

PTME Productions
Presents the

Lucid Gaming

System

Version 3.0.1

There are lots of games out there. You don't really need me to tell you that. There are games of every sort, from the benchmark fantasy, sci-fi, steampunk, superhero, and far future settings to the most esoteric times and topics imaginable. The creativity of people is remarkable in terms of both depth and breadth. That creative spark, that latent desire to tell the stories lurking inside is the whole reason this book exists. At our core we are all storytellers, and the only joy greater than telling a story of your own is to help someone else tell theirs. Whether you play it by ear or know every action coming for a dozen sessions we hope and strive to empower you as a game master, whether novice or veteran. Empowering you, player or GM, with the ability and tools to tell your story your way.

Now that the requisite dramatic opening is over and done with we can get down to the meat and potatoes of what this book is.

A warning before I get too far: this is being written to you. Pronouns are painfully imprecise sometimes so I will strive to let you know whether a comment is directed towards you the player, you the GM, or just you.

Where was I? Oh right, what the LGS is.

The LGS, as our players have affectionately dubbed it, is not a game. It doesn't establish a world, give character and purpose to the denizens thereof, or give you the whos and whys of a world. What the LGS represents is our views on the world distilled, broken down, and recorded for you here as a starting point for your own discoveries and ideas. This is not to say we are setting you adrift without landmarks to refer back to: the

THE RULES OF LUCID

1: We only use two types of dice: six-sided (d6) and ten-sided (d10). D6 are damage dice while d10 are used for everything else in the game.

2: Rolls of 1 and 10 on a d10 are Very Bad and Very Good things respectively. A roll of 10 adds 2 to your total score, while a 1 counts as a -2, or subtracts 3 from your score.

3: If an ability (Special, Maneuver, etc.) does not specify, any modifiers granted are either Enhancements or Erosions. When an ability applies a Bonus or Penalty it will state as such.

4: When purchasing abilities from a list, all abilities have as a requirement the abilities above it, and thus they must be purchased first. It's a sequential list, not a buffet.

5: If any ability does not specify what sort of action it requires,

GM Note 1: Hey there, I'm Casses, PtME's principle editor. Every so often something comes up that merits or necessitates additional statements to qualify or explain in more plain of English than the rest of the book is in, so that's where I step in offering wisdom, advice, and color commentary out of left field. They could come labeled as GM Notes, Notes, or just about anything else you can imagine but they'll always come in one of these little boxes, so whenever one of these pop up it's a good idea to take note.]

Plus this is the only way I can cuss without my boss noticing

World Guides "The Dreaming" and "Legacy Crossing," as well as the Setting of "Nod" all exist for this very reason, in addition to several chapters of this book.

What this book is, by comparison, is a guide. The LGS provides all of the basics for character creation including Statistics and their derivatives, Skills, Merits, items, experience, and how they all come together.

Characters that you, the player, build in the LGS are better than the everyman. At character creation the differences may not seem like much, but magnified through time and growth these tiny statistical differences turn a mundane-looking Joe into a creature of legend and myth, even if they're stuck behind a desk 9-to-5. The differences between them and the guy next cubicle over? Potential.

While these systems represent the fore functionality of the LGS even they are not set in stone. As part of our promise to enable both players and GMs, everything from Statistics down to the critical rate on weapons is designed to flex to your demands with minimal effort. The results may not be as well balanced as what appears in the pages to come, but that is why we have several whole chapters dedicated to assisting you as a GM. Your mission as a GM is to take what we have included herein and store them in your brain not as rules but as guidelines to a better game that you can, and should, modify to your whim.

That said, there *are* a few cardinal rules. More than any others these principles guide and shape the play experience. These Rules of Lucid are:

it's a Primary Action.

6: We try to avoid division (and definitely don't like decimals), but on those rare occasions when they pop up, round down to the nearest whole number.

7: It does not come up very often, but if an ability does not specify a range of some sort then it only works within 5', aka touch.

Seven rules isn't too bad, right? Don't worry about the capital letters for now, those will be explained later in detail. Now that you have an idea of what we are doing here, let me introduce you to the rest of the book

Section One: The Heart of it All

Chapter One: A Few Basics

Chapter Two: An Introduction to the Character

Chapter Three: SKILLS

Chapter Four: Not Everything Comes Easy: Backgrounds,

Merits, and Flaws

Chapter Five: Stuff!

Section Two: Where it all Comes Together

Chapter Six: The Fine and Gentlemanly Art of Combat

Chapter One: A Few Basics

Tools: Wants and Needs

To play a game using the Lucid Gaming System there are a few items you should have, or at the least have access to. Since this is a game of chance, the most important tools that you can have are dice. The LGS uses two types of dice. The first is the common six-sided die that can be found in just about any board game under the sun. D6, as they are called, are used to determine how much damage your character is able to deal with their attacks and abilities. You will most likely need around four d6 as you go through the game, though having access to more is never a bad decision.

The second type of dice you will need is the real decision-maker in the game, the ten-sided die. These d10 are a little rarer, but you should be able to find them at just about any game store. You should never need more than two d10s around, but it's nice to have spares in case you roll 1 a half-dozen times in a row as fate sometimes decrees and that die should happen to lose favor.

You can add a couple of things to make the experience a little more dynamic. Gaming mats are a healthy addition to any collection of supplies as they can make keeping track of who's where on what a little easier. If you are using a mat, you might as well use miniatures as well. There are a number of games out that come with pre-painted models that can represent players and NPCs of all sorts alike, but even something as simple as a handful of coins makes the gaming experience a little easier to visualize and connect with. Being able to reach out to touch and move a token, no matter its detail, increases the amount of connection between a player and their character and the realism of their situations. For those of you who feel particularly generous and want the best, you can even purchase pre-molded and painted terrain to make the battlefield that much more exciting and add a new layer of tactics to your combats.

If you've got some dice, something to record your character on, and a group of friends to play with, you have all you need to play a game with the LGS. About that though:

Common Rolls

The first thing you must know about making rolls is that unless the roll is to determine damage, it is made with a d10. With that in mind, it becomes a lot easier to figure out what you need to roll in any given situation.

Skill Roll: D10 + Stat + Skill + Modifiers

The most common rolls are usually **Skill rolls**. These are learned or trained abilities and knowledge that represent your character's ability to do everything from tumbling routines to remember a lecture from decades ago. These rolls are made by adding one Statistic and one Skill to a roll of the d10. A Skill roll is usually noted "**Stat + Skill + modifiers**", if applicable.

Statistic Roll: D10 + Stat + Stat

Statistic rolls are much less common than Skill rolls. Whenever you make a Statistic roll your character is attempting a feat of raw power or finesse in the theme of that Statistic.

Lifting a bus or figuring out a massive maze simply by staring at it might be examples of Strength or Intellect rolls, respectively. Stat rolls are most commonly noted "**Stat roll**". Note that Statistic rolls can use two different Statistics, in which case the description or GM will tell you which two to use.

Attack Roll: D10 + Stat + Modifiers

Not everyone wants to do it, but sometimes it's just necessary to put somebody down. Whether your attack solidly impacts or flies wide is determined by your **Attack Roll**. Unlike Skill and Statistic rolls, an Attack roll only uses one number combined with any miscellaneous modifiers. Unlike those two rolls though, it is much easier to get modifiers for your Attack. Most commonly, abilities that require an Attack roll will simply say to "**make an Attack**" or "**Attack roll**."

Resistance Roll: D10 + Resistance + Modifiers

The **Resistance Roll** comes into play when a person isn't attacking your character directly, but still affects them. This can come in the form of a hail of arrows that blankets an area or a wily psychic tries to crack open your mind for all to see. How to determine your Resistances will be discussed later in Chapter 2, but for now all you need to know is that when you are asked to make a Resistance roll the ability will say something to the effect of "**make a [Stat] Resistance roll**", where Stat will be replaced by one of the Statistics.

Percentage: 2d10

Sometimes we will ask you to do silly things like roll a percentage. To do that, simply roll two d10 and note one to serve in the tens place, preferably before you roll them. When both dice show 0 (or 00, depending on your dice) then congratulations, you have hit the jackpot. Things should be looking up for your character, starting about right then.

Sometimes your GM may decide for you to make some sort of bizarre roll that doesn't fit the format above. That's ok, GMs are encouraged to improvise, but rest assured that the rolls above will cover 99% of all situations without modification.

Sorry to say, but there are a few things you'll need to know going forward. We try to minimize the jargon as much as possible so you get to play the game and not feel like you are going to have a quiz on this later, but we are only human.

Advancement: The Tiers

Every creature, character, and object in the LGS can be placed into one of four categories, called the Tiers.. These categories classify the nature of challenge that a situation, person, or roll may present. Before you learn how to do it, everything presents a challenge after all.

The four Tiers in the LGS are Mortal, Heroic, Epic, and Legendary. Whenever your character moves from one Tier to another, they may become eligible for new Merits or gain Special abilities from other sources. These will be discussed more in-depth later.

How does your character advance from one Tier to the next you ask? It is pretty simple. A character advances from one Tier to the next whenever one of their Statistics reaches a new milestone. Most starting characters begin with Statistics in the 1 to 5 range, which is normal. It is Mortal, even. Whenever you purchase enough Ranks of a Statistic to get a 6 Base score in one or more Statistic, that is considered Heroic. When a Statistic gets to be 11 or more, it is considered Epic, and then finally when one of your Statistics reaches 16 or more you become Legendary.

These Tiers are also used to classify the degree of success or difficulty of your rolls. Rolls with a difficulty of 1 to 10 are considered Mortal, where from 11 to 20 is Heroic, 21 to 30 is Epic, and anything with a difficulty 31 or over is considered a nigh-complete mastery of the form as a Legendary feat.

Modifiers: The Ups and Downs of Life

The LGS has four types of modifiers that affect your character and their abilities, two good and two bad. Actions you character performs, Merits they have, and Specials of all sorts may temporarily or permanently increase these bonuses or penalties. The four types of modifier are Bonus, Enhancement, Penalty, and Erosion.

Bonuses

Bonuses are things working in a character's favor, from racial aptitudes or training to the wind moving in the right direction at the time. Bonuses increase your character's ability in one area or another, whether it's a Bonus point of Strength or a Bonus to Attack rolls due to training. A Bonus will always combine (aka stack) with other Bonuses present so long as they are from a different source, and will *always* stack with the highest Enhancement present.

Example: If your character has a Bonus to Attack from years of top secret government training and then spends a Willpower to gain its Bonus to Attack, both the Bonus from their training and the Willpower Bonus will apply on the Attack roll. In a different world, two goddesses both vying to give a subject their blessing to, for example, Intellect, only the higher of the two Bonuses will apply as both Bonuses come from divine power.

Occasionally you may find Bonuses (or Penalties) that list a source, like Fate Bonus or Class Bonus. This is used to distinguish similar Bonuses from each other for purposes of determining which Bonuses may stack, but otherwise do not affect the Bonus applied.

Enhancements

Enhancements are the second form of positive influences on your character. Unlike Bonuses, Enhancements tend to be temporary boons to your character granted by some outside source, be it mystical or technological or some other means. Also unlike Bonuses (and Penalties), Enhancements do **not** stack with each other in any shape, form, or fashion, though they do stack with any Bonuses present. Only the highest Enhancement present may be used.

Example: A futuristic soldier in power armor gains +3 Strength Enhancement from his armor. Deciding this isn't enough he packs himself full of adrenaline and a "strength cocktail" specially designed to stimulate short-term bursts of energy. Unfortunately, this only provides a +2 Enhancement to his Strength, so while he's hopped up on drugs and feels invincible,

he is really no stronger than he was with just the suit since both the suit and his strength pack provide Enhancements to Strength.

Unless otherwise noted in the ability's description, all improvements to your character are Enhancements. An ability must declare itself a Bonus.

Penalty

Counter to the positive Bonuses, Penalties are usually a *bad thing*. Whereas a Bonus grants your character, well, a bonus on some roll or in some situation, a Penalty usually provides a negative modifier to some roll or another. Penalties follow all of the rules for Bonuses given above, including that multiple forms of Penalty from different sources stack, and they do stack with the highest Erosion present.

Erosion

The opposite of Enhancements, the Erosions are temporary, negative factors which impair your character's ability to function. Just as with Enhancements, only the highest (or lowest, depending on your point of view) Erosion counts when tallying up your rolls, so if your character has both a -1 Erosion and a separate -2 Erosion to the same Statistic, only the -2 Erosion applies, for example.

Turns, Rounds, and Actions: Because Things Take Time

When things start rolling, as for example in combat, it's important to know just how long it takes to perform certain actions. How much time does it take to line up a shot as compared to firing off a couple of rounds, for example? Before that though, you need to know what a turn is.

Turns

All characters (and NPCs) have one turn per round. It becomes your turn when everyone who responded faster than your character has had an opportunity to take whatever actions they are going to, and ends when the action passes to the next person in line.

When your turn comes up, any previously held actions are discarded and you gain a new Primary, Quick, Movement Action, as well as Free Actions to be used in any order you wish and at your discretion. These Actions can be held and used after your character's turn has passed by jumping in between other people's Turns. This will be discussed more in-depth in later chapters.

Round

A round is the collection of everyone's turns. Once everyone has had their chance to perform any actions, they are going to the Round is over. All turns in the same round are considered to be happening more-or-less concurrently, given time for reactions. As such, each Round is considered to be approximately 3 seconds long.

Rounds are also used as a measure of time. If a character casts a spell that blinds an opponent for 1 round, it lasts from the end of that player's turn until the beginning of their next turn in the following round.

Primary Action

By the name, you can probably guess this is the most important Action. The Primary Action, sometimes shortened to PA, takes up the majority of your turn and requires the most concentration. Unless otherwise noted in an ability's description it is assumed to require a Primary Action. If you do not wish to use your Primary Action for some reason you may, as a Free Action, convert your Primary Action into a second Quick Action.

Quick Action

The Quick Action (QA) is used for abilities that take less than total concentration and focus to perform, or may be performed off the cuff in addition to another action. Skill rolls and their related Combat Maneuvers are the move prevalent examples of Quick Actions.

Movement Action

You may make any movements you are eligible to during your Movement Action (or MA). This can be anywhere between 5' and up to four times your Movement score. Moving more than your Movement score causes you to take a Penalty to your Defense for a round, but for those situations where you need out of the flaming building *right now* it may be worth it.

Free Actions

Free Actions (FA) are those actions which require almost no thought or action on your part and can be performed effortlessly. You may take an unlimited number of Free Actions in a round, within reason. A turn is only 3 seconds long after all. Unlike the other three main Actions, a Free Action may normally be taken anywhere in the round, even before your turn has come up. Witty quips, spending Willpower or Zoe, and changing Stances are all examples of Free Actions.

Last three, I promise. These three systems form much of the basis for the LGS as a gaming system, and will pop up frequently. With mastery of these fields comes mastery of the LGS, and the nigh-limitless potential that comes with it.

Exclusive Actions

An Exclusive Action requires the entirety of your character's concentration or ability. A character who performs an Exclusive Action may not perform any other Actions except Free Actions. Likewise a character who has used any of their Actions that round, besides from Free Actions, may not use an ability that requires an Exclusive Action.

A Few Important Terms

Ranks

Almost all realms of your character's abilities, from Statistics to Skills to Merits, are broken up into Ranks. Each Rank increases the effect of that ability by the amount listed in the ability's description. Most of the time this simply increases the effect of the ability by a static amount, such as 1 Rank of a Skill granting +1 on rolls with that Skill, but especially in the case of Merits, each Rank may grant new abilities for your character to use in addition to those already granted by earlier Ranks.

Progression

Abilities which grant multiple, different effects or abilities, such as Classes, certain Merits, and Races, have their abilities broken down into a what order they must be purchased in, commonly

called the Progression Chart. In order to acquire abilities lower on the Progression Chart, all abilities higher on the list must be purchased first.

Stances

A stance is a collection of benefits and abilities that stem from a single source of training or ability. Stances are classified into one of several categories depending on its source.

Merits from the LGS are typically Combat Stances, but this is not the only Stance. Depending on the World Guide you are using, there could be a large number of different types of Stances. For example in The Dreaming World Guide, many of their classes have their own Class-specific Stances, such as the Soldier Stance "Stance of the Dark Needle."

Your character may be in as many Stances simultaneously as they have different types of Stances, gaining the abilities from each of them as normal as if each Stance was a Bonus. Your character may enter or exit any number of Stances by spending a Free Action on their turn.

Note: This does say "on your turn." Changing Stances can only be performed on your turn, thus and therefore. Once you decide to hold any of your Actions and the next person gets to go, no more changing Stances for you that round.

Special

All abilities that are not granted directly from Statistics, Derived Statistics, Skills, or Merits are classified as Specials. These abilities run the gamut in terms of effects from passive defensive abilities to the ability to control the minds of everyone within miles. There are many different types of Specials, but these classifications exist only for purposes of organization. Types of Specials include Racial Specials (The Dreaming), Metaspecials (aka Metapowers, Metas, and Powers in Legacy Crossing)

Tempting Fate: What the Dice Have to Say

When attempting to perform pretty well any action in the LGS you will be called upon to take your dice in hand and roll to determine the degree of your success. Whether an Attack, Skill, Resistance, or just rolling at the GM's whim, all rolls in the LGS have similar characteristics as you found out earlier..

Once all of the modifiers, good and bad, have been added to the die roll, your total score is compared to the Difficulty of the roll. In the case of an Attack, this is equal to the defender's Defense. For all other cases, the Special will tell you what the Difficulty is.

So long as your total score is equal to or beats the Difficulty then congratulations, your action goes off as hoped for and that Action ends. If it's less than the Difficulty, but still greater than 0, then you've failed to accomplish what you set out to do but haven't completely screwed up.

Occasionally fate has terrible intentions for us and we suffer some manner of catastrophic failure, called a botch. If the total on your roll is 0 or less then not only did you manage to completely fail at what you were attempting, you also managed

to do something else entirely. Whether that means succeeding on a roll only to end up in a worse situation for it, causing a volatile concoction to explode in your hands as you prepare it, or believing something completely contrary to the evidence in front of you is up to your GM's whim.

GM Note: Examples of results of botched actions include: dropping your weapon (Attack), hurting *yourself* (Attack), breaking limbs (Athletics), spotting the wrong thing entirely and distracting the party (Awareness), all sorts of embarrassing social moments, or other such detrimental effects.

Like was discussed briefly previously, rolls can be measured with the Tiers as well. A roll with a Difficulty between 0 and 10 are classified as Mortal Difficulty rolls, whereas a roll with a Difficulty of 31 or above is a Legendary roll representing the pinnacle of success.

Mortal (0-10): A common task, doable by most everyone such as balancing on a 6" wide wall, gathering the latest hot rumors on the street, or crafting simple implements from wood or metal.

Heroic (11-20): Heroic tasks tend to require a little (lot) more thought and practice than Mortal tasks before becoming easy. Professionals in their respective fields, whether a computer technician or an artist, often find themselves faced with Heroic-caliber tasks. Successfully performing a Heroic task may require an expenditure of Zoë – such is the cost of success.

Epic (21-30): The one-off, almost unbelievable, newsreel-worthy events that occur tend to fall into the Epic difficulty range. Tasks which also require years upon years of practice to master can also be Epic. People who manage to steal priceless relics from the best museums in the world without being captured or even noticed, expert hackers who snoop around on governmental computers, and artisans whose art is sought for generations to come often perform Epic-caliber tasks.

Legendary (31+): Whether beating a computer at chess, becoming the world's first Renaissance man, writing treatises which alter the course of entire nations for centuries, describing the nature of the world in ways that your peers cannot begin to fathom, or taking on an army by yourself in the case of certain god-like fictional characters, Legendary events are those which shall reverberate throughout history

GM Note: Implication is a powerful tool. Implying that the Difficulty of an action may be Epic or Legendary may give the play impetus to try a different course of action or encourage a large degree of coordination between your players, great for those situations when you just don't want them to hack into a government computer network.

Section 2: The Character

Don't worry too much if you didn't catch all of those terms back there. You'll meet them all again as you go through the book. But before we worry about that, let's discuss the primary *raison d'être* of the LGS: your character.

Without your character(s), this game would be pretty dull. Without the heroics and crazy antics that you, the player, bring to the table this book and all of your GM's machinations would be nothing but a lengthy writing exercise.

It is for this reason above all things that we value the character even above the rules. The rules are here simply to serve as a guideline; what is important is what you, the player, are going to do with them.

The first step in actually creating your character is, arguably, determining what your character's concept is. Will they be a muscle-bound brawler dumber than a box of rocks? An intelligent rogue with a penchant for getting out of arrest warrants perhaps. Maybe you want to play as a walrus. At this point I must advise against that particular course of action, but if your GM allows it then we can do that too.

Separating Players from NPCs: Posturing, Willpower, and Zoë

There comes a moment in every character's life where their success may depend as much on how they set about a task as that they are attempting it at all. In combat this may come out as a last second, you-or-them attack wherein you sidestep one enemy and rush forward to strike the vital weakness in the boss' armor with wild abandon. Or maybe you find yourself in a foreign boardroom with a dozen angry board members threatening the company you build from the ground up when you feel compelled to make one last rousing speech in hopes

of turning back their wrath. It is in these moments that the true nature of a person stands out. In the LGS this distinction between those with the strength to see their will through and wisdom and drive to determine the best course comes from three sources: Posturing, Willpower, and Zoë.

Posturing, at its core, is a dramatic storytelling tool that rewards your participation and engagement in your characters and in the game. Normally when a character or NPC attempts a task they set about it in the most efficient manner possible. You are posturing when you take the extra time and effort to describe your actions and their intended effects. It's one thing to say "I attack" and quite another to say "I scream in rage as I heft my axe overhead and charge over the distance between us, bringing my axe down on their forehead!"

In exchange for these dramatic cues, you can gain a Bonus to your rolls. It is customary to be awarded a Bonus of 1 or 2 to whatever roll you are describing, depending on how well the action is described and how outlandish it is, but rewards even higher than this are possible on rare occasions at your GM's discretion. Naturally, this can slow down the game quite a bit. For maximum effectiveness, posturing should be limited to special, do-or-die types of situations which merit such effort.

Once you have your character's concept down it becomes much easier to actually put numbers to them. There's more to your character than just the pure numbers though. Any and everything in the world has a number of Statistics, Skills, and other attributes that make up your character, so what differentiates yours, the Player Character, from the everyday non-player character who makes up the rest of the world's population?

When it comes to the numbers written on the page your desk jockey may not look any different than the guy sitting next to him, wasting away punching in numbers for hours on end. What makes you different, what makes you special, is that you bear the mark of potential. It's possible that your character will never fully realize that potential, but for those who do they are left with little option but to excel and exceed the expectations of everyone, even themselves.

Before I get caught up in metaphor though, let's discuss it a little more in-depth.

As an important note, posturing is only available to you as the player. NPCs may not posture.

That said, what good is getting into the perfect position filled with righteous anger if luck and fate screw you over? That is where Willpower steps in. Willpower is the representation of your character's drive to succeed and to resist outside interference in their goals. A willful character will take whatever is dished out at them and keep coming back for more until their story is told and done. Characters with high Willpower are able to press on in battle in spite of grievous injury, continue in spite of unfathomable horrors, or wake up just in time to dodge an assassin's blade. But the most important ability is to say "I will make my own way, Luck" in spite of what may have been in the cards.

Although every character, NPC or PC, has a pool of Willpower upon which to draw, only players and major NPCs (such as bosses) normally have access to it. Regular NPCs, the everyday man, does not usually require such depth of drive and goes about their day unaware of the potential that lurks just below the surface. When everything falls down, when all the chips are on the line, you discover the inner power of even those who seem to be devoid of life and potential and face down anything. In these moments even an NPC can say "bring it on, world." That is the power of Willpower. As if posturing and Willpower did not make your PC distinctive enough from

GM Note: Villains are every bit as filled with Zoë as their goody-two-shoes cousins, they just use it differently and to different ends. Zoë is not determined by a character's morality.]

the rank and file of the world, they also have access to a special pool of points called Zoë. To have Zoë (zoh) is to be filled with the very stuff of life, spirit, and drive beyond means. To be filled with Zoë is to be heroic, whether you're the hero or the villain.

Unlike Willpower and posturing which serve to maximize your character's potential within the bounds of their normal limits,

Zoë pushes your character beyond their mundane limits to enable them to perform remarkable deeds. Just as with posturing only PCs gain even have access to this resource. As the news is all too happy to tell you, heroes are a rarity in this, and every age. Complete rules for Willpower and Zoë can be found in Chapter Two: Character Basics.

Character Creation: Starting Out

Everyone in the LGS starts out pretty much the same. The next couple of chapters will go over the details of how to build your character and what all options you have.

The first thing to consider when building your character is your Statistics. The six Statistics represent the core of your character's physical and mental makeup, and thus define everything else they will ever attempt to set about doing. Your character begins, by default, with 9 Character Points. What these are and how to assign Statistics are covered in Chapter 2: Character Basics.

Almost as important to consider as your Statistics are your Skills. How many Skills you have and how proficient you are in them is determined in part by your Intellect Statistic, so be sure to consider that when determining your Statistics. Your character has a number of Skill Points equal to their Intellect * 3, then add plus 6. How to spend SP and what the Skills do for you are covered in Chapter 3: Skills.

After getting the core of your character established, it's on to a little recordkeeping. Sorry, but it's got to be done. Chapter 4: The Other Statistics will teach you how to determine your Derived Statistics, which determine everything from how hard you are to hit and how fast you move to how much punishment you can take.

