (11.2)$$

Physical Exhaustion (PEX)

The amount of energy reserve a character can expend as the result of damage or from work. It is derived from PEN and PAG.

$$(4 \times PEN) + PAG \quad (11.3)$$

Physical Movement (PMV)

Physical Moment is a measure of the character's movement rate. Is derived from PST and PEN and racial modifiers.

$$(PST + PAG) / 5 \times \{\text{Racial Modifier}\} \quad (11.4)$$

Mental Body (MBD)

Mental Body is the amount of mental damage character can absorb. It is treated almost identically to Physical Body. It is derived from MEN and MST.

Turning this into
numbers for the game.

	$((MST+MEN) \times \{\text{Racial Modifier}\})$	(11.5)
Mental Fatigue (MFT)	The amount of mental energy a character can expend, either in damage or in work. Derived from MEN and MAG.	
	$(2 \times MEN)+MAG$	(11.6)
Mental Exhaustion (MEX)	The amount of mental reserve energy a character can expend, either in combat or in work. Derived from MEN and MAG.	
	$(4 \times MEN)+MAG$	(11.7)
Mental Movement (MMV)	A measure of the characters rate of movement in the purely mental realms of psionics, magery, and computer interfaces.	
	$((MST+MAG)/5) \times \{\text{Racial Modifier}\}$	(11.8)
Accuracy (ACC)	A measure of the character's effectiveness with projectile or missile weapons. Derived from PST and DEX. Could also be called Physical Accuracy.	
	$(PST+DEX)/2$	(11.9)
Physical Combat Ability (PCA)	A measure of a character's ability to inflict damage in hand-to-hand and melee combat. Derived from PST, PAG, DEX.	
	$(PST+DEX+PAG)/3$	(11.10)
Physical Defense (PDF)	A measure of a character's ability to dodge or evade to avoid taking damage in hand-to-hand or melee combat. Derived from PAG, DEX.	
	$(PAG+DEX)/2$	(11.11)
Focus (FCS)	A measure of the character's effectiveness with focused mental actions. Derived from MST and MAG. could also be called Mental Accuracy.	
	$(MST+MAG)/2$	(11.12)
Mental Combat Ability (MCA)	A measure of a character's ability to inflict damage in Mind to Mind combat. Derived from MST, MAG, PSI	
	$(MST+PSI+MAG)/3$	(11.13)
Mental Defense (MDF)	A measure of a character's ability to avoid taking damage in mental combat or highly stressful situations. Derived from MAG.	
	$(MAG+PSI)/2$	(11.14)
Mental Speed	Speed of reaction in mental actions is given by Mental Speed. It is derived from the Mental Awareness stat using the following table. An average Mental Speed is 4.	

Table 11.2. Mental Speed Table

Mental Awareness	Speed
1--2	0
3--3	1
4--5	1
6--8	2
9--11	3
12--15	4
16--19	5
20--24	6
25--29	7
30--34	8
35--35	9
36--39	9
40--45	10

Physical Speed

Speed of reaction in physical actions is given by Physical Speed. It is derived from the Physical Awareness stat using The table given below. An average physical speed is 4.

Table 11.3. Physical Speed Table

Physical Awareness	Speed
1--2	0
3--3	1
4--5	1
6--8	2
9--11	3
12--15	4
16--19	5
20--24	6
25--29	7
30--34	8
35--35	9
36--39	9
40--45	10

The following table is for reference only. Is expected that most everyone will simply use a supplied spreadsheet.

Table 11.4. Summary of Calculated Statistics

Stat	Formula	Typical Range	Human Average
PBD	$(PST+PEN) \times \{ \text{Racial Modifier} \}$	(11.15) ⁰²⁻⁶⁰	30
PEX	$(4 \times PEN) + PAG \setminus$	(11.16) ⁵⁰	75
PFT	$(2 \times PEN) + PAG \setminus$	(11.17) ⁹⁰	45
PMV	$(PAG+PST)/5 \times \{ \text{Racial Modifier} \}$	(11.18) ^{0.4-12}	6
MBD	$(MST+MEN) \times \{ \text{Racial Modifier} \}$	(11.19) ⁰²⁻⁶⁰	30
MEX	$(4 \times MEN) + MAG$	(11.20) ⁵⁰	75
MFT	$(2 \times MEN) + MAG$	(11.21) ⁹⁰	45
MMV	$((MAG+MST)/5) \times \{ \text{Racial Modifier} \}$	(11.22) ^{0.4-12}	6
ACC	$(PST+DEX)/2$	(11.23) ³⁰	15
PCA	$(PST+DEX+PAG)/3$	(11.24) ³⁰	15
PDF	$(PAG+DEX)/2$	(11.25) ³⁰	15
FCS	$(MST+MAG)/2$	(11.26) ³⁰	15
MCA	$(MST+PSI+MAG)/3$	(11.27) ³⁰	15
MDF	$(MAG+PSI)/2$	(11.28) ³⁰	15

