

# BLISS

ITEMS AND EQUIPMENT

Simply  
Scribed



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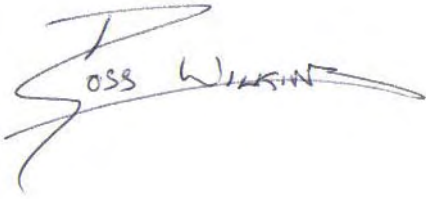
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## **Introduction**

Items and Equipment is the second set of supplement rules for the BLYSS system, and one that's likely to see a lot of use. I didn't include items in the Basic or Core rules because they're easy for an SM to come up with and most have no strict game affect – if they're used for anything where you need rules they're probably being used in a way I couldn't possibly have taken into account, and so the SM will have to make a ruling on the fly. Example weapons and armour do feature in the Core Rules, but are replicated here so you don't have to browse through multiple documents for all your equipment needs. Example steeds and pets also feature.

Perhaps the most important part of Items and Equipment, to my mind, are the rules for dealing with vehicles in your game. If you've made your own rulings and are happy with them, that's good, so don't change a thing! Otherwise, these could be what you need.

Best regards,



**Simply Scribed Productions** aka  
Ross Wilkin

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## **Items**

Characters aren't defined by the things they possess, but that doesn't mean that their possessions aren't important! This section presents example items for the following genres: Fantasy/Historical, Modern, and Science-Fiction. I'm going to go out on a limb and assume BLYSS SMs and players are intelligent enough to work out what might be available in any setting, so I'm only going to list items that have tangible game effects (that is, they require rules to interact with the system). This document is about how to deal with items, not a listing – there are plenty of resources out there that will allow you to do that, not least of all your own knowledge and imagination.

### **Food and Drink**

Includes all sorts of cuisine and all sorts of consumeable liquid. The statistical effect of these is as follows: Eat and drink, or you will become very unwell and eventually die.

A lesson to be learned by all.

### ***Coffee/Energy Drinks***

Sometimes a character just has to stay awake longer, for whatever reason, and sometimes turning to caffeine is the answer. Coffee, energy drinks, and other sources of caffeine add 1 rank to the character's Mental Fortitude checks to resist the siren song of sleep.

### **Locks**

Locks are designed to keep people from opening things – characters may use them to restrict access to rooms, chests, etc. Alternatively, they may need to get past them.

Locks can be busted with a Strength check (TD 10 or greater) or lockpicked (TD 12 or greater).

### **Manacles/Cuffs**

Sometimes the characters will want to bind a dangerous enemy. Sometimes it is the characters themselves who will be bound. In both cases, manacles/cuffs are a useful way to restrict movement and reduce the threat of the captured individual.

Manacles/Cuffs can be busted with a Strength check (TD 12 or greater), or a character can attempt to escape with Skills such as Escapology (TD 14 or greater). Another character can attempt to pick the Manacles/Cuffs if their design allows for such a possibility (TD 12 or greater).

### ***Science-Fiction Cuffs***

Sci-Fi cuffs might be composed of energy as opposed to a physical material. These are probably impossible to bust with a Strength check, and may be more difficult to escape from. On the other hand, they may be weak to energy-manipulating psionics/powers.

### ***Magick/Psionics/Power Dampeners***

These restrict or nullify a character's access to their abilities, and are usually worn around the neck, though they could be nodes or inserted as a chip into the character's body. They are usually fairly straightforward for another character to remove, but may include failsafe devices that will harm the character wearing the dampeners if the device is removed.

At the SM's option, the character might be allowed chances to make a Mental Fortitude check (TD 14 or greater) to overcome the dampening effect of the item, perhaps destroying them in the process.

### ***Using Rope as Cuffs***

Rope or other similar materials can be used as bonds, but are easier to both bust (usually TD 8) and escape from (usually TD 10).

### **Specialised Clothing**

Certain Traits are used optimally with the right clothing. Traits related to stealth, for example, are best used with camouflaged clothing. Dancing, tumbling, and similar checks might require that the character is wearing light, unrestrictive clothing. To tame a wild beast, your character would probably want a thick and durable outfit.