Now that you've got a grasp on Derived Statistics, it's time to look at your character's background. Did they serve in the military and pick up all sorts of invaluable combat experience? Or are they the daughter of a Senator and always taught the value of conversation and negotiation? Were they a street urchin, or a enter a robotics competition when they were 12? These questions and more are answered with your character's Background, Merits, and Flaws. You have the option of

beginning with one of the Backgrounds listed in Chapter 4: Not Everything Comes Easy.

When it comes to Merits though things stop coming for free. In order to purchase Merits, you have to spend some of your starting Experience (XP). Merits differ in cost, so you will have to refer to each Merit to determine how much of your XP it will cost you per Rank. At this time though you can also augment your Statistics and Skills by purchasing additional Ranks with your XP. This is often the most difficult step for new players as there is a lot to consider.

Finish that? Then tidy up your character sheet, make sure that you updated everything you spent XP on, slap a name and a back story on your character and you are ready to go.

You can assign your Stats, Skills, Merits, Backgrounds, and Flaws in any order you wish. What I said up there was simply the most logical course of action. If you want to dive on in and start assigning things all over the place, feel free to check out the chart below to get the rundown on what you start with.

Starting XP	100
Statistics	9 Character Points
Skills	6 + (3 * Intellect) Skill Points
Backgrounds	1
Merits and Flaws	Purchase with XP
Derived Statistics	See Derived Statistics chapter

Chapter Two: Character Basics

Character Creation: The Statistics

The first step to putting your character to paper is to assign Statistics. Statistics (Stats) are the single most important numbers you can have on your sheet. Even if you didn't assign anything else, a character would be functional, though missing a few important pieces like anything resembling skill and grace.

Starting character, like yours most likely, begin with a total of 9 Character Points to split between the six Statistics as you see fit. These CP can be turned into Ranks in the various Statistics. All of the Statistics begin with 0 Ranks in them. Each Character point you dedicate to a Statistic increases that Statistic's Rank by 1. After you've spent 5 in a single Statistic the cost increases though. Increasing that same Statistic above 5 requires 2 CP per Rank instead of just one. So if you're wanting a hulking barbarian sort of guy who starts with 6 Strength, a Heroic caliber of Strength, it would require 7 of your 9 CP (5 for the first 5 Ranks, and 2 for the 6th). Extrapolating it out a bit, if you wanted your character to have 7 Strength, it would take all 9 of your CP. That's great if you happen to be a yak or a gorilla, but not so good if you want to be able to interact with society in any meaningful way.

Tier	Value	Character Point Cost	Experience Cost
Mortal	1 – 5	1 CP per Rank	50 XP
Heroic	6 – 10	2 CP per Rank	70 XP
Epic	11-15	3 CP per Rank	90 XP
Legendary	16+	4 CP per Rank	110 XP

GM Note: As most games using the Lucid Gaming System will be set in one of the many settings, Game Masters who are running campaigns set in 'the real world' or similarly mundane settings may wish to grant their players additional points to assign to their Statistics in lieu of the heightened abilities they would ordinarily gain. Alternatively, reducing the number of points the characters have to begin the game with makes everything a great deal more difficult, which is great for GMs who don't like their players very much

Each of the Statistics cover a specific aspect of your character's base capabilities. They represent raw talent and your ability to perform basic tasks. These Statistics are divided into two groups by what they govern: the **Physical Statistics** and **Mental Statistics**. The Physical Statistics are Strength, Agility, and Constitution and are mirrored by the Mental Statistics with Intellect, Wits, and Resolve.

Strength and Intellect represent your character's power. A character with massive Strength might be able to hurl huge boulders around as though it's nothing, and likely a character with high Intellect may be able to power their way through a complicated equation through rote memorization and their raw, massive brainpan.

Agility and Wits on the other hand represent a more graceful option. If your character specializes in Agility or Wits, not only are they quick on their feet but they're also witty. Characters

who specialize in these grace-oriented Stats may win gold at the Olympics, or be a stand-up comedian without par.

Constitution and Resolve represent endurance, whether physical or mental and emotional. Whereas a character with a lot of Constitution may be physically difficult to dissuade from their course of action, a Resolve-oriented character cannot be persuaded, coerced, or threatened out of following the course they believe laid before them. Constitution represents the physical ability to persevere in spite of trauma; Resolve is the ability to continue on in spite of opposition.

While it is unlikely to happen most of the time, it is possible that one of your Statistics can be reduced below 0. Like rolling 1s all the time, this is a Bad Thing. If ever you should have to make any roll involving a Statistic that's currently below 0, there is a 25% chance per negative point that the action will automatically fail. It does not matter what type of action it is: Attack, Resistance, or a Special. All actions are treated alike for purposes of this percentage chance. After determining whether the action *would* normally be successful, make a percentage roll. If the roll comes up less than the number of negative points you have times 25 you just can't do it. This does mean that while it is possible to reduce a Statistic below -4, there is little point as the opponent will be almost completely invalidated as a threat.

For a sense of perspective on what your Statistics mean, know that only a very, very small percentage of the world ever makes it to, much less exceeds, 5 Ranks in any Statistic, and those with 6 or more are legends whose names, deeds, and thoughts will reverberate throughout history. For additional information, see the chart below.

Statistic Values		
0	Complete Ineptitude	Trip over lines in sidewalks, cannot hold a conversation
1	Average ability	Can function perfectly fine in day-to-day activities; lacking specific training or skill
2	Good ability	Hold a 3.0 GPA in college without study, beginning gymnast
3	Strong ability	Expert gymnast, inspiring orator
4	Incredible ability	Beginning of Olympic-caliber, professional scientists
5	Average human maximum	Multi-gold winning Olympian, award-winning scientist, nationally-known comedian
6	Nigh super-human prowess	"Fathers" of their field of study, revolutionary thinkers, multi-world-record holders

Although the chart stops at 6, there is nothing which prevents your character from getting a score to 7, 8, or even 100 save for the GM's whim and the scope of the story. Score above 5 represent the abilities of those exceptional people who seem, or are, well above and beyond the potential ability of the mundane, whether known as a man as Einstein and da Vinci or passed down as legends as the gods of old.

The Six Statistics

Strength

Strength represents your character's physical might, along with their ability to lift, move, and carry objects. In addition, it determines their raw might in melee combat. Strength is important to body builders, warriors, and those who regularly carry heavy burdens.

The primary use for Strength in the Lucid system is determining your melee attack bonuses and your carrying capacities as noted in the chart below.

Under normal circumstances, your character may pick up and/or carry any amount up to their basic lift without concentration or thought. It is possible to go beyond these limits, however, and perform some truly remarkable feats. Your character may lift up to their heavy lift amount, but by doing so they are unable to move at more than two times their normal Movement. When performing an extreme lift your character is unable to move faster than your normal Movement value in a round.

Strength	Basic Lift (x1)	Heavy Lift (x3)	Extreme Lift (x5)
0	10	30	50
1	25	75	125
2	50	150	250
3	100	300	500
4	150	450	750
5	200	600	1,000
6	300	900	1,500
7	400	1,200	2,000
8	500	1,500	2,500
9	600	1,800	3,000
10	700	2,100	3,500
11	1,000	3,000	5,000
12	1,500	4,500	7,500
13	2,000	6,000	10,000
14	2,500	7,500	12,500
15	3,000	9,000	15,000
16	4,000	12,000	20,000
17	5,000	15,000	25,000
18	6,000	18,000	30,000
19	7,000	21,000	35,000
20	8,000	24,000	40,000

If your character happens to be huge, or tiny, they are able to carry around either a lot more, or a lot less, than a normal, human-sized person would be able to. All characters begin at Size 0, so there is no modifier on how much they can carry. Additional affects on Size on your character are discussed in later chapters.

Size	Multiplier
-4	x1/500 th
-3	x1/100 th
-2	x1/25 th
-1	x1/5 th
0	x1
+1	x3
+2	x10
+3	x30
+4	x100
+5	x300
+6	x1,000
+7	x3,000
+8	x10,000
+9	x30,000
+10	x100,000

Agility

Agility represents your character's speed, grace, and ability to move. Agility is important to dancers, cat burglars, and anyone who wants to move swiftly away from or into trouble.

The primary use for Agility in the Lucid system is determining a character's Defense and increasing their movement rate.

Constitution

Constitution represents physical toughness, stamina, and the physical ability to keep going in the face of physical opposition. Constitution is important to most characters, as the trials of dramatic events often hit the body sooner or later.

The primary use for Constitution in the Lucid system is increasing the Health of your character, and increasing your character's Willpower pool.

Intellect

Intellect represents your character's mental capacity, logic, and reasoning ability. Intellect is important to scholars, teachers, and those who rely upon skills and learning to solve problems.

The primary use of Intellect in the Lucid system is increasing skill points and for use in skill rolls.

Wits

Wits represents a character's reaction speed, awareness, and ability to think quick on his feet. Wits is important to scouts, comedians, and anyone who wishes to react swiftly to his environment.

The primary use for Wits in the Lucid system is increasing Defense and the Initiative of a character.

Resolve

Resolve represents willpower, mental fortitude, and the mental grit to get things done. Resolve is important to leaders, saints, and anyone who wants to apply force of will to reach an ultimate goal.

The primary use for Resolve in the Lucid system is increasing your Willpower and Zoë pools.

Statistic Tier Bonuses

As your character becomes more powerful in their chosen Statistics you will find that they become remarkably, even unfathomably, skilled in that area. As in the real world, there are rewards to be had for specialization, to a point.

To represent the remarkable growth of your character's potential, whenever one of your Statistics obtains the lofty goal of reaching a higher Tier, be it Heroic (6 Base), Epic (11 Base), or Legendary (16 Base) they gain a boon that goes along with the goal of that Statistic. These are found in the chart below:

These abilities do stack with each other, which means that with each Tier your Statistic reaches they gain the ability listed above *again*. If your character has the Agility or Wits Special multiple times, they may perform it multiple times in that 5-minute window, so if you have 11 Wits you may take 3 Quick Actions in one round if you need to but cannot use that ability again until 5 minutes later. Alternatively, you could use one of your bonus Quick Actions in one round, and then the other in the next round

Bonus Ranks of Merits, as discussed later in this book, do not count against you when purchasing new Ranks. For example, if your big, burly man has 7 Strength, he could normally have a maximum of 4 Ranks of Vigor but because he is an unstoppable mass of muscle and energy he gains a Bonus Rank. Not only can he purchase the 4 Ranks he would normally be entitled to but he gets an additional Rank for free.

As for the Bonuses themselves, a more in-depth review may be necessary.

Statistic	Bonus Conferred
Strength	+1 Toughness, +1 Rank of the Merit: Vigor
Agility	After being dealt damage from any source, may minimize all damage from Attacks or Physical Resistance Rolls for 1 round. Once per 5 minutes.
Constitution	+1 on all Resistance Rolls
Intellect	+1 on all Skill Rolls, +2 SP per Rank
Wits	Gain an additional Quick Action. Once per 5 minutes
Resolve	+1 Maximum Zoë expenditure per action, +1 Zoë gain from Willpower or Vitality

Strength

As a result of your limitless strength, you find a purity of body that weaker persons could only dream of, and with your newfound vitality comes an impenetrable field of flesh.

Whenever your Strength reaches a new Tier, your character gains 1 Bonus Toughness. In addition, they gain 1 Bonus Rank of the Merit: Vigor.

Agility

As a result of your incredible agility you discover that your body has begun to react for you, even before you are able to fully comprehend the situation at hand. Never again will you be caught off guard.

After your character is dealt damage from an Attack or Special that used one of your Physical Resistances, you may choose to minimize the damage from that attack as a Free Action. If you do so, any additional damage from Attacks and Physical Resistance Specials are automatically reduced to their minimum for 1 round. This Special may be used once per five minutes per Tier, so if your character has 6 Agility they could use this ability

once per five minutes, whereas if they had 11 Agility you could use it twice per five minutes. This ability requires your character to have been dealt damage before being activated.

Constitution

Your character has gained a purity of body and mind that are unrivaled by any other. There is nothing keeping your body or mind from acting at its maximum, whether toxin, disease, or insult.

As a result of the purity of body and mind of your character, you gain a cumulative +1 Bonus on all Resistance Rolls.

Intellect

Sometimes being the smartest really does mean that you know best, and you've got the skills to prove it.

As a result of your massive ability to process options and figure out the optimal course of action, your character gains a cumulative +1 Bonus on all Skill Rolls. In addition, you gain more benefit per Rank of Intellect than your lesser peers when it comes to developing new Skills. Ranks of Heroic or higher Intellect gain an additional 2 Skill Points per Rank, per Tier, so a Rank of Heroic Intellect grants you 5 SP per Rank

Wits

Whoever said that playing too many video games never did you any good was lying as your ability to react to situations allows you the opportunity to react far quicker than others could comprehend.

Once every 5 minutes you may convert a Free Action into a Quick Action.

Resolve

There is no opposition that you cannot overcome through sheer force of will, and even the slightest glimmer of hope represents a gap in an impenetrable shield of gray that you can blow wide open.

Whenever your character spends Zoë on an Action or Special they may spend up to 1 additional Zoë per Tier. If your character has 6 Resolve they can thus spend 4 Zoë on an action instead of the 3 they are normally limited to. In addition, whenever your character gains Zoë by converting Willpower or Vitality into Zoë they gain an additional point of Zoë for free per tier, so if your character spends a Willpower point to restore Zoë with 6 Resolve they recover 4 Zoë instead of the normal 3.

Chapter Three: Skills

Statistics may determine how much raw potential your character has, but raw talent can only go so far. If you want your character possess more social finesse, survival instinct, or knowledge than none, you are going to need some Skills.

In the LGS there are nine Skills, each representing a type of mundane ability and/or knowledge that your character has gained in their lifetime. Like with the Statistics, Skills have Ranks, which start at 0, that represent various levels of mastery.

The number of Skills that you gain is determined, primarily, by your Intellect Statistics. Your character begins the game with a number of Skill Points equal to their Intellect times 3, plus 6 ($6 + (\text{Int} * 3)$ for those who prefer the equation form). That means your Intellect 1 character begins the game with 9 Skill Points ($6 + (1 * 3)$), whereas an Intellect 5 character would begin with 21 Skill Points ($6 + (5 * 3)$).

Note: Well, it's a mostly valid formula anyway. As noted in the last chapter, the number of SP you gain per point of Intellect is determined your Tier of Intellect. Mortal Intellect grants 3 SP per Rank, and each Tier above that grants an additional 2 SP per Rank. Therefore, a Rank of Heroic Intellect gives your character 5 SP instead of 3, Epic Intellect grants 7 SP, and Legendary Intellect confers 9 SP per Rank. That's just a little more difficult to write down as a formula and admittedly confusing to try to explain. And no, it's not retroactive.

Intellect Tier	SP per Rank
Mortal	3
Heroic	5
Epic	7
Legendary	9

These Skill Points are used to purchase Ranks in the various Skills just as Character Points are used to purchase Ranks of the Statistics. As a matter of fact, it even uses the same chart, with a few changes.

Tier	Value	Skill Point Cost	XP Cost
Novice (Mortal)	1 – 5	1 SP per Rank	10 XP
Professional (Heroic)	6 – 10	2 SP per Rank	15 XP
Expert (Epic)	11-15	3 SP per Rank	20 XP
Virtuoso (Legendary)	16+	4 SP per Rank	25 XP

Just as with Statistics, the chart stops counting at 16, but there is nothing keeping you (besides your GM and time) from getting 16, 17, or 100 Ranks in any or all of the Skills. Us poor mundane folk tend to lose the ability to tell one unfathomable act of skill from another after a while; one legendary sword hand-forged over coals heated by a volcano in the Andes looks pretty much like all the other swords of legend. That does not mean there is not a difference, just not necessarily that Joe the rock climber will be able to tell.

As was mentioned back in Chapter 1, Skill rolls are made by rolling a d10 and adding the appropriate Skill's Ranks, plus a Statistic, plus any modifiers that you may have from Merits or other Specials. If your total after the roll equals the Difficulty of the task you are attempting to perform, congratulations, you did

it! These Difficulties range anywhere from 5 for a task that anyone can perform to 20 or higher for a bit of a challenge.

Unless otherwise noted in the description of the ability or your GM says so, Skill rolls require a **Quick Action** to perform. That said, some Skill rolls can take place over varying amounts of time. Crafting an object, for example, can take hours per roll that you make for your character. GMs, you should keep in mind how long it takes to perform a type of action when it comes up in your game.

Naturally, some of the Stat and Skill combinations are a little more logical than others. Good matches of Stats and Skills include Agility and Athletics, and Wits with Socialize. We do not strive to tell you that you cannot make a Strength + Survival roll, we just can't think of one off the cuff. GMs, note that sentence. It can come in handy whenever one of your players wants to do something bizarre like roll Constitution + Persuasion for, well, anything. Remember, you are the god of your table.

Foci

All of the Skills represent a broad-based level of competency. If you gain Ranks in Athletics you are equally skilled at silently stalking prey, keeping your balance while running on ice, or performing a tumbling routine. If you are looking to just augment one specific area of your nigh-legendary expertise there are little things called Foci.

Just as how a star gymnast may not be the world's greatest at trying to ride a horse or climb a cliff, your character may not possess the same mastery over all of the aspects of a particular Skill.

Three of the Skills below, Craft, Knowledge, and Perform, automatically grant your character a free Foci whenever you gain a Rank in it. Appropriate Foci are discussed in the description of the Skill below. For the rest of the Skills you may gain new Foci by purchasing the Merit: Focus. Each time you purchase Focus you gain 1 Foci point in the Skill of your choice, to a limit. A Skill may not have more points in a single Foci than you have Ranks in that Skill. You may, however, have as many different types of Foci as you wish, so long as no individual Foci has more points in it than you have Ranks of that Skill.

For example, let's take Jack. Jack wants to be a world-class rock climber, a noble goal. To begin his endeavor, Jack starts out with 4 Ranks in Athletics, borderline professional already. To augment this, through the course of his training, he purchases the Merit: Focus (climbing) 4 times. He may not purchase another Rank of Focus for climbing until he increases his Athletics score to 5. On the other hand, if he wanted to take up dancing as well, he could pick up the Merit: Focus (ballroom dancing) up to 4 times as well.

Whenever you make a Skill roll that one of your Foci in that Skill can apply to, you add however many Foci you have in that area to your roll to determine your total. No matter how many different Foci you have though only one Foci may apply at a time.

The Skills

Athletics

Athletics represents a level of physical training that goes beyond the raw capacities represented by Statistics. Athletics deals with physical training, from climbing to bounding to balance and everything in between. Athletics is especially important to acrobats, outdoorsmen, and athletes.

Balance: Keeping one's footing and maintaining position even on slick, shaky, uneven, or thin grounding. Common Balance rolls involve walking on ice (5), Running on ice (10), Keeping balance on rocky or uneven terrain while running (10), walking on ledges between 3-6" (5), Walking on small ledges (10), walking a tightrope (15). Balance rolls are typically Agility based. Running over any surface adds five to its skill difficulty. Without a successful roll on a balance over hard terrain, movement is halved.

Tumbling: Rolling, spinning, and performing various gymnastic feats. Tumbling is mainly used to avoid falling damage, wherein an Agility + Athletics is rolled at a Difficulty of 5. Every point above the Difficulty reduces the falling damage by 1.

Climbing: Climbing up hard slopes, cliffs, or walls. Climbing a tree (5), a cliff with ample handholds (10), or a castle wall (20) are examples of climbing. Climbing is typically Strength based.

Jumping: Jumping up to or across a given distance. A character can vertically jump up to a foot per Strength rank he has, and may roll Strength + Athletics in a horizontal leaping attempt, the total roll equating to the distance in feet he leaps.

Riding: Athletics is used to perform feats of riding (whether it be a horse, motorcycle, or other means) like staying in the saddle or jumping over a barricade. Staying in the saddle on a hard ride (5) or staying on when taking damage (Agility + Athletics vs. damage taken).

Alertness

Trained awareness of one's surroundings, spotting hidden things or finding needles in haystacks, Alertness is the key skill for scouts, investigators, and those who don't want the drop taken on them.

Detection: Characters can roll Wits + Alertness against the result of someone's Stealth roll to detect their presence.

Searching: Characters can roll Wits + Alertness to attempt to find a specific object or hidden passageway. Finding an object in a chest of random things is a difficulty 10 roll made every minute, finding a secret passage or hidden object is based upon how well it is hidden, the roll made either against a concealment roll made by stealth or a static element (usually 10+) for a hidden door or hatch.

Craft

Crafting is the art of building new works, creating man-made objects of wonder, and taking ideas and giving them physical form. Each rank of Craft you acquire gives you one free Rank of the Merit: Focus which must be used on one of the following Craft Foci. You may select the same focus more than once, up to a maximum number of times equal to your rank of Craft. Additional skill foci can be purchased according to the merit, Focus (Craft). Other Lucid Gaming System Supplements may include additional foci for using Craft in that particular world.

- **Bio-engineering:** The creation of objects that pertain closely to human physiology (or alien physiology, as the case may be), and the linking of which to artificial constructs. Examples include cybernetic limbs,

medicinal agencies, and power armor that is controlled by wiring one's brain directly to the suit.

- **Chemical:** Most liquid crafts. This includes Molotov cocktails, truth serums, and many fuel sources.
- **Exotic:** Knowledge of how to use rare and mythical materials, such as mithril, orichalcum, adamantite, and neutronium.
- **Mechanical:** A popular focus that teaches how to handle objects with movable parts. Vehicles, firearms, steam-powered hand-cannons, and in-door plumbing are all examples of this focus.
- **Metal:** The working, smelting, and refining of metal and metallics. Used to create swords, suspension bridges, and medieval armors.
- **Prototype:** Objects that are just this side of theoretical. It's used to create the latest tech stealth planes, nanotechnology, and A.I. computers.
- **Salvage:** Salvage is the focus used when dismantling objects for their components and for finding components in the area, such as when rifling through a junk yard or tearing apart a vehicle for spare parts.
- **Stone:** Earthen goods. Pottery, marble, gemstones, glass, and other raw elements.
- **Synthetics:** Man-made materials such as plastics and Kevlar. Used in modern day body armor and playground equipment.
- **Technical:** Programmed or tech-heavy objects, such as computers, security gates, and gravity ion drives.
- **Textile:** Crafting cloth and leather goods, such as woven rugs, leather harnesses, sail riggings, and tied shirts.
- **Wood:** Carpentry and woodcraft, used for creating boats, exquisite pieces of carved artwork, staves, and houses.

GM Note: Prototype items have an additional requirement. Governments and their engineers tend to keep a tight reign on who has access to their latest technology, so even if the character possesses the appropriate number of ranks required by an object, he does not necessarily know how to craft an item of that type. A character that wishes to build any object that requires at least one rank of Prototype must either have the blueprints for the item, or else access to a sample of the product. A character with neither can still attempt to create the item if he's seen it before, but the minimum EFC required by the object increases by 5 for every rank of Prototype required by the object, and when built in this manner there is a 10% chance that the item will automatically botch each time it is used.

All objects can be created if the character possesses the right knowledge, skill, time, and equipment. For knowledge, the character must know the correct foci required by the object. A

modern day firearm, for example, might require that the character possess 3 ranks in Mechanical. If the character has at least 3 foci placed in Mechanical, then he has the knowledge of how to build the object in question.

Knowledge

Accumulated knowledge of various intellectual pursuits, knowledge represents a level of education and/or personal interest in the scholarly. Knowledge is a focused skill, meaning that for every rank you take you choose a specialty (as explained above). Knowledge is important to scholars, researchers, and anyone pursuing to enrich their minds.

Each Rank of Perform grants your character one free Rank of the Merit: Focus. This Bonus Rank must be spent towards a Perform Foci. Characters may choose to take a language as a focus, granting them the ability to speak it fluently.

Example Foci: Religion, Legendry, History, Physics, Customs, Languages, Nature, Medicine

Research: Researching in a library or over another source of information for specific information is a difficulty based on the rarity of the material to be found. Each Research roll represents an eight hour period of dedicated searching through files, books, or other sources of information for in depth, complete knowledge on a subject. Common material is typically difficulty 5, with harder to find material being 10 or 15, and very rare or secretive material being a difficulty 20+.

Recall: Remembering a fact or bit of info to help a situation out, Recalling is has the same basic difficulty as researching increased by five. A character obviously can't recall something he's never had access to or the chance to learn. A character who has reference materials when recalling may spend one to ten minutes going over old notes or other material, which grants a +2 bonus to the roll.

Legerdemain

The sum of many roguish skills, Legerdemain represents such shady pursuits as sleight of hand, picking pockets, opening locks, and stage magic. Legerdemain is highly valued by thieves, magicians, and any other miscreants who might have walked the darker roads of life.

Open Lock: Legerdemain skill can be used to pick locks, each lock having its own specific difficulty. Common locks range from difficulty 10 to 15, with more professional or important locks in the 20+ range. Each lock picking roll requires a minute of work upon the lock.

Pick Pocket: To pick a pocket an Agility + Legerdemain roll is made against a victim's Wits + Alertness. The if the pick pocket is higher, he pilfers an object from the victim. If the victim succeeds he realizes what is going on and can react, effectively stopping the pickpocket.

Sleight of Hand: In similar style to picking pockets, a character can roll Agility + Legerdemain against individuals' Wits + Alertness to perform tricks of the eye and sleight of hand ranging from stage magic to making objects simply 'disappear'. Any viewer who beats the Sleight of Hand roll made by the character can locate where the object went.