Other Statistics

Height (HT)

Expressed in Centimeters. If the creature being described is quadrupedal, the height given is the height to the shoulder. If the player has no preference regarding the height of the character the height may be randomly generated using the following formula.

$$\text{Height} = \{ \text{Average Height} \} + (\{ \{ 2d10 - 11 \} / \{ 10 \} \} \times \{ \text{Height Variation} \}) \quad (11.29)$$

The Average Height and Height Variation is given in the racial template.

Weight (WT)

Expressed in Kilograms. If the player has no preference regarding the weight of the character the weight may be randomly generated using the following formula.

$$\text{Weight} = \{ \text{Average Weight} \} + (\{ \{ 2d10 - 11 \} / \{ 10 \} \} \times \{ \text{Weight Variation} \}) \quad (11.30)$$

The Average Weight and Weight Variation is given in the racial description.

Appearance (APP)

A measure of how physically attractive a character is to others of their race. It ranges (typically) from +5 to -5 and has a default of 0. Characters that wish to be more or less attractive can buy appearance as an trade off

Careers

The next step is determining the career path the character took up until the start of play. This is where a majority of a character's skills and history will be developed. The process is fairly simple: the player selects the career they wish to enter and then they roll for the character to gain skills, wealth, and status during each year they are in that career. This means three rolls. One for Personal Development, one for Wealth, and one for status. These three pools : Personal Development, Wealth, and Status are the basis of the final resolution of the character's skills, history, and station. Each of the available paths has its own advantages and disadvantages. Educational careers give one little chance to injure one's self but the possible monetary gains are low. Military careers are dangerous, but the skills gained there may not be available elsewhere. The three pools each have a different basic function. The Personal Development pool serves as the point pool for increasing a PC statistics, skills, or creating special abilities. The Wealth pool contains points to be spent in establishing the character's basic financial state. The Status pool contains points to be spent in gaining all the possible trappings of status: reputation, syncophants, or other recognition. Players do have a limited amount of lateral movement for these points. Each career is delineated by a simple set of numbers combined with a simple description. It has the following format:

For example, here is a description of a Terran Law Enforcement Officer

The example careers listed above would usually be fleshed out with additional detail such as a description of rank and status, etc\dots \footnote{ An important question is that of when a character is allowed to drop out of military and so on careers. } Buying Skills and Enhancements

Skill Costs

When characters are first generated they can buy single skills using points from the personal pool. During character generation all skills cost 1 point per rank to purchase. So rank 0 costs 1 point, rank 1 costs 2 points , and so on. After characters have been generated they advance in their skills according to rules described in the Players Guide. In summary single skills cost \$ 1 + Rank \$ in personal development points.

Skill Ranks

The meaning of skill ranks varies somewhat based on the rarity of the skill and so on but, in general, the skill ranks map to expertise according to table ~\ref{Table:SkillRanks} on page~\pageref{Table:SkillRanks}. \include{tskill9} Someone is familiar with the skill if they have tried it enough that the tools and techniques are known even if the character has no real practice with them. A character is at a begginer level of skill if they have used the skills enough to be comfortable with all the basic techniques needed even though they may not be consistent in their execution. A character is at a dedicated amateur level of skill if they are consistent in executing all the basic skills even though they have no real comfort with any of the advanced techniques. A solid workaday craftsman is consistent and accomplished in executing all the basic skills and are familiar with the advanced techniques and tools. A professional is consistent and accomplished in te full range of basic and advanced techniques used in routine application of the skill. An expert is consistent and accomplished in all the basic and advanced techniques used in routine application of the skill as well as being familiar with techniques and tools needed for less common usage of the skill. An master is consistent and accomplished in all the techniques used in most applications of the skill. In addition they are familiar with some esoteric techniques needed for bizarre and unusual applications of a skill. An character at a mystical mastery level accomplished in all the techniques used in almost all known applications of the skill. In addition they have a whole series of special techniques and tools they have developed for themselves.

