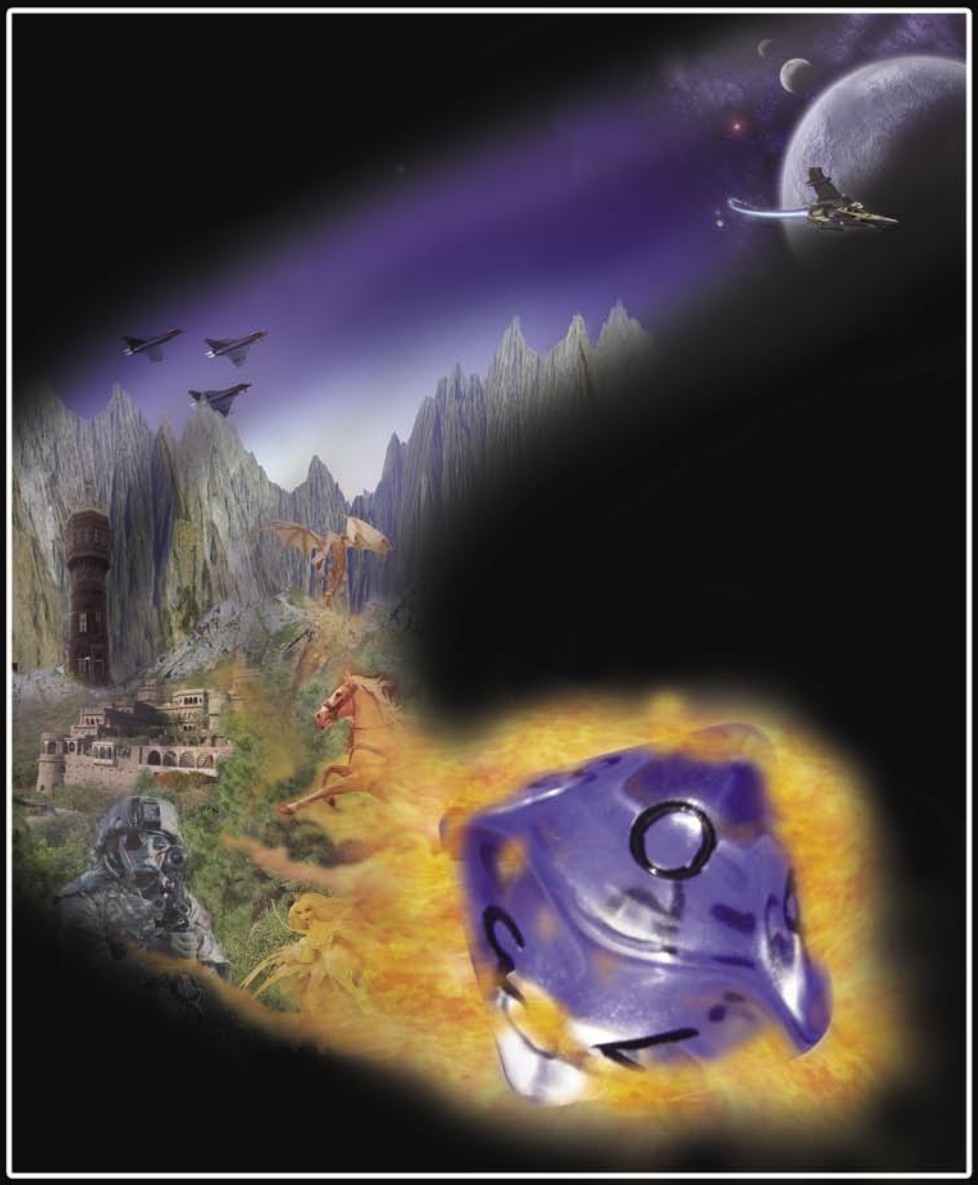
ParaSpace

Role Playing System

Basic Rules



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Dice: ParaSpace uses ten-sided dice (available from most hobby or games stores and various roleplaying websites). A 0 result on a ten-sided die always counts as 10.

The abbreviation D10 is used throughout the rules, and simply means ten-sided die.

On occasion you will be asked to roll more than one die. This is denoted by a figure in front of the abbreviation: 7D10 means roll seven ten-sided dice. 3D10 means roll three ten-sided dice and so on.

If you are asked to roll a D% or a D100, you will need to generate a number from 1 to 100. You must roll 2D10 (two ten-sided dice). Before rolling, select one D10 to be the result in tens and the other D10 to represent the result in units. A result of 0 on both dice is 100.

If you are asked to roll a D1000, then you will need to generate a number between 1 and 1000. To do this roll three ten-sided dice (3D10). Before rolling, select one D10 to represent the result in hundreds, one D10 to represent the result in tens, and the other D10 to represent the result in units. A result of 0 on all three dice is 1000.

Sometimes you will not use the full amount shown on the dice face, and will have to divide the result to obtain the score required. The abbreviation D10/2 will mean divide the die result by two; the abbreviation D10/3 will mean divide the die result by three; the abbreviation D10/4 will mean divide the die result by four; and so on. Always round off these die results, unless stated otherwise.

Gender Disclaimer: Throughout these rules we will always refer to the male gender. This is not intended as discrimination and is purely for grammatical reasons. The actual game mechanics of ParaSpace make no distinction between males and females.

Playtesters: Big Andy, Neil Bartram, Andy Bennett, Dave Birch, Matt Broom, Darren Bruce, Stuart Compton, Darryl Croft, Stuart Dickson, Justin Etheridge, Andrew Ferguson, Mark Flay, Jamie Fuller, Nathan Girdler, Gavin Hanbury, Jonathan Haywood, Mike Hyde, Ian Larking, Mike McAllister, Jon Mcloughlin, Dominic Morris, Dom O'Connell, Pete Pinner, Lex Pitfield, Dean Plows, Alex Reeve, Mark Smith, Franklin Stewart, Dave Thompson, Rebecca Thompson, Martin Wallace, Dave Web, Craig Willers, John Young, Tim Young.

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PSrps - Basic

Welcome to the ParaSpace Role Playing System Basic Rules (PSrps - Basic). This 60 page booklet is an abridged version of the Core Rules and is intended only as an introduction to sample some of the fundamental mechanics of the system. Whilst it is a replete work and, therefore, a stand-a-lone product itself, it does not contain all of the detail and omits many of the elements present within the Core Rules. However, it is completely compatible and consummates harmonious character transferral.

If you have never played in a role playing game before, we recommend a quick visit to our web-site for a brief introduction before continuing.

Creating a Character

Character Background

The first and, arguably, most important part of character creation is to determine the background. This will provide the player with a basic guideline that will help him accurately portray the type of character he or she is role-playing within the game. The character background should include information such as age, culture, social standing, abode, vocation and a brief description; including some notes about the character's personality. This guideline will enable the player to then set about selecting a Skill Set for the character and help to generate his gaming statistics. The GM should be on hand during this process to help the player conceive his character background by advising him with regard to the setting and style of game that he will be playing.

Defining the Character

After a background and a style in which to role-play the character has been decided, it is time to define his physical and mental limitations within the game. For this purpose, use a photocopy of the character sheet on page 59/60, (or simply follow the link from our web site to print off extras).

The following notes govern the creation of human characters only. Expanded Rules will be published regarding other character races.

Manipulations

There are nine character Manipulations to be defined as game statistics. As described right, each represents a universal player attribute, relating to his overall condition and indicating how competent he is in any given field.

Starting characters have a total of 41 Manipulation Points; which may be spread in any fashion across the entire range of his Manipulations

Every 1 point placed into a Manipulation will cost the player 1 Starting Manipulation Point and a character must have a minimum of 1 point in each type (except Luck, which may remain at 0 – see page 5) but may have up to a maximum of 7 (although this figure may be surpassed later using Experience Points).

For example: a starting player could place 5 points into eight of his character's manipulations and 1 point into the last; (5 x 8 = 40) + 1 = 41 or he may chose any other combination, provided his total does not exceed 41, he spends a minimum of 1 point in each (except Luck, which may remain at 0 – see page 5) and spends no more than 7 points on any single Manipulation.

The average adult human being will score 5 in each Manipulation type (except Luck which has an average of 0), but this figure is obviously subject to change according to his background, lifestyle, work, and leisure pursuits. Referring to the guidelines on page 4, players must decide upon their character's Manipulation scores, keeping in mind the character's background and description.

Manipulation Types

Physique (PH): This Manipulation comprises strength and bulk and is used when the character attempts any activity involving direct force or the application of his physical magnitude. It is also used as a measure of the character's ability to withstand physical punishment.

Deftness (DEF): This is the character's adroitness, dextrous co-ordination and physical agility. During play, it is mainly used to determine a character's hand-eye co-ordination and his manipulative control of objects.

Quickness (Q): Measures the speed of the character's reactions and reflexes. Coupled with a character's Deftness (but set against Physique) it will reveal his Movement Rate whilst running (see page 8).

Fitness (FIT): The state of the character's physical health. It is used to determine a character's stamina, resistance to disease and to measure his levels of fatigue.

Perception (PER): The character's situation awareness; his ability to observe, understand and interpret surrounding events. It is also the character's basic control over his five natural senses: hearing, sight, smell, taste and touch.

PH Guideline Table	
Score	**Guide**
1	Young child below 7 years
3	Teenager or elderly person
5	Average adult at 21-35 years, or teenage body-builder
7	Large adult (either muscular, overweight or just big-framed)
9	Hefty adult; likely body-builder
11	Champion weight-lifter

DEF Guideline Table	
Score	**Guide**
1	The control of a very young child: standing and walking etc.
3	Manipulation on a simple level, running and jumping is possible
5	Simple jumps, vaults and control
7	Practising gymnast
9	Olympic gymnast or athlete
11	World record levels of deftness

Q Guideline Table	
Score	**Guide**
1	Child's natural reflexes
3	Slow responses
5	Average reflexes and reactions of a human adult
7	Athlete in training
9	Professional boxer or martial arts expert
11	Reaction times rarely seen in human beings

FIT Guideline Table	
Score	**Guide**
1	Young child below 7 years
3	Unfit adult
5	Average teenager / working adult
7	Person training in regular sporting activity
9	Trained professional: fireman, boxer, athlete etc.
11	Fitness levels rarely seen in human beings

PER Guideline Table	
Score	**Guide**
1	Cognitively inefficient
3	The character often remains oblivious to the finer points of his surroundings
5	Reasonably observant, the character will notice occasional subtleties
7	A fine eye for detail
9	Shows an uncanny sense of awareness
11	Levels of perception rarely seen in human beings

MND Guideline Table	
Score	**Guide**
1	Childlike fears, phobias and paranoia
3	Control and grasp of some minor energies, but unable to control natural instinct over fear
5	Average human being: control is gained through some effort
7	Good control over the mind and its reasoning
9	At one with his karma; daring feats are freely attempted
11	Levels of mental prowess rarely seen in human beings

INT Guideline Table	
Score	**Guide**
1	Slow to learn; might be considered backward
3	A general standard grade is likely to be achievable
5	Average human: most grades can be achieved if given time to develop
7	Advanced level and degree standards are likely to be easily achievable
9	Masters degrees are likely to be easily achievable at this level
11	Genius

CHA Guideline Table	
Score	**Guide**
1	Usually avoided by all regardless of effort
3	Seen as unkempt and charmless
5	Average looks and appeal
7	Good looks with officer qualities
9	An iconic speaker and motivator
11	Admiration or envy from all

Mind (MND): The character's willpower, stability of mind and control over fear. It is also used to measure his capability for, and tolerance toward, magical or supernatural phenomena.

Intelligence (INT): The manipulation of logic and the ability to retain and recall stored information and experiences to help in solving problems and puzzles. Coupled with the character's Mind and Perception, it will reveal an aptitude for learning.

Charisma (CHA): The character's physical appearance, personality, charm and enthusiasm. Manipulation of Charisma allows the character to inspire others to his way of thinking.