Perform

From music to theatre, performance represents an ability to come before audiences and entertain. Perform is a focused skill, meaning that for every rank you take you choose a specialty (as explained above). Perform is important for bards, actors, and showmen.

Each Rank of Perform grants your character one free Rank of the Merit: Focus. This Bonus Rank must be spent towards a Perform Foci.

Example Foci: Acting, Singing, Pipe Instruments, Brass Instruments, Percussion Instruments, Comedy

Perform for money: A character may perform for money, from a street performance to a stage show. Performing on the street generally earns a character a small amount of money related to a Performance roll (in a modern setting think the result in dollars for a few hours' performing). Stage performances are usually paid for a high level of skill, generally requiring a character to succeed a difficulty 10 Performance check to be considered well enough for the proprietor's money.

Persuasion

The ability to make points and debate with the best of them, persuasion represents the ability to sweet talk, make deals, convince others, and make bluffs. Persuasion is important for leaders, politicians, and anyone who deals with many people.

Lie: Persuasion can sometimes come down to bald faced lies, and in such a case a character makes a Wits + Persuasion roll against the Wits + Persuasion or Socialize of those he is lying to. Anyone who beats his roll value detects his lie for what it is.

Detect Lies: Persuasion can be used to detect lies, as per the description of those being lied to in the 'Lies' paragraph above.

Persuade: Persuasion can be used to try and reason with a person, have them see things from your point of view, or convince them of a certain course of action. Persuasion ability varies greatly on situation, but as a guideline convincing a teacher who likes you to bump up a grade might be a difficulty 10, +5 if he doesn't like you but doesn't actively dislike you, and +10 to convince him it's the right or best thing if he actively dislikes or hates you (a total of a 20 difficulty).

Socialize

Mingle with others, gathering information, and detecting the sincerity of statements are key elements of Socializing. Socializing is important to investigators, leaders, and anyone who wants to walk the halls of the social elite.

Detect Lies: Socialize can be used to detect someone's lies, as Persuasion.

Mingle: Good socialites can mingle with all sorts of people, getting to know them and often gathering a good deal of the latest news and information. Great socialites know -who- to mingle with, allowing them information otherwise restricted or unknown by the common fold. Mingling to find out general information in an area is a difficulty 10, mingling to delve the deeper more exclusive factoids of a locale or person may require a 15+ depending on that person's level of secrecy and the loyalty of his friends.

Survival

Accumulated knowledge of wilderness and making one's way without common amenities, Survival includes first aid medicine, working with animals, wilderness knowhow, and tracking ability. Survival is important to rangers, campers, and anyone who spends a great deal of time outdoors.

First Aid: A character may roll Intellect + Survival to stymie the wounds of others or provide basic treatment. The difficulty to remove the Bleeding status ailment is 10, and a character may also roll at a difficulty of 15 per day of extended care to double the health recovery rate of someone in his care.

Handle Animal: Training, understanding, and caring for animals. Getting an idea of a wild beast's behavior is a difficulty 10, training wild animals is difficulty 15, calming a riled animal is a difficulty 15 (10 if it's a personal mount or pet).

Survive: The namesake use of this skill, surviving in the wilderness involves finding adequate food, water, and shelter. Surviving in a rich forest is a difficulty 10 per day, in a plain or sparse forest where foliage is less plentiful is a difficulty 15, and surviving in a desert or other arid condition is a difficulty 20+.

Tracking: Characters can track animals and people either directly (often called tailing) or by detecting tracks and signs of

passage. Following the tracks of anyone who was not covering their tracks or who does not think he is being followed is a difficulty 10 task, otherwise it is an Intellect + Survival roll against a character's roll made to cover tracks (Int + Survival) or lose a follower (Stealth or Athletics)

Derived Statistics

I said I was sorry for this chapter once already, and I remain so, but we've got a little recordkeeping to do. Hopefully you have recorded your Stats and Skills on your character sheet. That will make this next part much easier.

Using the Statistics you just laid out for your character, it is now time to discuss your character's Derived Statistics. These secondary Statistics determine several features of your character including how fast they move, their ability to react to a situation, how hard they are to hit in combat, how much punishment they can take before they give out or die once they do start taking hits, and more.

Most of the Derived Statistics uses one or more of your character's Statistics to determine their value. For example, your character's Defense score is determined by adding together their Agility, Wits, and a static modifier. Just as your Statistics can fluctuate as you go through your games, so too do your Derived Statistics. Using the previous example, if your character suffers

a crippling blow that reduces their Agility by 1 then their Defense would also be decreased by 1. This also works the other way around so that if you somehow gained an increase to your Agility your Defense would also increase. Before you ask, no, an increase to your Derived Statistics does **not** increase your Statistics.

As with Statistics, the Derived Statistics may be modified by any number of sources from Merits and Backgrounds to Racial, Class, or magical equipment, or just by use of certain Specials. All of the examples that follow assume a humanoid, Size 0 creature, like me and most likely you. Modifiers for being a different Size or body type can be found later in this chapter.

As far as organization goes, there are two major groups of Derived Statistics: Offense & Defense, and Linchpins. These are only for sake of making this a little easier to work with and do not affect anything, so don't worry about remembering those terms. Now, to get this started.

Derived Statistics: Offense & Defense

These Derived Statistics deal with that oh-so-common activity of beating the hell out of evil forces and seeing them driven before you. The O&D Derived Statistics provide for your character's ability to actually hit your target, as well as defend against any incoming attacks through a myriad of ways. The Derived Statistics that make up this loose grouping are: Attack (1), Defense (2), Resistance (3), and Protection (4).

Attack

Quite simply, your Attack determines how effective you are at hitting what you intend. Unlike most of the other Derived Stats, your Attack can vary significantly depending upon what sort of weapon you are using and how you are dealing damage with it.

By and large, your Attack is equal to either your Strength or Agility plus any modifiers from Merits such as Rigors of Combat or Specials that your character has acquired. By default, all melee weapons use Strength for this roll while all ranged weapons use Agility. A weapon's properties may change this, so be sure to check your weapon's descriptions to make sure you gain the most benefit you possibly can.

If you have your heart set on dual-wielding weapons, we can do that as well. Dual-wielding weapons, so long as you have the arms and ability to do so, confers a -4 Penalty to your Attack. In addition, performing actions in your offhand incurs an additional -

Derived Statistics: Offense & Defense

RESISTANCES 3

STR
AGI
CON
INT
WIT
RES

1

WEAPONS	DR	DEFENSE

2

DEFENSE	TOTAL	BASE	AGILITY	WITS	EQUIPMENT	MODIFIER
		3				

4

PROTECTION

DAMAGE REDUCTION

TOTAL	ARMOR	BONUS	PENALTY

TOUGHNESS

TOTAL	ARMOR	BONUS	EMERGENCY

2 Penalty to your Attack, for a total of -4/-6. These Penalties can be abated with the Merits: Ambidexterity and Two Weapon Fighting.

On rare occasions in the various supplements and settings you may find a reference to making an Attack using one of your other Stats. In these cases, simply use that Stat and add any modifiers as appropriate.

The Merit: Rigors of Combat's Bonus to Attack applies to all Attacks that your character makes, regardless of source or nature.

Attack: Strength or Agility + Modifiers

Defense

Defense represents a character's ability to nullify incoming attacks by dodging, blocking, or deflecting them physically before they hit your character hard enough to really hurt. Characters with high Defense values are not only harder to hit with attacks, but also helps limit damage from Critical Hits, described in the Combat chapter. Your character's Defense is equal to their Agility score plus their Wits score plus 3

Defense: 3 + Agility + Wits.

GM Note: Unless otherwise noted, Defense only applies to directed attacks, meaning those that are aimed or otherwise guided against their target. Abilities which saturate an area with damage, like using a minigun or a dragon's fiery breath, tend to be countered with Resistance rolls instead, unless otherwise noted in the ability's description (by saying "make an Attack" or similar language)

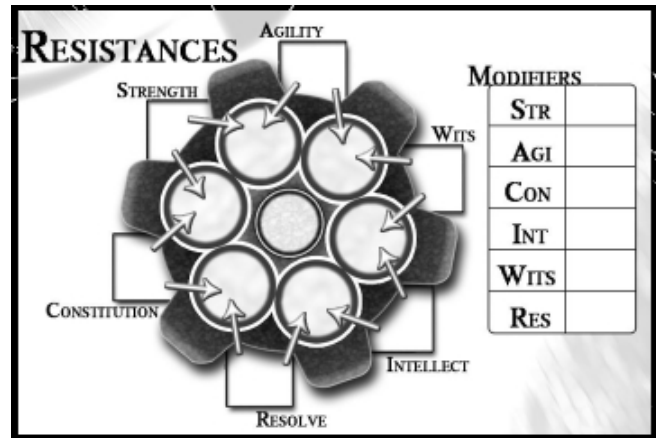
Resistances

At times your character will be affected by an ill circumstance that is not directly countered by Defense, your character's ability to avoid directed attacks. In many of these situations, your character will be able to act to avoid the effect, sometimes with conscious effort, other times as an automatic response of your body. This natural defiance is termed a Resist, or alternatively a Resistance roll.

Attempts to distract, dissuade, or generally inhibit your character from their current goal is opposed by one of your Resistances, which are a set of Derived Statistics based upon your Statistics. Your character can resist many different kinds of assaults, such as avoiding a grenade blast, breaking free from the grip of magical chains, and denying the power of a vampire's hypnotic allure. Resistance rolls happen frequently; if your character isn't actively trying to dodge a sword or bullet with his Defense, it's probably a Resistance roll, which the GM will arbitrate.

GM Note: If you're not sure if something merits a Resistance roll, ask yourself the following questions: Does Defense apply? Is it an opposed Statistic roll? Is it an opposed Skill roll? If none of these situations apply, there should be a Resistance roll made by the target. We feel that all abilities should have some manner of counter, and exceptions to this rule are very rare.

There are six kinds of Resistance rolls, each one based upon one of the six core Statistics.. Each Resistance is used to defend against a different kind of assault, such as dodging a ray blast



with an Agility Resistance roll, or seeing through a magician's illusion with an Intellect Resist.

To determine your Resistances, check out the Resistance Gear at the top of the column. On the outside of the gear you will see that all six of the Statistics are written near a box. Those boxes are for

putting your Statistics in, copied directly from the first thing you did when making this character. Be sure to use the Statistics from the Total box instead of Ranks or just the Base two; it may not matter much right now, but after getting decked out with magical equipment or super high tech gear it could.

Each of those boxes points to two circles on the inside of the gear. To determine what goes in those circles, add the two Statistics that point to each one together. That number is your Resist.

There are always two options when it comes to making a Resist, as you may have gathered from filling out the circle. Whenever you are forced to make a Resist, the first Statistic will be declared by the ability, e.g. Agility, or Resolve. From there you get to pick how the roll will go. In the case of Agility, you can support your Agility with either your Strength, making your movements more pronounced, or Wits, whereby you just flat react faster than your opponent can act.

In this way, your body's natural strengths and talents work together to keep you alive and well. Each of the Resistances, what they describe, and what the different combinations of Stats mean are included below.

Some Specials and abilities may have what is called a Degrading Resistance roll. What this means is that if you fail to avoid the Special when it is first used then its effects linger. This could be a toxin that your body eventually learns to counter, or a magical rope against which you struggle and wriggle your way out of. Each round, the Difficulty of a Degrading Resistance roll decreases by 2, starting with the original Difficulty. If you are caught in the same magical net for 4 rounds after it was cast, the Difficulty to break out would be reduced by 8 for example.

As discussed back in Chapter 1, the primary Statistic and chosen supporting Statistic are added to a d10 roll and add any modifiers you may have, which is compared against the Difficulty of the roll. If you meet or exceed the Difficulty with your total, you are successful and manage to avoid the attack.

Resistance Roll: Primary Statistic + Supporting Statistic + d10

Strength

Agility and Constitution supporting: These are **BRUTE** resists. They are used when a quick burst of strength can remove a hardship. Typically, these are used to resist binding and immobilization techniques, such as vines wrapping up around your character, or knocking aside a falling spire about to crush an innocent pedestrian. A character supports Strength Resists with Agility by leveraging his body into the best position possible to apply the greatest amount of Strength. Conversely, a character could use Constitution by supplying the needed energy to make a sudden burst of power.

Agility

Strength and Wits supporting: These are **AVOIDANCE** resists. They are used to quickly and nimbly dodge an obstacle, such as a falling support beam, or to quickly step to a nearby safe area and out of the range of an explosion or fire. Strength supports these resists by using your muscles to get you out of the way *now*, whereas Wits keeps you alert to your surroundings, giving you that extra split second necessary to react.

Constitution

Strength and Resolve supporting: These are **BODY** resists. They are often made passively, without conscious effort on the part of the character. As well, they usually come after the fact, when your character has already been subject to something terrible and all that's left is to trust your body's immune system. Constitution Resists typically come into play to resist poisons and sicknesses, to hold down your liquor, and to resist spontaneously combusting or turning into stone when a medusa's gaze falls upon you. A character with a high Strength value has usually put many stresses on their body to strengthen it, and a strong body is exactly what the doctor ordered. On the other hand, persons with exceptional will can survive the worst hardships and the most deteriorating of diseases, despite all odds, making Resolve a great supporting Statistic.

Intellect

Wits and Resolve supporting: These are **LOGIC** resists. It is recognizing lies and deceptions for the untruths that they are, and piercing the veils of illusion to find the pure reality beyond. Intellect resists lead to understanding of how to solve odd puzzles, the best way to use reason to heal mental trauma, and realizing that your dead mother does not, in fact, want you to give the bloody werewolf a big hug. Using Wits, a character can add intuition and cleverness to thought and reason. Resolve, the spirit of mental fortitude, aids your desire to do things right when you find your fervor lacking.

Wits

Agility and Intellect supporting: These are **SENSORY** resists. Wits Resists use your body's natural senses to avoid falling prey to distractions and keeping a clear head. It's not hesitating when surrounded by the roar of an airplane engine, it's covering your eyes quickly enough to avoid flash bombs, and it's not staring into the swirling, hypnotic pattern of a stage magician. Those trained in Agility tend to be more aware and in tune with their bodies, and having a stronger base to compare your senses to helps when ignoring outside stimuli. Intellect, however, allows you to understand the best way to resist impulses. Perhaps something is self-evident, or maybe you can recall a published study that you read a few years back addressing your current problem.

Resolve

Constitution and Intellect supporting: These are **SELF** resists. When things are down to the wire, what really matters is you and your own character. Resolve resists are used to deny

outside influences on your person, whether they be assaults on your mind, body, or soul, and to grit and bear harsh conditions and trauma. Constitution aids greatly in Resolve resists; a body well kept allows a spirit to be as strong as it needs to be. By using Intellect, a character provides their will with all the hundred, split second subconscious reasons why things should--or shouldn't--be so, resisting peer pressure and the like.

Example: Ileana's character has just stepped on a trapped flooring in a mad scientist's laboratory, activating the automatic defense lasers. Multiple beams lash out, but can her character avoid them? The GM determines that Ileana will be given a Resistance roll to avoid being struck, and after perusing the six types of Resistances, decides to make it an Agility Resist with a difficulty of 10. Ileana has an Agility of 2. The supporting Statistics for an Agility resist are Strength, which she has a 1 in, and Wits, in which she has an impressive 4. Ileana chooses to add her higher Wits to her Agility to make the Resistance roll, giving her a total modifier of 6, which is added to a d10 roll. She rolls a decent 5, which makes for a total of 11--this exceeds the difficulty of 10, which means a success! The GM narrates that after stepping on the plate, her character hears the tell-tale sound of machinery, giving her the extra time she needs to perform a backwards flip out of the way of the laser defenses.

Protection

Protection is simply the name for all items and effects designed to mitigate damage dealt to your character. Much like Health, Protection is actually made up of several different values, the main two being Damage Reduction (hereafter DR) and Toughness. Both of these damage-reducing categories are designed to mitigate damage from different sources, as listed below in their descriptions. There is a negative version of Toughness as well, called Frailty, that has been listed in this section out of a sense of completeness.

Damage Reduction

This is the sum of the armor, shields, protective magics, and other physical protections your character has. Damage Reduction only reduces Physical damage dealt to your character, but is significantly easier to come by than Toughness. Each point of DR your character has reduces one point of Physical damage they are dealt each time they are attacked. Note that in worlds with magic, magical attacks that deal Physical damage are reduced by DR. The primary source of Damage Reduction is armor worn by your character.

Damage Reduction: 0 (default)

Toughness

Toughness can be thought of as a sort of "personal armor." The hallmark of big, burly men, giants, and demonic crabs, Toughness is much less frequently encountered, especially in large amounts, than DR but is more powerful. Each point of Toughness a character has reduces incoming Physical or Energy damage by 1 point. Note that the source of the damage does not matter, only the type of the damage being dealt. Starting characters in the LGS begin with 0 Toughness

Toughness can only apply to living beings. All non-living creatures, whether stone or bone, have a different property called Resilience. Resilience is described in the Equipment chapter.

Toughness: 0 (default)

Frailty

Unlike the hearty and unassailable characters with Toughness, a character who has Frailty takes *extra* damage from attacks. This may be thought of as a sort of anti-Toughness. For each point of Frailty your character has they take 1 additional point of damage from all Physical and Energy damage sources. If your character already has Toughness and is forced to take on points of Frailty for whatever reason, their Toughness is reduced by 1 point for each point of Frailty until their Toughness reaches 0. Once they have run out of Toughness, points of Frailty accumulate as normal. The same is true in the opposite direction. Character who have points of Frailty but are granted Toughness through some source reduce their Frailty by 1 point per Toughness

gained until they reach 0, at which point Toughness points accumulate as normal.

Frailty: 0 (default)

GM Note: For sake of convenience, Toughness, by default, applies to the character all the way through, and to each and every body part. Get poked in the eye? Toughness. Someone reaches into your chest and tries to rip out your heart? Damage reduced by Toughness. DR on the other hand tends to be a shell, like armor, and once an attack is past that protective barrier it provides no further impedance.

Derived Statistics: Linchpins

The Offense & Defense Derived Statistics tend to be very straightforward in their description and utilization. This is much less so for most, if not all, of these Derived Statistics. Sure, a guy may be able to perform different types of Attack depending upon what he is attempting to do, but it's still just an Attack roll. With these Derived Stats your character can augment most, if not all, of their rolls or Specials in some way. In that way, these Derived Stats represent some of your most powerful tools, and should be paid special attention.

The "Linchpin" category consists of the following Derived Stats: Willpower (5), Zoë (6), Health (7), Movement (8), and Initiative (9).

Willpower

Willpower represents your character's ability to grunt through situations by pure force of will. Your character's Willpower pool is equal to their Resolve + 1.

In addition to being necessary to activate certain Specials or attacks, more especially in the various World Guides, Willpower's more powerful aspect is the ability to look fate in the eyes and tell it that you're going to make your own luck, even though a little extra oomph would be appreciated. As a Free Action, you may spend a point of Willpower to change any non-percentile d10 roll you make to show a 5 instead of whatever you rolled, which is great for getting out of botches or other poorly timed bad rolls. This must be done before the results of the roll are finalized, such as by your turn ending, taking any other actions except for Free Actions (such as to spend Zoë), or determining whether or not your Attack hits or taking damage from a Resistance roll. This may only be done once per roll you make.

If that were not enough, you may spend a Willpower as a Free Action, to gain 3 Zoë, up to your maximum amount.

Derived Statistics: Linchpins

9 INITIATIVE

TOTAL	WIS x2	BONUS	ENHANCEMENT

5 WILLPOWER (Resolve +1)

MAX	
CURRENT	

6 ZOË (Con + Resolve +2)

MAX	
CURRENT	

7 HEALTH

WOUNDS <small>10 + (5 x Con)</small>	MAXIMUM	CURRENT
VITALITY <small>(10 + Con) x Level</small>	MAXIMUM	CURRENT
REGENERATION		POINTS OF HEALER PER ROUND

8 SPEED

BASE	TOTAL	BASE	(AG/2) x 5	SIZE BONUS	BONUS	ENHANCEMENT
FLIGHT						
SWIM						

Beyond that, a character who has less than 0 Wounds may spend a Willpower to stave off falling *unconscious* for 1 round. Normally, characters with less than 0 Wounds fall *unconscious* immediate after falling into negative wounds. Willpower can also be used to suppress the *fear* status effect for 1 minute or the *terror* status effect for one round. While this does not dispel or otherwise permanently overcome the effect, your character does not suffer the Penalties to Attack and Defense, nor are they compelled to run away or keep their distance as they would normally be and may act as normal.

Characters recover 1 Willpower point per day under normal conditions, assuming a solid night's sleep. It is possible to be deprived of your Willpower regeneration by constant interruption or disturbance.

Willpower: Resolve + 1

Willpower Recovery: 1 per day

GM Note: Willpower required to activate a Special does not count towards the limit of 1 Willpower per action or roll. Likewise, the Willpower spent to activate the Special does not allow you to change a die you roll immediately following as part of that Special to a 5 as the energy, force, drive and desire that goes into a Willpower was instead spent on activating the Special in the first place.

Zoë

Zoë separates the everyday person from those who have the potential to do more than the mundane, those who are destined for greatness or are bound to die trying. Player characters have an amount of Zoë equal to their Constitution plus Resolve plus 2. As a free action you may spend up to 3 points of Zoë on certain actions. Each point of Zoë confers one of the following Bonuses: +1 to an Attack roll, +1 Defense for 1 round, +1 to the Difficulty to resist one of your Specials, or +1 to a single Resistance score for 1 round.

In addition to the bonuses provided above, you may sacrifice some of your character's energy in exchange for more Zoë. By expending a Quick Action you may deduct up to your Constitution * 5 from your Vitality pool. For every 5 points of Vitality reduced in this way you recover 1 Zoë. This may only be performed once per round.

Zoë: Constitution + Resolve + 2

Zoë Recovery: 1 per minute

Health

Health is your character's overall ability to sustain injury. While not a Derived Statistic itself, Health is made up of two Derived Statistics: Wounds and Vitality. Any ability which affects a character's Health affects their Wounds and/or Vitality, whichever is applicable. When a character has both Wounds and Vitality, any damage taken is removed from their Vitality pool first. Only after a character's Vitality pool has been reduced to 0 does damage taken by the character begin to detract from their Wounds pool. When using an ability (potion, syringe filled with a strange red liquid, etc) which restores Health the opposite is true. If the ability heals Health and the target's Wounds pool is not filled, it heals their Wounds first with any remaining healing going towards Vitality, if applicable. Be careful though, not all Specials are capable of healing both. Specials which heal a target will specify in their description whether they heal Health, Wounds, or Vitality.

Wounds

The body's ability to sustain direct damage is determined by the character's Wounds. Your character's pool of Wounds is equal to their Constitution times 5 plus 10. This is the maximum amount of Wounds your character can have at any point in time. Their actual Wounds pool is reduced by damage taken during combat or other misadventures. Unlike Vitality, which stops at 0, your character also has a supply of negative Wounds. If at any time your character takes damage which would reduce their Wounds value below 0 they gain 1 point of *hemorrhage*. Note that this applies each time they suffer damage from any source *other* than their accumulated ranks of *hemorrhage* for being below 0 Wounds. In addition to bleeding out, your character also falls *unconscious* unless a Willpower is spent to stave it off. If you elect to spend a Willpower and your character remains conscious, they may act as normal for that round, although at the start of their next turn they will become *unconscious* unless

another Willpower is spent. A Willpower must be spent at the start of their turn every round to stave off falling *unconscious* until either you decide to not or run out of Willpower. If your character reaches the negative of their maximum Wounds, they *die*. See Death and Resurrection in the GM Chapter for details on dealing with death.

*Example: Thorbek, hard-headed warrior from the south of the world, has been in combat with multiple foes for several rounds now and things are starting to look pretty bad. His massive Constitution score of 5 gives him a total of 35 Wounds to work with (10 + (5 * 5 Con), but it is only a matter of time. After beating Thorbek down to his last Wound, one lucky opponent gets a strike in to the head, and Thorbek takes 10 damage. Enraged at his bleeding scalp, Thorbek spends his last Willpower to remain conscious and continue the fight for another round. To add insult to injury, Thorbek is now taking an additional 1 damage per round from the wound on his head (1 rank of hemorrhage). Things do not look good for him in the next round.*

Severe bodily damage unfortunately takes a long time to heal. Your character recovers 1 plus their Constitution score Wounds per week naturally. Treatment in a hospital or similarly cared for elsewhere heals more damage per week, though the exact amount of Wounds damage recovered is left to your GM's discretion.

Against all odds and to glorious fanfare, Thorbek slaughtered all of the foes before him with a single merciless strike, stems his bleeding (see the Survival Skill in the next chapter), and lives to see another day. He is still in a rough place, however, as his wounds are most serious. Left to their own devices, his Wounds (-10 Wounds, after suffering hemorrhage for a round) would require 7 and a half weeks to fully recover (10 negative wounds plus 35 to reach his maximum Wounds (45) divided by his Con + 1 (6) for 7.5 weeks).