Statistic Costs

When characters are first generated they can buy statistics using points from the personal pool. During character generation all stats are raised using the costs from the table ~\ref{Table:StatCosts} on page~\pageref{Table:StatCosts}. So adding 1 point of PST costs 4 points, adding 2 costs 8 points, and so on. After characters have been generated they advance in their stats according to rules described in the Players Guide. \input{tcgen4.tex}

Skill Packages

What we have discussed up till now has been single skills. Quite often the character will be using a skill package. A skill package is a collection of related skills that have a bundled at a bargain cost. A typical skill package would be : \begin{verbatim} Terran Law Enforcement Officer Package Lore: Terran Law Culture Lore: Terran LEO Weapon: Pistol Weapon: Tonfa Weapon: Taser Streetwise Interrogation Data Analysis Computer Ops Cost: 5 \end{verbatim} This package would cost 5 points to get rank 0 in all the listed skills, 10 points to get rank 1 and so on. This compares well to 9 points to get rank 0 in all the skills and 18 points to get rank 1 and so on. After character generation, these skills are raised individually just like any other skill according to rules described in the Players Guide.

Enhancements and Limitations

After a character has some points in the three pools associated with character creation (personal, wealth, status) they may choose to use them to buy Enhancements that will add flavour to the character. There are always the base enhancements allowed to the character. The points in the personal pool can be used to buy skills at the generation cost. The points in the personal pool can be used to buy stats at the costs listed in the stat cost tables. Enhancements are gains in either background or special abilities that can be paid for with points from one of the pools. There are two main types. There are Character Enhancements and there are Environmental Enhancements. Character Enhancements are natural aptitudes that are typically permanent and inherent to the character's makeup. Enhanced hearing or eidetic memory are examples of Character Enhancements. Environmental Enhancements are typically advantages that depend on the character to maintain them. Such as inherited wealth and various components of status.

Character Enhancements

Environmental Enhancements

Environmental Enhancements have both Depth and Scope to help govern their cost. Scope is the number of people affected by the enhancement. So for determining the cost of a single (Scope = \$ 10^0\$) friend willing to help you all (Depth = Very High) the time is simply \$ 1 + 20 \$. The DF describes how willing the person is to help you. So in the example DF = 12 implies +60% to the chance for aid from that person.

Wealth

The first and most commonly used is the wealth advantage. This differs from the basic wealth that can be gained by spending the points from the wealth pool in that the gain is approximately one third that of a pure monetary spend, but the gain so obtained is income that will continue to be generated for as long as the PC pays attention to the interests that generate the funds. The larger the income the more work involved in maintaining it. The scale of the income is derived from table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The amount of freedom from managing that income is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

Friends, Allies, and Contacts

Another important Environmental Enhancement is that of Friends. Number of friends is derived from table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The willingness to help is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

Reputation

The scale of the reputation is derived from table ~\ref{Table:EnvironmentalEnhancementScopeCosts}. The amount of recognition is given by the table ~\ref{Table:EnvironmentalEnhancementDepthCosts}.

Continued Careers

A continued career as a Law Enforcement Officer or soldier is a balanced ad and disad situation. Yes, the character has enemies, but the backing of the organization offsets this.

Variations

[OPTION1] Shortform generation [OPTION2] Allow moving points between pools [OPTION3] Allow moving DF between pools [OPTION4] Wealth as a function of status

Chapter 12. More

Character Generation

There are several ways to generate characters with no one specific way being better than the other. It comes down to how you like to approach creating something. All of them start with a mental picture of the character or the characters history. That picture can vary from very vague to very specific and detailed.

The start with the basic idea and see what happens approach.

- Start with the basic picture of who the character is. It may be General as a "Big strong fighter" or as specific as "A wizard of the fire school who uses daggers and is the bastard son of a noble...".
- From that basic idea pick the attributes of the character that you want to be notable such as strength, wit.
- Come up with a statement of the kind of roles they have (Healer, Fighter, Wizard, Merchant, Priest, Shaman, Thief, Swindler, Scholar, Etc.). You're not limited in what you come up with here.
- Come up with some statements describing what kind of communities they are related to (Comes from a wealthy family, comes from the streets, Member of a merchant guild , Etc.)
- Come up with some statements describing any special abilities (Ambidextrous, Picture-perfect memory, perfect pitch, Etc.)
- Come up with some statements describing any notable pieces of their history (Orphaned, noble born, rebelled against their parents,
- Pick a race and a culture.
- Pick Any special skills you want character at
- Pick a physical description and any notable physical characteristics (bright red hair, violet eyes, mismatched eyes etc.)
- You can then take that summary to your nearest gaming geek along with this manual and say "create what I want" or you can call the game master and say the same thing to them or you can use the sections below to map your description into a character

The methodical vision approach.