Luck (LCK): Each time a character calls upon his Luck he may change any one dice roll by 5 points. However, every use will reduce the Manipulation by 1 point. This reduction can only be overcome with the use of Experience Points (XP), which is fully explained later.

It is important to note that Luck is the only Manipulation that may be left at or reduced to zero (zero is average for Luck).

Skills, Abilities, Techniques and Manoeuvres

Skills and Abilities define areas that the character has a natural tendency toward or fields in which he has become proficient. Techniques and Manoeuvres (which are mostly combat based) are, for the most part, extensions of these Skills and show that a character has a greater understanding or insight into the subject matter. A player will need to choose these Skills, Abilities, Techniques and Manoeuvres and decide how his newly created character has developed or come by them. This should be based upon the character's background, reflecting his career, hobbies and general lifestyle.

Whilst the ParaSpace Core Rules consummate a much wider choice, within PSrps - Basic, each Character will start the game with a total of 6 Skills plus any Common Skills (as described right).

Skill choices should be noted into the relevant section of the character sheet.

Common Skills

Common Skills are additional free Skills, awarded by the GM, to every character, based upon the fundamental requirements involved with the game setting. As each setting will be different, so will the Setting Skills obtained by the character be different. In general however, each game setting will dictate that a character should have between 2 and 4 free Setting Skills. Some setting examples follow below:

Common Skills Table	
Game Setting	**Suggested Common Skills**
Tribal Dark Ages	(Area) Knowledge, Outdoorsman, Any one Weapon Skill
Fantasy / Medieval	General Knowledge, Profession (Type), Any one Weapon Skill
Wild West / Settler	General Knowledge, Outdoorsman, Profession (Type), Ride Horse
20th Century	Drive Car, General Knowledge, Hobby (Type), Literacy (common), Profession (Type)
Dark Apocalyptic Future	General Knowledge, Outdoorsman, Profession Any one Weapon Skill
Cybernetic Future	Computer Operations, General Knowledge, Hobby (Type), Literacy (common), Pilot (Grav Vehicle), Profession (Type),
Space Travel	General Knowledge, Hobby (Type), Language (Type), Literacy (common), Pilot (Type), Profession (Type)

Note that it can automatically be assumed that all characters can speak one common language To speak a second language however, will require a Skill choice Note that all characters wishing to read and write must obtain the Literacy Skill.

Base Skill Level.

The level of proficiency at which the character obtains the Skill is defined by the Base Skill Level and players should write this figure into the Base column of the Skill section on the character sheet. This is the proficiency level that the character has attained with the Skill. The average human Base Skill Level of proficiency is 3.

Each Character will have his Common Skills at a Base

level of 3. The player will then select the Base Levels for the others from the following combination.

1 Skill at a Base Level of 2
4 Skills at a Base Level of 3
1 Skill at Base Level of 5

Total Skill Level

Each Skill that a character possesses will require the use of a Manipulation to be effective. The most typically required Manipulation is listed with the Skill description,

Players should write the listed typical Manipulation (and its value) into the relevant column on the character sheet. By adding the Base Skill Level and the appropriate Manipulation score, one can obtain a Total Skill Level for the character's proficiency. This amount should be written into the Total column of the character sheet.

Skill Results

As the GM relays his story there will be times when the players will need to interact, roleplaying the parts of their characters. Sometimes this interaction will be conversation or simple tasks like walking or driving to a specific place, and such actions will just be included and narrated as part of the story. However, when a character attempts to do anything remotely formidable within the game, such as driving a car at high speeds through busy traffic or other obstacles, the GM will assign such an activity with a Target Number (TN) based on the difficulty of the Task being attempted (as shown on the Task Difficulty Guideline table on the right). In addition, for guidance, some Skills have specific Target Numbers listed with their descriptions. The player must then generate a Skill Result to see if the character is successful in his Task.

To generate a Skill Result, the player will roll 1D10 and add the amount to the character's Total Skill Level. If the Result is equal to or greater than the TN, then the task is a success. Anything less is a failure.

TN Guidelines

To set the Task Difficulty Level, the GM will assume that the character will approach the Task with some basic knowledge of his subject. A character whose car breaks down or starts making strange gurgling noises is unlikely, having no mechanical experience or knowledge, to even bother lifting the bonnet to try and find the problem. And even if he did, he would find only a mass of hoses and chrome that would mean absolutely nothing to him.

To a trained mechanic, however, it is only a Basic Task (TN 7) to fit a new fan belt, or to re-fill the car with oil. To the Unskilled veteran, however, a TN 7 may seem a rather enterprising task (Manipulation +1D10/3, see left) and he will possibly need Luck to succeed in his attempt.

Task Difficulty Guideline Table

Task	TN
Simple	4
Basic	7
Elementary	10
Average	13
Awkward	16
Difficult	19
Hard	22
Improbable	25
Incredible	28
Unfeasible	31

Explanation of Terms

Simple TNs are everyday Tasks that can often be completed using only common sense and no relevant training or knowledge. Simple tasks would involve using the Car Mechanic Skill to change the wheel of a car; using the Climb Skill to climb a ladder; or using the Stealth Skill to remain unseen in complete darkness.

Simple Tasks can be ignored in most game situations if the character has any Skill resemblance to aid him in the result. Unless drastically important to the scenario plot, it will just be assumed that the character will automatically succeed at such Tasks.

Basic TNs are easily achievable Tasks to the trained person. However, to a character that has no experience, Skill, or aptitude, Basic Tasks are achievable, but often require the aid of Lady Luck to obtain professional results. An example of a Basic Task could involve using the Car Mechanic Skill to check and top up the oil, using the Climb Skill to climb a rope ladder, or using the Stealth Skill to remain hidden on a dark night.

Elementary TNs are slightly more difficult and are likely to require that a character have some kind of guidance or training in what he is attempting. Any Skilled character (Average Level 8 + 1D10) is likely to achieve Elementary Tasks with little or no bother. Elementary Task examples could involve using the Car Mechanic Skill change the spark plugs, using the Climb Skill to quickly scale a tree, or using the Stealth Skill to remain hidden in long grass.

All characters should be required to generate Elementary Skill Results if the action is formidable.

Average TNs are likely achievable only by characters that have the relevant Skill (and any character that tries his

luck to roll a 0). Any Skilled character (Above Average Level 10 + 1D10) is likely to achieve Average Tasks relatively easily. Basic Skilled characters are likely to find the Task a little more daunting, and may require additional time before achieving success. Average Task examples could involve using the Car Mechanic Skill to replace the exhaust, using the Climb Skill to shin up a drainpipe, or using the Stealth Skill to remain hidden in the shadows of a campfire.

All characters should be required to generate Average Skill Results if the action is formidable.

Awkward TNs are only achievable by characters who have the relevant Skill. Any Skilled character (Above Average Level 10 + 1D10) is likely to achieve Awkward Tasks but may require additional time for success. Basic Skilled characters are likely to find the Task beyond their reach and, although Average Skilled characters will be capable of success, they will struggle to achieve the results. On the other hand, Experts will have little trouble in achieving Awkward Tasks.

Awkward Task examples could involve using the Car Mechanic Skill fit a roll cage, using the Climb Skill to shin up a drainpipe when wet, or using the Stealth Skill to remain hidden in partial cover during daylight.

Awkward Skill TNs are always concerned with formidable Tasks, and therefore all characters attempting them should be required to generate Skill Results.

Difficult TNs are only achievable by characters that have the relevant Skill. (Even characters who try their luck are unlikely to have complete success with these Tasks; the Game Master will use his discretion to interpret such a Result). Any Skilled character (Expert Level 12 + 1D10) is likely to achieve Difficult Tasks but may require additional time for success. Basic and Average Skilled characters are likely to find the Task beyond their reach and even Above Average Skilled characters may require some time and several attempts. On the other hand, a Genius or better Skilled character will have little or no bother in achieving Difficult Tasks.

Difficult Task examples could involve using the Car Mechanic Skill to replace or upgrade the car's engine, using the Climb Skill to tackle a steep cliff, or using the Stealth Skill to remain hidden in a well lit, furnished room.

Difficult Skill TNs are always concerned with formidable tasks, and therefore all characters attempting them should be required to generate Skill Results.

Hard TNs are likely to be only achievable by characters that have the relevant Skill (even characters who try their luck these Tasks). Any Skilled character (Genius Level 14 + 1D10) is likely to achieve Hard Tasks but may require some time and several attempts. Basic, Average and Above Average Skilled characters are likely to find the Task beyond their reach and even Experts will struggle to achieve the results. On the other hand, Masters or better Skilled characters will have much less difficulty in achieving Hard Tasks.

Hard Task examples could involve using the Car Mechanic Skill to replace or upgrade the car's engine suspension, using the Climb Skill to tackle a sheer cliff with few handholds, or using the Stealth Skill to remain hidden in a well lit, lightly furnished room.

Hard Skill TNs are always concerned with formidable Tasks and therefore all characters attempting them should be required to generate Skill Results.

Improbable, Incredible and Unfeasible TNs are likely to be unachievable to all but the very best of the most Skilled characters (Grand Master 18 +1D10 and higher).

Sample Tasks could involve using the Car Mechanic Skill to build an entire high performance car from scratch, using the Climb Skill to tackle a sheer metal wall, or using the Stealth Skill to remain hidden in bright light with very little cover. These Skill TNs are always formidable tasks!

Magic

Players that do not wish to have their characters start the game with magic may make an additional Skill choice (at a Base Level of 2) or may receive an additional +1 Base Level to a Skill of their choice.

Players wishing for their characters to start the game with magic should have already selected the Arcane Magic (Thaumaturgy) Skill and are now entitled to any one Thaumaturgic Spell at up to 2 MEP value.

For full details on how to use magic within PSrps and for spell descriptions refer to page 38.

The GM will have the final say with regards to any magic that may or may not exist within the setting for the game.

Starting Funds

Although income will actually be based upon the particular currency of the game world, PSrps will treat all matters relating to money or currency in the form of Units (un). Each Unit can be deemed equal to a single unit of the base currency within the game world setting, be it a loaf of bread, a chicken, a gold piece, a dollar, credit chips or trans-star crystal.

Using the Basic rules each character will start the game with 1D1000 + 300 un regardless of his professional level. These funds may be used to purchase starting equipment (available equipment and relative prices can be found from page 24). In most cases such equipment is assumed to have been accumulated by the character before he enters play - although the GM may require characters to purchase equipment specifically before any particular adventure begins.

Description

Now that you have all the necessary elements for your character you can, if desired, set about writing a description. Character description can be as detailed or as sketchy as you like but could include the following: height, weight, eye colour, hair length, style and colour, style and type of clothing, habits and preferred or visible weapons.

The more complete the description of the character the more realistic he will seem and the more enjoyable he will be to roleplay. You will also find that by 'bringing the character to life' through background choices and descriptions, you will become more attached and familiar with the gaming alter ego. This closeness will only serve to heighten the roleplaying experience.

A few other Game Statistics

Lastly, before play can finally begin, the player will need to calculate a few game statistics for his character and note them onto the relevant section of the character sheet. Each item, and its game use, is described in full during later chapters.

Learn Bonus

A character's Learn Bonus is the sum of his PER + MND + INT. Its use is fully explained on page 54.

Move

Mps: Metres per second

In order to find the character's Movement Rate in any scale, you will first need to work out his real life (unencumbered) metric sprinting speed. To do this, find the total of the character's Quickness, plus his Deftness, minus his Physique. The result is equal to the metres per second the character is able to cover in a flat sprinting race.

The average unencumbered character will therefore be able to sprint at 5 metres per second (Q of 5 + DEF of 5 – PH of 5 = 5).

Note that 100 divided by metres per second sprint will equal the average time it takes the character to sprint a 100 metre track race.
Average: 100 ÷ 5 = 20 seconds
Barry 100 ÷ 3 = 33 seconds

Movement Scale

The Mps rate will now need to be converted to your preferred system of game measurement per Action. Each Action is equal to between 1 and 2 seconds of activity and each Round is equal to roughly 5 seconds (as defined on page 44). It is therefore important to note that a character's movement rate per Action is only an approximation. Note the scale intended for use during play (cm – for use with miniatures, imperial or metric), in the space provided on the character sheet, to avoid later confusion.