Having an outfit of clothing suited to a particular task gives you no statistical benefits – rather, wearing inappropriate clothing incurs penalties. In most cases this will be a single rank penalty, but the SM is free to rule that an outfit is so inappropriate it incurs heftier penalties (a character trying to tumble, swim, or jump in a set of platemail armour, for example).

### **Toolkits**

A toolkit is a set of instruments or aids for a profession, craft, or skill. There are two types of Toolkits, the Professional Toolkit (one that contains diverse aids to a character of a certain profession that are useful in conjunction with multiple Skills or Talents) and the Specialised Toolkit (one that contains tools useful in conjunction with one Skill or Talent only).

An example Professional Toolkit is a Thieves' Toolkit (lockpicks, a foldable or telescopic rod to test for traps, a mirror for looking roundcorners, climbing gear, etc.), which could aid Traits related to lockpicking/breaking and entering, stealth, trap detection, climbing, and others.

Examples of Specialised Toolkits include a Healer's Toolkit (rudimentary surgical tools, herbs, bandages, poultice-making materials, etc.), which would aid Heal checks, or an Artisan's Toolkit (good quality tools relevant to the Artisan's field) which would aid in the use of one Craft Skill.

Obviously, Professional Toolkits are more valuable (and often, but not always, less portable than Specialised Toolkits. Note also that certain Traits, such as the aforementioned Heal, might require at least rudimentary tools available to use without a toolkit.

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Toolkits have one of two advantages, depending on whether the character has any skill in their use.

If the character has no ranks in the relevant Trait, they gain a +2 bonus to their roll using only a relevant Attribute. This applies only if they have a realistic chance of gaining anything from the use of the tools – if they simply couldn't work them out, attempting to use the tools anyway is detrimental rather than beneficial, incurring a –2 penalty.

If the character has one or more ranks in the relevant Trait, use of the tools increases their effective rank by 1.

Note that in the case of Professional Toolkits, the character is required to have the relevant Trait for each tool to use that tool effectively, since each tool has a different use.

### ***Individual Tools***

Any tool that can be found in a Professional Toolkit can be acquired separately, and have the same associated benefits/penalties as they would as part of the larger kit.

## Weapons and Armour

### Weapons

In the BLYSS system, melee weapons are described using 3 definable categories – Attack Modifier, Damage, and Special Rules. Ranged weapons also have a Range Increment.

### **Attack Modifier**

Any positive/negative modifier the weapon has on a character's accuracy. This is applied to the character's combined Attack Die Pool. If a character uses a weapon they have no skill with, they incur an additional 2 rank penalty to their Attack Attribute as well as their weapon's Attack Modifier.

### **Damage**

The amount of damage the weapon can deal in one blow. This is usually expressed as a die type, such as "d8", to reflect the fact that not all successful blows will be of the same magnitude, though some unique attack forms may deal a set damage.

### **Special Rules**

Any other effects the weapon has on game mechanics when it is being wielded. These are often notes on the effects of the other categories - for example, a sabre might grant a +1 Attack Modifier, but only when the character is mounted, so "Attack Mod only applies while mounted" might be written under Special Rules. However, Special Rules need not have anything to do with Attack Modifier, Damage, or Range Increment.

### **Range Increment**

Up to the weapon's stated Range Increment is considered Short Range, and receives no penalties. For every Range Increment beyond Short Range, a character loses one rank from their Attack Die Pool.