- Start with the picture of who the character is.
- Pick the primary statistics that match that vision And put them into your character sheet. See the section called "Primary Statistics". I would recommend using the spreadsheet provided.
- Write down your starting points for Community, Skill, Wealth points (10 points for each)
- Select a race the section called "Racial Modifiers". Note any racial modifiers to statistics
- Select a culture. Note whatever the cultural skill packages. See the section called "Cultural Skill Packages"
- Select the various gifts, advantages, limitations, and trade-offs the section called "Tradeoffs" Note the point costs and/or benefits.

The highly optimized rules lawyer approach.

- Start with the picture of who the character is.

- Pick all of the major specific roles/class of the character (Fire Mage, Seer, Fighter, Etc.) TBD XREF
- Look at the skills associated with those roles and note what primary and secondary statistics the skills are based on. See the section called “Primary Statistics” and the section called “Calculated Statistics”.
- Pick the primary statistics that produce the maximum primary and secondary statistics for that set of skills. See the section called “Primary Statistics” And put them into your character sheet. I would recommend using the spreadsheet. provided.
- Select a race that gives you a boost on those primary and secondary statistics the section called “Racial Modifiers” Note any racial modifiers to statistics
- Select a culture to give you a jumpstart on the set of skills you want as well as giving you skills that are related to the skills you need for those roles. Having a number of related skills will increase your chance with whatever skill you're using at the moment. Note whatever the cultural skill packages are the section called “Cultural Skill Packages”.
- Select the trade-offs the section called “Tradeoffs”. Note the point costs and/or benefits.
- Go back and fill in on the various statistics, skills etc.

Primary Statistics

Each player has 125 points to distribute among the primary statistics of the player. The primary statistics are the basic attributes of the character. The following List names the statistics and gives you a description of what each statistic represents. It also gives you the abbreviation That will be used for the statistic in the rest of the documentation.

Physical Strength (PST)	Physical Strength is the overall power of body. This is the character's raw muscle power and is not tied to some particular set of limbs. Actions such as lifting are based on Physical Strength.
Physical Endurance (PEN)	Physical Endurance is the physical resilience and stamina of body. This is the character's overall endurance and ability to resist hardship as well as the ability to bounce back from hardship. Actions such as recovering from being sick are based on Physical Endurance.
Dexterity (DEX)	Dexterity is the eye and hand coordination and speed of hand movement. This is specific to the character's hands actions. Actions such as catching and throwing are based on Dexterity
Physical Agility (PAG)	Physical Agility is the overall flexibility and responsiveness of body. This affects the whole body actions of the character. Actions like Dodging are based on Physical Agility.
Physical Awareness (PAW)	Physical Awareness is how sensitive the character is to the physical part of the environment. If you are using any of your physical senses, you are using Physical Awareness. Actions like watching for a sneak attack are based on Physical Awareness
Mental Strength (MST)	Mental Strength is raw mental power. It is the characters overall computational and reasoning strength. It is also a measure of the character's strength of will. Using memory is an action based on Mental Strength.
Mental Endurance (MEN)	Mental Endurance is resilience and stamina of mind. It is a measure of the mind's ability to recover from shock or disorientation.

	Actions like recovering from some magical or mental attacks are based on Mental Endurance
Mental Agility (MAG)	Mental Agility is the overall flexibility and responsiveness of mind. In another day and age this might be called "Cunning", "Canniness", or "Shrewdness". Solving puzzles are typical actions based on Mental Agility
Energy Access (NRG)	Energy Access is a measure of how easily a character can gain access to their "supernatural" abilities. Action such as casting spells or using psychic gifts are based on Energy Access.
Mental Awareness (MAW)	Mental Awareness is how sensitive the character is to the non-physical part of the environment.

The typical Human has primary statistics that range from 1 to 30 character With an average of 12. There is no upper limit on statistics.

Calculated Statistics

Like the primary statistics, the calculated statistics are evenly broken up into sets of physical and mental statistics. The list below describes the statistics and how they are calculated. Each of these calculated statistics can be modified either by the race that you have chosen or special abilities or just plain purchasing an increase in that stat. For most people the easiest thing to do is to use one of the supplied spreadsheets and let it do the work.