Character Movement Rates

Standard (Std)

During a standard move, a character may move any distance up to his Standard Movement Rate. Whilst walking, for example, a character will reduce the rate down to around 10% of the total, a fast pace may be at 50%, and a run will use 100% of the value.

At full Standard Movement Rate, although the character is assumed to be running, he is not going flat out. Therefore, a character will use his Standard Movement Rate during encounters and combat, allowing him to remain aware of events occurring around him, make decisions and act upon them, and to stop and/or change direction with no penalty.

For example, the full Standard Movement Rate, during one Action, can be assumed to take into account a short sprint towards an opponent, whilst drawing and readying a weapon, and then, in the same Action (assuming the character's movement ends with him in range), attempting to strike that opponent.

Sprint

A combatant may sprint up to double his Standard Movement Rate, but must spend 1 Action accelerating to that speed, and 1 Action decelerating from that speed.

Barry is about to sprint the 100 metres track event. His first Action will be spent accelerating to his sprinting speed; which means that he can only move at his Standard Movement Rate for this Action. His second and further Actions see him in full sprint; which means that he is now travelling at up to double his Standard Movement rate for each Action. As he crosses the finish line at full sprint, Barry must spend 1 further Action decelerating. This deceleration Action is made at his full Standard Movement Rate.

Whilst accelerating to sprint, and actually sprinting, the character is assumed to be totally focused on his activity. He can therefore do nothing else other than

move in a line-up to a maximum of a 45º arc. Should any circumstance, such as being attacked or otherwise interrupted whilst sprinting, break the character's focus, the character immediately falls back to his Standard Movement Rate, whereupon it can be assumed that he is either decelerating from or accelerating back to a sprint.

A sprinting character may attempt to remain focused on his sprint when interrupted, for no reduction in his rate, by generating an Endurance TN 15 (MND + Endurance Skill + 1D10). Note that the GM may alter this TN at his discretion.

Miniature Scale (cm)

Sprint, Centimetres Per Action (cm/a)
Multiply the character's Mps rate by 3, and note the amount in the space provided on the character sheet. If you are using miniatures within the game, the representation may sprint up to this many centimetres in a single Action. (Note that the character must also spend additional Actions accelerating to, and decelerating from, this speed – see page 8 for full details).

Using miniature scale, an average man is able to Sprint 15cm per Action (5 x 3 = 15)

Standard, cm/a
Divide by 2 (round off fractions) the character's Sprint cm/a rate, and note the amount in the (Std) space provided on the character sheet. If you are using miniatures within the game, the representation may run up to this many centimetres in a single Action at the more cautious standard running pace (see page 8 for full details).

Using miniature scale, an average man has a Standard movement rate of 8cm per Action (15 ÷ 2 = 7.5 (round off fraction) = 8).

Metric Scale

Sprint, metres per Action (Mpa)
Multiply by 1.5 (round off fractions) the character's Mps rate, and note the amount in the space provided on the character sheet. If you wish your game scale to be metric, then the character can sprint up to this many metres in a single Action. (Note that the character must also spend additional Actions accelerating to, and decelerating from, this speed – see page 8 for full details).

Using the metric scale, an average man is able to sprint 8 metres per Action (5 x 1.5 = 7.5 (round off fractions) = 8).

Standard, Mpa
Divide by 2 (round off fractions) the character's sprint Mpa rate, and note the amount in the (Std) space provided on the character sheet. If you wish your game scale to be metric, then the character may run up to this many metres in a single Action at the more cautious standard running pace (see page 8 for full details).

Using the metric scale, an average man has a Standard movement rate of 4 metres per Action (8 ÷ 2 = 4).

Imperial Scale

Sprint, Feet per Action (Ft/a)
Multiply by 9.6 (round off fractions) the character's Mps rate, and note the amount in the space provided on the character sheet. If you wish your game scale to be imperial, then the character can sprint up to this many feet in a single Action. (Note that the character must also spend additional Actions accelerating to, and decelerating from, this speed – see page 8 for full details).

Using the imperial scale, an average man is able to sprint 48 feet per Action (5 x 9.6 = 48).

Standard, Ft/a
Divide by 2 (round off fractions) the character's sprint Ft/a rate, and note the amount in the (Std) space provided on the character sheet. If you wish your game scale to be imperial, then the character may run up to this many feet in a single Action at the more cautious standard running pace (see page 8 for full details).

Using the imperial scale, an average man has a Standard movement rate of 24 feet per Action (48 ÷ 2 = 24).

Fatigue & Trauma (F&T)

Fatigue is intended to measure the character's physical limits, showing the effects as a character slowly becomes tired and weary during any given feat. A character that is wounded will also draw upon these reserves as 'the wind' is knocked from his body. The character's fatigue reserves are recorded in the form of Damage Points (DP).

Trauma refers to the physical limits of body prostration. Such levels can be reached as a cumulative result of extreme tiredness and fatigue or, most often, as a direct result of injury. The character's trauma is also recorded in the form of Damage Points.

Refer to the Fatigue & Trauma section of the character sheet: Starting in the box marked Light, note the result of the character's PH + FIT multiplied by two into the right hand side after the word 'to'.

Into the next adjacent category box, marked Mild, after the word 'to', add the same sum (PH + FIT) x 2 to the total now recorded in the Light category box. Continue to add the same sum, after the word 'to', into each adjacent category box to the right, respectively marked Heavy, Serious, Critical and Deadly.

Now into each box, before the word 'to', write in an amount that is 1 point higher than that recorded into the previous box to the left; thus giving a range of figures (x to y) in each box.

An average Physique of 5 and a Fitness of 5 will therefore result in the following Fatigue & Trauma category ranges: Light 1 to 20, Mild 21 to 40, Heavy 41 to 60, Serious 61 to 80, Critical 81 to 100, Deadly 101 to 120.
(5+5) x 2 = 20 + (5+5) x 2 = 40 + (5+5) x 2 = 60 + (5+5) x 2 = 80 + (5+5) x 2 = 100 + (5+5) x 2 = 120
For full effects and game use of F&T, see page 51.

Knock Down Value (KDV)

KDV is used to determine whether or not a combatant has been stunned by the force of an attacking strike.

Referring to the Knock Down Value section of the character sheet, write the character's PH x 2 into the KDV box. Should the character ever recieve damage that is greater than this amount the he will have been stunned. See page 53 for full details and game effects of Stun.

An average person (PH 5) will have a KDV of 10 (5 x 2 = 10).

Note that KDV is dealt with in a little more detail in the ParaSpace Core Rules.

Armour

Calculation of armour statistics can be found on page 30.

Weapon Statistics

Calculation of weapon statistics for game use is fully explained on page 26 and should be completed before play.

Magic Resistance

A character's natural Magic Resistance is equal to his MND. This figure can then be further adjusted using the Improved Magic Resistance Skill (see page 17).

Magical Energy Points

Unless altered through the use of XP (see page 55) all characters will begin the game with Magical Energy Points (MEP) equal to their MND.

PMA (Potential Magic Aptitude)

PMA is the sum of (PER + MND + INT)/3 (round off fractions). Its full use is described in the magic section.

An average man has PER 5, MND 5 and INT 5. His PMA is therefore 8 (5 + 5 + 5 = 15 ÷ 3 = 7.5, round off fractions = 8)

Skills

To follow is an alphabetical list of Skills that shows the XP cost (see page x) and common Manipulation for each. Some sample TNs and, where appropriate, usage times are also included with some descriptions to further aid the GM.

Note that any Skill listed with * will have some kind of reservation or pre-requisite and should be discussed with the GM before acquisition.

Acting

7 XP + CHA
The ability to pretend to be someone else, or to show false emotions.

In cases of general 'stage' recital a TN 10 will suffice for an acceptable performance. Alternatively, if the actor were actually trying to bluff a patsy, the TN could be set vs Detect Lie.

Administration / Business Knowledge

10 XP + INT
The character is versed in the economics of business (this is usually based upon his particular environment, unless otherwise explained in his background), including marketing, finance, tax, stock and cash flow. The character will also have an insight into larger bureaucratic agencies and will have an understanding of managing and dealing with them.

Animal Training (Type)

10 (Environmental) + CH
Caring for, raising, and teaching simple commands to one type of animal.

To train a simple animal (such as a mouse) basic tricks such as stay, sit or kill will require a TN 19 and 2D10 + 4 Days.

To train a companion animal (such as a dog) basic tricks such as stay, sit or kill will require a TN 7 and 1D10 + 4 Days.

To train a semi-intelligent animal (such as a monkey) basic tricks such as stay, sit or kill will require a TN 7 and 1D10 + 4 Days.

To train a simple animal (such as a mouse) advanced tricks such as thieving or basic communication will require a TN 25 and 3D10 + 4 Days.

To train a companion animal (such as a dog) advanced tricks such as thieving or basic communication will require a TN 22 and 2D10 + 4 Days.

To train a semi-intelligent animal (such as a monkey) advanced tricks such as thieving or basic communication will require a TN 19 and 2D10 + 4 Days.

Anthropology (Type)

15 (Academic) + INT
The study of one life form or people: their culture, customs, religions and politics.

Arcane Magic (Thaumaturgy)*

15 (Occult) + PMA
* Skill reservations are based upon the game world setting and are at the GM's discretion.

Using arcane texts to interpret magical power and spell casting. See the Magic Chapter for full details.

(Area) Knowledge

7 + INT
The character is familiar with one particular local area. He will rarely get lost in this environment and will also be well known (but not necessarily liked).

Art (Type)

10 + DEF
The ability to draw, paint or sculpt (select one type).

Axe, Long

10 (Hand Held Combat) + DEF
Skilled in the weapon use of all axes over 69cm in length. Offers bonus to strike.

Axe, Long (Thrown)

15 (Hand Held / Missile Combat) + DEF
Skilled in the thrown use of all axes over 69cm in length. Offers bonus to Ranged strike.

Axe, Short

7 (Hand Held Combat) + DEF
Skilled in the weapon use of all axes under 70cm in length. Offers bonus to strike.

Axe, Short (Thrown)

10 (Hand Held / Missile Combat) + DEF
Skilled in the thrown use of all axes under 70cm in length. Offers bonus to Ranged strike.

Axe, Two-handed

15 (Hand Held Combat) + DEF
Skilled in the use, as weapons, of all two handed axes. Offers bonus to strike.

Axe, Two-handed (Thrown)

20 (Hand Held / Missile Combat) + DEF
Skilled in the thrown use of all two-handed axes. Offers bonus to Ranged strike.

Bargaining / Sales

7 (Business, Sleight) + CHA
Knowledge of successful haggling, including buying and selling.

Task	TN
Haggle for 200% value	19
Haggle for 150% value	16
Haggle for 120% value	13
Haggle for 90% price	14
Haggle for 70% price	16
Haggle for 50% price	19

Alternatively, the patsy may attempt to generate a higher Bargaining Skill Result to avoid being duped.

Body Combat Proficiency (Type)

10 (Military, Physical Sport, Body Combat) + DEF
The character is Skilled in a particular attack method when using unarmed combat. Each Proficiency (Type) provides a bonus to strike. The (Type) of Proficiencies available are Punch, Disarm, Body Combat Parry, Kick, Head Butt or Other (as detailed by the GM).

Bola

15 (Hand Held / Missile Combat) + DEF
Ability to use the bola weapon class. Offers bonus to strike.

Botany / Plant Lore

15 (Academic / Occult) + INT
The scientific study of plants; recognition and classification, reproduction methods, photosynthesis and osmosis.

Bow, Long

10 (Dextrous Sport, Missile Combat) + DEF
Ability to use bows over 79cm in height. Offers bonus to strike.