**Table 2-01: Example Fantasy Weapons**

#### *Melee*

Weapon Name	Attack	Damage	Special
Sword, short	None	1d6	
Sword, long	None	1d8	
Sword, broad	None	1d10	
Sword, bastard	None	1d8/1d10	1-handed/2-handed
Sabre	+1	1d8	Modifier while character is mounted only
Scimitar	None	1d6	
Rapier	None	1d6	
Knife	None	1d4-1	Minimum damage 1
Dagger	None	1d4	
Dagger, throwing (melee)	-1	1d4	
Stiletto	None	1d4+1	
Spear, short	None	1d6	



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Spear, long	None	1d6+1	
Pike	None	1d8	
Halberd	None	1d10	
Quarterstaff	None	1d6	
Axe, hand	None	1d6	
Axe, battle	None	1d8	
Axe, great	None	1d10	
Axe, throwing (melee)	-1	1d6	
Club	None	1d4	
Mace	None	1d6	
Flail	None	1d8	
Warhammer	None	1d10	
Scythe	None	1d10	
Whip	+1	1d2	
Trident	None	1d8	+1 die pool bonus to disarm

*Ranged*

Weapon Name	Attack	Damage	Special
Shortbow	None	1d6	60 ft. range
Longbow	None	1d8	100 ft. range
Crossbow, light	None	1d8	80 ft. range
Crossbow, heavy	None	1d10	120 ft. range
Sling	None	1d2+1	50 ft. range
Dagger, throwing (ranged)	None	1d4	15 ft. range
Axe, throwing (ranged)	None	1d6	10 ft. range
Dart	None	1d4-1	20 ft. range; minimum damage 1
Javelin	None	1d6	30 ft. range

**Table 2-02: Example Modern Weapons**

*Melee*

Weapon Name	Attack	Damage	Special
Axe, small	None	1d6	
Axe, large	None	1d8	
Sword, broad	None	1d10	
Sword, claymore	None	1d12	2-handed
Sword, sabre	+1	1d8	Modifier while character is mounted only
Sword, epee	None	1d4	
Sword, rapier	None	1d6	
Sword, katana	None	1d10	
Knife	None	1d4-1	Minimum damage 1
Dagger	None	1d4	
Dagger, throwing (melee)	-1	1d4	
Stiletto	None	1d4+1	
Spear, short	None	1d6	
Spear, long	None	1d6+1	
Club	None	1d4	
Mace	None	1d6	

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Knuckledusters	None	1d4-1	Minimum damage 1
Nightstick	None	1d4-1	Minimum damage 1
Whip	+1	1d2	

*Ranged*

Weapon Name	Attack	Damage	Special
Pistol, light	None	1d8	60 ft. range
Pistol, heavy	None	1d10	90 ft. range
Revolver, light	None	d10	60 ft. range
Revolver, heavy	None	1d12	105 ft. range
Rifle	None	d12	600 ft. range
Rifle, assault	None	1d10	75 ft. range; auto-fire
Shotgun	None	d12+4	60 ft. range
Shotgun, sawn-off	None	1d20	30 ft.
SMG, light	None	d6	75 ft. range; auto-fire
SMG, heavy	None	1d28	150 ft.
Shortbow	None	1d6	60 ft. range
Longbow	None	1d8	100 ft. range
Crossbow, light	None	1d8	80 ft. range
Crossbow, heavy	None	1d10	120 ft. range
Dagger, throwing (ranged)	None	1d4	15 ft. range
Shuriken	None	1d4-1	20 ft. range; minimum damage 1

**Table 2-03: Example Science-Fiction Weapons**

*Melee*

Weapon Name	Attack	Damage	Special
Sword, broad	None	1d10	
Sword, katana	None	1d10	
Knife	None	1d4-1	Minimum damage 1
Dagger	None	1d4	
Dagger, throwing (melee)	-1	1d4	
Stiletto	None	1d4+1	
Club	None	1d4	
Knuckledusters	None	1d4-1	Minimum damage 1
Nightstick	None	1d4-1	Minimum damage 1
Whip	+1	1d2	

*Ranged*

Weapon Name	Attack	Damage	Special
Pistol, light	None	1d8	60 ft. range
Pistol, heavy	None	1d10	90 ft. range
Pistol, laser	None	1d12	50 ft. range
Pistol, auto	None	1d18	60 ft. range; auto-fire
Revolver, light	None	d10	60 ft. range
Revolver, heavy	None	1d12	105 ft. range
Rifle	None	d12	600 ft. range
Rifle, laser	None	d20	500 ft. range