Wounds: 10 + (5 * Con)

Wounds recovery: 1 + Con per week

Vitality

Last second deflections, narrowly dodging a perfect strike, scrapes, scratches, bruises, exhaustion, fatigue, and just plain luck are all represented by your character's Vitality score. Like with Wounds, Vitality is a pool. Your character's maximum Vitality is equal to their Constitution plus 10, and that sum times their Vitality Modifier. Characters begin with a Vitality Modifier of 0, meaning that your normal LGS-only character has 0 Vitality. Each World Setting has their own way of adding Vitality Modifier. In games with levels, such as The Dreaming, your character's Vitality Modifier is equal to their level plus any modifiers from Merits (such as Vigor), whereas in games without levels some other metric is used. Vitality granted to your character through other means, such as the +3 Vitality per Power in Legacy Crossing, are added after computing the character's Vitality with Vitality Modifier. Please consult your GM and/or World Setting for additional info on Vitality use in your game.

While Vitality represents minor physical injuries, it is also accurate to say that Vitality is a measure of your character's energy level. Dodging blows, dancing around on the battlefield, or rescuing someone from a fire are all physically draining activities, and as your character has to make these last second, life or death maneuvers in order to avoid just that they tire and wear down. Make no mistake, while Vitality recovers nigh

unfathomably quicker than Wounds, a character who has had their Vitality beaten down to 0 isn't on top of the world.

So long as your character has any Vitality remaining, damage taken by your character will be subtracted from their Vitality pool first. So long as your character has any Vitality remaining, damage taken by your character will be subtracted from their Vitality pool first. Once your Vitality has been reduced to 0, any additional damage taken is removed from your character's Wounds

*Using our previous example, let's say Thorbek has picked up the Merit: Vigor one time, giving him a Vitality Modifier (VitMod) of 1 and a total of 15 Vitality $((10 + 5 \text{ Con}) * 1 \text{ VitMod})$ but is still at -10 Wounds. Suddenly, from out of nowhere, a giant Giant comes barreling down a mountain at him and takes a swing with his tree! The first hit isn't particularly solid and Thorbek takes 10 damage. This 10 damage is deducted from his Vitality pool of 15, leaving him with 5 Vitality left. Next time he isn't so lucky though, as the giant connects for a solid 25 points of damage to the side of Thorbek's skull. The first 5 damage is reduced by his Vitality pool, leaving him with 0 Vitality, but he must take the other 20 points of damage from his Wounds, suffering same the rank of hemorrhage and unconsciousness as he did in his previous battle. Poor Thorbek.*

Vitality: $((10 + \text{Con}) * \text{Vitality Modifier}) + \text{Bonus Vitality}$
Vitality recovery: Recovers completely with a full night's sleep, maximum once per 24 hour period

Initiative

Initiative describes your character's ability to process and react to a situation. Characters with high Initiative tend to dictate the flow of engagements, either by jumping in headfirst or by hanging back a little and interceding when most necessary. Your character's Initiative is equal to their Wits score times two. For more information on using Initiative in combat see the Combat chapter. Your character's Initiative is equal to their Wits times two.

Initiative: $\text{Wits} * 2$

GM Note: There are plenty of times other than combat that using Initiative may come in handy. Especially when there are a lot of participants in a situation, like a large discussion, negotiation, or planning session, you may find it helpful to have the players speak in Initiative order as this both represents what would happen as those with the quickest tongues chime in first, and also bring in players who might not normally try to get in the middle of a large argument or discussion.

Speed

Your character's ability to move about his environment, your character's Movement is equal to their Agility divided by 2, rounded down, times 5, plus 10, thus a character with 0 or 1 Agility would have a Movement 10, Agility 2 or 3 would have 15, 4 or 5 would have 20, and so on. For ease of use, each point of Movement Speed Your character can move up to their Movement value every round as the Movement portion of their Primary Action.

Additionally, you may move at increments of up to 2, 3, or 4 times their Movement, but take a -2 Penalty to their Defense per increment for doing so. This is described in greater detail in Chapter Five: Combat and other Challenges.

Movement: $10 + ((\text{Agility}/2)*5)$ *See GM Note, below

GM Note: While the Lucid Gaming System has no inherent requirement to move in one way or another, we tend to use square grid maps where each square equals 5' square. Later examples of movement in the LGS all use this system

Size

A character's Size determines what sort of equipment they can wear or wield, how much damage they do, how tough they are, as well how easy or difficult they are to be seen, their weight, how much they can lift, and other related aspects. By default, all characters in the LGS are Size 0. This is roughly equal to a person 6' tall with humanoid dimensions. For every 2 Sizes an object increases above Size 0, the longest dimension of the object or character doubles, and the rest of the object increases proportionally. Odd sizes take maximum dimension for the Size above and below them and average the two. For objects and people smaller than Size 0, every Size below 0 decreases their maximum dimension by 50%.

Example: A Size 0 person is 6'. By increasing their Size to 2, they now reach 12' tall. If they get reduced to Size 1, they would shrink back to 9' tall $((6 + 12)/2)$. If that same person were reduced to Size -1, they would then stand a maximum of 3' tall. Add another -1 Size to that and this person now stands a diminutive 1.5' tall.

Size also carries implications for combat, especially with regard to how much damage your character can deal and be dealt.

For each Size larger than 0 a creature gains the following Bonuses: +3 Toughness, +5' Movement (all forms), +1 to all Strength related, non-attack rolls, as well as an increased amount of carrying capacity as listed under the Strength carrying capacity chart.

For each Size smaller than 0 a creature is they suffer the following Penalties: +1 Frailty, -5' Movement (all forms), -1 to all Strength related, non-attack rolls, and a diminished amount of carrying capacity. Each size smaller halves the side of the object or person.

In addition, appropriately-sized weapons deal an additional 1d6 physical damage of the weapon's type for each Size larger than 0 a character is, or 1d6 less damage for each Size less than 0 to a minimum of 1 damage.

Example: Weapons listed in the Equipment chapter are designed for a Size 0 creature. Thorbek, our barbarous friend from earlier, is wielding a longsword (2d6) designed for a Size 0 creature since he is also Size 0. Deciding he needs less challenge in his life, he decides to attack a tiny little forest gnome that's Size -1. Even with his misfortune Thorbek manages to connect. Rolling a total of 8 damage on his 2d6, Thorbek scores a solid hit. The gnome is Size -1, so his Frailty(1) increases the total damage to 9 slashing. Striking back the gnome lashes out at Thorbek. Hitting the less-than-nimble Thorbek easily, the gnome lashes out against the general area of Thorbek's knees with his nasty-looking club. While the club would normally be an intimidating 2d6 weapon, as it is designed for a Size -1 creature it's total damage is reduced to 1d6 crushing. Rolling a total of 4, a less than spectacular success, Thorbek feels a mild irritation as the gnome strikes rather ineffectively at Thorbek's taunting knees. For giggles,

let's give the gnome a club designed for a Size 0 person, and assume the Gnome has enough Strength to wield it properly. That 4 damage is now more intimidating since it is accompanied

by another 1d6 of damage for being a larger weapon designed for a larger creature. .
Size: 0 (default)

Chapter Four: Merits and Backgrounds

Backgrounds: You have to come from somewhere, right?

Each person possesses a unique upbringing that helps to define who they are. For your character that history plays a more prominent role in their life. Perhaps their past had a greater impact upon who they came to be, or maybe one of their natural gifts led them down a particular path in life.

Backgrounds are special merits that PC's and a few select others have access to; recurring villains or other important NPC's created by the Game Master are likely beneficiaries. Each character is allowed one Background of their choice, as long as they meet any listed requirements, including any sacrifices that must be made. Certain Backgrounds reduce a character's abilities in some way, and if the player is unable to meet the reduction, such as a loss of 5 skill points, then he is unable to choose that particular background. Game Masters may disallow certain Backgrounds, usually as a result of it not fitting within their campaign, but we encourage players and GM's alike to work together to find a solution to please both parties.

Each background is broken up into several parts. Each one possesses a name and a brief description of what it could represent, although the history may be tailored to the individual that chooses it. Next, each Background lists its effect, which is how it alters the character, usually a boon such as free merits or other specials. Many Backgrounds also have a Tier Bonus. A Tier Bonus is a special trait that is given to a character each time that he first raises a statistic to the Heroic, Epic, and Legendary tiers, and racial modifiers do count towards meeting this requirement. For example, the Hero background grants a character +1 maximum Willpower as a Tier Bonus. Therefore, when this particular character first raises any statistic to 6, and thus to Heroic, his maximum Willpower increases by one. It increases by one again when the character raises a statistic to 11 for Epic, and by one again for a third and final time when the character increases a statistic to 16 for Legendary. Tier bonuses are only acquired once for each acquired tier, but unlike other merits are not lost if the character somehow has his statistics permanently reduced so that he no longer qualifies for the Tier Bonus.

Lastly, each background possesses an Extreme version. When first choosing a background, a character may elect to grab the Extreme version of the merit instead of just the staple. When done so, the character acquires all of the bonuses and penalties associated with the Extreme version, in addition to the normal benefits that the chosen Background grants. For example, if a character decides to grab the Extreme version of the Hero Background, Dark Past, then the character would receive a bonus rank of the merit Mettle in addition to the bonus rank of the merit Vigor and the increased maximum Willpower that the Hero background normally gives. However, this extra boon does not come free, and as a cost the character must select one Flaw: Psychosis without gaining any benefit from fulfilling the flaw.

Listed below are a number of possible Backgrounds, though GM's and Players should feel free to invent their own. In addition, each gaming supplement will usually have its own

supply of Backgrounds that are specific to that world, increasing a player's choices.

Believer

There is a sense to the random chaos that permeates the world as you see it. This expresses itself in a clear vision to you, an ideology in which you subscribe, be it faith, a way of living, or an inspirational leader. Your strength of soul is formidable.

Effect: You receive a +2 bonus on all Resolve Resistance rolls, and all *charm* and *dominate* effects that affect you have their durations halved, rounded down to the nearest round (an effect that lasts for only one round does not affect your character).

Tier Bonus: +1 Bonus on Mental Resistance rolls.

Extreme (Zealot): Your brethren, while laudable in their shared belief, are too passive in your eyes. They simply do not understand that others must be made to see things the way you do, and to hell with their own freedoms. You suffer a -2 penalty on all Socialize and Persuasion rolls affecting others that do not subscribe to your ideology. However, you may now expend a Willpower point to ignore the effects of *charm* and *dominate* for one round.

Charmed Life

Things just seem to go your way, even when all odds are seemingly stacked against you.

Effect: You receive a free rank of the Merit: Lucky, and any time you use Lucky, you receive a +2 bonus on the roll.

Tier Bonus: +1 bonus rank of the Merit: Lucky

Extreme (Reckless): So many things have gone your way, so many accidents avoided by a fortunate turn of fate, that your character now believes nothing can truly harm him, and he is less prone to defend himself. You receive an additional +2 bonus on your Lucky rolls, but you suffer a -2 penalty to all physical resistance rolls and to your defense.

Daredevil

Firm in the face of any danger, you laugh as lesser men turn tail or shy away from what must be done.

Effect: You are immune to the status effect *fear*, you may now expend Zoe on any Athletics roll, and you receive a +2 bonus on Initiative rolls.

Tier Bonus: Your maximum Willpower increases by 1.

Extreme (Impulsive): You're so eager to prove your courage to yourself and others that you no longer stop to think about the consequences of your actions, instead acting on a hair-trigger impulse. You receive another +2 bonus on initiative rolls, and the duration of any terror effect that affects you is halved, rounded down (a terror effect that lasts for one round does not affect your character). However, you suffer a -3 penalty on all Wits and Intellect resistance rolls.

Dreamer

All truths should be explored to their fullest has been your unspoken motto. Others might be content to sustain the status

quo, but the whispers of change speak to you, demanding your attention in the quiet times of the evening. These many days of contemplation has bred a strong mind ready to challenge the world.

Effect: One base mental statistic of your choice is increased by one rank.

Tier Bonus: +3 skill points

Extreme (Over Think): While it is undeniable that your mind is capable of outsmarting your fellow man, you tend to think things too far to the point that you hesitate until opportunity is lost. Your Wits statistic increases by one rank, but your Initiative score is halved (round down) and you suffer a -3 penalty to resist any ability or special that includes a *witless* status effect, such as a mesmerizing gaze or a concussion grenade.

Farmhand

Your character grew up waking at the pre-dawn hour, working a never-ending supply of tasks such as tending the land and husbanding the animals --whether they were chickens, cattle, or mutant riding geese depends entirely upon the native wildlife.

Effect: One base physical statistic of your choice is increased by one rank.

Tier Bonus: +10 Health

Extreme (Country Bred): More than just being raised upon a farm, your character spent the majority of his or her life there, rarely, if ever, having experienced the greater world beyond your acreage. You receive a +2 bonus on all Athletics and Survival rolls, but suffer a -2 penalty on all Knowledge and Socialize rolls.

Heiress

Your family possesses money, and they have no scruples about sharing it with you. After all, their investments can more than handle even your most outrageous purchases, and everyone is young once; after you've had your share of fun, it's a certainty that you will set about multiplying the family fortune.

Effect: Your character can make any incidental purchase in the game without having to tally the cost, using an unlimited line of credit. A new car every week, first class plane tickets for you and your friends across the globe to Paris, then back again the next day as you change your mind and want to spend your weekend in the Bahamas, and so forth. As well, it is assumed that your character can tip outrageously well to receive the best service that any individual can proffer, and a few thousand dollars to a waitress to get you seated at a five star restaurant without having to wait the extra few minutes is just so much spare change." Your character receives 5 ranks in the Merit: Appearance (Money), which does not stack with any other Merit: Appearance you might possess.

Tier Bonus: You receive a bonus rank in the Merit: Finance Minded and a free skill focus in either Socialize or Persuasion.

Extreme (Spoiled Little Rich Kid): Money changes people, and not always for the better. In your case, you never seemed to outgrow adolescence, whatever your physical age might be. Everything must be had right *now*. While this is certainly selfish, you're usually shrewd enough to make it work, shedding just the right amount of tears or throwing just the right size tantrum. This special talent occasionally has surprising results when it comes to judging a situation accurately. You suffer a -5 penalty on all Resolve resistance rolls, but receive a +2 bonus on all Wits related skill rolls.

Hero

In your heart lies a burgeoning courage. This core part of you does not give in to doubt, it never surrenders to hardships, and it does not acknowledge failure as an option. You've spent your life preparing for the coming trials, and now at last is your chance to prove your worth and be forged into a champion.

Effect: Your maximum Willpower pool increases by one, and you receive a bonus rank of the merit Vigor that does not count against your total.

Tier Bonus: +1 bonus rank of Vigor

Extreme (Dark Past): A terrible tragedy mars your history. In spite of this--or perhaps as a result of--you struggle more fervently to accomplish your goals. You regenerate an extra Willpower point each day, but must select one Flaw: Psychosis without gaining any bonus experience when you fulfill it.

Militant Family

Your father, mother, or perhaps other close relative used to be (or still is) an accomplished soldier and they've shared their knowledge with you as you grew up. You've learned how to defend yourself from assailants and carry yourself in combat.

Effect: You receive three bonus ranks, divided as you choose, among Hardened Defense or Rigors of Combat. These bonus ranks don't count against your total.

Tier Bonus: You receive a +1 bonus on all attack rolls, and to your Defense.

Extreme (Dog's Life): Your family didn't just teach you how to fight, they bred authority, discipline, and self-respect into your bones, granting you a +2 bonus on all mental resistance rolls. However, this rigidity is as a tall oak in a storm; you don't bend, but you do break. Any failures on Resolve resistance rolls are considered botches.

Mona Lisa's Allure

There is that certain something about you, an unacknowledged charisma that commands eyes and minds to contemplate your living presence.

Effect: You may now spend Zoe on both Socialize and Persuasion rolls, and you receive a bonus rank of the Merit: Appearance.

Tier Bonus: Your Socialize and Persuasion ranks increase by one apiece.

Extreme (Porcelain Doll): The usage of your undeniable charm to get your way was at first a mere temptation that you gave in to on occasion, but later became a crutch as you relied upon it to the exclusion of developing your own personality. You receive a +2 bonus on all Socialize and Persuasion rolls, and you receive another +1 bonus rank of the Merit: Appearance, but you suffer a -1 penalty to a single mental statistic of your choice.

Prodigy

Born with innate talent, there is one special field in which you are peerless. Given time, you will become a legend that renovates modern viewpoint within your domain.

Effect: Choose a single skill. You receive a +3 bonus on all rolls involving that particular skill, and may expend Zoe on all uses of that skill.

Tier Bonus: Your bonus on the chosen skill roll increases by an additional +3.

Extreme (Limited Genius): While it is undeniable that you were born with a special gift, when it comes to other areas in life, you function at a definitively lower level. You receive a -1 penalty on all skill rolls other than your chosen skill. In your chosen skill, any time that you perform a skill roll and you roll less than a 5 on the d10, treat it as if you had rolled a 5.

Scrapper

Growing up with little to call your own and without the common privileges that others take for granted, you've had to make ends meet through the use of guile and personal skill.

Effect: You receive an additional 5 Skill Points. As well, each rank of Wits you possess or acquire (Base Statistic only) grants you one Skill point. Your Intellect, however, grants you one less skill point per rank.

Tier Bonus: You receive an additional 3 Skill Points

Extreme (Desperation): You've seen the darker side of the world, and you know that anything you own, including yourself and your own free will, can be taken or lost at the whim of someone stronger; the only ones you can trust are yourself and family, if that. It is only reasonable, then, that you must become stronger than the enemy, but this comes at an emotional cost as you exist in a constant state of You versus Them. You no longer have to expend Willpower to remain conscious while in Negative Wounds (if you possess this ability from another source, your maximum Willpower increases by 1, instead), and you receive a +2 bonus on all damaging attacks and specials. Your maximum Zoe pool is reduced by 2, however.

Tinker

Building and crafting are second nature to you, and there is nothing that exists in thought that you cannot conceive of creating or bettering.

Effect: You may now expend Zoe on any usage of the Craft skill, and the foci requirements to craft any item are reduced by one each.

Tier Bonus: You receive an additional 5 Craft foci, divided up as you choose.

Extreme (Crazy Brilliance): There is no denying your unsurpassed skill with the art of building, but sometimes your works, despite your best efforts, are touched by a hint of the insanity that borders genius. When crafting any object, you may add one additional Craft Foci to your EFC that is not used by the

Merits: Not Everything Comes Naturally

Some abilities simply surpass what can be represented or done with Statistics and Skills alone. From physical appearance to devastating combat techniques and Skill aptitudes, Merits serve to flesh out your character and heighten their abilities beyond the mundane.

Merits can be thought of as an expansion or focus of the abilities you already have. As such, most all Merits have Requirements. In order to be eligible to purchase a Merit, or use one which has been previously purchased, your character must meet all of the

object (For example, you could add your foci in Textiles when building a firearm). Anytime you craft an item, however, it contains a faulty aspect related to the chosen foci whose presences is mystifying, even to its creator, after the mental rush of inventing has died down. It is not unknown for your suits of armor to contain parachutes, your Artificial Intelligent Computers to have split personalities, and any firearm or ray gun you build to contain self-automated toasters. Such items, when used, can botch whenever the result of a roll involving the item is 2 or less, and may now botch even if a 1 is not rolled.

Vibrancy

Anything you touch shares your expansive joy and energy, the source being your permeating belief in the goodness of things. This boundless, effervescent energy allows you to put forth your best more often and more consistently than the common man.

Effect: Your maximum Zoe increases by one. As well, the maximum amount of Zoe that you can expend at one time increases by one.

Tier Bonus: +1 bonus to your Zoe pool.

Extreme (Senseless Optimism): It is not a bad thing to believe the best in others, but you've taken it a step too far, to the point that you deny any evidence that counters your preconceived notion of others. You receive a -2 penalty on all Intellect and Wits resistance rolls, as well as on any roll to detect another's deliberate deceptions. In return, though, you're convinced of your rightness and receive a +4 bonus on all Resolve resistance rolls.

Well-worn Shoes

Effect: You receive 50 bonus experience that may only be used to purchase merits (including title and racial Merits, if any are available).

Tier Bonus: You receive an additional 25 bonus experience that may only be used to purchase merits.

Extreme (Jaded): The trials of life have left you bitter and resentful. If everything ends up dust anyways, if nothing good can be had, then what's the point of ever trying? There is still a small part of you that is desperate to cling to what is yours, however unstable it might be. Your maximum Zoe is reduced by one, and any time you expend Willpower to regain Zoe, you receive one less Zoe per expended Willpower point. Your maximum Willpower increases by one, however, and anytime you expend a Willpower point to accept a 5 on a roll, you receive a +2 bonus on the roll.

Requirements listed in the Merit's description. For example we have the Adrenaline Rush Merit, below.

Adrenaline Rush

Requirements: Constitution 2

In order to purchase the Adrenaline Rush Merit, your character must have a Base Constitution score of 2 or more. At this point, your Base is more than likely just equal to your Ranks, but that may change depending upon what Background you selected and may pick up modifiers from other sources as well. Should your

character ever fall below Constitution 2 they would lose the ability granted by their Adrenaline Rush until such time that their Constitution returned to 2 or more. Losing access to Merits in this way does not require that the Merit be purchased again; once purchased, your character has the Merit forever (unless removed by some nasty plot device or other GM trickery).

Each Merit may only be purchased once for your character, unless it has more than 1 Rank. Merits with more than 1 Rank do one of two things.

For Merits that list a singular bonus, such as the Merit: Rigor of Combat's +1 Bonus to Attack, you gain that modifier again. These cumulative Bonuses usually have some way to limit the number of Ranks that can be purchased at once, such as by requiring a Heroic or higher Statistic.

On the other hand, there are Merits where each Rank grants your character a new Special or modifier. In these cases, when you purchase a new Rank for your character you gain access to the ability listed beside the Rank you are purchasing, in addition to the bonuses already gained from previous Ranks. For example, let's examine the Merit: Weapon Master.

Weapon Master

Ranks: 1-5

Cost: 10 exp

Whether by inborn talent or endless hours of training, the character may make use of a single melee weapon with far more proficiency than most others

1: Expertise: The character gains a +1 bonus to attack rolls with the chosen weapon.

2: Ferocity: The character gains a +2 bonus to damage with the chosen weapons.

General Merits

Adrenaline Rush

Ranks: 1

Cost: 15 exp

Requirements: Constitution 2

The character is prone to extreme bursts of energy, wading into battle with a burst of fury. A character with this merit may, once per minute, expend a quick action to enter into an Adrenaline rush, gaining a bonus of +2 to attack rolls, +2 to Strength-based damage rolls, and +5 movement speed for two rounds. After this Adrenaline rush is over, however, the character is winded and takes a -2 penalty to attack and defense for one minute.

Advanced Flight

Ranks: 1-3

Cost: 10 exp

Requirements: The ability to fly.

The character gains proficiency in flying. Advanced Flight affects all modes of personal flight that the character might use, such as wings, hover boots, or telekinesis. It does not affect outside means of flight, however, such as riding a flying steed or controlling a spacecraft.

1: Quick Liftoff: The character no longer needs to spend a quick action taking off and landing safely.

2: Hover: The character no longer needs to maintain his base speed in order to remain aloft.

There is more to the Merit, but it has not been included out of a sense of brevity. As you can see with the Ranks provided above, each Rank of Weapon Master provides a different boon to your character. The first time you purchase Weapon Master for a specific weapon you gain a +1 Bonus to Attack rolls made with that type of weapon. The next time you purchase Weapon Master for that same type of weapon you gain a +2 Bonus on all damage rolls made with that class of weapon, and retain your +1 Bonus to Attack.

In all cases, and more especially in the latter case up there, you must purchase all of the ranks sequentially. You cannot purchase Rank 5 of a Merit without first purchasing 1 through 4.

Unlike Statistics and Skills, you are not given any Merits for free. Any Merits a you wish to purchase at character creation must be purchased with the 100 XP you were given at the start of the game. Typical Merits cost between 10 and 25 XP, whereas the more eccentric, powerful, and generally useful Merits can cost 30 or more XP per rank.

GM Note: As a general rule for creating your own custom Merits, low powered, or limited merits cost 10 XP. More generally useful or powerful merits cost 15 to 25 XP, with very powerful merits costing 30+ XP.

While the Merits listed below are the more globally applicable of them, there are situations where they may not fit into the world. Confirm with your GM before purchasing Merits for your character. (Or don't if you don't mind your character meeting a messy fate). These Merits fit into many different types of games, and should provide a handy guide for the creation of your own Merits.

3: Build-Up: The character may now perform fast movement while flying.

Ambidexterity

Ranks: 1

Cost: 15 exp

The character can use one hand with just as much finesse as the other. The standard -2 penalty for performing actions with the off-hand is removed, such as when wielding two weapons at the same time.

Animal Companion

Ranks: 1-3

Cost: 10 exp

Requirements: You cannot possess more ranks in Animal Companion than you have ranks of Survival.

Animal Companions are highly trained creatures obedient to the character. Animal companions are completely typical of their type of animal, with the exception that they gain (5 + Constitution) Vitality for every level the character possesses, if any. If the Animal Companion is slain, the character may spend a week's worth of effort finding or training another.

1: The Animal Companion is a very small creature (Size -2 or less) with at best little use in combat. They primarily function as a second pair of eyes or as a messenger of some

sorts. Examples include squirrels, small birds, house cats, non-poisonous snakes, and tiny dogs.

2: The Animal Companion is a small (Size -1 or less) creature with some possible use in combat (unarmed attacks deal no more than a base of 1d6 damage). Examples include average sized dogs, wolves, badgers, eagles, and large pythons.