Bow, Short

7 (Dextrous Sport, Missile Combat) + DEF
Ability to use bows under 80cm in height. Offers bonus to strike.

Bribery

10 (Law, Espionage, Sleight) + CHA
The art of making a bribe seem acceptable.

If the briber's Skill Result is higher than his patsy's MND + Detect Lie or Bargaining + 1D10 then the Result is successful.

Note that the GM should award a bonus to the patsy's resistance attempts if the bribe is unrealistic, dangerous or downright stupid.

Building (Type)

15 + INT
Knowledge of construction. Types include architecture and design, brick laying, carpentry and roofing etc.

Car Mechanic

15 (Mechanic) + INT
The knowledge and ability to repair, rebuild, modify and redesign all standard road vehicles, including bikes, jeeps, trucks and cars.

Task	TN
Hot-wire (1D10 Minutes)	8
Find simple fault (1D10/3 Hours)	8
Fix simple fault (1D10/3 Hours)	10
Find complex fault (1D10 +1 Hours)	14
Fix complex fault (1D10 +3 Hours)	16

Catapult

7 (Dextrous Sport, Missile Combat) + DEF
Skill in using hand held catapults. Offers bonus to strike.

Chemistry

15 (Academic) + INT
Science of elements and compounds, their laws of combination and change.

Climbing

10 (Environmental, Military, Physical Sport) + DEF
The ability to quickly climb surfaces with or without the aid of ropes and safety harnesses. The TNs below assume that no ropes or equipment are being used. The GM should add bonuses of +1 to +5 to the Skill Result if safety equipment is used.

A character is assumed to climb at ⅓ of his standard movement rate but may increase this to a maximum ⅔ by suffering a -5 penalty to the Result.

Note that a character's EncR penalty must be applied to any Climbing Skill Result.

Task	TN
Climb steep jagged surface	10
Climb smooth steep surface	11
Climb sheer jagged surface	15
Climb upside down, jagged surface	21
Climb smooth sheer surface	27
Climb upside down, smooth surface	30

Club / Mace, Long

10 (Hand Held Combat) + DEF
Skilled in the use of clubs and maces longer than 69cm. Offers bonus to strike.

Club / Mace, Long (Thrown)

15 (Hand Held / Missile Combat) + DEF
Skilled in throwing clubs and maces longer than 69cm. Offers bonus to Ranged strike.

Club / Mace, Short

7 (Hand Held Combat) + DEF
Skilled in the use of clubs and maces shorter than 70cm. Offers bonus to strike.

Club / Mace, Short (Thrown)

7 (Hand Held / Missile Combat) + DEF
Skilled in throwing clubs and maces shorter than 70cm. Offers bonus to Ranged strike.

Club / Mace, Two-handed

15 (Hand Held Combat) + DEF
Skilled in the use of clubs and maces requiring two handed use. Offers bonus to strike.

Club / Mace, Two-handed (Thrown)

20 (Hand Held / Missile Combat) + DEF
Skilled in throwing clubs and maces requiring two handed use. Offers bonus to Ranged strike.

Combat Reflexes

20 (Combat, Military) + PER
The character's senses are keenly acute and tuned in to confrontational and potentially violent situations.

In game terms, If the Skill Result is greater than each of his current opponents' INIT (for the first Round of combat only - see page 44) the character will gain one free Action before those opponents. This Action is in addition to any normal Actions that the character may have for the combat Round (even when the character was due to act first anyway) and may only be used as an Attack, Defence, Move or other type of combat related activity or preparation.

Note that in cases where more than one combatant has the Combat Reflexes Skill, all such combatants are entitled to additional attacks (as per the above rule) but the order is determined by the highest Result moving first, followed by the lower Results in decreasing values.

Combat Stance

15 (Military, Physical Sport) + PH
Through training, the character has developed a stable fighting stance and is thereby able to remain standing after receiving large amounts of damage. When calculating KDV characters that have this Skill should multiply by the Skill Total rather than just PH.

An average man's KDV would normally be calculated as (PH 5 x 2) = 10. However, a character with Combat Stance (at Base Level 3 + PH5 for a) Total Skill Level of 8 will have a KDV value of (8 x 2 =) 16

Computer Operations

10 (Academic, Business, Technology) + INT
Knowledge of computers and computing devices.

Task	TN
Locate files or information on a 'non-secure' system	13
Amend files on a 'non-secure' system	16
Locate/amend files on a secure system	22
(or vs the programmer's Computer Operation Result)	

Concealment

10 (Espionage, Military, Sleight, Thief) + PER
The ability to hide items (from a tank in the woods to a gun in a jacket) using natural cover and camouflage methods.

To find a Concealed object requires a successful Look Task vs the Concealment Skill Result.

Cooking

7 + INT
Knowledge of preparation, cooking, preservation and the etiquette of food.

Crossbow, Heavy

7 (Dextrous Sport, Missile Combat) + DEF
Proficiency with crossbows that weigh more than 3.4 kg. Offers a bonus to strike.

Crossbow, Light

7 (Dextrous Sport, Missile Combat) + DEF
Proficiency with crossbows that weigh less than 3.5 kg. Offers a bonus to strike.

Cryptography

15 (Espionage, Technology) + INT
The ability to recognise, design and crack secret codes and messages.

The Result obtained for the creation of a code will set the TN for the code to be cracked. Computer encrypted codes range from TN 22 upwards.

Dance

7 (Performing Arts) + DEF
The art of dancing.

Note that a character's EncR penalty must be applied to any Dance Skill Result.

Deceive / Conceal Emotion

7 (Espionage, Sleight) + CHA
Through the use of confident body language and assured speech, this is the ability to hide one's true emotions and / or make a listener believe despite not telling the 'complete truth'.

Note that Deceive / Conceal Emotions is Comparable with Read Emotions / Detect Lie

Demolition

10 (Military) + INT
Knowledge of explosive devices, including strategic placement and defusing.

Disguise

10 (Performing Arts, Sleight, Thief) + PER
The ability to change one's appearance through the application of putty, make-up and wigs.

Dodge

7 (Combat, Physical Sport) + Q
Defensive manoeuvre to avoid a strike by moving out of its way. To dodge, the defender must generate a Dodge Skill Result (Q + Dodge Skill + 1D10). Certain equipment will also carry modifiers to this roll (see Equipment and TEM).

If the defender's Skill Result is equal to or greater than the attacker's Skill Result, then the dodge is successful, completely avoiding his attacker's blow.

Note that only one Dodge may be attempted per Initiative Zone (see page 46) and that this will only defend against one attack (see also Focused Dodge on page 13). However, a character may attempt to Parry further attacks made within that same initiative zone (see Combat for full details).

Drinking

7 + MND
The ability to consume large volumes of alcohol and keep a clear head.

Starting with a TN 6, each subsequent drink then requires a new Skill Result with a +1 increase to the TN. Failure results in drunkenness.

Drive Car

10 (Dextrous Sport) + DEF
Manual and automatic vehicles including cars, jeeps and small trucks.

Note that a character's EncR penalty must be applied to any Drive Skill Result.

Task	TN
Pulling away at high speed.	7
Rounding a 90º corner at 48 kmph (30 mph).	15
Rounding a 90º corner at 72 kmph (45 mph).	18
Rounding a 90º corner at 97 kmph (60 mph).	21

Electronics

10 (Technology) + INT
The understanding of electronics, circuitry and wiring diagrams.

Task	TN
Wire up simple gadget (1D10 x 10 minutes)	12
Wire up complex gadget (2D10 x 10 minutes)	18
Find simple fault (1D10/3 hours)	8
Fix simple fault (1D10/3 hours)	10
Find complex fault (1D10 hours)	14
Fix complex fault (1D10 hours)	16

Escapologist

10 + DEF
The ability to escape ties, chains and shackles.
Escapologist vs Rope Use may be used to find an appropriate TN.

Evaluate

20 (Business) + INT
Knowledge of the market value of most items.

Task	TN
Evaluate clothes	9
Evaluate food	9
Evaluate livestock	11
Evaluate jewels	12
Evaluate precious metals	12
Evaluate weapons and armour	15
Evaluate magical items	18

Faith (Type)

20 + MND
Faith determines the strength of a character's belief, reliance, trust, affinity, confidence and allegiance within a particular (Type) mythos, philosophy, system of government, religious viewpoint or scientific reasoning etc. The character need not have any understanding or in depth knowledge of his subject matter (where such knowledge would require the Lore Skill), as the Skill is merely an abstract measure to determine the intensity of his emotion.

At the GMs discretion, when dealing with matters of Faith, the character may add half of the Base Level to Confidence Under Threat and any CHA based Skill Results. However, where the character performs actions determined to be of a contradictory nature to his Faith's philosophy, the GM may issue an immediate -1 reduction to the Base Skill Level (this can only be replaced through the use of XP). Should the Base Skill Level drop to below 0 as a result of these penalties, the character is deemed to be having a crisis of faith and the Skill is lost (although it may be re-purchased, at any time, as normal).

Farming

15 (Environmental) + INT
Knowledge of crops and livestock.

Fishing

10 (Environmental) + INT
Knowledge of fish and how and where to catch them.

Flail, Long

15 (Hand Held Combat) + DEF
Expertise in using flails larger than 69cm. Offers bonus to strike.

Flail, Short

10 (Hand Held Combat) + DEF
Expertise in using flails shorter than 70cm. Offers bonus to strike.

Flail, Two-handed

20 (Hand Held Combat) + DEF
Skill in using two handed flails. Offers bonus to strike.

Focused Attack*

7 (Combat, Hand Held) + n/a
* A character must have at least one melee based combat Skill (including Body Combat Skills) at a Base Level of 3 before he can master Focused Attacks.

The character is able to gain a melee advantage by concentrating his efforts into a particular attacking strike.

To make a Focused Attack, the character is required to spend an Action 'setting up' an attack. (During that Turn, should the character be hit, or make any defensive manoeuvre other than a Focused Dodge or Focused Parry, then his setting up activity is spoiled). After a

successful set up, the character will then add his Focused Attack Base Level as a bonus to his following Combat Strike Skill Result.

Focused Attack may be added to any Combat Attack or Strike Result and is also cumulative with Skills such as Combat Duupe, Killing Strike, Knock Out Strike, Power Strike, Two Handed Melee Smash Attack and Winding Strike (whereby, when performed in unison, such cumulative Skills will still only require a total of two Actions to perform). Note that some of these Skills are only available in the ParaSpace Core Rules.

Focused Dodge*

10 (Combat, Physical Sport) + n/a

* A character must have the Dodge Skill at a Base Level of 0 or above before he can master Focused Dodge.

The character with this Skill may spend one Action during a defensive manoeuvre (see Combat) and thereby gain a bonus of his Focused Dodge Base Skill Level to his usual Dodge Result. The spent Action does not necessarily have to be his following Action but must be one from any allocated Actions for the Round (usually the last). In addition, during combat, a character with this Skill may delay his Action and use it as a Focused Dodge, if and when required, at any point during that same Turn (see page 46). A character may also move up to 1 metre (2cm miniature scale) during a Focused Dodge.

Note that a single Focused Dodge can also be used to dodge several attacks (at the same time) but only when said attacks are delivered within the same Initiative Zone (see page 46).

Forgery

15 (Espionage) + DEF

Skill in making false copies of documents, identification and other official material, including signatures.

Gain Trust / Seduction

15 (Performing Arts, Espionage, Sleight) + CH

Gaining the trust of an acquaintance by gentle persuasive conversation.

The level of accomplishment should be measured using Success Amount , with highly successful amounts resulting in complete confidence and abysmal failures resulting in active refusal. However, it is important to note that, even when at very high levels, a victim is always in control of his actions and cannot be persuaded into doing anything beyond his usual persona (extenuating circumstances permitting - GM discretion), e.g. actions that place the victim into immediate and obvious danger and any action that is normally out of character personality.

Gambling

10 (Sleight) + PER

Wisdom in the games of chance.