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Rifle, assault	None	1d10	75 ft. range; auto-fire
Shotgun	None	d12+4	60 ft. range
Shotgun, sawn-off	None	1d20	30 ft.
SMG, light	None	d6	75 ft. range; auto-fire
SMG, heavy	None	1d28	150 ft.
Dagger, throwing (ranged)	None	1d4	15 ft. range
Shuriken	None	1d4-1	20 ft. range; minimum damage 1

### Armour

In the BLYSS system, armour is described using 4 definable categories – Action Modifier, Cover, Armour Rating, and Special Rules.

### **Action Modifier**

Any modifier (usually negative) that the armour might make to relevant statistics (applied to the point pool). Additionally, if the character has no skill with the armour, these penalties are doubled.

### **Cover**

The parts of the body the armour covers: Head (H); Face (F); Torso (T); Arms (A); and Legs (L). If an attack is aimed specifically at a part of the character not covered by armour with a Called Shot, the character does not gain the benefit of their armour.

If an attack is not specifically aimed, it is assumed to be directed against whatever armour the character wears that is covering their torso.

### **Armour Rating**

If an attack hits a character, the player of the victim rolls a Character Contest using the Die Pool granted by the Armour Rating of any armour the character may be wearing. If any of their dice beat the value of all the attack dice, then the armour soaks the damage that would otherwise be inflicted.

If the attack beats the Armour Rating, the player is faced with a choice – They may have the damage apply to their character's Health as per normal, or allow their character's armour to be damaged.

Damaged armour is a third less effective at absorbing damage (ie. Its Armour Rating is reduced by one third of the original rating, rounding down when necessary.). Generally speaking, armour has 3 "lives" (3/3; 2/3; 1/3; Destroyed), but at the GM's discretion it can be ruined more rapidly if the damage dealt to it is high. The GM is also free to rule that a character **MUST** take some damage or the armour **IS** damaged if it makes sense given the situation.

While a piece of armour still has 1 or more "lives", it can be repaired, but once it is reduced 0 "lives" it is irreparably destroyed.

### **Special Rules**

Any other effects the armour has on game mechanics when it is being wielded. These are often notes on the effects of the other categories - for

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example, a suit of chainmail might have a -2 penalty to its Armour Rating against piercing weapons, so "-2 Armour Rating vs. Piercing" might be written under Special Rules. However, Special Rules need not have anything to do with Action Modifier, Cover, or Armour Rating.

**Key to Tables 2-04 through 2-06**

H = Head
F = Face
T = Torso
A = Arms
L = Legs
(mov) = movement related penalty
(vis) = visibility related penalty

**Table 2-04: Example Fantasy Armour**

Armour Name	Modifier	Cover	Armour Rating
Padded	None	T, A, L	1
Leather	None	T, A, L	2
Leather, studded	-1 (mov)	T, A, L	3
Chain shirt	-2 (mov)	T	4
Hide	-2 (mov)	T, A, L	3
Scale mail	-3 (mov)	T, A	4
Chainmail	-3 (mov)	T, A, L	4
Breastplate	-3 (mov)	T	5
Splint mail	-4 (mov)	T, A, L	5
Banded mail	-4 (mov)	T, A, L	6
Half-plate	-4 (mov)	T, A, L	7
Full plate	-5 (mov)	T, A, L	8
Leather cap	None	H	1
Helmet, wood	None	H	2
Helmet, steel	None	H	3
Enclosed helmet	-1 (mov)	H, F	2
Buckler	None	A	1
Shield, small, wood	None	A, T	1
Shield, small, steel	-1 (mov)	A, T	2
Shield, large, wood	-1 (mov)	A, T	2
Shield, large, steel	-2 (mov)	A, T	3

**Table 2-05: Example Modern Armour**

Armour Name	Modifier	Cover	Armour Rating
Reinforced clothing	None	T, A, L	2
Kevlar	None	T	3
Flak Jacket	-1 (mov)	T, A, L	4
Riot Gear	-2 (mov)	T, A, L, H, F	5
Helmet	None	H	3
Shield, riot	-2 (mov)	A, T	3