3: The Animal Companion is a rather large (size 0) creature with strong combat abilities (unarmed attacks deal 2d6, or more, of damage), or a smaller creature with a lethal natural power like poison. Examples include cougars, coral snakes and rattlesnakes, and the smallest species of bears

Animal Companion (Combat Training)

Ranks: 1-3

Cost: 15 exp

Requirements: You cannot possess more ranks in Animal Companion (Combat Training) than you have ranks of Survival.

With concentrated effort, you may train your Animal Companion to greater prowess in combat. Each rank grants your Animal Companion a +1 Bonus to Attack and Defense. In the case where your animal companion is slain and you acquire a new one, you may retrain your new companion at a rate of one rank per week of training

Appearance

Ranks: 1-5

Cost: 10 exp

Your character's physical appearance is eye-catching in some way. He could be an adorable child, able to disarm strangers with a cute expression, or a super model with a talent for showing just enough to get a free drink. Your character gains a bonus equal to his ranks in Appearance on certain rolls. This occurs whenever the GM feels that it is appropriate, but primarily affects social rolls such as Persuasion and Socialize.

Archery (Combat Stance)

Ranks: 1-5

Cost: 15 exp

This stance only functions while you are wielding a ranged projectile weapon, such as a sling, bow, crossbow, or firearm.

1. Precision: Any time you declare an attack, you may perform one Aim maneuver as a free action against a target. If your attack strikes multiple targets, only one target benefits from the Aim maneuver.

2. Zen State: While in this stance, you receive a +1 bonus on all mental resistance rolls.

3. Rapid Fire: As a quick action, you may perform an attack against a single target with a -3 penalty on the attack roll. This attack benefits from Precision.

4. Locked On: Against any foe within Target Range of your weapon, treat your uses of Precision as if you had rolled a 10 on the Aim roll. As well, you no longer suffer the normal -2 penalty for shooting into Long range.

5. Thundering Shot: After successfully striking a target, you may choose to expend a point of Zoe. If you do so, the target must pass a Strength Resistance roll against a difficulty of your attack roll or else be knocked off of their feet, prone.

Arm of the Giant

Ranks: 1

Cost: 35 exp

Requirements: Strength 6

The character has trained his body to such a point that he may wield the greatest of weapons with only a single hand. The character may wield two-handed weapons using only one hand, while at the same time retaining all of the normal bonuses for wielding a weapon two-handed, such as improved damage. A character may wield multiple two-handed weapons if he so

desires, taking any appropriate penalties for using more than one weapon..

Armor Proficiency

Ranks: 1-5

Cost: 10 exp

Through training and experience, plus a few self-made modifications, your character can manage well while wearing any form of armor.

1: The penalty to Agility rolls for wearing armor is reduced by 1, whether it stems from the armor itself or by not having the required Strength.

2: The vulnerable point of your armor, if any, improves by 1.

3: The penalty to Agility rolls for wearing armor is reduced by an additional 1, for a total of 2.

4: When wearing any form of armor that provides a bonus to defense, the defense provided by the armor is increased by 1.

5: The penalty to Agility rolls for wearing armor is reduced by an additional 1, for a total of 3.

Blind Swordsman

Ranks: 1

Cost: 15 exp

The character has mastered the art of combat, without relying on the deceptions of sight. The character no longer suffers a miss chance or other penalty as a result of the blind status ailment when making melee attacks.

Blind Thrower

Ranks: 1

Cost: 15 exp

Your character suffers no longer suffers a miss chance or other penalty as a result of the blind status ailment when throwing weapons or items, provided that he is capable of hearing, smelling, or is otherwise able to detect his target.

Burst of Inspiration

Ranks: 1-3

Cost: 15 exp

Your character is prone to sudden acts of insight which often leads to very productive ends. On any skill roll in which you roll a ten, you gain a bonus to the roll equal to your ranks in Burst of Inspiration.

Favors

Ranks: 1

Cost: 20 exp

The character has a contact, ally, or social network that owes him a significant debt. Once per game, a character may call in a favor from his associated contact to provide a significant service based upon the skills, abilities, and resources of the group in question. Examples of calling in favors are nobles lending significant funds to a project, local police overlooking a serious legal transgression (though typically this must be a non-violent crime, or at least not murder), and the like. This merit may be purchased multiple times, each time applying to a different ally or organization. A favor that proves exorbitantly costly to the ally or favor might require some return service from the character before he can call in a favor again.

Fencing (Combat Stance)

Ranks: 1-4

Cost: 15 exp

Requirements: Agility 3

The character possesses fine skill with the gentleman's weapon of choice. This combat stance and its abilities only

function when the character is wielding either a rapier, saber, or other one-handed finesse weapon capable of piercing damage.

1: Fine Balance: While in this combat stance, you receive a +1 bonus to your defense and to agility resistance rolls.

2: Parry and Riposte: Whenever a foe within reach of your weapon fails a melee attack against your character, you may perform a free attack against that foe. This attack may not be critical, however, and you may only use Parry and Riposte once per round.

3: Quick Strike: This ability requires a quick action to perform, and allows you to perform a single melee attack. This attack, however, may not be critical.

4: Stop Thrust: After a foe within reach of your weapon declares a melee attack against your character, and after seeing the result of the attack but before the foe rolls damage, you may spend a Willpower point. As long as the foe's attack does not exceed your Defense by more than ten, you avoid the attack completely. As well, you may now make a free attack against the foe, and your resulting damage is maximized. After performing Stop Thrust, your character is considered immobilized despite any immunities until he expends a quick action at any time to recover. Stop Thrust may only be used once per minute.

Fierce Grip

Ranks: 1

Cost: 10 exp

You are not so easily unbalanced, and can retain a firm hold on your weapon despite whatever provocation or assault by the enemy, or chance fall that occurs to shake your grasp.

You gain a +5 bonus on all rolls to resist being disarmed (or the difficulty to remove a held item increases by 5) or otherwise lose hold of an object you are holding.

Finance Minded

Cost: 20 exp.

Ranks: n/a

Each level of this merit multiplies your Resources by a factor of one. For example, if you possessed one level of Finances, you would receive double the Resources bonus. If you possessed two ranks of Finances, you would receive triple the Resources bonus, and so forth. At any time you are allowed to purchase merits, you may exchange one rank of Finance Minded for one rank of Resources, assuming that you meet any prerequisites.

Flash of Steel

Ranks: 1

Cost: 10 exp

Requirements: Agility 2 or Legerdemain 3.

Your character can draw a weapon with unmatched speed. Once per round, as free action, you may draw or otherwise arm yourself with one or more weapons located on your person, or else deposit wielded weapons into a concealed location.

Focus

Ranks: Special

Cost: 5 exp

Requirements: 1 Rank of a Skill per Rank

Your character has additional insight, training, or ability in a Skill beyond what their Ranks would imply. Each Rank of Focus purchased applies to one of the 9 Skills, granting one Rank of a specialization within that Skill. Examples of Foci include Movement (Alertness), Tumbling or Jumping, (Athletics), Pickpocket (Legerdemain), or any of the following for Craft: *bio-engineering, chemical, exotic, mechanical, metal, prototype, salvage, stone, synthetics, technical, textile, and wood.*

Each Rank of a Foci gives you a +1 Bonus to your Skill rolls involving that particular Foci. You may not have more Ranks of Focus of a specific type than you have Ranks of the Skill it is being purchased for.

Great Eyesight

Ranks: 1

Cost: 10 exp

Your character is blessed with excellent eyes, capable of making out details and seeing distances normally impossible for others. You can see half again the distance of another character, and gain a +2 bonus on Alertness rolls dealing with perceiving things with your eyes.

Hand to Hand

Ranks: 1-3

Cost: 15 exp

This merit improves a character's lethality with his own body, affecting many unarmed attack forms such as punches, kicks, and headbutts.

1. Your unarmed strike becomes a Trained Strike, which has the following properties: when attacking with your body, you deal 1d6 Crushing damage, with a crit rate of 8. This weapon is Adaptive. This weapon type may be improved by other merits such as Weapon's Master: Unarmed.

2. The crit rate on this attack improves by one, becoming 7. This bonus stacks with other forms of critical improvement.

3. You may now perform a trained strike as a quick action, but with a -3 penalty on the attack roll.

Hardened Defense

Ranks: 1-8

Cost: 15 exp

Requirements: Ranks 1-2 have no requirement. Every two Ranks the Requirement increases by one Tier of Statistic, so 3-4 require a Heroic Statistic, 5-6 require an Epic, and 7-8 require a Legendary Statistic.

It is difficult to constantly be placed in harm's way and not be able to improve upon one's self-preservation instincts. Each rank of Hardened Defense grants a +1 Bonus to your Defense.

Kendo (Combat Stance)

Ranks: 1-4

Cost: 15 exp

This combat stance and its abilities only function when the wielder is using an arming or two-handed blade, such as a katana or a great sword, and only when the character benefits from wielding the weapon with two hands. This can be done either by actually using both hands to wield the weapon or through special merits such as Arm of the Giant.

1: Cutting Focus: While in this stance, the character gains a +2 bonus to damage when using a two-handed blade.

2: Cut Through: As an exclusive action, you may declare an attack that permits you to strike two adjacent targets within reach.

3: Focus: While in this stance, your character receives a +5 bonus to defense against a single opponent that he has attacked within the last round.

4: One Hit, One Kill: After striking a target, but before rolling damage, you may expend a Willpower point in order to increase the number of critical hits against a single foe. You may expend up to 1 Willpower point per foe struck in this way each hit.

Lancer (Combat Stance)

Ranks: 1-4

Cost: 15 exp

This combat stance and its abilities only function when the character is wielding a reach weapon.

1. **Adjust Grip:** While in this stance, you ignore the -2 penalty for attacking adjacent foes, and you gain a +1 bonus to all attack rolls made with the weapon.

2. **Momentum:** You receive a +2 bonus to damage with reach weapons.

3. **Blade Wall:** You receive a +1 bonus to defense while in this stance.

4. **Hold Ground:** Any foe that attempts to move through an area your character is capable of reaching with his weapon is subject to a free attack made by you. A foe may expend a quick action in order to make themselves immune to this ability for one round, no matter how many characters with Hold Ground they attempt to move past. Your character cannot gain more than one free attacks using Hold Ground each round, unless he expends an exclusive action, in which case this limit increases to three.

Lucky

Ranks: 1-4

Cost: 25 exp

The character has an incredible luck, swaying the odds in his favor. Each rank of Lucky allows the character to re-roll any non-damage roll once per session and choose the better of the two rolls. A character with more than one rank of the Lucky merit may choose to re-roll multiple times on the same roll, if desired. Lucky must be done after seeing the roll, but before knowing the result.

Marksmanship

Ranks: 1-5

Cost: 10 exp

Requirements: Agility 2, Alertness 3, or Athletics 3

The character is exceptionally skilled with ranged weapons. When you select Marksmanship, choose a single class of weapons, such as bows and crossbows, firearms, or thrown weapons. This merit affects all uses of those weapons. Marksmanship may be taken multiple times, each time choosing a different class of weapons.

1. **Expertise:** The character gains a +1 bonus to all attacks made with the chosen class of weapons.

2. **Longshot:** The range increment of the chosen class of weapons is increased by 100%

3. **Ferocity:** The character gains a +2 bonus to damage with the chosen class of weapons.

4. **Conviction:** After you roll damage, you may spend a Zoë to reroll one of your d6. You may do this as many times per Attack up to your normal Zoë use limit (normally, 3). You must take the results of the reroll, but each die may be rerolled multiple times so long as you stay within the Zoë use limit.

5. **Snipe:** The critical range for your chosen class of weapons is reduced by one. Unless otherwise stated, this improvement does not stack with other improvements to your critical range. If you would receive an improvement to the critical range elsewhere, this ability instead grants your character a +2 bonus to damage with the chosen weapon.

Mighty Warrior (Combat Stance)

Ranks: 1-4

Cost: 15 exp

Requirements: Strength 2

The character is skilled in the fine art of beating the tar out of things. This combat stance and its abilities only function with Strength-based weapons and attacks.

1. **Overpowering Strike:** Through sacrifice of your self-preservation, you may strike with improved destructiveness.

When in this stance, you suffer a -2 penalty to your Defense, but gain an extra 5 damage on all melee attacks.

2. **Blitz:** Rushing your opponent, you overwhelm him with quick blows made in succession. Spend a quick action to augment one melee attack you make this round. If this attack deals damage, up to one foe damaged by the attack is rendered witless for one round.

3. **Opportunist:** You've learned the art of taking advantage of the demoralization and distraction that occurs after you slay a creature. Up to a total of one time each round, immediately after slaying a foe or knocking them into negative wounds and unconscious, you may make a single attack against a target within range.

4. **Deadly Blow:** By focusing solely upon a single target, your character is capable of bringing all of his body's strength to bear. As a quick action, you may augment one melee attack this round that has a single target. The damage from this one attack is maximized.

Photographic Memory

Ranks: 1

Cost: 20 exp

The character possesses an uncanny--though not perfect--memory. The character never forgets any major piece of data that he has come across, such as faces or telephone numbers, and receives a +10 bonus on any roll to recall otherwise trivial-seeming memories, such as a license plate number of any car seen in the last week, or a long list of names that was hastily scanned.

Resources

Cost: 20 exp

Ranks: 1-8

Requirements: Rank 1, Poverty Line has no requirements. All other ranks require a skill with a number of ranks equal to twice the desired Resources rank. For example, in order to acquire rank 5 the character must possess at least 10 ranks in a given skill.

When acquired, each rank of Resources immediately grants the amount of currency listed. For example, if at character creation a player decided to purchase up to rank 3, Suburbia, they would immediately be granted \$16,000. As well, at the end of each session the player is granted the amount of currency listed for his current rank of Resources. Using the previous example, the player would be granted \$10,000 after each session. At the game master's discretion, certain sessions that span long periods of time may grant some additional monies. For example, if the characters were fast forwarded six months during a session, the game master may grant all characters three free uses of this merit (for a character with 4 ranks, this would come up to be \$60,000).

1: Poverty Line, \$1,000

2: Blue Collar, \$5,000

3: Suburbia, \$10,000

4: Upper Crust, \$20,000

5: Rich, Though Not Necessarily Famous, \$50,000

6: Outlandish, \$100,000

7: Mover and Shaker, \$250,000

8: World Power, \$500,000

Rigors of Combat

Ranks: 1-8

Cost: 15 exp

Requirements: Ranks 1-2 have no requirement. Every two Ranks the Requirement increases by one Tier of Statistic, so 3-4 require a Heroic Statistic, 5-6 require an Epic, and 7-8 require a Legendary Statistic.

Perhaps you were trained by a skilled fighter, or maybe you readily grasped the nuances of combat while you were exposed to it. Whatever the case, your attack improves for all forms of combat, mundane and magical. Each rank of Rigors of Combat grants a +1 Bonus on all attack rolls.

Silver Tongue

Cost: 15 exp

Requirements: Persuasion 4

Your character has a particular knack for convincing and persuading others that his particular course of action is the correct one. When rolling to persuade another of a course of action, if your roll is 5 or more higher than the target's roll or difficulty, the target is thoroughly convinced by your argument and considers your method a superior plan. The GM may determine that certain characters are unaffected to this type of persuasion, in which case you simply receive a +2 bonus to any Persuasion attempt to affect their course of action. Players are always considered 'unaffected' by Silver Tongue

Social Network

Ranks: 1-5

Cost: 10 exp

Requirements: A minimum number of ranks in Persuasion or Socialize equal to the desired rank.

Your character has access to a network of individuals who will be willing to give him information. When taking the Social Network merit the character chooses the types of individuals that compose his contacts, such as police officers, black market agents, or corporate leaders. The character receives a +1 bonus on all rolls involving the chosen individuals per rank of Social Network and can often use the chosen Social Network to find out relevant information or to perform the most minor of favors on behalf of the character. At a cost, of course.

The character may make a Socialize roll with against a base difficulty of 10 to search around for an hour, trying to find a contact in his area. If the area is very foreign to him, or if contacts are scarce in the area, the difficulty may rise as high as 15 or 20. Contacts are willing to share information that they have with the character freely, but owe him no special favors and generally possess little information of use outside of their job description (a police officer is useful for finding out about a string of killings or what local areas are dangerous to be in after dark, but he would be hard pressed to identify where to purchase illegal items such as military grade gear and munitions). Members of the network may also perform minor favors for the character, though they will never do something that would put their position within their organization at risk. The character should also be aware that individuals from the network may require reimbursement of some kind for their services, such as information, the completion of certain tasks, or monetary payment. Characters may take this merit multiple times, each time choosing a different base of people that make up the social network.

Squad Training

Ranks: 1-3

Cost: 10 XP

Your character is adept at working together with other, similarly trained individuals. As long as you have an active ally within 15 feet of your position that possesses Squad Training, your combat potential increases. An active ally is any ally not currently incapacitated, stunned, or unconscious

1: As long as a nearby ally possesses Squad Training (Rank 1), you receive a +2 bonus on all Agility resistance rolls.

2: As long as a nearby ally possesses Squad Training (Rank 1), you receive a +1 bonus to your defense.

3: As long as a nearby ally possesses Squad Training (Rank 1), you receive a +1 bonus on all attack rolls.

Status

Ranks: 1-5

Cost: 20 exp

Requirements: You may not possess more ranks of Status than you have ranks of the merit Social Network.

Your character is not only respected by a specific group, but possesses an amount of authority within it. Choose a single Social Network that you possess rank of the merit in. Each rank of Status increases your standing within the group, granting you the ability to command or influence others within the Social Network.

1: You may command the lowest level members of the network, or perhaps have a small squad of individuals that are under your control.

2 In a localized area, members of the organization have heard of you and your work within the group. You are afforded respect by those beneath you, and bosses or leaders of your organization recognize your skill and growing influence.

3: Your standing has improved to middleman between the general associates and the upper bosses. Your leaders listen to your words, and often times act on them.

4: You are now a recognized authority figure among your Social Network. You likely report only to one individual or to the ruling committee, who often delegates important tasks to you. Your orders are heeded by more than ninety percent of the network, and members breathe your name with whispers of admiration (or fear or jealousy, depending upon the individual).

5: The majority, if not all, of the Social Network have heard of your character and can recognize you on sight. You have ultimate authority within the Social Network on a limited scale, such as within a county, state or province, and are equal to a handful of others across a country if the network spans a large area.

Strong Back

Cost: 5 exp

The character is used to bearing loads that are far beyond what his physique would normally stand. He calculates his carrying capacity as if he had one more point of strength.

Two Weapon Fighting

Ranks: 1-3

Cost: 10 exp

Requirements: Agility 3 or Legerdemain 5

The character is experienced and practiced at the art of doing battle with more than a single weapon. Each rank of Two Weapon Fighting reduces the penalty for two weapon fighting by 1.

Example: Normally, Brian would suffer a -4 penalty when attacking with two weapons (his off-hand suffers an additional -2 penalty, for a total penalty of -6). However, after purchasing all three ranks of Two Weapon Fighting, this penalty is reduced to -1 for his main hand and -3 for his off hand. If Brian wishes to reduce this penalty further, he could do so by choosing to wield finesse weapons and by purchasing the merit Ambidexterity.

Unrelenting Spirit

Ranks: 1

Cost: 25 exp

Requirements: Resolve 3, Constitution 3.

Your character is exceptionally willful and with effort can continue going even when his wounding would otherwise cause him to falter. When your character would normally fall unconscious after falling to negative wounds, he may, instead of

spending a Willpower point to remain conscious each round, suffer a -3 penalty to attack, defense, and resistance rolls.

Vigor

Ranks: 1-8

Cost: 25 exp

Requirements: Ranks 1-2 have no requirement. Every two Ranks the Requirement increases by one Tier of Statistic, so 3-4 require a Heroic Statistic, 5-6 require an Epic, and 7-8 require a Legendary Statistic.

Characters who possess the Vigor Merit are exceptionally hard to bring down simply because no matter what you do to them they just don't seem to get worn down. Each rank of Vigor grants the character +1 Vitality Modifier. This means that character who would normally be eligible for Vitality due to not meeting the requirements for it in their World Setting can gain Vitality through this Merit.

Wealth of Knowledge

Ranks: 1

Cost: 20 exp

Requirements: Knowledge 3

The character has amassed a huge amount of general knowledge in his time, and is a fount of random facts and trivia. When making Knowledge rolls on subjects that the character does not possess a focus in, the limit to the character's roll is increased by 15.

Weapon Master

Ranks: 1-5

Cost: 10 exp

Whether by inborn talent or endless hours of training, the character may make use of a single melee weapon with far more proficiency than most others. This Merit may be taken multiple times, each time choosing a different weapon. Note that ranged weapons may not be chosen. In such a case, the merit Marksmanship would be a more suitable merit. At the GM's

Cleanup

And that's that.

If you did not find enough Merits that warranted your attention, you can always buy more Statistics and Skills. You may not have noticed them at the time, but the XP cost of both Stats and Skills were included in the charts at the beginning of their relative sections.

You do not have to spend all of the experience that you start the game with, but it is generally advisable. There are a lot of Merits, and Statistics, that may cost more than you can afford

discretion, closely aligned weapons may benefit from the same merit, such as a dagger and a kris, a broadsword and a katana, or a bo staff and a sansetsukon (three section staff).

1: Expertise: The character gains a +1 bonus to attack rolls with the chosen weapon.

2: Ferocity: The character gains a +2 bonus to damage with the chosen weapons.

3: Improved Parry: The character gains a +1 bonus to defense while wielding the chosen weapon and is not otherwise bound, unconscious, or unable to use the weapon effectively.

4. Conviction: After you roll damage, you may spend a Zoë to reroll one of your d6. You may do this as many times per Attack up to your normal Zoë use limit (normally, 3). You must take the results of the reroll, but each die may be rerolled multiple times so long as you stay within the Zoë use limit.

5. Lethal Strike: The critical range for your chosen weapon is reduced by one. Unless otherwise stated, this improvement does not stack with other improvements to your critical range. If you would receive an improvement to the critical range elsewhere, this ability instead grants your character a +2 bonus to damage with the chosen weapon.

Willful Resistance

Ranks: 1-8

Cost: 15 exp

Requirements: Ranks 1 and 2 have no requirement. Ranks 3 and 4 require the character to possess a Heroic statistic. Ranks 5 and 6 require the character to possess an Epic statistic. Ranks 7 and 8 require the character to possess a Legendary statistic.

By training the body and mind, or perhaps finding inner faith to prevail, a character becomes more resistant to the harmful lemons that the world might throw at them. Each time Willful Resistance is purchased or gained otherwise it may apply to a different Resistance. Each Rank grants your character a +2 Bonus to that Resistance. Willful Resistance may be taken up to 8 times for each Resistance.

right at character creation so saving up for those can be just as important as having everything right from the word go. If you were given any extra experience, make sure to record how much XP you actually started with in the total box in the top right-hand corner, and of course be sure to record how much you have left.

Once you have all of your Merits recorded and your Statistics, Skills, and Derived Statistics updated with your new acquisitions, you're ready to move on to the next big topic, Stuff.

Chapter 5: Stuff! Weapons and Armor

Who doesn't like stuff? Everyone likes stuff. Some people like guns. Some people like armor. Some people like practical stuff. No matter what sort of stuff you're into though, the LGS has the stuff for you. In this chapter, we'll go over the basic items your character is likely to need. At this time, it largely consists of weapons and armor, but as this volume is updated and upgraded we will be adding different types of stuff.

Due to PtME's location bias, the weapons and armors included are geared towards the technology and tactics present in the USA. This is, tragically, not a comprehensive list of tools and abilities the world over. Just as with any other section of this book, if you do not find the item you want, discuss options with your GM. They may be able to give you the item you want and with a lot more accuracy than we might have been able to.

Below, we have included the most common weapons and armors. Much like the Merits, these are the default options

Weapons: Epochs, Types and Other Properties

Throughout all of history, man has created weapons. Unfortunately for those stuck in the past, older weapons are a lot less effective against newer armors. When we, as a society, advance from our current technical level to shooting lasers at each other from space, what we currently consider "modern" armor will suddenly become obsolete as well.

To represent this inexorable march of technology, weapons and armors in the LGS are broken up into three epochs: Archaic, Modern, and Futuristic. Depending upon the epoch of the weapon and armor, your attacks may be more or less effective. For example, Archaic armor provides only half of its listed DR versus Modern firearms, so while your character can roam the streets wearing a suit of full plate armor and can conceivably stop some small arms fire, when someone breaks out the shotgun at 10 feet you're in trouble.

For all their differences though, all weapons have a few similarities. All weapons are designed for people of a certain size, deal X damage, deal Y type of damage, and have Z potential to score a critical hit. Yes, technically these are "properties" of a weapon, but they're intrinsic to all weapons and thus are special. Let's move on to those first properties.

Global Properties

Damage

The first thing you'll probably want to know about your weapon is how much damage it does. Most weapons deal between 1d6 and 3d6 damage, though there are some types of attack and enormous weapons that deal 3d6 or more, and others that only deal 1 damage.

The 1 damage and 3d6 damage weapons are more exceptions than the rule though; though we have developed increasingly more lethal weapons and even better armor, the squishy thing inside the armor, that's you, hasn't really improved any over the

which are available to all players across all of our products. That said, some items may be inappropriate for certain settings, beyond being limited by epoch, described below. It is advisable that you check with your GM that you can actually purchase the MF40 Paingun XL without them arbitrarily stripping it and using it against you.