When Gambling, compare the characters' Skill Results: the highest score wins.

A Skilled Gambler may also hustle, reducing his Gamble Skill Total by (up to) his Gamble Skill Base + his Deceive Skill Base.

General Knowledge

20 (Various) + INT

The character has a wealth of universal information and understanding. General Knowledge TNs should be set in accordance with the character's background. For example, recalling information that relates directly or is similar to the character's background will be at TN 7. Information that can be considered more obscure to the character will be TN13, whilst information that has no bearing on the character whatsoever will be at TN 19.

Geography

15 (Academic, Environmental) + INT

Science of planets: physical features, weather and population.

Gun, Indirect

15 (Gun Combat, Military) + INT

Skill in shooting indirect missile devices, such as howitzers and mortars. Offers bonus to strike.

Gun, Large

10 (Dextrous Sport, Gun Combat, Military) + DEF

Skill in shooting large, often mounted, machine guns. Offers bonus to strike.

Gun, Pistol

7 (Dextrous Sport, Gun Combat, Military) + DEF

Skill in shooting pistols. Includes automatics, self loading and revolvers. Offers bonus to strike.

Gun, Rifle

7 (Dextrous Sport, Gun Combat, Military) + DEF

Skill in shooting rifles. Includes shotguns and automatic machine weapons. Offers bonus to strike.

Gunsmith (Type)

10 (Gun Combat, Military) + INT
In-depth knowledge of repair, design and modification to guns and their components.

Gunsmith Types will vary between settings. The list that follows is generic and also shows a (generic) Technology Level (see page 26) for each weapon Type in question: Ammunition, Blackpowder (TL4), Fully Automatic (TL5), Semi-Automatic (TL5), Targeted Devices (TL5), Energy Weapons (TL6) and Giro Mounted Weapons (TL6).

Task	TN
Clear jam (requires 3 Actions)	9
Repair simple fault	9
Evaluate damage	15
Repair complex fault	18

Gymnastics

15 (Physical Sports) + DEF
The Skill to perform jumps, vaults, successful rolls and somersaults. In addition, 1/3 (round off fractions) of the Gymnastics Skill Base may be added to any Focused Dodge Skill Result.

Task	TN
Rolling into a fall. Success would result in Half Damage from any bad landing or fall	12
Somersault.	15

Hammer, Long

10 (Hand Held Combat) + DEF
Ability to use, as weapons, all hammers larger than 69cm. Offers bonus to strike.

Hammer, Long (Thrown)

15 (Hand Held / Missile Combat) + DEF
Ability to use, as thrown weapons, all hammers larger than 69cm. Offers bonus to Ranged strike.

Hammer, Short

7 (Hand Held Combat) + DEF
Ability to use, as weapons, all hammers shorter than 70cm. Offers bonus to strike.

Hammer, Short (Thrown)

10 (Hand Held / Missile Combat) + DEF
Ability to use, as thrown weapons, all hammers shorter than 70cm. Offers bonus to Ranged strike.

Hammer, Two-handed

15 (Hand Held Combat) + DEF
Ability to use, as weapons, all hammers requiring two hands. Offers bonus to strike.

Hammer, Two-handed (Thrown)

15 (Hand Held / Missile Combat) + DEF
Ability to use, as thrown weapons, all hammers requiring two hands. Offers bonus to Ranged strike.

Held Respiration

7 (Military, Physical Sport) + FIT
The ability to hold one's breath for longer periods.

A character is able to hold his breath for an amount of time equal to his FIT + 1D10 in Rounds. (A character with the Held Respiration Skill may increase this amount to his Held Respiration Skill Result x 4 in Rounds) At the end of this time he may continue to hold his breath for a further number of Rounds equal to his FIT but will sustain 3 F&T per Action. At the end of this time, the character will pass out (regardless of F&T) and begin to breathe. Should the character be unable to breathe whilst unconscious (such as if he were underwater), then he will sustain 5 F&T per Action for a number of Rounds equal to his FIT but, at the end of this time, the character will be dead (regardless of F&T).

Hobby (Type)

7 (any) + varies
A character can have any (Type) Hobby and the subject matter could range from model trains to stamp collecting. The Hobby Skill is intended to add an element to the character's background.

Hypermobility*

20 (Sport, Performing Arts, Sleight) + n/a
*GMs should note that, later in life, hypermobile characters are far more likely to develop joint problems such as arthritis (The Core Rules have more details of such Quirks).

This condition enables the character to over-extend his joints. As a result, at the GM's discretion, half the Base Level (rounded up) may be added as a bonus to various dexterity based Skills, including the following: Bow, Car Mechanic, Climbing, Dance, Dissarming Parry, Escapology, Gymnastics, Immobilising Grip Lock, Mechanical Engineer, Parachute, Pick Locks, Pick Pockets, Stealth, Surgery, Wrestle and any dexterity based Trick (such as sleight of hand). Note that some of these Skills are only available in the ParaSpace Core Rules.

The hypermobility bonus can only be gained once per task and is not cumulative. For example, whilst holding an opponent in a wrestling bout, the hypermobility bonus will only be gained for Body Combat Style (Wrestle) or Immobilising Grip Lock (not both).

Improved Magic Resistance

10 (Occult) + MND

The character has an improved natural resistance toward magic. The Base Level is added to the character's MND to give the Total Magic Resistance to be added to 1D10.

Interrogation

10 (Espionage) + CHA

The ability to achieve co-operation through persuasion and psychological assault.

To interrogate, the questioner must generate an Interrogation Skill Result. To resist the interrogation, the victim must generate a counter Interrogation Skill Result greater than his questioner's Interrogation Skill Result. To generate a counter Interrogation Skill Result the victim rolls 1D10 and adds the result to his MND + the Base Level of his Interrogation Skill (should he have it). Failure results in the victim telling the interrogator exactly what he wishes to know (assuming the victim knows the information).

The duration of the interrogation is at GM's discretion. However, when physical violence is not used, dependent upon the circumstances and conditions under which the victim is held for interrogation, consider that the ordeal will require a minimum of 1D10+3 hours.

Jump

7 (Physical Sport) + DEF

Ability to leap distances and height.

A character's Jump Result must be modified by the following factors:

For every 1 metre (3 feet) the character has as a run-up, he will gain a bonus of +1 to the Jump Result, up to a maximum bonus equal to his metres per second rate of Movement.

Task	TN
Jump a distance of up to 1 metre (3 feet)	5
Jump a distance of up to 1.5 metres (5 feet)	10
Jump a distance of up to 2 metres (6 ½ feet)	14
Jump a distance of up to 2.5 metres (8 feet)	16
Jump a distance of up to 3 metres (10 feet)	18
Jump to a height of up to 20 centimetres (9 inches)	5
Jump to a height of up to 40 centimetres (15 inches)	10
Jump to a height of up to 60 centimetres (2 feet)	14
Jump to a height of up to 80 centimetres (2 ½ feet)	16
Jump to a height of up to 100 centimetres (3 feet)	18

Note that Jump is Comparable with the Gymnastics Skill.

Knife

7 (Hand Held Combat) + DEF

Versed in the use of blades and daggers as weapons. Offers bonus to strike.

Knife (Thrown)

7 (Missile Combat) + DEF

Versed in the use of blades and daggers as thrown weapons. Offers bonus to Ranged strike.

Language (Type)

7 (Academic) + INT

The ability to speak a (Type) foreign language (includes sign language).

Task	TN
Basic pidgin small talk	9
Hold simple conversation	12
Hold full conversation	16
Small talk, slang and humour	19

Lip Read

15 (Espionage, Sleight) + PER

The art of translating lip movement into spoken words.

Task	TN
Read lips from a clear view.	12
Read lips from a side view.	18
Read lips of an accented person.	16
Repeat the words read from a foreign language.	24

Listen*

10 (Military, Sleight, Thief) + PER

* A character must first have the Notice Skill at a minimum Base level of 0 before he may acquire the Listen Skill.

The ability to focus upon and hear soft noises.

The Listen Skill Result can be used vs the Stealth Skill Result as a TN.

Task	TN
Hear distant noises, such as an approaching car, hooves or voices	9
Hear and understand a conversation through an obstacle such as a wall or over another loud conversation	13
Hear and understand a conversation over the sound of heavy machinery	19
Hear and understand a conversation over the sound of a jet engine	25
Hear and understand a whispered conversation over the sound of a jet engine	31
Hear a pin drop	38

Literacy (Type)

10 (Academic) + INT
The ability to read and write one (Type) language.

Task	TN
Write name	4
Write or read a paragraph of connecting sentences	6
Read a book and understand it	12
Read a complicated book and understand it	15
Research easy information (1D10 hours)	12
Research difficult information (1D10 days)	15
Research lost information (10D10 days)	24

Look*

10 (Espionage, Military, Thief) + PER
* A character must first have the Notice Skill at a minimum Base level of 0 before he may acquire the Look Skill.

The Skill to carefully look / examine in order to discover hidden objects (such as secret doors, traps or the proverbial needle in a haystack) or to determine (distant) curiosities within a landscape (such as snipers, ambushers, the number of approaching riders or a distant car licence plate).

Task	TN
Discover Concealment	TN vs Conceal Result
Discover Stealth	TN vs Stealth Result
At dusk	-3 penalty
At full moon	-5 penalty
At half moon	-6 penalty
When dark	-8 penalty

Lore (Type)

15 (Academic, Occult) + INT
Knowledge of one type of mythology, e.g. Occult, Greek, Norse, Awakened Earth.

(Note that Lore can also be used to replace missing INT based Skills such as Theology, Ideology or Physics.)

Magical Strike*

5 (Occult) + DEF
* A character must first obtain a spell or spell-like ability of this nature before he can obtain this Skill.

Offers a bonus to strike with any targeted or thrown spell or spell-like ability that requires a Strike Result.

Mapping

10 (Environmental, Military) + INT
The expertise to understand and make detailed maps.

Marksman

7 (Dextrous Sport, Missile Combat) + n/a
Characters with this Skill will add the Base Skill Level (in addition to the usual +1 Bonus per Action) when aiming with any missile weapon (see page 48 for details of aiming).

The Marksman bonus is used for the first Action only; subsequent Actions spent aiming will gain only the usual +1 Bonus (up to a maximum of a further +2).

Mathematics

20 (Academic) + INT
Knowledge of mathematics, including trigonometry and algebra.

Mechanical Engineer

15 (Mechanics) + INT
The understanding of and ability to repair and maintain machinery.

Task	TN
Find simple fault (1D10/3 hours)	8
Fix simple fault (1D10/3 hours)	10
Find complex fault (1D10 +1 hours)	14
Fix complex fault (1D10 +3 hours)	16

Medical

20 (Medical) + INT
Medical aid for injuries, body trauma and the diagnosis and treatment of illness.

In each case, the TNs below assume that some kind of medical kit or equipment is on hand (when no such equipment is available apply a -5 penalty to the Skill Result).

Task	TN
First Aid to / Continued medical treatment of:	
Light Wounds	5
Mild Wounds	6
Heavy Wounds	8
Serious Wounds	10
Critical Wounds	12
Deadly Wounds	15
Resuscitation from death caused through wounding	(see below)
Resuscitation from death caused through sickness or other non-wound condition	14
Rouse an unconscious victim	8
Diagnose and treat non-deadly sickness	9
Diagnose and treat serious sickness	18
Diagnose and treat deadly sickness	22
Diagnose and treat fatal sickness	25

When applying first aid to wounds, as a general rule of thumb, the difference scored between the TN and the Skill Result is equal to the amount of damage points the patient will receive. Therefore, a failure will cause the patient further damage and a success will remedy some damage. In addition, assume an average time of 2D10 Rounds to treat Shock and Haemorrhage (see page 51) and 2+1D10 minutes for the overall first aid treatment. In each case, the treatment involves neutralizing Shock / Haemorrhage, cleaning the wound, eliminating potential infection and must be performed before any natural healing has taken place – generally 2D10 + 3 minutes after the wound has been inflicted.