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**Table 2-06: Example Science-Fiction Armour**

Armour Name	Modifier	Cover	Armour Rating
Reinforced clothing	None	T, A, L	2
Kevlar	None	T	3
Flak Jacket	-1 (mov)	T, A, L	4
Riot Gear	-2 (mov)	T, A, L, H, F	5
Helmet	None	H	3
Shield, riot	-2 (mov)	A, T	3

### Steeds, Pack Animals and Pets

Sometimes characters need to get somewhere fast, and they don't have access to vehicles (or in a fantasy setting, vehicles would be too slow). The solution is often to find a reliable horse. Or perhaps they have too much treasure to carry, and need to buy a mule to help with the load.

Characters may simply want an animal for the companionship that creature provides.

This section provides game statistics for common creatures the characters might interact with in the game.

#### **Cat**

##### Attributes

<i>Strength</i>	Poor (d4)
<i>Stamina</i>	Below Average (d6)
<i>Agility</i>	Good (d12)
<i>Dexterity</i>	Good (d12)
<i>Intelligence</i>	Poor (d4)
<i>Wisdom</i>	Poor (d4)
<i>Wits</i>	Average (d8)
<i>Mental Fortitude</i>	Poor (d4)
<i>Charisma</i>	Poor (d4)

##### Derived Attributes

<i>Melee Attack</i>	Average (d8)
<i>Ranged Attack</i>	N/A
<i>Defence</i>	Above Average (d10)
<i>Initiative</i>	Above Average (d10)
<i>Dodges</i>	5
<i>Flesh Wounds</i>	2
<i>Health</i>	12

##### Traits

###### Naturals

<i>Claws/Teeth</i>	Poor (d4)
<i>Small (Positive)</i>	Good (d12)
<i>Small (Negative)</i>	-5 ranks
<i>Heightened Senses</i>	Average (d8)

###### Talents

<i>Balance</i>	Average (d8)
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**Table 3-01: Natural Damage**

Ranks	Damage	Ranks	Damage
0	d0	6	d12+4
1	d4	7	d12+6
2	d6	8	d12+8
3	d8	9	d12+10
4	d10	10	d12+12
5	d12	<i>And repeat...</i>	

To establish damage for natural weapons, compare ranks to **Table 3-01: Natural Damage**. For ranks above 10, simply start at the beginning of the table again and add the new damage to the old. For example, rank 12 would grant d12 + 12 + d6 damage.

Humans deal d6 *non-lethal* damage.

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**Dog**

Attributes

<i>Strength</i>	Below Average (d6)
<i>Stamina</i>	Average (d8)
<i>Agility</i>	Average (d8)
<i>Dexterity</i>	Average (d8)
<i>Intelligence</i>	Poor (d4)
<i>Wisdom</i>	Poor (d4)
<i>Wits</i>	Below Average (d6)
<i>Mental Fortitude</i>	Poor (d4)
<i>Charisma</i>	Poor (d4)

Derived Attributes

<i>Melee Attack</i>	Below Average (d6)
<i>Ranged Attack</i>	N/A
<i>Defence</i>	Below Average (d6)
<i>Initiative</i>	Below Average (d6)
<i>Dodges</i>	3
<i>Flesh Wounds</i>	3
<i>Health</i>	18

Traits

<u>Naturals</u>	
<i>Claws/Teeth</i>	Below Average (d6)
<i>Small (Positive)</i>	Average (d8)
<i>Small (Negative)</i>	-3 ranks
<i>Heightened Senses</i>	Below Average (d6)

**Dog, War**

Attributes

<i>Strength</i>	Average (d8)
<i>Stamina</i>	Average (d8)
<i>Agility</i>	Average (d8)
<i>Dexterity</i>	Average (d8)
<i>Intelligence</i>	Poor (d4)
<i>Wisdom</i>	Poor (d4)
<i>Wits</i>	Average (d8)
<i>Mental Fortitude</i>	Poor (d4)
<i>Charisma</i>	Poor (d4)