Weapons and armor come in several flavors, depending upon what exactly you are trying to accomplish. Most weapons from ye olde olden times were melee-oriented, but they were highly diverse in how they allowed people to beat the hell out of things. In a similar vein, modern weapons are focused primarily around firearms and have an equally large number of ways to allow you to shoot the hell out of things. Whether ancient or modern, all of these weapon properties are described in the section below.

Damage	Types of Weapons
1	Unarmed attacks (punches, kicks); minimally damaging weapons; weapons of torture or poison delivery
1d6	Improvised weapons; small, light weapons; primarily 1-handed; designed for finesse and subtly
2d6	"Weapon of war"; designed for large scale deployment to armies; item designed strictly for dealing damage (sword)
3d6+	Largest and heaviest weapons, mainly two-handed; designed for power, not finesse

years. If a normal guy walking around town gets slashed with a sword there's a fair chance he's still going to die.

For a better sense of what the different categories of damage represent, check out the chart at above.

Damage Types

In addition to simply dealing the raw stuff of damage itself, each weapon deals a specific type of damage. In the LGS there are three physical damage types: Slashing, Piercing, and Crushing. Nearly all weapons will deal at least one of these types up to the Modern epoch, but that's not saying anything for Futuristic.

Some weapons can even deal more than one type of damage depending upon how it is used. Daggers say that they can deal Slashing or Piercing damage for example. If you're using a dagger, whenever you declare your Attack you must decide which type of damage you are going to deal. This may come into play depending upon the enemy you're fighting. If no type is declared, you are assumed to be doing the first type of damage listed in the item's description, so in the case of the dagger that's Slashing.

Really rare weapons may do damage from different types at the same time. There are not any of these weapons on the chart they're so rare. Grenades are a good example of a weapon that might deal multiple damage types though.

In The Future, there may be weapons that deal none of the physical damage types. For that reason, the chart below contains all of the damage types available to your character, in case you find some sort of futuristic death ray that shoots viruses or something. The damage types will be discussed more in the next chapter.

Damage Type	Special Properties
Physical	
Crushing	None
Piercing	None
Slashing	None
Energy	Ignores Damage Reduction
Electrical	-1 Defense per 10 damage; 1 round
Fire	Deal 1/5 of damage dealt again next turn if <10
Frost	+1 Frailty per 10 damage; 1 minute
Rotting	+1 Miasma (anti-healing) per 3 damage
Typeless	None
Superior	Ignores all Protection
Holy	Cannot be used against allies or friendly targets until mental domination or charm
Mystic	-1 Erosion to Mental Resists per 10 damage, cannot be used against inanimate objects

Critical

Did you manage to hit your target? That's great! That means there is a chance that you're going to hit them in a joint, or the eye, or somewhere else vulnerable, like organs. Your weapon's Critical attribute determines how likely it is that this is going to

happen. Weapons with lower Critical are refined weapons designed for precision attacks, whereas weapons with high Critical are brutish weapons that just destroy everything they touch.

After your Attack is confirmed to be a hit your Critical jumps in. If your Attack score beat your opponent's Defense by at least the Critical on your weapon then you've scored a critical hit. Critical hits have the potential to deal massive amounts of damage, especially against lightly-armored opponents. A critical hit does double damage to your target, after taking Protection into consideration, but it doesn't stop there.

If your Attack is so high that you beat your opponent's Defense by more than just your weapon's Critical then things have gone seriously bad for them. For each increment of your Critical that you beat the target Defense by that double multiplier increases by 1 to triple, quadruple, or even higher multiples of damage.

Thus if you were taking a rapier (Critical 6) to some average Joe (Defense 5) and score an absolutely ridiculous 17 on your Attack, not only did you score a critical hit but you performed a double critical, dealing triple damage against him! Joe's in trouble, in case that wasn't obvious.

More examples of dealing damage and performing critical hits will be given in the next chapter.

Now, on to the other item properties. Almost all of the weapons on the following pages have one or more of these properties, so they're handy to keep in mind. The list will be here for your reference as you go through the rest of the book though if you need to refer back.

Weapon Properties: General and Melee

Adaptive Weapons

A weapon designated as adaptive may be used as either strength based or as a finesse weapon, chosen each time an attack is made.

Aerodynamic

Weapons without this property which are thrown to deal damage incur a -2 Penalty on the Attack. Aerodynamic weapons are designed to be thrown and thus do not suffer this penalty.

Arming

An arming weapon may be used one or two handed. When used two-handed, its base damage is increased by 1d6, like all two handed weapons

Armor Piercing

Each point of Armor Piercing (AP) that a weapon has ignores 1 point of a target's total Protection, starting with Damage Reduction.

Chain Weapons

A chain weapon is a two-handed finesse weapon that can strike targets at a range of 10 feet, similar to a reach weapon, but without suffering the penalty made against adjacent targets.

Finesse Weapons

A weapon designated as *finesse* relies more on careful manipulation of the weapon than the strength of the user. A

finesse weapon uses Agility for the attack roll instead of Strength. Additionally, the weapon deals no additional damage from Strength or 166 Agility when it hits. For example, if James has an Agility of 1 and tries to strike a foe with a rapier, then he would add 1 to his attack roll. His damage if he hits, however, is only the base 2d6 that the rapier normally deals. Neither his Agility nor his Strength is added to this.

Range

All Ranges are noted in feet.

Short Range: Certain weapons acquire additional effects when used at a close range. See each individual weapon for details.

Target Range: The base range of your weapon.

Long Range: All attacks against targets made further than the target range and up to the Long range distance, receive a -3 penalty to the attack roll.

Max Range: All attacks fired further than the Long range, up to the max range, suffer a -10 penalty on the attack roll. As well, firing at any target past Long range requires adding an increasing amount of arc to the bullets, making it difficult if not impossible to perform a called shot or other precision aiming special.

Ranged Weapons

A weapon designed for long range combat, and usually fires a projectile, such as a bow. A Ranged weapon is considered a finesse weapon unless otherwise mentioned, which means that it uses Agility for attack rolls, and does not add a Statistic to the base damage.

Reach Weapons

A reach weapon can strike targets an additional 5 feet out. However, attacks made against an adjacent target suffer a -2 penalty.

Supported

A weapon may have this property tacked on to it after creation. Unarmed attacks made with a weapon with the supported property increase their damage to 1d6. Trained Strikes increase their damage by 1d6, to 2d6 normally.

Strength-based Weapons

Unless otherwise stated, all weapons are considered to be strength based. This means that the Strength Statistic is added not only to the amount of damage dealt, but also to any attack rolls made with the weapon. For example, James decides to attack an unarmored foe with a handaxe. James has a Strength of 2. For his attack roll, James will roll a d10 and add 2 to it, as the handaxe is a strength-based weapon. As well, 2 damage is added to the handaxe's base 1d6 if James hits, for a total of 1d6 + 2 damage.

Throwing

Weapon Properties: Ranged and Ammo

Archaic Armor Piercing: All modern firearms ignore half of the base DR of medieval or older armor (rounded down).

Burst: Your weapon has the ability to be set to burst fire as a Weapon Stance. Each attack made with a firearm set to burst shoots 3 bullets instead of the normal one, resulting in a +2 bonus to the attack roll.

Double: This firearm has two sets of barrels and a corresponding two sets of triggers. The character has the option of firing two rounds at once, dealing an extra 1d6, or may use the second trigger to fire the rounds alternatively. When firing alternatively, this weapon possesses the Rapid Fire ability.

Full Auto (x): As an exclusive action, you may fire a weapon on Full Auto. Your gun fires up to the listed Full Auto number of bullets. Each bullet beyond the first grants a +1 bonus to the attack roll against a single target. For example, if you fired 7 bullets you would gain a +6 bonus to the attack roll.

Magazine

This determines the maximum number of rounds in a clip that can be loaded into the weapon. Reloading a weapon, unless otherwise stated, requires two hands (one of which may be used to hold the weapon) and two quick actions, one to remove the spent magazine and one to load a new magazine or clip. Firearms that are loaded by hand can be reloaded a number of rounds equal to the $1 + \text{Agility}/2$ (a character with 4 Agility could spend a quick action to load 3 shells into a shotgun, for example).

Note: Most weapons may be thrown, even when they are not specified as a throwing weapon. However, they suffer in accuracy when done so. Non-aerodynamic weapons suffer a -2 Penalty on their Attack rolls and their Critical is increased by 2 when they are thrown. The damage of the weapon is unaffected though, as being hit by a chain gun being thrown at you still sucks. Throwing the source of a projectile weapon is typically treated as throwing a non-aerodynamic improvised weapon, such as throwing a crossbow (as opposed to a crossbow bolt), or a gun. Thrown weapons have a short range of 10 feet, a medium range of 20 feet, and a maximum range of 30 feet.

An aerodynamic weapon that is thrown at a target. Thrown weapons are a type of ranged weapon, and as such are considered finesse weapons. For example, rocks, daggers, and shuriken are considered thrown weapons.

Two-Handed Weapons

A weapon listed as two handed requires both hands to use properly, and has its damage increased by 1d6 above what is listed. For example, a staff is listed as a 2d6 weapon, but when wielded two handed deals a total of 3d6. A two-handed weapon typically cannot be used one-handed. If a character wishes to do so, however, and the GM allows it, treat the weapon as a one-handed improvised weapon, as far as damage and abilities are concerned. The character retains any proficiency, however, such as if he possessed the merit Weapons Master with the item.

Point Blank: When fired at a target within the firearm's short range, your weapon gains AP 3.

Rapid Fire: Immediately after firing at a target, you may expend a quick action to perform one additional attack against the same target. You may fire a single shot, or a Burst shot if your weapon is capable of Burst fire. When using Rapid Fire, your attack suffers a -3 to the attack roll.

Spread: When fired at a target within close range, grants a +2 bonus to attack rolls.

Ammunition Rounds

Standard Rounds: By default, all firearms are considered to use rounds of a suitable caliber and make for the weapon type.

Blossom: These rounds are crafted to fragment on impact. Modern armors provide an additional 2 DR against these rounds, but targets struck by Blossom rounds suffer 2 Miasma damage per attack if damaged.

Full Metal Jacket: The weapon gains AP 3.

Hollow Tip: Weapon deals 1d6 more damage, but all modern armors provide an additional 5 DR.

Incendiary: The weapon deals an enhancement of 1d6 fire damage (this does not critical). However, the firearm itself suffers 1 damage to its structure for every incendiary round or burst round that is fired.

Shredder: The base damage of the weapon is reduced by 1d6, but the target receives 2 Hemorrhage (non-stacking) when struck by one or more shredder rounds.

Tracer: Tracer rounds illuminate the area, making it easier to see any of your intended targets. When firing tracer rounds at a single target, whether you hit or miss, all further ranged attacks made against the target until the end of your next turn receive a +1 bonus (multiple tracer rounds fired at a target simply renew the duration). The maximum range on tracer rounds is halved (though not the target range or long range).

GM Note: As one of those little things you should keep in the back of your head, GM, all of the rounds except the standard round for any given firearm are both illegal and difficult to come by. If one of your players goes around purchasing every FMJ round on the black market, someone is going to start asking why. Don't hesitate to introduce consequences for possessing illegal material.

The Weapon Locker. I mean List

And finally, the section you were all waiting for: weapons. This section goes in chronological order, starting with Archaic weapons, then Modern, and then, eventually, Futuristic.

Both the charts and the descriptions are broken up by epoch and amount of damage done. So first you have the 1 Damage Archaic Weapons, 1d6 Damage Archaic (Melee) Weapons and so on and so forth until you get to the Archaic Ranged Weapons and then to the Modern Weapons. We here in this so-called

modern age have by and large eschewed the use of melee weapons save for special circumstances or for purposes of collection, so you'll notice that *all* of the Modern weapons are ranged. For exotic types and builds of what are essentially Archaic weapons, such as modern tactical knives use the properties listed in the Archaic Weapons sections. A combat knife may be a lot sharper and cut a lot better, but at its heart it is still just a dagger.

1 Damage Archaic Weapons

Cat-O'-Nine-Tails

A short whip, used generally for flogging and punishing others. Slashing. Critical + 8. Finesse weapon. Before making the attack roll, the wielder of this weapon may choose to limit the amount of damage this weapon can deal, to a minimum of 0 damage. Extra damage from outside sources, however, such as Runes or a magical fire that strikes the target on hit may not be reduced.

Piercing. Critical+6. Aerodynamic.

Unarmed Strikes

Any general attack with the body, be it a punch to the belly or a boot to the face.

Crushing. Critical +10. Adaptive.

Shuriken

A bladed star, easily concealed and excellent for throwing

Whip

A length of rope with a frayed tip, on rare occasions with barbs or inch-long knives knotted at the end.

Archaic Weapons				
1 Damage weapons	Damage Added	Crit	Damage Type	Properties
Cat-O'-Nine-Tails	---	8	Slashing	Finesse
Shuriken	---	6	Slashing	Aerodynamic
Unarmed Strike	Str / ---	10	Crushing	Adaptive
Whip	---	8	Slashing	Finesse
1d6 Damage Weapons				
1d6 Damage Weapons	Damage Added	Crit	Type	Properties
Improvised weapon	Str	8	Varies	Arming, -1 to Attack rolls
Club	Str	7	Crushing	Arming
Dagger	Str / ---	7	Slashing or Piercing	Adaptive
Dagger, Throwing	---	7	Piercing	Adaptive, Aerodynamic
Hand Axe	Str / ---	7	Slashing	Aerodynamic
Half-Pike	Str	7	Piercing	Aerodynamic, Arming
Kris	Str / ---	6	Piercing	Adaptive
Main-Gauche	Str / ---	7	Slashing	Treated as Finesse for two-weapon fighting penalties
Meteor Hammer	---	7	Crushing	Chain weapon, two-handed
Sai	Str	7	Piercing	+2 vs. Disarm
Sap	Str	7	Crushing	+2 to conceal weapon
2d6 Damage Weapons				
2d6 Damage Weapons	Damage Added	Crit	Type	Properties
Battle Axe	Str	7	Slashing	Arming
Broadsword	Str	8	Slashing or Piercing	Arming
Falx	Str	8	Slashing	AP 3
Gauntlet Sword	Str	8	Piercing or Slashing	Immune to Disarm, +2 Defense when using two or more
Glaive-guisarme	Str	8	Piercing or Slashing	Two-handed, Reach
Jitte	Str	8	Piercing	+1 to Disarm
Katana	Str	8	Slashing	Arming
Katar	Str / ---	8	Piercing or Slashing	Adaptive
Kusuri-gama	---	8	Slashing	Chain weapon, Finesse, Two-handed

Slashing. Critical +8. Finesse. Reach. This weapon reduces the

penalty to make called shots by 2.

1d6 Damage Archaic Weapons

Improvised Weapon (no cost)

Broken bottles and two by fours, riding crops and statues. Any item that wasn't truly meant for offense.

Damage type varies based on the weapon. Critical +8. -1 to attack rolls.

Club

Also shillelaghs, tonfa, and batons. Clubs are short, usually wooden objects meant to bludgeon things. Hard.

Crushing. Critical +7. Arming

Dagger

Any small, bladed knife, such as a dirk.

Slashing or piercing. Critical +7. Adaptive.

Dagger, Throwing

A balanced blade, ideal for throwing.

Piercing. Critical +7. Adaptive, Aerodynamic.

Hand Axe

Also woodsman axe and throwing axe. Thick, metal wedge at the end of a short shaft.

Slashing. Critical +7. Aerodynamic.

Half-Pike

Spears, javelins, and other short pole-arms that are used for close combat.

Piercing. Critical +7. Aerodynamic, arming.

Kris

Any small, pointed knife. Kris are favored for use in important ceremonies, particularly those of a more malignant nature.

Piercing. Critical +6. Adaptive.

Main-Gauche

A large dagger, ideal for use in two-weapon fighting. Slashing. Critical +7. The penalty for two-handed fighting with this weapon is reduced by one, as if this weapon were a finesse weapon.

Meteor Hammer

A long chain with weights at either end.

Crushing. Critical +7. Chain weapon.

Sai

A hand-held trident, whose smooth curves make it ideal for disarming foes.

Piercing. Critical +7. Grants a +2 bonus on all attempts to disarm an opponent.

Sap

Also blackjacks and palm saps. A spring-loaded, lead weight, small and ideal for concealment.

Crushing. Critical +7. Saps provide a +2 bonus on attempts to conceal the item on one's person.

Archaic Weapons (continued)							
2d6 Weapons (cont'd)		Damage Added	Crit	Damage Type	Properties		
Mace	Str	8	8	Crushing	+3 damage versus Archaic Plate Armor		
Manriki-gusari	Str	8	8	Crushing	Aerodynamic		
Maul	Str	8	8	Crushing	Arming, AP 5		
Morningstar	Str	7	7	Crushing			
Nunchuku	Str	8	8	Crushing	+1 to Disarm, +1 Defense when using two or more		
Partisan	Str	8	8	Piercing or Slashing	Two-handed, Reach		
Pike	Str	7	7	Piercing	Two-handed, Reach, +5' reach at -2 Attack		
Ranseur	Str	8	8	Piercing	Two-handed, Reach, can dismount riders		
Rapier	---	6	6	Piercing	Finesse		
Sabre	Str / ---	7	7	Slashing	Adaptive		
Sansetsukon	Str	8	8	Crushing	Two-handed, ignores Defense from shields		
Scythe	Str	8	8	Piercing	Two-handed		
Short Sword	Str	7	7	Slashing or Piercing			
Sickle	Str	7	7	Piercing			
Staff	Str	8	8	Crushing	Two-handed		
Trident	Str	8	8	Piercing	Arming, +1 to Disarm		
Urumi	---	7	7	Slashing	Finesse		
3d6 Damage Weapons		Damage Added	Crit	Type	Properties		
Great Axe	Str	9	9	Slashing	Two-handed		
Greatsword	Str	9	9	Slashing or Piercing	Two-handed		
Halberd	Str	10	10	Slashing or Piercing	Two-handed, Reach		
Ranged Weapons	Damage	Crit	Type	Target	Long	Max	Properties
Crossbow	1d6	7	Piercing	25	75	150	Ranged, AP 2
Shortbow	1d6	7	Piercing	30	150	300	Ranged, +1 to Attacks
Heavy Crossbow	2d6	7	Piercing	30	85	250	Ranged, AP 5
Longbow	3d6	7	Piercing	45	200	600	Ranged
Arbalest	3d6	9	Piercing	40	95	500	Ranged, AP 10

2d6 Damage Archaic Weapons

Also heavy axe and bardiche. A heavy, curved axehead atop a 2d6 Damage Archaic Weapon three foot long shaft. Slashing. Critical +7. Arming.

Broadsword

Also bastard sword, great sword, and long sword. Slashing or Piercing. Critical +8. Arming.

Falx

Also kukri. A long handle with an equal length or slightly longer, inward-facing blade. Slashing. Critical +8. When used to sunder objects, ignores up to 3 points of Toughness.

Gauntlet Sword

Also known as a pata, the gauntlet sword is a long, double-edge blade affixed to a gauntlet. Piercing or Slashing. Critical +8. The gauntlet sword is immune to disarm attempts. While wielding the two (or more) gauntlet swords, the wielder gains +2 Def, as if wielding a shield.

Glaive-guisarme

Also vouge and bill. Piercing or Slashing. Critical +8. Two-handed. Reach weapon

Jitte

A small, edge-less sword with a pronged hilt. Used to catch an opponent's blade and either shatter it or disarm the attacker. Piercing. Critical +8. Grants a +1 on all disarm attempts. Whenever an attack with a sword or other blade is made against the person wielding a jitte, and fails, the wielder of the Jitte rolls damage against the weapon as if he had made a successful sunder attempt. A wielder of a jitte may sunder up to a number of weapons in this way each round as he has jitte wielded, but only one sunder attempt can be made per weapon.

Katana

A well crafted, one-edged sword. Slashing. Critical +8. Arming.

Katar

Typically, katar are short punching swords, utilizing a horizontal grip with the blade resting atop the wielder's knuckles. While many katar are made with but a single, thick blade, it is not uncommon to find two, three, or even more blades. Piercing or Slashing. Critical +8. Adaptive. With one exception, a katar is treated as an unarmed strike (supported), such as for use in certain merits or other abilities. The one difference is that a Katar does not benefit from the merit Hand to Hand.

Kusuri-gama

A long chain with a kama or other sickle shaped blade at the end. Slashing. Critical +8. Chain weapon. Ignores the defense bonus granted by shields.

Mace

A wooden or metal rod with a heavy, occasionally spiked head. Made especially to combat those wearing plate mail. Crushing. Critical +8. When used against a person wearing plate armor, treat the DR of the armor as 3 less, to a minimum of 1.

Manriki-gusari

Two metal rods supported by a length of chain, customarily three feet long. A weapon that is capable of damaging and ensnaring foes.

Crushing. Critical +8. Aerodynamic.

Maul

War hammers. A weapon rather akin to the mace, but with a wholly bunt end capable of crushing skulls. Crushing. Critical +8. Arming. When used to sunder objects, ignores up to 5 points of Toughness.

Morningstar

Also known as a flail or ball and chain. The morningstar is a short length of chain with a handle at one end and a spiked ball at the other. Crushing. Critical +7.

Nunchuku

Twin rods connected by a very short chain. Crushing. Critical +8. Provides a +1 bonus on disarm attempts. When two (or more) are wielded, provides the wearer with a +1 bonus to defense.

Partisan

A pole arm with a spear head and a double-bladed axe built into the lower part of the blade. Piercing or Slashing. Critical +8. Two-handed. Reach weapon.

Pike

A very long pole-arm with a thrusting point, used primarily against charging foes. Piercing. Critical +7. Reach weapon. Two handed. The pike may strike a foe 15 feet away by taking a -2 on the attack roll.

Ranseur

Also Spetum. A piercing pole arm with a pair of hooks on either side of the head, useful in pulling down riders. Piercing. Critical +8. Reach weapon. A person wielding the ranseur can make a trip attempt against a rider. If successful, the rider is knocked off of the mount, prone.

Rapier

A thin blade, used to strike targeted points with exceptional success. Piercing. Critical +6. Finesse.

Sabre

Also cutlass, falchion, scimitar, and shamshir. A moderate length sword with a wider, usually curved blade. Slashing. Critical +7.

Sansetsukon

A three-section staff. Crushing. Critical + 8. Two-handed. Ignores the defense bonus provided by shields.

Scythe

Customarily a farmer's tool. Piercing. Critical +7. Two-handed.

Short Sword

Also basilard, gladius, and katzbalger. In general, any blade larger than a dagger but shorter than a full length sword. Slashing or Piercing. Critical +7

Sickle

Also kamaas. This weapon is a wooden or metal handle that possesses a curved, inward facing blade.
Piercing. Critical +7

Staff

Also quarterstaves and bo staffs. A lengthy rod, usually made out of wood, that's about as tall as the wielder.
Crushing. Critical +8. Two-handed. May be dual wielded with the standard penalties, but when done so does not gain the +1d6 damage from being wielded two handed.

3d6 Damage Archaic Weapons

Great Axe

A hefty, double-bladed axe.
Slashing. Critical +9. Two-handed.

Greatsword

Also zweihander and claymore. The largest of swords.

Archaic Ranged Weapons

Crossbow

A simple, easy to use weapon that fires shafts of arrows at a distance.
Piercing. Critical +8. +1 to attack rolls made with this weapon.
Armor Piercing (2). Ranged weapon. Reloading this weapon requires two free hands and a quick action.

Short bow

A short bow.
Piercing. Critical +8. Ranged. Grants a +1 on attack rolls.

Heavy Crossbow

A heavy crossbow.
Piercing. Critical +8. Ranged. Armor Piercing (5)

Trident

A tri-pronged spear.
Piercing. Critical +8. Arming. Grants a +1 bonus on disarm attempts.

Urumi

A whip-like sword, in which the blade is malleable enough to resemble ribbon. Occasionally, this weapon has two or even three ribbon blades.
Slashing. Critical +8. Finesse.

Slashing or Piercing. Critical +9. Two-handed.

Halberd

A well-crafted pole arm with a heavy axe blade at the end capable of cleaving through armor.
Slashing or Piercing. Critical +8. Reach weapon.

(moderate). +1 to attack rolls. Requires an action to reload.

Long bow

A long bow.
Piercing. Critical +7. Ranged.