Continued medical care involves keeping the patient comfortable and the wound free from infection whilst natural healing takes place (see page 53). It includes re-setting and splinting broken bones, cleaning wounds, changing bandages, replacing fluids and general bed-side care. However, it is a continuous process with the patient that requires at least half an hour per day, per level of wound category. Only one Skill Result can be attempted at each wound category and, as with first aid, although considered to take place over a period of time equal to the patient's natural healing , the difference scored between the TN and the Skill Result is equal to the amount of damage points the patient will receive. Therefore, a failure will cause the patient further damage and a success will remedy some damage. In addition, a failed Skill Result may well open the patient to further complications such as sickness and disease.

Resuscitation from death caused through wounding assumes that the patient's sustained Damage Points have exceeded those recorded into the Deadly wound bracket (see page 52) and it involves the techniques of CPR and the kiss of life etc. The skill may only be attempted once and it must be performed within 5 minutes of the fatal wound being inflicted. In such cases, the Skill Result is equal to the amount of positive Damage Points the patient will receive. A patient that has his sustained damage points restored to an F&T wound bracket by this process (see page 51) is deemed to be successfully resuscitated. However, should the patient remain at Serious (or greater) wound bracket, he will suffer Shock and Haemorrhage (as described on page 51) until a successful First Aid is applied (although, if successful, this First Aid will not restore any F&T but will cause further damage if unsuccessful).

Resuscitation from death caused through sickness or other non-wound condition assumes that the patient has died from some form of malady; be it sickness, starvation, drowning or suffocation etc. (whereby his damage points have not exceeded the F&T score recorded into the deadly wound bracket). Such resuscitation techniques may only be attempted once and must be carried out within 5 minutes of the patient's death. It involves methods such as CPR, the kiss of life and warming or cooling the patient's body temperature etc. Failure will mean that the patient is beyond traditional medical help and will remain dead. However, success will mean that the patient has returned to life, albeit coughing, spluttering and / or somewhat dazed and confused. Performing such techniques will always cause the patient 3D10 points of damage and he will remain in a state of Knock Down (see page 53) for a number of Rounds equal to that damage.

Diagnosis and treatment of non-deadly and serious sickness requires continual medical care at a minimum of 2 hours per day (depending upon the patient). However, Diagnosis and treatment of deadly and fatal sickness requires constant medical attention for the entire duration of any particular sickness.

Metallurgy

15 (Academic) + INT

The Skill to recognise and work with most types of metal.

Mimicry

10 (Performing Arts, Sleight) + PER

The control of voice impersonation.

Motivate / Leadership

15 (Performing Arts) + CHA

The character is an adept motivator. Using a number of methods including positive speaking and body language, the character is able to inspire others to action.

Motorcycle

10 (Dextrous Sport) + DEF

The Skill to ride all two- and three-wheeled bikes.

Music (Type)

10 (Performing Arts) + PER

The Skill to read music and play one type of instrument.

Navigation (Type)

10 (Environmental, Military) + INT

The ability to stay on course, either on land, at sea, in the air or underground.

Task	TN
Using a compass	+3 Bonus
With the aid of a map	+3 Bonus

Notice

20 + PER

This is generally an Instinct based Skill that is improved through training and use. As an extension to the character's general perception, it is used to determine if the character is aware of or has observed / heard an uncommon or curious event or object.

Odour Scenting*

10 + PER

* This Skill is 'usually' an Instinct based ability for many animals that can then be trained for better use; such as with sniffer dogs. In addition, at the GM's discretion, a character must first have the Notice Skill at a minimum Base level of 3 before he may acquire the Odour Scenting Skill.

An improved sense of smell and the ability to match or recognise scents.

Task	TN
Recognise particular scent upon the wind	16
Track by scent	21

Off Hand Proficiency (Type)

Var (Combat, Military) + DEF

The Off Hand Proficiency Skill demonstrates a character's ability with his non-prominent hand (known as the Off Hand) and provides additional user Actions specifically for use with that hand. Unless stated otherwise during character creation, every character is assumed to be right-handed and the Off Hand is therefore assumed to be the left.

All one handed Weapon Skills (and some two handed Weapon Skills as detailed in the item description), the Body Combat Proficiency (types) of Punch, Disarm, Parry, Kick, Head Butt or Other (as detailed by the GM) and all one handed Shield Skills may be mastered as Off Hand Proficiencies.

In order to acquire any Off Hand Proficiency (type), the user is required to spend double the standard XP cost listed for the usual version of the Skill (further experience increases are then made as with any normal Skill. i.e. x30 x10 for Humans – see page 55).

Half of the character's Skill Base with the Off Hand Proficiency (type), rounded off, with a minimum of 1 and a maximum equal to his normal number of Actions for the Round, is equal to the number of Off Hand Actions that he may make during a Round.

Although the character is at liberty to decide, upon his Action, whether he uses an Off Hand Action, via the use of this Skill alone, the character cannot make more than two attacks in a single Action.

Off Hand Actions may only be used by the Off Hand (generally Parry or Attack) and they will not enable the user to gain additional movement or other such advantage. In reality, Off Hand Actions are made at half the user's INIT score, however, for game continuity, the character will utilise his Off Hand Actions at the same INIT score as his on hand Actions.

All Off Hand Actions are subject to GWP (see page 29), in addition, if a weapon (or weapon and shield) is to be used in each hand, the player must apply the GWP to both items. In the case of INIT and DGE, always use the lowest total score minus the worst GWP. In the case of SPD, simply use the worst score but the more favourable GWP.

Optic Systems

10 (Technology) + INT

Knowledge of optical systems, including telescopes, laser targets and infrared sights.

Outdoorsman

10 (Environmental, Military) + INT

Experience and knowledge of traversing the wilderness, including foraging, baiting, trapping, general hunting, shelter construction, camping and general survival techniques.

Task	TN
Erect a tent	4
Recognise edible foods	12
Make and use simple snares and traps	12
Find water in temperate region	15
Recognise creature lair	16
Make camp-fire from dry brushwood	9
Make camp-fire from wet brushwood	15

Parachute

15 (Dextrous Sport, Military) + DEF

Ability to correctly use and maintain a parachute.

Pick Locks

10 (Thief) + DEF

The ability to pick locks, with the aid of pins and files. Note that a character attempting to pick any lock without the aid of such devices will receive a -8 penalty to the Result.

Task	TN
Car door	12
House door	15
Security lock	21
Coded lock	24

Pick Pockets

10 (Thief) + DEF

Removing items from a person without their knowledge.

The thief must generate a Skill Result and compare the Total to the victim's DEF + 1D10/2 (or the victim's Notice Skill Result). A failure will mean that the victim has noticed the pick-pocket.

Note that a bonus of +5 may be gained to the pick-pocket's Result if a partner is used to briefly divert the victim's attention (such as by 'accidentally' bumping into him).

Pilot (Type)

10 (Dextrous Sport, Military) + DEF

The ability to accurately pilot vehicles capable of flight. Types are dependent upon game world setting but may include magic carpet, small / large aeroplane, grav-vehicle, small / large starship.

Profession (Type)

7 + INT

The Profession Skill is used at the GM's discretion to account for basic background knowledge that could cover a wide variety of Skills. When generating characters, the Profession Skill may be replaced with any closely related background Skill at the GM's discretion.

Public Speaking

10 (Performing Arts) + CHA

The character is an adept public speaker who is able to captivate and hold his audience's attention.

Quick Cast*

20 (Occult) + DEF

* Before it can be utilised, this Skill requires that the user have Arcane Magic (Thaumaturgy) at a minimum Base Level of 3.

By means of this Skill, a magic-using character is able to cast any thaurmaturgic spell quicker than the stated Cast time (as described on page 38). To determine the new Cast time for any such spell, the character may remove a number of Actions equal to the Total Skill Level divided by 5 (round off fractions). However, the minimum Cast time will always be 1 Action.

Read Emotions / Detect Lie

15 (Espionage, Sleight) + PER

By reading body language and aspects of the subject's Neuro Linguistic Programming, this is the ability to interpret an individual's true feelings.

When attempting to detect a lie, the TN is calculated using the liar's Deceive Result. The GM may also add a modifier to that Result (ranging from +1 to +5 or more in extreme circumstances such as if the lie is blatant or outrageous.)

Ride Animal (Type)

10 (Environmental) + DEF

The Skill to ride a (Type) animal successfully and comfortably.

Task	TN
Mount beast (depends on size of beast and aid available)	6
Walk	6
Trot	8
Canter	10
Gallop	14
Ride using only one hand	15 (or -5 penalty)
Ride using no hands	17 (or -7 penalty)
Control a stressed animal	14+

Rope Use

10 (Environmental) + DEF

The understanding of ropes, knots, lassoes etc.
A Rope Use Target Number can be used against an Escapology Result when tying up prisoners.

Sail Boat (Type)

10 + INT

Including sailing and motor driven vessels.

Scuba Dive

10 + DEF

The understanding and maintenance of self-contained underwater breathing apparatus; including knowledge and techniques used during a dive.

Shield, Large

15 (Hand Held Combat) + DEF

Skill in using shields larger than 99cm in diameter. Offers a bonus to parry.

Shield, Medium

10 (Hand Held Combat) + DEF

Skill in using shields larger than 59cm in diameter. Offers a bonus to parry.

Shield, Small

15 (Hand Held Combat) + DEF

Skill in using shields smaller than 60cm in diameter. Offers a bonus to parry.

Shield, Two-handed

20 (Hand Held Combat) + DEF

Skill in using shields requiring two hands for operation. Offers a bonus to parry.

Signalling

10 (Military) + INT
Skill in interpreting and leaving signs for other signal specialists.

Task	TN
Simple message – direction pointer or danger	10
Detailed message – directions or type of danger	18
Complex message – cipher or encrypted map	21

Sing

7 (Performing Arts) + PER
The training required for a pleasant, tuneful voice.

Sling

10 (Missile Combat) + DEF
Use of the slingshot. Offers bonus to strike.

Spear / Pole Arm, Heavy

15 (Hand Held Combat) + DEF
Skill in using pole arms, staffs and spears heavier than 1.9 kg. Offers bonus to strike.

Note that this Skill can also be taken as an Off Hand Skill (double XP cost) and utilised with two-handed weapons in this category by assuming that Off Hand Actions are made using the other (often non-lethal) end of the weapon. For simplicity, when used to attack, any Off Hand Action using a weapon with a non-lethal end will do only half damage with half ATM.

Spear / Pole Arm, Heavy (Thrown)

20 (Hand Held / Missile Combat) + DEF
Thrown Skill in using pole arms, staffs and spears heavier than 1.9 kg. Offers bonus to Ranged strike.

Spear / Pole Arm, Light

10 (Hand Held Combat) + DEF
Skill in using pole arms, staffs and spears weighing less than 2 kg. Offers bonus to strike.

Note that this Skill can also be taken as an Off Hand Skill (double XP cost) and utilised with two-handed weapons in this category by assuming that Off Hand Actions are made using the other (often non-lethal) end of the weapon. For simplicity when used to attack, any Off Hand Action using a weapon with a non-lethal end will do only half damage with half ATM.

Spear / Pole Arm, Light (Thrown)

15 (Hand Held / Missile Combat) + DEF
Thrown Skill in using pole arms (including staffs) and spears weighing less than 2 kg. Offers bonus to Ranged strike.

Sprint

10 (Physical Sport) + n/a
Through training in the methods and techniques of running, the character is able to increase his Metres Per Second Sprinting Speed. The increase is equal to the Base Level divided by three (round up fractions).

Stealth

15 (Military, Thief) + DEF
The ability to be stealthy whilst moving or hiding.

A Stealth Skill Result may be used vs a Notice, Look or Listen Result to determine a TN.