Derived Attributes

<i>Melee Attack</i>	Average (d8)
<i>Ranged Attack</i>	N/A
<i>Defence</i>	Average (d8)
<i>Initiative</i>	Average (d8)
<i>Dodges</i>	3
<i>Flesh Wounds</i>	3
<i>Health</i>	18

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Traits

Naturals

<i>Claws/Teeth</i>	Average (d8)
<i>Small (Positive)</i>	Poor (d4)
<i>Small (Negative)</i>	-1 ranks
<i>Heightened Senses</i>	Below Average (d6)

**Donkey/Mule/Ass**

Attributes

<i>Strength</i>	Good (d12)
<i>Stamina</i>	Good (d12)
<i>Agility</i>	Average (d8)
<i>Dexterity</i>	Below Average (d6)
<i>Intelligence</i>	Poor (d4)
<i>Wisdom</i>	Poor (d4)
<i>Wits</i>	Below Average (d6)
<i>Mental Fortitude</i>	Poor (d4)
<i>Charisma</i>	Poor (d4)

Derived Attributes

<i>Melee Attack</i>	Above Average (d10)
<i>Ranged Attack</i>	N/A
<i>Defence</i>	Below Average (d6)
<i>Initiative</i>	Below Average (d6)
<i>Dodges</i>	3
<i>Flesh Wounds</i>	5
<i>Health</i>	30

Traits

Naturals

<i>Hooves</i>	Below Average (d6)
<i>Large (Positive)</i>	Poor (d4)
<i>Large (Negative)</i>	-1 ranks
<i>Sure-Footed</i>	Below Average (d6)

**Horse, Destrier (War)**

Attributes

<i>Strength</i>	Good (d12)
<i>Stamina</i>	Good (d12)
<i>Agility</i>	Average (d8)
<i>Dexterity</i>	Below Average (d6)
<i>Intelligence</i>	Poor (d4)
<i>Wisdom</i>	Poor (d4)
<i>Wits</i>	Below Average (d6)
<i>Mental Fortitude</i>	Below Average (d8)
<i>Charisma</i>	Poor (d4)

Derived Attributes

<i>Melee Attack</i>	Above Average (d10)
<i>Ranged Attack</i>	N/A



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<i>Defence</i>	Below Average (d6)
<i>Initiative</i>	Below Average (d6)
<i>Dodges</i>	3
<i>Flesh Wounds</i>	5
<i>Health</i>	30

Traits

<u>Naturals</u>	
<i>Hooves</i>	Average (d8)
<i>Large (Positive)</i>	Average (d8)
<i>Large (Negative)</i>	-3 ranks

**Horse, Palfrey (Riding)**

Attributes

<i>Strength</i>	Good (d12)
<i>Stamina</i>	Good (d12)
<i>Agility</i>	Average (d8)
<i>Dexterity</i>	Below Average (d6)
<i>Intelligence</i>	Poor (d4)
<i>Wisdom</i>	Poor (d4)
<i>Wits</i>	Below Average (d6)
<i>Mental Fortitude</i>	Poor (d4)
<i>Charisma</i>	Poor (d4)

Derived Attributes

<i>Melee Attack</i>	Above Average (d10)
<i>Ranged Attack</i>	N/A
<i>Defence</i>	Below Average (d6)
<i>Initiative</i>	Below Average (d6)
<i>Dodges</i>	3
<i>Flesh Wounds</i>	5
<i>Health</i>	30

Traits

<u>Naturals</u>	
<i>Good-Natured</i>	Average (d8)
<i>Hooves</i>	Below Average (d6)
<i>Large (Positive)</i>	Below Average (d6)
<i>Large (Negative)</i>	-2 ranks