Arbalest

The largest of crossbows, capable of sending thick shafts through targets.
Piercing. Critical +8. Requires a Primary Action to reload.
Armor Piercing (10)

Modern Ranged Weapons

All modern weapons come with the property: Archaic Armor Piercing. Archaic Armor Piercing is a Property which means

that the base DR of all Archaic armors is reduced by half when being shot with a Modern or Futuristic weapon. This means that

Modern Weapons							
1d6 Weapon	Crit	Close Range	Target Range	Long Range	Max range	Mag.	Properties
Pistol (Light Caliber)	8	5 ft.	35ft.	210 ft.	2,500 ft.	16	Ranged, Rapid Fire
Full Auto Pistol	8	---	100 ft.	200 ft.	2,500 ft.	30+1	Ranged, Full Auto (10)
Machine Gun (Light)	10	---	75 ft.	100 ft.	4,500 ft.	200	Ranged, Full Auto (30)
2d6 Weapon	Crit	Close Range	Target Range	Long Range	Max range	Mag.	Properties
Pistol (Medium Caliber)	8	5 ft.	50 ft.	210 ft.	3,500 ft.	12	Ranged, Rapid Fire
Machine Gun	10	---	100 ft.	150 ft.	5,000 ft.	200	Ranged, Full Auto (30)
Rifle (Sniper)	6	---	100 ft.*	300 ft.*	9,000 ft	5+1	Ranged
Rifle (Semi-Auto)	8	---	100 ft.	300 ft.	5,000 ft.	27	Ranged, Burst, Full Auto (6)
Rifle (Assault)	8	---	120 ft.	300 ft.	6,500 ft.	27	Ranged, Burst, Full Auto (9)
3d6 Weapon	Crit	Close Range	Target Range	Long Range	Max range	Mag.	Properties
Shotgun (Pump)	9	15 ft.	40 ft.	80 ft.	600 ft.	6+1	Ranged, Spread or Point Blank
Shotgun (Semi)	10	15 ft.	40 ft.	80 ft.	600 ft.	8+1	Ranged, Spread or Point Blank
Shotgun (Twin Barrel)	10	5 ft.	25 ft.	50 ft.	200 ft.	2	Ranged, Spread or Point Blank, Double
S.A. Pistol (Heavy Caliber)	9	5 ft.	40ft.	240 ft.	4,500 ft.	10	Ranged, Rapid Fire

if you're bringing your chainmail to a gun fight, you'd better

1d6 Modern Weapons

Semi-Automatic Pistol (Light Caliber)

Cost: \$350

Description: A light-weight handgun, easily concealable and offered the least amount of scrutiny by public officials (for a firearm, that is).

Full Auto Pistol

Cost: \$820

Description: Full-automatic handgun, made famous by silver screen gangs and mobsters.

2d6 Weapons

Semi-Automatic Pistol (Medium Caliber)

Cost: \$475

Description: Your standard handgun, employed by many armed public servants and your average ne'er do-well.

Rifle (Semi-Automatic)

Cost: \$1,100

Description: The standard home protection and hunting rifle.

Rifle (Assault)

3d6 Weapons

Semi-Automatic Pistol (Heavy Caliber)

Cost: \$600

Description: Your heavy artillery when it comes to self-defense, capable of putting holes where you need them, when you need them.

Shotgun (Pump)

Cost: \$700

Description: A hand-loaded noisemaker. Pump action provides slightly better accuracy than the conventional semi-automatic that all the young'uns are carrying about nowadays. By default, this weapon comes with a narrow bore that grants it the Point-Blank shot ability. Optionally, this weapon can come with a wide bore, allowing for a Spread Shot that grants a +2 bonus on attack rolls when fired within close range. Hand-loaded.

Shotgun (Semi-Automatic)

Cost: \$1250

Structure/Warp: 50/25

Armor: Because Getting Shot is Highly Likely

Important for protecting everyone from the lowly peasant from the mightiest of kings and all of the modern day road warriors in between, any adventurer worth his salt has her favorite suit of armor, a piece worth much more than its value would imply.

Below you will find the various armors available to your character from the different epochs. Depending upon what your setting is, you may be able to purchase armors from any one or maybe even all of the categories below. As with weapons, check to make sure that any particular piece of equipment is

have it enhanced somehow.

Machine Gun (Light)

Cost: \$12,000

Description: Requires Strength 2. A portable machine gun. If this weapon is not braced before use, such as mounted on a tripod or barricade setup, the Strength requirement increases to 6.

Cost: \$2,400

Description: Firearm of choice for 1st world armies. Highly accurate and capable of single shot, burst shot, and full auto fire

Machine Gun

Cost: \$29,000

Description: Requires Strength 2. A large machine gun that is typically mounted upon a vehicle. If removed from the vehicle, the Strength requirement to wield increases to 7.

Description: Modern shotgun with enough ammo capacity to last through any fight except for a zombie apocalypse. Get yours today! By default, this weapon comes with a narrow bore that grants it the Point-Blank shot ability. Optionally, this weapon can come with a wide bore, allowing for a Spread Shot that grants a +2 bonus on attack rolls when fired within close range. Hand-loaded.

Shotgun (Double-Barrel)

Cost: \$1675

Description: Good for killing targets dead. If you don't want them dead, then why are you using a double-barreled shotgun? By default, this weapon comes with a narrow bore that grants it the Point-Blank shot ability. Optionally, this weapon can come with a wide bore, allowing for a Spread Shot that grants a +2 bonus on attack rolls when fired within close range. Hand-loaded.

appropriate for your game before you set your heart on it. Functional full plate armor is a little difficult to purchase these days, and is pretty obvious.

Like with weapons, there are a number of properties intrinsic to all armors. Unlike weapons though, all of the armors tend to have the same ones. Armor is armor: it all pretty much does the same things, despite the differences in technology and exact implementation. Anyway, with no further adieu:

Armor Terminology and Properties

Strength Requirement

All armors require at least some degree of strength in order to be effective in it. If you have the amount of total Strength equal to this requirement you can wear the armor without being further penalized. The armor's Penalty to all non-Attack Agility-based rolls still applies though.

You can wear armor which you do not possess the requisite Strength for, but if you do so you suffer a -1 Penalty to your Defense, all Agility and Strength-based rolls including Attack, Resistances and Skill rolls, per point of Strength under this requirement. To add injury to insult, the Vulnerability of the armor worsens (increases) by 1, so a suit of armor with a -2 Size Vulnerability would worsen to a -1 Size if you were 1 Strength short. This is limited to a maximum of Size -1.

Strength Requirements are cumulative, which means that if you are wearing a suit of armor with a Strength Requirement of 1 and using a shield with a Strength Requirement of 4, you must have a total of 5 Strength or you start suffering penalties again.

Damage Reduction

The primary function of all forms of armor, Damage Reduction, or DR, is the amount of damage that is negated from incoming physical damage.

Damage dealt by physical damage types, be they from a fist, sword, arrow, club, or any other magically propelled rocks is reduced by the DR value given in the armor's description.

Vulnerability

The Size of the largest 'weak point' in the armor. Attackers who successfully attack a character by making a Called Shot to

the Vulnerability bypass the DR of the armor.

Defense

How much the Defense score of the wearer is increased thanks to special construction, spikes that make it hard to land a solid blow, or pieces designed to allow for easier deflection.

Penalty

The amount all Agility-based rolls are reduced by. This is simply a property of the armor, whether it is because it is poorly balanced, shoddily constructed, or just bloody heavy. All of your Agility-based Skill and Resistance rolls suffer the number listed as a Penalty.

Type

The base material and classification the armor falls under. This primarily affects Archaic armors.

Resilience

The armor's resistance to taking damage. This is based upon the materials used to construct the armor. Damage dealt to the armor by the Sunder Combat Maneuver armor is reduced by this amount.

Structure

Just as we fleshy creatures have Wounds to represent the amount of punishment we can take before giving out, non-living objects do too in the form of Structure. An object's Structure describes how much damage it can sustain before being completely destroyed beyond recognition. Structure is usually proportional to the size, composition, mass, and quality of an object's design. While there are few set formulas for determining an object's Structure, a number of examples may be found later in the

Equipment chapter, along with general Structure values for various types of materials. Also see the Craft Skill for additional info regarding manufacturing items.

Warp

While reducing an object's Structure to 0 completely destroys it, most items stop working like they are supposed to, much less at all, long before they are completely destroyed. After an object sustains an amount of damage equal or greater to its Warp value it is no longer able to perform the function it was designed for. A few rounds of ammunition to a car's engine leaves the whole thing immobilized, while crushing a suit of plate mail's delicate joints locks the user in place, for example.

An object's Warp value is generally equal to 25% of its Structure value.

Archaic Leather	Cost	DR	Defense	Str. Req.	Penalty	Vulnerability
Light Leather		1	0	0	0	-1
Gambeson		2	0	0	0	-1
Worked Leather		2	1	1	0	-2
Banded Leather		3	0	0	-1	-1
Cuir Bouilli		3	1	1	-1	-2
Archaic Chain	Cost	DR	Defense	Str. Req.	Penalty	Size
Ring Mail Vest		4	0	1	0	-2
Ring Mail Hauberk		4	1	2	0	-1
Chain Mail Shirt		5	0	2	0	-2
Chain Mail Hauberk		5	1	3	0	-1
Worked Chain Hauberk		6	0	2	-1	-2
Worked Chain Habergeon		6	1	3	-1	-1
Archaic Scale	Cost	DR	Defense	Str. Req.	Penalty	Size
Scale Breastplate		8	1	3	-1	-2
Scale Armor		8	2	4	-1	-1
Archaic Plate	Cost	DR	Defense	Str. Req.	Penalty	Size
Jack of Plate		10	1	3	-2	-2
Lamellar Armor		10	2	4	-2	-1
Half Plate		12	2	3	-3	-2
Full Plate		12	3	4	-3	-1
Archaic Shields	Cost	DR	Defense	Str. Req.	Penalty	Size
Buckler		0	1	0	0	-3
Targe		0	2	1	0	-3
Crescent Shield		0	3	2	0	-2
Full Shield		0	4	3	0	-1
Bulwark		1	2	2	0	-2
Greater Bulwark		2	2	3	-1	-2
Palisade Shield		0	4	4	0	-1

Armor	Cost	DR	Defense	Str. Req.	Penalty	Size	Vuln.
Layered Jacket	\$85	1	---	0	0	-2	-1
Personal Armor (Chest Piece)	\$150	2	---	0	0	-2	-2
Personal Armor (Body Suit)	\$250	2	---	0	0	-2	-3
Type I Protective Vest	\$250	3	---	0	0	-2	-2
Type II-A Flak Jacket	\$400	4	---	1	0	-2	-2
Type II-A Protective Trench-Coat	\$635	4	1	2	0	-1	-3
Type II Armored Vest	\$500	5	---	1	1	-2	-2
Type II Armored Suit	\$700	5	1	2	1	-1	-3
Type III-A Ballistics Vest	\$600	6	---	2	1	-2	-2
Type III-A Ballistics Armor	\$850	6	1	3	1	-1	-3
Type III Ballistics Vest	\$1,200	8	---	2	2	-2	-2
Type III Ballistics Armor	\$1,600	8	1	3	2	-1	-4
Type IV Tactical Vest	\$2,500	12*	---	2	2	-2	-2
Type IV Tactical Armor	\$4,200	12*	1	3	2	-1	-4
Modern Shields							
Riot Shield	\$550	0	4	1	---	-2	---
Ballistic Shield	\$1,300	10	1	2	-5*	-1	---
Additional Properties							
Concealable	+30%	-1			-1		

Not All Stuff Comes From the Store: How to Make Stuff

Back a few chapters ago, more especially in the Skills chapter, we talked about the Craft Skill briefly. Back there it was mentioned that Craft has 12 specific Foci (unlike the rest of the Skills, where Foci can be any and everything from history, rock climbing, or moving stealthily to cheese). Well now you are going to learn how to use all of your Craft score and your Foci to manufacture magnificent constructions in wood, metal, and in some cases whatever else you happen to have on hand.

Your character's skill at crafting is determined by your player's Effective Craft Score. The character must meet a minimum ECS value, determined by the object. Certain bonuses are available to a character if he has a higher ECS than what is needed for an item (a character with an ECS of 30 when crafting pottery, for example, could make one of the most legendary bowls in existence). To generate the ECS, the character takes his Craft modifier, including ranks and any enhancements or bonuses he possesses, adds all applicable foci, chooses either Intellect, Agility, or Wits to add to the value, and then adds 5 to this result.

Effective Craft Score: Craft + Foci + Statistic + 5

Example: Johnny is working furiously in his basement to create firearms for use against the post-apocalyptic forces that roam the streets at night. He has 5 ranks of Craft, an Intellect of 2, and as his foci possesses Mechanical 4 and Chemical 1. A basic shotgun requires Mechanical 3, which Johnny has, and an ECS of 12. To find out Johnny's ECS, we add together his 5 craft, his 2 Intellect, his 4 Mechanical foci, and then add 5 to the result, giving Johnny an ECS score of 16. Johnny manages to meet all of the requirements for the item, and as long as he is given enough time will be able to arm himself adequately while he hunts for food and other survivors.

The time for each object varies depending upon the components used, the foci required, the size of the object, and the type of object in question. In general, however, an object requires 1 hour for every 10 components, multiplied by the number of foci required by the object. For example, an object that requires 30 components and Technical (3) would take a total of 9 hours to craft. Crafting is considered an extended action, and a player can only craft a number of hours each day equal to 6 + Constitution + Resolve hours before starting to suffer from fatigue.

A character needs access to both tools and parts in order to make an item. The tools vary per foci, but at minimum consists of a small box dedicated to each foci used by the player. Larger objects tend to require access to bigger tools, and the more modern the setting the smaller the toolbox in general usually becomes.

Parts come in several different flavors and qualities, referred to as Components, and each crafted item uses one of four distinct types.

Base Components are used for the majority of items, such as for Wood, Synthetics, Stone, Textile, Metal, and Mechanical.

Circuitry Components handle the technical aspects, and are often used in Technical and Prototype items.

Alchemical Components are usually called for to handle the liquid and fuel components in an item, such as when crafting with Chemical or Bio-Engineering.

Exotic Components include the rare objects needed for an item's creation, such as mithril, adamantium, and black hole matter. An item usually only needs a handful of Exotic components at a time, used to supplement the other components required. For example, an interplanetary transporter device might require 60 Circuitry components and 1 Exotic (Black Hole Matter) component to craft.

In addition to component type, parts come in specific grades that typically range from zero to five. Lower grade components tend to be little better than scraps, whereas the highest grade objects are crafted at the finest level of detail. When crafting, higher grade components may be used in the place of lower grades, but a lower grade component cannot be used in place of a higher grade component. It is possible to refine lower grade components to create a higher grade component, however. See Salvage and its different usages below.

Modern Day Costs for Components

Grade 0: \$1 each

Grade 1: \$10 each

Grade 2: \$100 each

Grade 3: \$1,000 each

Grade 4: \$10,000 each
 Grade 5: \$100,000 each

With both a variety of types of components and their different grades, it is not unusual to see a player carrying around many different types of components with them at a time (and their homes tend to veritable junkyards). It varies depending upon usage and world setting, but in general components weigh 1 pound for every 10 components carried.

Salvage

Salvage is a special crafting Foci that has several uses, all of which pertain to the parts and components of items themselves, rather than the building of such. A Salvage roll may be called for at times, which is a d10 + Craft + Salvage foci + Statistic, which can vary from Agility to Intellect to Wits.

A character can salvage parts from an individual item, breaking it down into its base parts. Salvaging in this manner requires one minute of time, and the character manages to remove a number of components equal to (1 + Salvage Foci). The object in question loses one point to its maximum structure value equal for each component lost. The warp factor of the item does not change, however, and salvaging an item can rapidly render an object useless until the object is rebuilt. Removing an Exotic component from an object renders it warped immediately (it is up to the GM's discretion whether the exotic component can be removed in this manner. Many metal Exotic components such as mithril and adamantite, for example, are used as an alloy in an object and cannot be removed with normal means).

Grade	Time	Crit	Slums	Poor	Moderate	Rich	Extravagant	Military
Grade 0	1 min.	+1	5	1	1	1	1	1
Grade 1	10 min.	+2	10	5	5	1	1	1
Grade 2	1 hr.	+3	---	10	10	5	5	1
Grade 3	1 hr.	+4	---	---	15	10	10	5
Grade 4	1 hr.	+5	---	---	---	15	15	10
Grade 5	10 hr.	+6	---	---	---	---	20	15

A character also has the option to Salvage an area, searching for specific component types. Doing so requires a certain amount of time and a Salvage roll, based upon the component grade sought after. The chart below specifies how much time is required depending upon the grade in question, and the Salvage DC depending upon the searched through area. It is easier to find components in a rich home than in the slums or on the streets, for example. A character finds one component if he meets the target DC, and an additional one for each critical he or she makes.

Substitute **DC: 3*(Target Grade) + (Difference in Grade*Difference in Grade) + 5.**

For example, let's say that a character wants to substitute a Grade 1 component for a Grade 3 component (Difference in Grade is 2 in this case). Doing so would have a difficulty of

$3*(3) + (2*2) + 5$, or a DC of 18. If the character had decided to substitute a Grade 2 component instead, the difficulty would have been less: $3*(3) + (1*1) + 5$, or a final DC of 15. Failure on a Substituting check results in the loss of the substituted component. Substitution requires 1 hour of work. A character can substitute no more than half of any component type required by an object. A character can refine components in this manner before actually crafting an item, but a component so refined can only be used to craft that particular item from here on out (A character could spend several days successfully refining Grade 0 components into Grade 3 components for use in making rocket launchers, but those components could only be used to make rocket launchers after using Salvage.)

Example: Investigator Summer has infiltrated the home of an extravagantly wealthy villain, and he decides that spending an hour scrounging the gentleman's basement couldn't hurt anything. He decides to search for Alchemical (Grade 4) components and so makes a Salvage roll. With a Craft of 4, one focus in Salvage, and an Intellect of 4, Summers needs to roll 6 or higher in order meet the DC of 15. Luck is with him, however, and he manages to roll a 10, resulting in a total of 21. Not only does Summers meet the DC, but he manages to make a single crit as well, giving him a total of two Alchemical (Grade 4) Components for his troubles.

Lastly, Salvage can be used in an attempt to substitute a lower grade component in for a higher grade component when crafting an item, as the character attempts to rework the component in question to fit a specific role. To do so, the character must make

a Salvage roll against a DC determined both by the grade of the component used and the desired grade.

Not all areas contain all types of components, and the GM may adjust this chart as he sees fit to take into account the wide variety of circumstances that may arise.

GM Note: The Crafting skill can require, at times, a small suspension of disbelief. This holds especially true after a GM sees a player Salvage the parts from a stone statue and a toaster in order to build a helicopter. The rules are created in this method with simplicity in mind, and parts tend to average out in the long run, but certain GM's may desire a more exacting system. In this case, components should be divided up not into Base, Circuitry, and Alchemical, but rather into each individual Craft Foci, such as Component (Wood) or Component (Mechanical).

Chapter Six: Combat

Why do we get together around table and mat with dice in hand and models at the ready? Why is it we band together and wander off to do battle against/for the forces of evil in grand and epic quests? Because, unfortunately, short of going to the park and hitting each other with foam swords, most of society tends

to frown on our, in practice, highly fatal games. On that note, let's begin the discussion on everybody's favorite RPG pastime, combat (and those closely-related things too).

Initiative and the Initiative Order

Though the hacky, slashy, maim-a-thon part of RPGs is what people think of most frequently when the phrase "challenge" is mentioned, there is much more than just hitting the nearest person when it comes to devising solutions to a tense situation. Just what is a tense situation though? A situation which requires the players switch from a freeform, free-flowing casual situation to one in which there are multiple participants all acting at or about the same time is a 'tense' situation. This can range from a debate over tactics or a plan, to a heated argument, to the omnipresent full-blown combat. The first thing to do as a GM when entering one of these tense situations is to get the participants organized before things devolve into chaos, and that's done through Initiative.

Though most people don't think of it this way, everything from a heated conversation to a battlefield ruckus has a discernible flow to it. Those who are the quickest on their feet (or with their tongues) jab first, and slowly but surely the rest of the people involves start to catch up with what is going on and weigh in themselves. The faster you are, the more opportunity you have to utilize your superior wits and affect the situation in your favor. This is the basic premise of Initiative, and the Initiative Order.

As you saw in Chapter 3, every character (and by proxy animal, critter, ooze, terror from beyond comprehension, and mechanized minion) has an Initiative score equal to their Wits *

2. This represents how quickly they are able to process and react to the situations around them, be they physical or social. The higher this score, the more likely it is that the character will be able to get in the first word, or hold back and interject at the opportune moment.

When entering a tense situation, or whenever your GM feels like imposing a little order, everyone in the situation rolls a D10 and adds their Initiative determine their place in the Initiative order. After your GM records everyone's score, starting with the highest, whoever has the highest total has the option of acting first. Participants take their turns in descending order until everyone has had an opportunity to act. In the event of a tie, the participant with the highest Wits score goes first. If both Wits scores are equal, have everyone roll a D10 and list the tied participants according to how well they rolled. One cycle from the top of the list to the bottom, or from any point in a player's turn to the same point in another, is called a round. Many Specials and effects, both in the LGS and throughout the various World Settings use a number of rounds to note how long they last.

Maybe you don't want to go right at that moment. If you are the sort who likes to hold back a bit and react rather than jump out in front you have the option of holding one or more of your Actions. Let's go ahead and talk about that.

Turn Breakdown

Holding Actions

When your turn comes around, all of your actions are restored. You once again have a Primary, Quick, and Movement Action, and all the Free Actions your GM can stomach. You can choose to not use any or all of these and jump in at a later time. To hold one of your Actions, simply declare that you are going to hold that Action, and if you want make a statement declaring your intent.

About that: if you are saving your Primary Action so you can punch the evil sorcerer in the face right as he is about to cast a spell and hopefully interrupt his concentration enough that his spell fizzles, say that. It does make a difference.

Holding your Actions so you can perform a specific action, like I just described there, allows you to do something significantly cooler than just saying "I'm reserving my Primary." Whenever you Declare (our fancy, capital-letter word for reserving one or

more Actions to perform a specific task, usually reacting to someone else's action), you can make a contested Initiative roll (both of you roll a d10 and add your Initiative) versus the person whose Action you are attempting to interfere with. If you beat your opponent, you get to act at the exact same time they are.

Normally, we say the turns are all consecutive, but there is a hint of them being sequential. If you hide behind a wall before your enemy's turn comes up, they'll have to shoot you behind the cover you're hiding in, even though everything is happening at roughly the same time. With a successful Initiative roll for a Declared action, however, you are acting at the exact same moment as your opponent, and very well may be able to really mess up their intended action.

Examples of Declaring an Action include diving for cover when a sorcerer starts to cast his spell, or quickly dodging backwards just out of your enemy's attack with a spring step.

If you do not Declare an action and instead just hold your Action to do whatever you think is best later, you cannot interfere with another's Actions. You may decide to interject yourself immediately following the end of their Turn as a reaction, but you may not interact with their turn. Likewise, if you lose the contested Initiative roll to interfere then your action is not wasted. It can be used for this purpose as well.

You may Declare for your Primary, Movement, and Quick Actions. You do not need to declare that you are holding a Free Action as they are, well, free. A quick proviso on Movement Actions though: Declared or just held, you may not move more than your normal Speed. You may not make a multiple move, no matter how hard you want to.

If you do not use any Actions you have held before your next turn comes up, you lose those actions. They are just gone.

Actions

As has been noted a lot of times, you've got several Actions available to you: Primary, Quick, Movement, and Free.

The Primary Action is where the largest majority of your time will be spent as a character. Primary Actions are those which require complete concentration to perform effectively such as attacking someone, locking on and firing a rocket launcher, or casting a spell. As almost every action in the LGS is a Primary Action, when in doubt between Quick and Primary it is a safe bet to go with Primary.

The other major action your character can take is a quick action. These are smaller, less focused actions that do not require your character to be completely focused on them and may be done on a whim, or just actions that take less concentration to perform. Examples of quick actions include getting up from a prone position, performing Skill rolls, and using certain Merits. Many of the World Settings utilize quick actions to an even greater extent. Both the Main Phase actions and the Quick action must be taken in the player's turn, unless Reserved.

In addition to the Main Phase and quick action, your character has a basically unlimited number of Free Actions. GMs take note, basically unlimited is quite different from actually unlimited. While Free Actions are those which require next to no concentration to do or can be done at the same time as another action, such as talking, each round is only 3 seconds long so logic must be used when allowing players to utilize their Free Actions. A 15-minute oratory cannot be spouted in a single round, I'm sorry. Free actions are a bit of an exception in that unlike Quick and Main Phase Actions, they may be taken at any point in time during a round, though only one Free Action may be taken in this manner per round.

Some types of actions require more than one of these actions to perform. An exclusive action, for example, is exactly what it sounds like. Exclusive actions are actions that require so much thought, concentration, or power that the character is unable to perform any other actions, even those that would be less than a mild distraction such as talking; these actions take the primary, movement, quick, *and* free actions to perform. If even one of these actions has been used by the character in the same round then an exclusive action may not be used. Other, less common combinations of actions may be required by certain Specials, which will be described in its description.

Now that you've got those two concepts down, let's address the 800-lb gorilla in the room,

Combat

Eventually, no matter the setting, campaign, world, players, GM, or intent some Player A is going to attempt to hit largely stationary NPC Zed with a pointy bit of stick/sword/plasma cannon. Combat is a natural extension of the conflicts between groups, peoples, nations, and states as told by the story and is all but guaranteed to happen at least once in the story's course. Ideally this results in laughter and tales or glory, or at least a good time by all.

At its heart combat is a very simple affair: Jim hits John with his weapon until dead while attempting to avoid the same fate on his part. In practice, however, the reality is a bit more complex.

All combat that has every happened anywhere ever happens in one of two ways: close combat or ranged combat. Close combat can generally be defined as standing next to the person you want to injure and beating them with whatever you have at hand including natural attacks with fists, teeth, tails, kicks, punches, and the like until dead. Ranged combat involves using a projectile fired in some way to attack someone, be they near or far. Certain situations may arise that look like they confuse the situation but remember this: if the object which is actually causing the damage is being directly wielded by the attacker, it is a close combat attack. If the object doing

Close combat is further divided into two different types or styles of attacks, unarmed and melee. Unarmed attacks those made with the body be it fists knees, feet, elbows, forehead, tail, or any other limbs, protrusions, or body part otherwise. This also includes attacks made in this manner made with arms and armors designed to augment these types of attacks including, but not limited to, brass knuckles, weighted gloves, gauntlets, greaves, and armor spikes. Close combat attacks made using any other object, originally a weapon or not, is a melee attack. In other words if the object doing the damage is not your body then it is a melee attack. Swords, daggers, clubs, spears, batons, chairs, and bears (while being wielded by someone) are all examples of melee weapons, but that's getting into another topic. For more details on weapons and their attributes see section (6?).