Calculated Statistics

Physical Body (PBD)	Physical Body is the amount of physical damage a character can absorb. Derived from PST and PEN. When a character is injured it has an impact on either the Physical Fatigue or the Physical Body. PST+PEN (12.1)
Physical Fatigue (PFT)	Physical Fatigue is the amount of energy a character can expend, either in combat or in work. When the characters in combat and is taking damage it will have an impact either on the Physical Fatigue or the Physical Body. Derived from PEN and PAG. (2 x PEN)+PAG (12.2)
Physical Exhaustion (PEX)	The amount of energy reserve a character can expend as the result of damage or from work. It is derived from PEN and PAG. (4 x PEN) + PAG (12.3)
Physical Movement (PMV)	Physical Moment is a measure of the character's movement rate. Is derived from PST and PEN and racial modifiers. (PST+PAG)/5 x {Racial Modifier} (12.4)
Mental Body (MBD)	Mental Body is the amount of mental damage character can absorb. It is treated almost identically to Physical Body. It is derived from MEN and MST. ((MST+MEN) (12.5)

Mental Fatigue (MFT)	The amount of mental energy a character can expend, either in damage or in work. Derived from MEN and MAG.	
	$(2 \times \text{MEN}) + \text{MAG}$	(12.6)
Mental Exhaustion (MEX)	The amount of mental reserve energy a character can expend, either in combat or in work. Derived from MEN and MAG.	
	$(4 \times \text{MEN}) + \text{MAG}$	(12.7)
Mental Movement (MMV)	A measure of the characters rate of movement in the purely mental realms of psionics, magery, and computer interfaces.	
	$((\text{MST} + \text{MAG}) / 5) \times \{\text{Racial Modifier}\}$	(12.8)
Accuracy (ACC)	A measure of the character's effectiveness with projectile or missile weapons. Derived from PST and DEX. Could also be called Physical Accuracy.	
	$(\text{PST} + \text{DEX}) / 2$	(12.9)
Physical Combat Ability (PCA)	A measure of a character's ability to inflict damage in hand-to-hand and melee combat. Derived from PST, PAG, DEX.	
	$(\text{PST} + \text{DEX} + \text{PAG}) / 3$	(12.10)
Physical Defense (PDF)	A measure of a character's ability to dodge or evade to avoid taking damage in hand-to-hand or melee combat. Derived from PAG, DEX.	
	$(\text{PAG} + \text{DEX}) / 2$	(12.11)
Focus (FCS)	A measure of the character's effectiveness with focused mental actions. Derived from MST and MAG. could also be called Mental Accuracy.	
	$(\text{MST} + \text{MAG}) / 2$	(12.12)
Mental Combat Ability (MCA)	A measure of a character's ability to inflict damage in Mind to Mind combat. Derived from MST, MAG, PSI	
	$(\text{MST} + \text{PSI} + \text{MAG}) / 3$	(12.13)
Mental Defense (MDF)	A measure of a character's ability to avoid taking damage in mental combat or highly stressful situations. Derived from MAG.	
	$(\text{MAG} + \text{PSI}) / 2$	(12.14)
Mental Speed	Speed of reaction in mental actions is given by Mental Speed. It is derived from the Mental Awareness stat using the following table. An average Mental Speed is 4.	

Table 12.1. Mental Speed Table

Mental Awareness	Speed
1--2	0

Mental Awareness	Speed
3--3	1
4--5	1
6--8	2
9--11	3
12--15	4
16--19	5
20--24	6
25--29	7
30--34	8
35--35	9
36--39	9
40--45	10

Physical Speed

Speed of reaction in physical actions is given by Physical Speed. It is derived from the Physical Awareness stat using The table given below. An average physical speed is 4.

Table 12.2. Physical Speed Table

Physical Awareness	Speed
1--2	0
3--3	1
4--5	1
6--8	2
9--11	3
12--15	4
16--19	5
20--24	6
25--29	7
30--34	8
35--35	9
36--39	9
40--45	10

The following table is for reference only. Is expected that most everyone will simply use a supplied spreadsheet.

Table 12.3. Summary of Calculated Statistics

Stat	Formula	Typical Range	Human Average
PBD	(PST+PEN)	(10-15)	30
PEX	(4 x PEN) + PAG	(12-16)	75

Stat	Formula	Typical Range	Human Average
PFT	$(2 \times \text{PEN}) + \text{PAG}$	(100-150)	45
PMV	$(\text{PAG} + \text{PST}) / 5$	(10-18)	6
MBD	$(\text{MST} + \text{MEN})$	(10-25)	30
MEX	$(4 \times \text{MEN}) + \text{MAG}$	(120-150)	75
MFT	$(2 \times \text{MEN}) + \text{MAG}$	(100-140)	45
MMV	$(\text{MAG} + \text{MST}) / 5$	(10-22)	6
ACC	$(\text{PST} + \text{DEX}) / 2$	(13-23)	15
PCA	$(\text{PST} + \text{DEX} + \text{PAG}) / 3$	(13-23)	15
PDF	$(\text{PAG} + \text{DEX}) / 2$	(13-23)	15
FCS	$(\text{MST} + \text{MAG}) / 2$	(13-23)	15
MCA	$(\text{MST} + \text{PSI} + \text{MAG}) / 3$	(13-23)	15
MDF	$(\text{MAG} + \text{PSI}) / 2$	(13-23)	15

Community, Skill, and Wealth points

Each character gets a set of points in several groupings that they can use to "purchase" Wealth, Community and Skills.