**Horse, Racing**

Attributes

<i>Strength</i>	Good (d12)
<i>Stamina</i>	Good (d12)
<i>Agility</i>	Average (d8)
<i>Dexterity</i>	Below Average (d6)
<i>Intelligence</i>	Poor (d4)
<i>Wisdom</i>	Poor (d4)
<i>Wits</i>	Below Average (d6)
<i>Mental Fortitude</i>	Poor (d4)

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<i>Charisma</i>	Poor (d4)
Derived Attributes	
<i>Melee Attack</i>	Above Average (d10)
<i>Ranged Attack</i>	N/A
<i>Defence</i>	Below Average (d6)
<i>Initiative</i>	Below Average (d6)
<i>Dodges</i>	3
<i>Flesh Wounds</i>	5
<i>Health</i>	30

Traits	
<u>Naturals</u>	
<i>Hooves</i>	Below Average (d6)
<i>Large (Positive)</i>	Below Average (d6)
<i>Large (Negative)</i>	-2 ranks
<i>Speedy</i>	Average (d8)

**Pigeon, Homing**

Attributes	
<i>Strength</i>	Poor (d4)
<i>Stamina</i>	Poor (d4)
<i>Agility</i>	Good (d12)
<i>Dexterity</i>	Good (d12)
<i>Intelligence</i>	Poor (d4)
<i>Wisdom</i>	Poor (d4)
<i>Wits</i>	Below Average (d6)
<i>Mental Fortitude</i>	Poor (d4)
<i>Charisma</i>	Poor (d4)

Derived Attributes	
<i>Melee Attack</i>	Average (d8)
<i>Ranged Attack</i>	N/A
<i>Defence</i>	Average (d8)
<i>Initiative</i>	Average (d8)
<i>Dodges</i>	5
<i>Flesh Wounds</i>	1
<i>Health</i>	6

Traits	
<u>Naturals</u>	
<i>Flight</i>	Good (d12)
<i>Small (Positive)</i>	Very Good (d12 + d4)
<i>Small (Negative)</i>	-6 ranks
<u>Talents</u>	
<i>Homing</i>	Average (d8)

## Vehicles

Sooner or later, no matter the setting, no matter the situation, characters are highly likely to interact with vehicles of some kind. What follows is a system for dealing with vehicles in your game.

Vehicles should be built using the same method as characters, with the following considerations:

### Attributes

A vehicle has none of the following Attributes – Intelligence, Wisdom, Wits, Mental Fortitude, and Charisma.

You should buy the vehicle the other four Attributes, but bear in mind the following: A vehicle has no Strength, Dexterity *unless it is in motion*, and no Agility unless it is both in motion and being controlled.

**Strength** comes into play only when the vehicle is ramming a target. Note that the vehicle does equal damage to itself as it does to the target unless the target is also a ramming vehicle, in which case it receives whatever damage that vehicle deals.

**Stamina** is used to establish the vehicle's durability (Health).

**Agility** represents the maneuverability limitations of the vehicle. A vehicle's *effective* Agility is equal to the rank of the driver/pilot's Skill. The vehicle's own Agility score simply represents the maximum value its Agility can be (which nothing can supercede). Agility checks are required when the vehicle has to turn a sharp corner, or needs to avoid enemy fire, etc.

**Dexterity** represents the amount of control the driver/pilot can maintain over the vehicle. A vehicle's *effective* Dexterity is equal to the rank of the driver/pilot's Skill. The vehicle's own Dexterity score simply represents the maximum value its Dexterity can be (which nothing can supercede). Dexterity checks are required when the vehicle hits a pothole, is driven over ice, etc.

### Traits

All Traits possessed by vehicles are considered to be Naturals, be they weapons, armour plating, extra endurance, flight, seaworthiness, or anything else the SM can conceive.

### Vehicle Category

All vehicles should be assigned a Vehicle Category from the following:

**Personal Vehicles** are small vehicles such as motorbikes, cars, carts, boats, and wagons. They are small enough to be measured on the same scale as human characters.