Task	TN
Hide or take cover	7
Stick to the shadows	10
Move quietly, over hard ground (concrete)	11
Move quietly over soft ground (grassland)	10
Move quietly through woodland	16
Move quietly over watery ground (marsh)	18
Move quietly over loose ground (gravel and shingle)	22

Streetwise (One Area)

10 (Espionage, Law, Thief) + INT
Knowledge of the darker side of the street and its sub-cultures. The Skill assumes that the character has a general insight into such things but will require a separate Skill choice for each area for which the character has detailed knowledge.

Task	TN
Find black-market sales.	13
Hear rumours.	10
Find missing person.	16
Check for illegal or stolen goods.	13
Spot disreputable character.	7

Supplementary Defensive Manoeuvre

20 (Combat, Military, Physical Sport) + Q
By means of this technique, the character is able to gain additional Defensive Manoeuvres within a Round of Combat (see Combat for full details on Defensive Manoeuvres). The Number of additional Defensive Manoeuvres the character may make within the Round is equal to the Total Skill Level divided by four (round off fractions).

Surgery*

20 (Medical) + INT
* A character must have the Medical Skill at a Base Level 2 before he can obtain this Skill.

Skill to treat injuries and perform operations. The TNs below assume that a fully equipped, modern hospital or operating

theatre is available. The GM should add up to a -10 penalty, where this is not the case and up to a +10 bonus, where the available equipment is greater than TL 5.

In addition, the Surgery Base Skill Level may be added as a bonus when treating injuries with the Medical Skill.

Task	TN
Stop internal bleeding	21
Simple operation (e.g. remove appendix)	15
Average operation (e.g. caesarean section)	18
Complex operation (e.g. heart bypass)	25

Survival (Type)*

7 (Environmental)+ INT

Analogous to Outdoorsman (see page 20), Survival is an Instinct Skill that is, generally, reserved for creatures of animal based intelligence.

With little forethought, a creature uses this Skill in his everyday hunting, foraging for food, shelter and general survival techniques. The Skill is (Type) based upon the creature's natural habitat, such as woodland, desert, forest, or sea.

Task	TN
Forage for food	7
Hunt for food	10
Find adequate shelter	7

Swimming

7 (Physical Sport, Military, Environmental) + DEF

Skill of swimming, including underwater diving.

A character's movement rate whilst swimming (cm/a) is equal to the Total Skill Level divided by two.

Sword, Long

10 (Hand Held Combat) + DEF

Skill in the use of swords longer than 69cm. Offers bonus to strike.

Sword, Long (Thrown)

15 (Hand Held / Missile Combat) + DEF

Skill at throwing swords longer than 69cm. Offers bonus to Ranged strike.

Sword, Short

7 (Hand Held Combat) + DEF

Skill in the use of swords shorter than 70cm. Offers bonus to strike.

Sword, Short (Thrown)

10 (Hand Held / Missile Combat) + DEF

Skill at throwing swords shorter than 70cm. Offers bonus to Ranged strike.

Sword, Two-handed

15 (Hand Held Combat) + DEF

Skill in the use of swords requiring two hands for use. Offers bonus to strike.

Sword, Two-handed (Thrown)

20 (Hand Held Combat) + DEF

Skill at throwing swords requiring two hands for use. Offers bonus to Ranged strike.

Taste

10 + PER

The ability to recognise tastes upon the palate.

Task	TN
Recognise traces of distinct chemical substance in drink (such as alcohol).	13
Recognise fine wine or quality drink.	13
Recognise dull chemical substance in drink (such as diluted poisons).	19

Teaching*

10 (Academic) + CHA

* Note that the teacher must have the Skill he is attempting to teach at a minimum Base Level of 3 before any such bonus can occur.

The patience and skill to pass on knowledge.

The teacher's Teaching Skill Result plus his Total Skill Level for the Skill he is teaching minus the student's Base Skill Level with the subject, is equal to a reduction in XP and a bonus to Attempt Rolls gained by the student (see Experience for details of XP and Attempt Rolls). It is therefore possible, although unlikely, that the difference in Skill Base could also be negative.

Toughness

20 (Military, Physical Sport) + PH

The character is more durable than most and able to shrug off larger amounts of damage. A player will need to re-calculate his character's F&T wound brackets, adding in a bonus of the Total Skill Level divided by four to each (round off fractions).

An average man has a PH of 5 and a FIT of 5, therefore his F&T levels would normally be calculated as: Light 1-20, Mild 21-40, Heavy 41-60, Serious 61-80, Critical 81-100, Deadly 101-120 (see page 9 for details).

However, with Toughness at a Total Skill Level 10, his F&T levels are instead calculated as: (PH 5 + FIT 5) x 2 +3 = 23.
Light 1-23, Mild 24-46, Heavy 47-69, Serious 70-92, Critical 93-115, Deadly 116-138

Tracking

15 (Environmental) + PER
The Skill to interpret tracks and follow such signs successfully.

To cover one's tracks, the Skill Result becomes the TN for the follower's Tracking Result.

Task	TN
Track across soft ground (wet earth)	7
Track through woods or bush land	10
Track across hard ground (dry earth)	16
Recognise tracks	16

The above TNs assume that the tracks are no older than one day. As a rule of thumb (applying common sense where appropriate), the GM should assume a +2 increase to the TN per day of the tracks.

Trap Craft

15 (Espionage, Thief) + INT
The knowledge and ability to find, disarm, devise, modify and set (mechanical) traps.

Task	TN
Find simple door trap	8
Disarm simple door trap	6
Find complex door trap	16
Disarm complex door trap	20
Find simple floor / wall trap	10
Disarm simple floor / wall trap	13
Find complex floor / wall trap	20
Disarm complex floor / wall trap	25

Trick (Type)

7 + Varies
The ability to perform a particular trick. This may be using sleight of hand, juggling, a card trick, some kind of joke story or even an ability to contort one's body in a particular way.

Vet

20 (Medical) + INT
Skill in animal first aid and care.

Weaponsmith (Type)

15 (Academic, Technology) + INT
Craft of working with (Type) of archaic weapon to produce, repair and modify.

Eight Weaponsmith (Types) exist within PSrps: Axes and Hammers; Bows and Missile Devices; Clubs, Staffs and Maces; Crossbows; Daggers and Sharpened Blades; Flails and Whips; Shields, Spears and Polearms; Swords and Energy Weapons.

Whip, Long

10 (Hand Held Combat) + DEF
Skill in the use of a whip greater than 190cm in length (offers bonus to strike).

Whip, Short

7 (Hand Held Combat) + DEF
Skill in the use of a whip less than 191cm in length (offers bonus to strike).

Equipment

Body Combat (BC)

The BC section of the character sheet is used when the character becomes involved in any form of unarmed combat. It must therefore be totalled to include any modifiers.

RNG (Range): A character's Throw Range for any lightweight object (such as a pebble) is equal to his PH x4 (in centimetres for miniature scale. 2cm is approximately equal to 1 metre for real-life scale).

To determine the adjusted RNG figure, for use during play, write the character's PH into the top box. Write any penalties into the middle box.

Add the amount in the top box to the amount in the middle box.

Multiply the total by four.

This figure should then be written into the bottom box of this section.

An average man's Standard Throw Range is PH (5) x 4 = 20cm (10 metres).

INIT (Initiative): Find the sum of the character's Quickness Manipulation and note the amount into the top box provided at this section.

Into the middle box, note the total modifier (if any) that the character has to his INIT when using Body Combat.

Into the bottom box note the sum of the top box and the middle box.

When the character has no weapons in his hands, during play, use this amount as the modifier to his dice roll for Initiative Results.

An average man has a Quickness of 5 (which is noted into the top box). Without further penalties, his BC Initiative

is therefore made at (1D10) + 5 (which is noted into the bottom box).

PAR (Parry): Find the sum of the character's Deftness Manipulation and note the amount into the top box provided in this section.

Into the middle box, note the total modifier (if any) that the character has to his PAR when using Body Combat.

Into the bottom box note the sum of the top box and the middle box.

When the character has no weapons in his hands, use this amount as the modifier to his dice roll for Parry Results.

The BC Parry assumes that the character is using his body to parry an attack (usually the arms). The GM will need to use common sense with regard to what a character is able to parry in this manner. For example, a character who uses his arms to parry a sword attack may well save his head from being cut off but should, instead, receive damage to the arm used (as if struck with an SA of 6). Characters with armour may attempt to parry such attacks, using the armour to 'soak up' the damage, but a parry of this nature should still incur KDV from the attack.

DGE (Dodge): Find the sum of the character's Quickness Manipulation and note the amount into the top box provided at this section.

Into the middle box, note the total modifier (if any) that the character has to his DGE when using Body Combat. Such modifiers will occur due to the Dodge Skill.

Into the bottom box note the sum of the top box and the middle box.

When the character has no weapons in his hands, use this amount as the modifier to his dice roll for Dodge Results.

An average man has a Q of 5 (which is noted into the top box). However, with the Dodge Skill at a Base Level of 3 (which is noted into the middle box), his Dodge Results are made at 1D10 + 8 (5 + 3 = 8, which is noted into the bottom box).

SPD (Speed): Find the sum of the character's standard movement rate (Std), and note the amount into the top box provided.

Into the middle box, note the total modifier (if any) that the character has to his SPD when using Body Combat. Such modifiers will occur due to the Sprint Skill.

Into the bottom box note the sum of the top box and the middle box.

When the character has no weapons in his hands, use this amount as his Standard Movement Rate per Action.

EV (Entangle Value): is not used in PSrps - Basic.

DIS (Disarm): is not used in PSrps - Basic.

HIT: Find the sum of the character's Deftness Manipulation and note the amount into the top box provided at this section.

Into the Mod section of boxes, note the total modifier that the character has when using each type of Body Combat procedure (such as punch and kick etc). Such modifiers will occur due to Body Combat Proficiency Skills.

Into the adjacent boxes note the sum of the top box added to the Mod box for each type of Body Combat procedure.

When the character has no weapons in his hands, use either of these total amounts (depending on the attack type) as the modifier to his dice roll for BC Strike Results.

An average man has a DEF of 5 which is noted into the Body Combat Hit box.

Assuming he receives no further modifications for throwing, a 0 can be written into the Throw mod box. The total can therefore be calculated as (1D10) + 5.

Assuming a Body Combat Proficiency (Punch) Skill at a Base Level of 3 (which can be written into the Punch mod box), the total would be calculated as (1D10) + 8.

ATM (Armour Toughness Modifier): is not used in PSrps - Basic.

ACP (Armour Coverage Penalty): is not used in PSrps - Basic.

DMG (Damage): Into the left hand DMG box, write the character's Base Damage (PSrps – Basic always assumes a Body Combat Base DMG of 1. The ParaSpace Core Rules provide much greater detail with regard to Body Combat options).

Into the Mod box, record the character's PH.

Into the right hand box, record the total of the sum of the left box multiplied by the Mod box. This is referred to as 100% damage and is the amount of damage the character will cause at a 6-10 Strike Amount – see below.

Strike Amount Total Damage: The lower set of boxes refer to the actual damage caused at the given Strike Amount (see page 51); 1-5, 6-10, 11-15, etc.

Copy the 100% damage figure into the 6-10 SA box.

50% of this amount (round off fractions), is then recorded into the 1-5 SA box.

Continue to add this 50% figure into each of the remaining boxes to find 150%, 200%, 250% etc. of the damage respectively.

An average man records a figure of 1 in the left hand DMG box. He has a PH of 5 and records this amount into the Mod box. Multiplying the two amounts will give him a total of 5, which he records in the 100% DMG box and the 6-10 SA box.

From there, each SA box is calculated as follows:

SA 1-5 = 3 (5 ÷ 2 = 2.5 (round off) = 3)

SA 6-10 = 5 (100% as described above).

SA 11-15 = 8 (5 + 2.5 (round off) = 8)

SA 16-20 = 11 (8 + 2.5 (round off) = 11)

Weapons

The remaining sections in this portion of the character sheet are used to record the statistics and modified totals for use when the character is using his preferred weapons. In the upper boxes, record the statistics listed for the weapon (as detailed from page 36). The middle boxes can be used to record the total of all modifiers and the lower boxes are used to record the totals that will be added to a dice roll after any such modifiers have been applied.