Wealth points. Each character gets 10 points that they can use to pick the amount of money or the amount and quality of materials that the character starts with. How much actual money or material goods those points of wealth by you is dependent upon the culture you're coming from. In some cultures the characters may not be able to get a lot of free cash they may have easy access to Well-crafted goods. You can add to your wealth points by specific Trade-offs See the section called "Tradeoffs"

Community points. Each character gets 10 Community points. The Community points are used to purchase status or reputation within one or more communities. The impact of the status or reputation and the size of the community all factor into the cost of that status or reputation. The effect of that status or reputation is dependent on the culture but it may also be dependent on the community chosen. For example a character may choose to buy a higher reputation among mages rather than having a general reputation. You can add to your Community points as a by specific Trade-offs (See the section called "Tradeoffs")

Skill points. Each character starts with 100 points that they can use to purchase skills or bundles of skills.

Selecting a Race

There are often modifiers for the primary statistics (As well as the other statistics) for a given race. Some races have gifts or abilities as well as other trade-offs. For the most part the human races have no modifiers to their statistics. Once you've picked a race just ask your friendly neighborhood games master for the description of the race and the racial modifiers. the section called "Racial Modifiers" Any of the racial modifiers for primary statistics are applied immediately, any racial modifiers for secondary statistics are applied after those secondary statistics have been calculated.

Selecting a culture.

Once you have decided on the race, picking the culture is the next logical step. Each culture comes with a standard set of skills that can be bought as a bundle. For example the character knows the native language of the culture as well as the common history and lore of the culture. The character knows how to behave

appropriate to their social class in the culture. Each culture has standard sets of these templates. These templates are detailed in the cultural description. In addition, each culture may have special gifts, particular advantages or disadvantages as well as particular additions to the Skill, Wealth, and Community pools.

Trade-offs

This a term for the various quirks of genetics and experience that give the characters a distinct flavor to match the history of the character. For example a character may have a gift that allows them to use magic or a disadvantage such as they are albino. Each trade-off that gives or costs a certain number of points from each of the pools. For example, a character that is Albino gets 15 additional points that they can apply to the Wealth, Community, or Skill pools In exchange for the disadvantage while playing of being sensitive to light.

Gender

The player should note whether the character is male or female (if the character's race supports multiple genders). If there are any modifiers to statistics for a specific gender they should be applied. These modifiers will be listed in the racial description.

Other Statistics

Height (HGT)

If the player has no preference regarding the height of the character the height may be randomly generated using the following formula.

$$\text{Height} = \{\text{Average Height}\} + (\{ \{2d10 - 11\} / \{10\} \} \times \{\text{Height Variation}\}) \quad (12.29)$$

The Average Height and Height Variation is given in the racial template.

Weight (WGT)

Expressed in Kilograms. If the player has no preference regarding the weight of the character the weight may be randomly generated using the following formula.

$$\text{Weight} = \{\text{Average Weight}\} + (\{ \{2d10 - 11\} / \{10\} \} \times \{\text{Weight Variation}\}) \quad (12.30)$$

The Average Weight and Weight Variation is given in the racial description.

Appearance (APP)

A measure of how physically attractive a character is to others of their race. It ranges (typically) from +5 to -5 and has a default of 0. Characters that wish to be more or less attractive can buy appearance as an trade off

What Every Culture has

Once you have chosen the culture you get a certain set of skills automatically. The following skills are skills that everyone gets for their culture.

- Culture Lore: (Culture Name) at Rank 20
- Spoken Language: (Language of the Culture) at rank 10

In addition, Each culture has its own package of skills particular to it. Each character gets rank 7 In each of those skills. For example, the Thenean cultural skill package looks like this:

Lore:Ships and Sailing

Lore:Weather

Lore:Magic

Tying Knots

Haggling

And every Thenean starts out with the rank 7 in each of those skills

Skill Costs

When characters are first generated they can buy single skills using points from the Skill pool. During character generation all skills cost 1 point per rank to purchase. So rank 0 costs 1 point, rank 1 costs 2 points , and so on. In summary single skills cost 1 + Rank in Skill points.