Combat: The Basics

The basic style of attacking someone, called shockingly enough an Attack, is a primary action in which the character uses whatever weapon they may be wielding against a target. An attack action confers no particular bonuses or penalties on this attack roll, nor does it have any special properties. To make an attack, simply declare that the character is making an attack against a target and roll away. Determining if an attack is successful is pretty easy: to find out if an attack hits simply compare the attacker's roll on a d10 + his Attack total to the target's defense. To find out a character's Attack add their Strength or Agility, as appropriate for the type of weapon being used, to any extra modifiers from class, race, Merits, Bonuses, Enhancements, or other sources and subtract any detriments, such as the Penalty for armor and any miscellaneous Erosions and Penalties. If the attacker scores higher than the target's Defense then the attack is successful and damage will be dealt, otherwise the attack does nothing and the Primary Action ends.

Movement in Combat

Another absolutely pivotal aspect to combat is movement and maneuvering. [While the LGS is designed to work on any style mat, or without a mat at all, the most prevalent gaming mat is

the 1" squares mat and is what the examples assume.] Using the movement score determined in [Section 2?] as the basic score, your character has several options for moving around the battlefield.

So long as your character has their movement action available, they may move up to their movement speed feet in any direction or combination of directions across the battle map. On a standard grid map, each square equals 5'. Moving diagonally is marginally more complicated. While the first square moved diagonally counts as 5', the second and every other square thereafter counts as 10'. This increased movement cost affects all diagonal spaces moved in a single turn, not only those that are immediately following one another.

Example: Jeremy is trying to escape a pursuer in a crowd. Attempting to avoid drawing too much attention to himself, he just walks at his normal, brisk pace. His Agility 2 gives him a movement speed of 15' per round. Spotting an opening ahead, he abruptly steps ahead and to his right one square, then 10' forward for a total of 15'. His next turn comes up and he notes a side street up ahead so he moves diagonally towards it. He is able to move two squares diagonally towards his eminent escape, 5' for the first square and then another 10' for the second.

While the basic speed is good enough for most purposes, sometimes you just have to run. Characters are capable of running at up to two, three, or four times their speed, however, there is a drawback to this rapid movement. As your character sprints across the battlefield, little attention is paid to their own defenses. Characters who choose to move faster than their speed suffer a -2 Penalty to their Defense for moving faster than their base move for moving up to their movement speed for 1 round. A character who has a speed of 10 can move up to 10' per round without penalty, however, if he moves that extra little bit and moves between 11' and 20' he suffers a -2 Penalty to Defense for 1 round. Were he to move up to 30' that Penalty would increase to -4 Defense, and he would suffer a total of -6 Defense for moving up to 40'.

Dealing Damage

After successfully hitting the target, the next big and important topic is "Did I kill it?" Every successful attack deals damage, though the target does not necessarily take that damage much to the chagrin of the attacker.

First it is necessary to know just how much damage your weapon does. Every object can do damage when used (im)properly, though weapons designed for war are obviously much better at it. Most weapons in the world will deal one of three amounts of damage: 1d6, 2d6, or 3d6. Objects serving as improvised weapons, punches, kicks, daggers, and all manner of small weapons fall into the 1d6 damage range, while their bigger brethren, bred for war, tend to deal 2d6 damage. It is only the largest and most damage weapons that deal 3d6 or more damage.

Take the medieval longsword for example. A simple slashing weapon, it is most effective against lightly armored opponents who happen to be dumb enough to stand there and let you hit them in the head with a big metal stick. The longsword, being a weapon of war, deals 2d6 damage on a successful attack. In addition, being a Strength-based weapon, a longsword adds the character's Strength score to the damage dealt.

Unfortunately for the attacker (and fortunately for the guy being beat on), the damage they deal is reduced by the defender's Protection. Protection is a combination of a character's Damage Reduction and Toughness scores, each of which perform a slightly different purpose.

GM Note: There are two words used to describe damage's interactions with the unfortunate target: dealt, and taken. The damage as rolled by the attacker is the damage dealt, whereas the damage that the defender actually subtracts from his Health is the damage taken. When attacking someone without any manner of Protection these numbers will be the same, however, if attacking someone who has DR or Toughness the damage dealt may be reduced. This distinction is important as some combat maneuvers, Specials, and Merits only function when damage is taken as opposed to simply dealt.

Damage Reduction, or DR, is a measure of a suit of armor, protective gear, or, more rarely, internal resilience to damage. Attacks which deal one of the three physical damage types, slashing, crushing, or piercing, all have the damage they deal reduced by the DR value of the defender. While it can be quite effective for mitigating physical attacks, DR does not reduce damage dealt with elemental or superior damage types, such as fire or mystic damage.

Toughness, on the other hand, is an incredible level of (usually) internal fortitude which shields the bearer from harm. Unlike the arguably weaker DR, Toughness not only reduces damage from physical sources, but from elemental damage as well. Despite this, Toughness is as paper before the superior damage types, holy and mystic damage. Damage dealt by superior damage attacks is not reduced by a character's Toughness. Thankfully for would-be magicians, mystically-powered ninjas, and laser enthusiasts Toughness is significantly less common than its more mundane DR cousin.

Going back to the longsword example from earlier, let's attack someone in low-level medieval armor with DR 3. A successful attack has been made so the attacker rolls damage. Rolling a total of 7 on 2d6, and our paltry Strength 0 adds nothing to that, the 7 damage dealt is reduced by 3 from the armor's DR 3 for a total of 4 damage taken by the target, not likely to be fatal, but far from pleasant.

Physical	
Crushing	None
Piercing	None
Slashing	None
Energy	Ignores Damage Reduction
Electrical	-1 Defense per 10 damage; 1 round
Fire	Deal 1/5 of damage dealt again next turn if <10
Frost	+1 Frailty per 10 damage; 1 minute
Rotting	+1 Miasma (anti-healing) per 3 damage
Typeless	None
Superior	Ignores all Protection
Holy	Cannot be used against allies or friendly targets until mental domination or charm
Mystic	-1 Erosion to Mental Resists per 10 damage, cannot be used against inanimate objects

For sake of easy reference, the different damage types and their effects have been included above, with further explanation below..

Physical:

Slashing: One of the simplest forms of damage, slashing damage is designed to separate one fleshy bit from another by driving a wedge between them. Slashing weapons are by far the most prevalent damage type among the weapons of war.

Crushing: The most brutal of the damage types, crushing damage involves simply beating your opponent with what is usually a glorified club until they sustain enough trauma to be fatal. It is not a fun way to go.

Piercing: Piercing weapons tend to be more refined, dealing their damage only where desired and with surgical accuracy. Or at least as close as you can get in the middle of a battle.

Energy

Damage dealt with energy damage types bypass damage reduction, however, the damage is reduced by the target's Toughness as normal. Each of the Energy damage types carries with it a specific bonus effect. These little extras are described below.

Fire:

Residual Heat: Creatures damaged by at least 10 points of Fire damage are considered burned, and are dealt an additional amount of Fire damage at the beginning of their next turn equal to one fifth the damage dealt. This damage ignores Damage Reduction, though not any fire resistance that the character might possess, and a character can be affected by burn from multiple sources. Characters fully submersed in water or otherwise protected from fire forming in the first place ignore this burn damage.

Electrical:

Nervous Override: People who come in contact with electricity tend to lose motor skills, especially the fine variety. A person who takes at least 10 electrical damage from a single attack suffers a -1 Erosion to Defense for 3 rounds. This Erosion increases by 1 for every 10 points of damage taken to a maximum of -5 Defense for 50 damage taken.

Frost

Chilling: A person who takes damage from a frost effect gains 1 Frailty per 10 points of damage taken. This Frailty remains for 1 minute.

Rotting:

Miasma: For every three points of rotting damage a character takes they gain one rank of *miasma*. See the Status Effect list, above, for a description of *miasma*.

Typeless

Typeless energy damage has no secondary effects.

GM Note: You may say "Why would I use Typeless when the other types do cool stuff?" The answer, in a word, is resistances. It is not uncommon to find creatures or people who are resistant to one or more of the other types of Energy

Superior

Superior damage bypasses all forms of Protection, including DR and Toughness.

Holy:

Intended Purpose: Holy damage cannot be used to bring harm to anyone or anything the user does not desire to. Even while under the effects of *domination* or similar ability, holy damage may not harm something the user would not wish to without the mind-altering effect present.

Mystic:

Render the Soul: Mystic damage can only affect living targets, or a target which possess a soul. Inanimate objects, golems, machines, robots, and other similar soulless constructs do not take damage from mystic damage attacks.. As the mystic damage erodes the soul of its target, however, the target of an attack made with mystic damage suffers a -1 Erosion to all of their Intellect, Wits, and Resolve Resistance rolls for 1 round for every 10 points of damage they take, to a maximum of -5 on the above Resistance rolls for 50 damage taken.

Critical Hits

Another major facet of dealing and taking damage is scoring a critical hit, an attack so mercilessly brutal or refined and accurate that the defender takes far more damage than he normally would. Every weapon has a critical score, used to determine the likelihood of being able to manage a critical hit against the enemy. The lower this value is, the more likely it is an attack by anyone with something resembling skill will succeed on making a critical hit.

To score a critical hit, an attack must beat the defender's Defense by the critical score or more. For every multiple of the critical score the defender's Defense is surpassed by, the critical escalates in damage.

A critical hit multiplies the damage that is taken by the defender by $1 + x$, where x is the number of times the Defense of the defender is is beaten by the critical score.

*Looking back at the longsword example, let's assume that the attacker is a rugged man's man, a man who has hunted bears with nothing but a pointy bit of stick and rolled an impressive attack of 23 to the Defender's scrawny Defense of 6. A standard longsword has a critical score of 7. The attacker easily beat the defender's Defense by the 7 necessary (an attack roll of 13 or more), and not only that but beat it by more than 7 again (a score of 20 or more) meaning that not only did he score a critical, he scored a double critical, tripling the damage the defender takes after Protection. As he managed 4 damage after Protection on the damage roll earlier, the defender takes $4 * 3$ or 12 slashing damage, a near fatal sum for the average Joe.*

Weapons have a large number of characteristics to draw from which define how they function in combat. For details on these attributes and what they mean for your combat, see the appropriate World Setting for a complete list.

For many characters, this basic attack and move combo will be the actions they take nine rounds out of ten, however, there are situations that may arise that the normal attack just won't cut it. It is those times where the Combat Maneuvers come in handy.

Combat Skills and Maneuvers

Sometimes the best course of action is just to jump up on the enemy's back and climb all over them like a spider monkey until they lose their balance and fall over, or to beat their armor until it shatters under your merciless flurry of blows. When these times come the combat maneuvers find their time to shine.

Combat Skills

Aim

Skill(s): Alertness
Statistic(s): Intellect or Wits
Time: Quick action
Difficulty: 5
Critical: +10

By spending a brief moment focusing on a target, you can increase your chances of striking successfully. Aiming requires a quick action. If you succeed against the base difficulty of 5, you are granted a +1 bonus on your next attack roll against a single target, plus an additional +1 bonus for each critical. Your attack against the chosen target must be performed within one minute or else you lose the benefit of aiming. You may choose to spend an action or an exclusive action aiming, instead of a quick action. If you spend an action aiming, you receive a +5 bonus on the roll. If you spend an exclusive action aiming, you receive a +10 bonus on the roll. A failure results in no bonus, and a botch on an Aiming roll results in a -1 penalty to your attack for one round.

Demoralize

Skill(s): Persuasion, Socialize, or Perform (Oration, Acting)
Statistic(s): Strength, Intellect, or Wits
Time: Quick action
Difficulty: 10
Critical: +10

Through aggressive taunts and posturing, you can browbeat a foe, reducing their capability. As a quick action, make a Demoralize roll, choosing a single target within communication range. For each success on the roll, the target suffers a -1 penalty to a single roll, chosen by you. This can be the target's next attack roll, resistance roll, or skill roll. A single target can be affected by up to three Demoralize specials, one attempt for each kind of roll. At any time, a character can expend a quick action to remove any current Demoralize status ailments, and to make themselves immune to the effect of this ability for one round.

Quick Step

Skill(s): Athletics
Statistic(s): Agility
Time: Quick action
Difficulty: 5
Critical: +10

As a quick action, you can make a sudden leap or hustle. Make a skill roll. If you succeed against the base difficulty of 5, you may move a number of feet equal to half of your base speed for your chosen mode of movement, rounded down to the nearest 5 feet and modified by your size, with a minimum of 5 feet. Note that Agility and other statistics do not affect Quick Step. Each critical increases the distance that you can quick step by 5 feet. A failure results in no movement, while a botch causes you to become *immobilized* for one round as you regain your balance. Quick step cannot be used if your character's total speed for its current mode of movement, including all modifiers,

is less than 5 feet (such as a snail), or if it is prevented from moving normally (such as a character tied up or otherwise *immobilized*).

Example: A normal human possesses a base speed of 10 and is size 0. Using quick step, he can move a distance of 5 feet, plus another 5 feet for each critical. This is true no matter how much Agility the human might possess. However, if the human possessed any special merits or abilities that increases his base speed directly, this might increase the character's ability to Quick Step.

As a second example, a centaur is a size +1 creature with a normal base speed of 20. Since half of 20 is 10, modified by 5 because of his extra size, the centaur would have a base Quick Step of 15 feet.

Defend Self

Skill(s): Alertness, Athletics or Stealth
Statistic(s): Agility or Wits
Time: Quick action
Difficulty: 5
Critical: +10

By concentrating one's efforts on self-preservation, a character can avoid mishap. As a quick action, a character may make a skill roll in an attempt to raise his defense. If the character succeeds against a base difficulty of 5, the character receives a +1 bonus to his defense, and an additional +1 bonus for each critical. You may choose to spend an action or an exclusive action defending, instead of a quick action. If you spend an action defending, you receive a +10 bonus on the roll. If you spend an exclusive action defending, you receive a +20 bonus on the roll. A failure results in no bonus, while a botch on a Defend Self roll results in a -1 penalty to your Defense for one round.

Dodge

Skill(s): Alertness or Athletics
Statistic(s): Agility or Wits
Time: Quick action
Difficulty: 5
Critical: +5

Nimble feet and being watchful of your surroundings works great in avoiding fiery explosions and eldritch blasts of magic. As a quick action, you may make a dodge roll. If you succeed against the base difficulty of 5, you receive a +1 bonus on all Agility resistance rolls for one round., plus an additional +1 bonus for each critical. You may choose to spend an action or an exclusive action Dodging, instead of a quick action. If you spend an action dodging, you receive a +10 bonus on the roll. If you spend an exclusive action Dodging, you receive a +20 bonus on the roll. A failure results in no bonus, while a botch on a Dodge roll results in a -1 penalty on all Agility resistance rolls for one round.

Physical Momentum

Skill(s): Athletics
Statistic(s): Strength or Constitution
Time: Quick action
Difficulty: 5
Critical: +10

With a burst of energy, your character can marginally improve his damage output with weapons. Make a skill roll against a base difficulty of 5. If you succeed, you deal an extra 1 damage, +1 for each critical, on attacks that you make for one

round, as long as the weapon uses your character's Strength when determining damage dealt. For example, most melee weapons such as swords and clubs add your character's strength to the damage roll, and so attacks made with these weapons would benefit from Physical Momentum. Finesse and most ranged weapons, on the other hand, gain no bonus when using this ability. A failure on this roll results in no bonus, while a botch on a Physical Momentum roll reduces your strength by 1 for purposes of determining damage with Strength-based weapons, to a minimum of zero.

Distract

Status Effects

Though the majority of combat entails just beating each other until one party or the other falls down due to blunt force trauma or blood loss, there are a huge number of options available to you in order to make your life easier. Any effect which is outside the normal status for a person is afflicted through a Status Effect. These Status Effects are diverse and powerful, causing everything from blindness to completely taking over another's mind.

Berserk: Driven by unbound rage or drug-induced frenzy, a creature under the effect of the *berserking* status effect gains 2 Bonus Ranks to their Strength and may lift any amount up to their maximum extreme lift with no penalties to their movement, but suffers a -3 Penalty to their Defense. In addition *berserk* creatures will tend to go after whatever target has caused them the most damage or otherwise served to draw their attention, including potentially their allies for characters. After the *berserk* effect's duration is over the creature becomes *witless* for an amount of time equal to the time they were *berserk*, to a maximum of 1 week.

GM Note: *Berserking* characters do not show much in terms of restraint, but more importantly they do not possess much control over their mental faculties. You may wish to limit a *berserk* character's ability to make Int-based rolls for as long as they are *berserk*.

Blind: While *blind* the character takes a -2 penalty to their attack and has a 75% chance of automatically missing any target they attack in melee combat. In addition, the character is unable to make ranged attacks. They may continue to fire their ranged weapon as normal, but they are unable to do so with anything resembling accuracy. Shots made in this fashion are at the mercy of physics, fate, and your GM.

Charm: While under the influence of *charm*, the character will view the person who *charmed* them in a more favorable light. They will view and react to that person similar to how they would to their best friend. While the affected character will react more favorably to who put the effect on him, he will not perform actions outside of what he would do under normal circumstances.

Charm could be used to slip past a disaffected or regular guard, but could not cause a member of the exclusive royal guard to turn a blind eye to an assassin. Due to the ephemeral nature of the effect, the exact effects of *charm* are at the discretion of the

Skill(s): Athletics, Performance, Legerdemain, Persuasion, Socialize.

Statistic(s): Agility, Intellect, or Wits.

Time: Action

Difficulty: 10

Critical: +10

Using Distract against a target within 10 feet, a character can attempt to occupy a foe's attention, thereby increasing his allies' chances on scoring a successful hit. Each success on the Distract roll levies a -1 penalty to the target's defense for one round. Multiple characters can attempt to Distract the same target. Each additional character that succeeds on Distracting the target levies another -1 penalty. No more than three additional characters can attempt to Distract a foe in this way.

GM, however, an example of what *charm* will not do includes causing an unwilling person to cause harm to themselves or someone else unless fitting for their character, such as telling a brute to beat up someone they didn't like anyway.

It should be noted that player character, those character controlled by the players, are immune to *charm*.

Corporeal: Anything that can be touched and interacted with is *corporeal*. Almost everything in Lucid and its various World Settings is *corporeal* by default, although there are a few exceptions.

Dead: The state and condition of previously having life and now no longer. If there is a method for doing so in the game, characters may be resurrected up to three days after dying.

Deprivation: A character without access to food or water becomes *deprived* after 2 days. A *deprived* character takes a -2 penalty on all rolls, and a -1 penalty to Defense for every two days she spends *deprived*. A *deprived* character also regenerates Vitality at 1/2 her normal rate. Extreme temperatures may also impart *deprivation*. The effects of *deprivation* stack with those of *fatigue*.

Disease: Characters who have been infected with the *disease* status effect

Dominate: A character who has been *dominated* is under the control of another. The dominator can tell the character to do anything, which they will perform to the best of their ability, including actions which they would normally not. For every action a *dominated* character is commanded to perform they make a Resolve Resistance roll against the original difficulty. Extremely uncharacteristic, fatal, or otherwise compromising to the character actions grant the character a bonus to their Resistance roll. This bonus might be only one for being under a long held family oath against a certain activity, or up to ten for attempting to turn the Pope to atheism.

Ephemeral: The opposite of *corporeal*, *ephemeral* objects cannot be interacted with people or objects in the material realm. Spells, including damage spells that do physical or energy damage, normal attacks, and similar actions from *corporeal* creatures do not affect an *ephemeral* creature, however, characters who are *ephemeral* may interact with each other as normal, as if they were both *corporeal*. Characters who are *ephemeral* also gain the benefit of *silence*.

Fatigue: A character who does not sleep for 24 + 4 * Constitution hours becomes *fatigued*. A *fatigued* character takes a -2 penalty on all rolls. Additionally, for every number of hours equal to their Constitution the character is *fatigued* they suffer a penalty of -1 to their Defense and an additional -1 penalty to their rolls. All *fatigued* penalties stack. Each time the character's penalties from *fatigue* increment, she must succeed on Constitution Resistance roll with a difficulty of 10 + their penalty to rolls or fall *unconscious*. The effects of Fatigue stack with those of Deprivation.

Fear: While *feared* a character cannot interact with the object of their *fear* in any meaningful way beyond sobs and terrified screams. They will attempt to remain at least ten feet away from the source of their *fear*, moving away as necessary to maintain this distance. As a result the character suffers a -1 penalty to both their Attack and Defense.

Gease: A character under a *gease* has an uncontrollable compulsion towards a single objective. When the time comes for the *gease* to be completed, the player loses all control of the character which does not drive her headlong towards the *gease's* objective. Once that objective has been completed, however, the *gease* is removed.

Hatred: If you are affected by *hatred* towards a person or object, you will make every effort to engage that target. You are compelled to Attack or use Specials against the target whenever possible, moving to range over potentially dangerous terrain or attacking allies (usually with non-lethal options) to get to your objective. Your character is not overcome by these emotions, however, and maintains some grasp on reality.

Hemorrhage: A creature affected by *hemorrhage* suffers 1 point of damage per rank of *hemorrhage* they have every round at the beginning of their turn. *Hemorrhage* and Regeneration are opposites, much like Toughness and Frailty. Every point of *hemorrhage* a person acquires reduces their effective Regeneration by 1 until the actual *hemorrhage* effect is removed. Likewise, each point of Regeneration a character gains offsets and prevents the damage from 1 point of *hemorrhage*. This largely comes into play in the various World Guides and Settings as in the real world *hemorrhage* is rapidly fatal and there is little to be done about it.

Immobilized: *Immobilized* characters may not move during their primary action and lose their Agility bonus to Defense. As they are able to squirm and are conscious, however, *immobilized* characters are not subject to Killing Blow unless under another effect which allows for Killing Blows to be made.

Incapacitated: A character who has been *incapacitated* is incapable of physical activity in general and is entirely unable to defend themselves. *Incapacitated* characters have their Defense reduced to 0 for the duration of the effect and as such are susceptible to Killing Blow.

Invisible: An *invisible* character cannot be detected by regular means of visual detection, however, they can still be detected by alternative methods such as ultraviolet, heat vision, scent, or echolocation. Note that being *invisible* is not the same as being *silenced* and you do still make noise as appropriate for your level of clumsiness and armament.

Miasma: Characters who have been afflicted with *miasma* cannot restore any damage to their Health until all of their ranks

of *miasma* have been removed. One rank of *miasma* is removed for every point of Health the character would normally be healed by a restorative effect, be it regeneration, a healing salve, or an Acolyte's holy touch. Once all of the ranks of *miasma* are removed, the character returns to recovering Health as normal.

Mute: A *muted* character cannot speak, sing, wield prose as a weapon, verbalize, grunt, or otherwise make noise verbally.

Prone: If your character has been knocked *prone*, they have been knocked off their feet temporarily. You lose your Agility bonus to your Defense, but are not susceptible to Killing Blows. You may stand up from *prone* as a Quick Action.

Silence: A *silence* effect completely eliminates any and all sounds in the area of its effect. Armor does not make its trademark clank, walls do not echo, and the voice cannot carry in a field of *silence*.

Stun: *Stunned* characters lose their Primary, Quick, and Movement Actions, and suffer a -2 penalty to their Defense. Actions lost due to being *stunned* may not be reserved. *Stunned* characters are merely dazed and as such are not susceptible to Killing Blow.

Terror: A character under the grip of *terror* will attempt to flee the source of this effect at its highest possible speed. In addition the character is also affected by *fear* and its effects as listed above.

Unconscious: Unable to put up any manner of resistance, an *unconscious* character has a Defense of 0, and is susceptible to Killing Blow. Characters involved in combat cannot be made *unconscious* unless they botch their Resistance roll unless otherwise specified by the ability. People who are asleep count as being *unconscious*.

Witless: A creature or person made *witless* must make a Wits Resistance roll each round. If the roll is failed they lose their primary action for that round. Even if the Resistance roll is successful they lose their quick action due to their easily-distracted manner.

In addition to the regular Status Effects listed above, there are three Effect Tags which may be used in conjunction with any of the above Effects or carry effects of their own. As Tags do not necessarily show up upon examination of the afflicted, many times the effects of their ailments are treated then forgotten about, often to disastrous consequences.

Disease: An effect that carries with it the *disease* tag may not be permanently removed until the *disease* tag is removed. So long as the *disease* tag persists the effects of the *disease* refresh every round.

Narcotic: The least harmful of the tags, *narcotics* confer a short-term ailment on the user. *Narcotics* usually have a duration that is measured in hours, instead of days or weeks, but may not be cured through mundane methods until the end of its duration. Examples of *narcotics* in the LGS include drugs and alcohol of all manner, to name the most prevalent.

Toxin: *Toxins* are immensely painful, short- to mid-term effects that tend to affect the unlucky bearer's Statistics. If the *toxin* tag is not removed and its effects cured by the end of its duration, any Statistic damage caused by the *toxin* becomes permanent. An examples of a *toxin* is a snakebite from a poisonous snake.