**War Vehicles** are of a similar size to personal vehicles, but are designed for combat. This category includes Armoured Personnel Vehicles, tanks, military helicopters and planes, and starfighters. War Vehicles are generally

measured on the human scale but may possess certain abilities (usually weapons) that could kill most people outright. Such abilities are measured on the Heroic Scale.

**Heavy Vehicles** includes larger vehicles such as aeroplanes, ships, and space transports. Their Strength is measured on the Heroic Scale, so if a character has the misfortune to be rammed by such a vehicle, you'll probably die outright.

#### **Fantasy/Sci-Fi War Machines**

This group includes vehicles that are simply impossible by real world standards, such as star frigates and mecha. Most if not all of their stats are measured on the Heroic scale or possibly even the Demi-Deific scale if they're powerful even for this category.

If you're not in one yourself, *run and hide*.

Many War Vehicles, Heavy Vehicles, and Fantasy/Sci-Fi War Machines require multiple crew to operate effectively, including pilots, engineers, and gunners. Although the vehicle is treated as a single entity, each contributing character uses their own skill set to help run and maintain the vehicle and it's systems.

#### **Aside 4-01: Ability Scales**

The Basic BLYSS rules are based on the one Ability Scale, but this scale was designed to deal with human and similarly powered characters. It's just possible that there are other, more powerful beings out there!

Multiple Ability Scales are therefore possible. The suggested Ability Scales are as follows:

**Table 4-01: Ability Scales**

Ability Scale No.	Ability Scale Name	Suggested Device*
1	The Mundane Scale	(Mu)
2	The Heroic Scale	(He)
3	The Demi-Deific Scale	(DD)
4+	The Deific Scales	(De1, De2, De3, etc.)

\*Suggested representative devices to makes higher scaled abilities clear.

The Scales are simply layered on top of eachother. SMs may allow their players to build characters wholly on a different Ability Scale than the Mundane Scale if they choose, which requires no changes to Costs. Alternatively, characters on one Ability Scale can buy Abilities on a higher Scale. In this case, simply add extra ranks to the Cost tables and extrapolate from the existing Costs the required CP for abilities measured on higher Ability Scales.

Generally, an ability on an Ability Scale above an opposing ability is assumed to

always win. If the SM wants a less strict ruling however, they may allow the Ability Scales to interact more fluidly.

In this case, you essentially need to work out an intermediary Ability Scale that includes both levels of ability. Do this as follows:

The higher ranked Ability is assumed to be rank 10 on the intermediary scale, granting a d12 + d12 Die Pool (regardless of its usual Die Pool). Move down through the scales and ranks, until you reach the lower ability and can assign it a rank on the intermediary scale.

For example:

**Table 4-02: Example Intermediary Scale**

Actual Scale and Ranks	Ranks	Ability	Dice Pool
Mu rank 4 (d10)	0	Non-existent	d0
Mu rank 5 (d12)	1	Poor	d4
Mu rank 6 (d12 + d4)	2	Below average	d6
Mu rank 7 (d12 + d6)	3	Average	d8
Mu rank 8 (d12 + d8)	4	Above average	d10
Mu rank 9 (d12 + d10)	5	Good	d12
Mu rank 10 (d12 + d12)	6	Very good	d12 + d4
He rank 1 (d4)	7	Masterful	d12 + d6
He rank 2 (d6)	8	Incredible	d12 + d8
He rank 3 (d8)	9	Unparalleled	d12 + d10
He rank 4 (d10)	10	Out of this world	d12 + d12

*Note that "rank 0" of the intermediary scale is always the same number as the effective rank 10.*

In this instance, Mundane rank 4 or below could simply not interact with Heroic rank 4. Additionally, if the SM is using the optional rule that abilities 3 ranks or higher than the opposing ability always win, the lowest Mundane rank that could interact with Heroic ranks on this scale would be rank 8.

Items and Equipment is a supplement for the BLYSS rules that presents example items, weapons, and armour for multiple genres, as well as including example statistics for steeds and pets and rules for dealing with vehicles in your game.

A copy of the BLYSS Basic Rules or the BLYSS Core Rules is required.