Skill Ranks

To get a sense of what the skill ranks Are equivalent to I have a quick and dirty chart.

Rank 0 is familiar with the skill

Rank 1-3 is a Beginner

Rank 4-6 Is an Amateur

Rank 7-10 is a Solid Apprentice

Rank 11-14 is a Journeyman

Rank 15-18 is a Professional or Guild Master

Rank 19-25 is a Expert

Rank 25-23 is a True Master

Rank 26+ is a Mystical Master

Someone is familiar with the skill if they have tried it enough that the tools and techniques are known even if the character has no real practice with them. A character is at a Beginner level of skill if they have used the skills enough to be comfortable with all the basic techniques needed even though they may not be consistent in their execution. A character is at an amateur level of skill if they are consistent in executing all the basic skills even though they have no real comfort with any of the advanced techniques.

An apprentice is consistent and accomplished in executing all the basic skills and is familiar with the advanced techniques and tools. A journeyman is consistent Though not accomplished with the full range of basic and most advanced techniques. A professional is consistent and accomplished in the full range of basic Techniques and advanced techniques used in routine application of the skill. An expert is consistent and accomplished in all the basic and advanced techniques used in routine application of the skill as well as being familiar with techniques and tools needed for less common usage of the skill.

A master is consistent and accomplished in all the techniques used in most applications of the skill. In addition they are familiar with some esoteric techniques needed for bizarre and unusual applications of a skill. An character at a mystical mastery level accomplished in all the techniques used in almost all known applications of the skill. In addition they have a whole series of special techniques and tools they have developed for themselves.

Statistic Costs

When characters are being generated you can use points from the skill poll to buy increases in stats. The cost is listed below.

PST 4

PBD 2
 ACC 2
 PEN 3
 PSE 5
 PCA 3
 DEX 3
 PFT 1
 PDF 2
 PAG 5
 PAW 4
 PMV 4
 MST 8
 MBD 2
 FCS 2
 MEN 6
 MSE 5
 MCA 3
 MAG 12
 MFT 2
 MDF 2
 PSI 10
 MMV 4
 MAW 4
 APP 2

During character generation all stats are raised using the costs from list above. So adding 1 point of PST costs 4 points, adding 2 costs 8 points, and so on.

Skill Packages

What we have discussed up till now has been single skills. Quite often the character will be using a skill package. A skill package is a collection of related skills that have a bundled at a bargain cost. A typical skill package would be :

Evasion
 Dodge
 Unarmed combat
 Saquath
 Dagger
 Sword

And would have a cost such as 4 Skill points. So to get rank 0 in all of the skills in the package would require 4 points. To get rank 1 in all of the skills in the package would require 8 skill points

Tradeoffs

After a character has some points in the three pools associated with character creation (personal, wealth, status) they may choose to use Tradeoffs that will add flavour to the character. There are some Tradeoffs that cost points to buy (Which can come out of any of the pools) that give the character an Advantage of some sort. There are also Tradeoffs that are disadvantages but by taking on that disadvantage you get more points to use for those pools. Some Advantages are built into the character and others require the character to maintain them in some way. For example enhanced hearing or eidetic memory are Built in while something like inherited wealth or reputation may depend on the character to maintain them

Ambidexterity. Ambidexterity allows the character to use either hand when performing actions. The character takes no off-hand penalties. Costs 10 Points

Eidectic Memory. Exact recall (given successful roll against MST) of events. Adds DF +3 to any memory roll. Costs 12 points

Photographic Memory

Exact recall of (given successful roll against MST) any image or visual happening. Costs 12 Personal Development points

Lightning Calculator

Ability to instantly execute complex arithmetic and mathematical calculations. Costs 5 points

Active PSI

Character has concious knowledge and use (though no training) of their psionic abilities. Costs 20 Personal Development Points

Mage Ability

Character has concious knowledge and use (though no training) of their magical abilities. Costs 20 Personal Development Points

Ley Walker

Character has the ability (though no training) In using Ley lines to travel. Costs 10 Personal Development Points

Enhanced Statistics

An enhance statistic is the idea that the Character Has a enhanced statistic in some specialized area such as an enhanced sense of smell or Heightened awareness of demons.. Most of the enhancements that involve heightened stats in specialised areas have a simple cost equal to 1/2 the purchase cost of the stats. So someone with a heightened sense of smell would pay one half the cost of Physical Awareness (PAW) or $1/2 * 4 = 2\$$ for each additional point of increase. So someone with a 12 PAW could pay 8 points of ersonal Development and get a PAW (for smells) of 16.

PSI Gift

The heightening of NRG for broad categories of PSI skills such as Temporokinetics has a cost equal to 3/4 of the NRG stat or 8 points. So someone with a gift for Temporokinetics would pay 8 points per point of heightened NRG in that area. The heightening of NRG for specific PSI skills such as Teleportation has a cost equal to $1/2 \$$ of the NRG stat or 5 points. So someone with a gift for Teleportation would pay 5 points per point of heightened NRG in that area.

Mage Gift

The heightening of NRG for Some specialized area of spell casting such as warding. Broad categories of Made skills such as Warding has a cost equal to 3/4 of the NRG stat or 8 points. So someone with a gift for Warding would pay 8 points per point of heightened NRG in that area.

Presence

This enhancement reflects other people's innate awareness of the character in a given area. A person with a high presence is hard to ignore. It is calculated in just the same way as other enhanced stats. So Enhanced

Physical Presence is 2 points per additional effect. Decreased Physical Presence is 2 points per subtracted effect. Enhanced Mental Presence is 2 points per additional effect. Decreased Mental Presence is 2 points per subtracted effect. The decreased presence enhancements are, in effect, squath enhancements.

Enhancements that affects groups of people

These Enhancements have Have costs that are based both on the number of individuals that are affected as well as how intensely they are affected. Scope is the number of people affected by the enhancement.

Table 12.4. Number of people affected by enhancements

Magnitude	Range	Cost
10 ⁰	1	1
10 ¹	2-10	2
10 ²	11-100	4
10 ³	101-1000	8
10 ⁴	1001-10000	16
10 ⁵	10001-100000	32
10 ⁶	100001-1000000	64

Depth is how deeply they are affected by the enhancement.

Table 12.5. How deeply people are affected by enhancements

Depth	DF	Cost
Low	1	1
Medium Low	2	2
Medium	4	4
Medium High	6	8
High	8	10
Very High	12	20

So for determining the cost of a single friend willing to help you all (Depth = Very High) the time is simply 1 + 20. The DF describes how willing the person is to help you. So in the example DF = 12 implies +60% to the chance for aid from that person.

Wealth

The first and most commonly used is the wealth advantage. This differs from the basic wealth that can be gained by spending the points from the wealth pool in that the gain is approximately one third that of a pure monetary spend, but the gain so obtained is income that will continue to be generated for as long as the PC pays attention to the interests that generate the funds. The larger the income the more work involved in maintaining it. The scale of the income is derived from scope table. The amount of freedom from managing that income is given by the depth table

Friends, Allies, and Contacts

Another important Enhancement is that of Friends. Number of friends is derived from scope table. The willingness to help is given by the depth table

Reputation

The scale of the reputation is derived from scope table. The amount of recognition is given by the depth table.

Racial Modifiers and Cultural Skill Packages

Racial Modifiers

Unless otherwise specifically mentioned most races have racial modifiers for PMV,MMV of 1.0

Most Humans	Most human races do not have any racial modifiers. Any exceptions in the list below.
Kothans	Kothans in general have a PBD +1, MAG -1. Kothan males have a +2 modifier to appearance and Kothan women have PCA +1, ACC +1.
Theneans	Theneans have FCS +2, MEN +1, and PBD -2
Hairochan	Hairochan have PBD +1, MST +1, FCS +1, PMV Modifier of 0.8
Bitadar(Elves)	There are several forms of elves and each of the forms has different modifiers. Talk to your GM.
Kurrock/Dwarves	Kurrock have a PST +3, MST +1, PEN +3, PBD +2, PMV 0.4, MMV 0.6, NRG -2
Rupa Kechil	All Rupa Kechil have an NRG -3, All the other modifiers are dependent on the particular creature that the Rupa Kechil changes into

Cultural Skill Packages

Merovan	Lore:Heraldry Lore:Chivalry Lore:Lord and the Lady Haggling
Kothans	Lore:Herbs Lore:Megafauna Lore:TDor and Sif Tracking Melee:Spear First Aid
Theneans	Lore:Ships and Sailing Lore:Weather Lore:Magic Tying Knots Haggling
Hairochan	Meditation Lore:Source of All Lore:Herbs Melee:Staff Grounding

Vairan	Tracking Lore:Megafauna Climbing Melee:Staff Missile:Sling
Kalifane	Lore:Horses Lore:Lord and Lady Melee:Dagger
Bitadar(Elves)	Talk with the GM
Kurrock/Dwarves	Lore:Stone Lore:Mikan Lore:Forge Lore:Mining Melee:Hammer
Rupa Kechil	Lore:Woods Lore:Herbs Saquath Running Tracking