Name: Note the name or type of weapon in the space provided.

TL (Technology Level): Relates to the level of technological understanding required for the weapon to exist and be constructed within a given society.

Nothing (TL0): Man has just emerged from wherever he came. He has no understanding of his world, and takes his food using his bare hands. At such a stage he is naked and without language.

Stone Age (TL1): The hunter gatherer period. Man has mastered fire and wears animal hide clothing. Shelter is found in dense woodland or caves. Hunting is performed with the aid of flint or stone-tipped spears. Simple hammers, axes and knives are used to aid him in general survival tasks.

Bronze / Iron Age (TL2): The horse and cart is used for transport. Settlements and walled fortifications of wood are used to protect most from the elements. Battles and warfare are fought using heavy, iron-based melee weapons.

Medieval (TL3): Incorporating a period of the earth's history from the 5th to the 15th centuries. The horse and cart is used for transport. Most buildings are of stone with thatched roofs, although a fort or castle often protects main cities and denser areas of population. Medical techniques are basic and based mainly on superstition; although modern-style understanding and treatments are beginning to emerge. Warfare is generally limited to weapons such as the sword and bow, although some societies will also be developing gunpowder based weapons.

Steam (TL4): The beginnings of the industrial revolution. The horse and cart is still in widespread use; however, the invention of the steam engine is set to make some dramatic changes. Buildings of stone are being built as works of art as well as standard accommodation. Medical science has discovered bacteria and is beginning to understand how the body works. The general use of gunpowder has bought warfare into a new field using guns, cannons and general explosives.

Modern day (TL5): The combustion engine and the invention of the aeroplane open up widespread and easy travel to everybody. Cities are taking the shape of sprawling metropolises with huge tower blocks and vast grids of electrical communication networks. Medical science is still barbaric but an understanding of genetics and viruses is leading to greater comprehension. The beginnings of space exploration are under way with rocket science sending the first men into space. Warfare has become a science and is fought using computer and biological technology - with weapons of nuclear power constantly under construction.

Breakthrough (TL6): Energy converters replace the combustion engine. As the main form of transport, the car and the aeroplane are substituted by grav-vehicles. Space stations are in regular use and the slow process of terraforming the local planets has begun. Medical science has a cure for 90% of diseases and illness and the human ageing process has been dramatically slowed. Warfare is fought using laser weapons and plasma beams guided by cybernetically enhanced or computer controlled warriors.

Matter Conversion (TL7): Computer-controlled teleportation replaces the need for many vehicles; however, long-haul space flights are still necessary. Medical science has eradicated the ageing process, and has little challenge from natural viruses; the attention is now focused on biotechnology and cybernetics. Weapons technology reaches the extremes with matter conversion able to eradicate entire galaxies from existence.

Hyper-speed (TL8): Hyper-speed enables man to travel vast distances across many galaxies in seconds.

Cyberwear and biotechnology is common place and has improved the human body to fantastic states of incredible health and strength. Explorations looking through time are also likely to be under way.

Time-Travel (TL9): Man masters the universe with the aid of time travel.

Beyond scope (TL10): There is *nothing* that technology cannot achieve.

PH (Physique): Defines the weight and balance of the weapon. The character must have a Physique Manipulation equal to or greater than this amount in order to be able to use the weapon efficiently. If the character's Physique is less, then he should apply the Generic Weapon Penalty (see page 29) to the Weapon Skill Results when using the weapon.

Due to its recoil and 'kick', the automatic pistol requires a PH of 3 to use it efficiently. An average man has a PH of 5, so he should have no trouble, and all modifications will remain as they appear.

TOU (Toughness): This is the weapon's durability and resistance to damage. If any strike made to a weapon, whether as a result of a direct attack or as a parry, causes damage greater than the defending weapon's TOU then the difference should be subtracted to provide a new TOU total. This will represent the general strain or possible fracture to the weapon and it can be considered useless or broken if its TOU should ever reach 0.

The victim of such an attack must also generate a Weapon Skill Result, with a TN of the aggressor's total damage divided by 10, or drop his weapon.

HND (Hands): Defines how many hands the wielder requires to use the weapon effectively in combat.

Note that a character with a Physique Manipulation of 150% or greater than the weapon's PH score may use any two-handed weapon in one hand.

LTH (Length): The length of the weapon. All lengths are listed at their real-life size in centimetres. The weapon length will often determine the particular Skill required for correct use of the weapon.

WGT (Weight): The weight of the weapon listed in kilograms. A character's total carried weight will determine his Encumbrance Rank (EncR) which is dealt with in the ParaSpace Core Rules.

CAP (Capacity): Denotes how many bullets or shots the weapon can hold at any one time. B denotes that the ammunition is belt-fed, C denotes that the ammunition is loaded directly into the weapon or firing chamber, and M denotes that the ammunition is loaded into an attachable magazine or clip.

ROF (Rate of Fire): The number refers to the amount of shots that may be fired in a single Action. Individual (IROF) means that the weapon is operated on a single shot basis (every time the trigger is pulled the weapon will fire one shot). Burst (BROF) denotes that the weapon will shoot a short burst of missiles equal to this amount every time the trigger is pulled. Spray (SROF) denotes that the weapon will continue to shoot bullets whilst the trigger remains held. Refer to the combat notes on page 48 for full details.

REC (Recoil): The 'kickback' that is caused when the weapon is fired. Secondary or more shots, fired in the same Action, will have the Strike Result adjusted by the REC modifier. Refer to the combat notes on page 48 for full details.

RL (Reload): The number of user Actions it will take to reload the weapon after emptying. CAP C weapons will require 1 Action per shot loaded (included in the stated reload time). CAP M weapons assume that a fully loaded magazine is on hand. If not, then it will take 1 Action per shot plus the stated reload time to load a magazine. CAP B weapons are generally operated on a continuous fire loop and a new belt is simply hooked onto the old during operation (note that a second man is needed for this task or else the exchange will take 6 Actions, assuming that a fully loaded replacement belt is on hand).

AMMO (Ammunition): The type of ammunition that the weapon requires. The 'Remaining' box on the character sheet and tally marks can be used by the player to track the amount of shots he has fired.

RNG (Range): Note the listed RNG (as detailed in the weapon statistics from page 36) into the top box.

For thrown weapons and physically drawn weapons (such as bows) in the Mod box note the character's PH.

Into the bottom box, note the total amount of the top box multiplied by the Mod box (this is the Standard Range at which the weapon can be thrown or fired; in cm for miniature scale).

Note that physically drawn weapons also have a maximum PH amount that can be utilised. This maximum amount is listed as a second figure in the statistics on page 37.

The katana has a RNG listed on page 36 as 3, which should be noted into the top box. An average man has a PH 5, which will benoted into the Mod box. An average

man can therefore throw a katana a total of 15cm (miniature scale), which should be noted into the bottom box (3 x 5 = 15).

Our average man has recently been training with a short bow, the RNG of which is listed on page 37 as 9/10 (9 is the RNG and 10 denotes the maximum amount of PH that could be applied). This amount should be noted into the top box. An average man has a PH of 5 which is noted into the middle. The average man can therefore fire his bow a total of 45cm (miniature scale), which should be noted into the bottom box (9 x 5 = 45).

Mechanical Missile weapons, such as guns and cross-bows, have their RNG score followed by an f. This denotes that the range is fixed and PH will have no effect. ParaSpace Core rules allow for certain specialisations that enable increased range.

An automatic pistol has a standard fixed range of 40 metres (80cm). Using PSrps - Basic, no adjustments can be made to this figure.

INIT (Initiative): Bonus or penalty, caused by the weapon's weight or encumbrance, which must be applied to any Initiative Result when using the weapon.

Record the weapon's listed INIT (as detailed in the weapon statistics from page 36), into the top box.

Into the Mod box note the character's Q. The ParaSpace Core Rules contain a number of other modifiers that may need to be appied to INIT.

Into the bottom box, record the sum of the top box + the Mod box. This is the figure that should be added to 1D10 when rolling Initiative whilst using the weapon.

The katana has an INIT of -2 listed on page 36. Write this amount into the top box.

An average man has a Quickness of 5. Write this amount into the mod box.

An average man using a katana will therefore have an INIT of (1D10) +3. Top box (-2) plus middle box (+5) equals bottom box (+3).

PAR (Parry): Bonus or penalty, caused by the weapon's weight or encumbrance, which must be applied to any Parry Result when using the weapon.

Record the weapon's listed PAR (as detailed in the weapon statistics from page 36) into the top box.

Note that an 'x' means the weapon cannot be used to parry.

Into the Mod box note the character's DEF. The ParaSpace Core Rules contain a number of other modifiers that may need to be appied to PAR.

Into the bottom box, record the sum of top box + Mod box. This is the figure that should be added to 1D10 when Parrying whilst using the weapon.

A katana has a PAR of +3, listed on page 36. The player will write this amount into the top box.

An average man has a Deftness of 5. Write this amount into the mod box.

An average man using a katana will therefore have a PAR of (1D10) +3. Top box (-2) plus middle box (+5) equals bottom box (+3).

DGE (Dodge): Bonus or penalty, caused by the weapon's weight or encumbrance, which must be applied to any Dodge Result when using the weapon.

Record the weapon's listed DGE (as detailed in the weapon statistics from page 36) into the top box.

Into the Mod box place the total modifier to the DGE (such modifiers are gained for Q and the Dodge Skill).

Into the bottom box, record the sum of top box + Mod box. This is the figure that should be added to 1D10 when Dodging whilst using the weapon.

A katana has a DGE of -2 listed on page 36. A player will write this amount into the top box.

An average man has a Quickness of 5. However, this man also has the Dodge Skill at a Base Level of 3. The player will therefore write the total modifier of 8 into the middle box (5 + 3 =8).

Dodging, whilst using his katana, is therefore made at (1D10) +6. Top box (-2) plus middle box (+8) equals bottom box (+6).

SPD (Speed): Bonus or penalty (noted in centimetre miniature scale), caused by the weapon's weight or encumbrance, which must be applied to the character's Standard Movement Rate when using the weapon.

Record the weapon's listed SPD (as detailed in the weapon statistics from page 36) into the top box.

Into the Mod box place the total modifier to the SPD (such modifiers are gained for Move at Std rate and the Sprint Skill).

Into the bottom box, record the sum of the top box + the Mod box. This is the character's Standard Movement per Action when using the weapon.

A katana has a SPD of -1 (listed on page 36). A player will write this amount into the top box.

An average man has a Standard Movement Rate of 8cm/a which he will write into the middle box.

An average man's Standard Movement Rate, whilst using a katana, is therefore 7cm/a. Top box (-1) plus middle box (8) equals bottom box (7).

GV (Grapple Value): is not used in PSrps - Basic.

HV (Hook Value): is not used in PSrps - Basic.

HIT: Bonus or penalty, caused by the weapon's weight, encumbrance or length, which must be applied to any Strike Result when using the weapon.

Record the weapon's listed HIT (as detailed in the weapon statistics from page 36) into the top box.

The Mod Box is divided into two. Into the left box, record the total modifier when using the weapon in melee. Into the right box, record the total modifier when using the weapon as a missile (such modifiers are gained for DEF, and weapon skill).

The bottom box is then also divided into two. Use the M box to record the total Modifier for use as a bonus to 1D10 when the weapon is used to strike in melee (top box + left hand Mod box = M box). Use the R box to record the total Modifier for use as a bonus to 1D10 when the weapon is used as a ranged or missile weapon (top box + right hand Mod box = R box).

Note that melee weapons that are thrown and missile weapons that are used in melee will not receive the HIT bonus listed.

A katana has a HIT of +3 listed on page 36. A player will write this amount into the top box.

An average man has a DEF of 5. However, this man has recently mastered the Long Sword Skill with a Base Level of 4. The player will therefore write the total modifier of 9 into the left hand Mod box (5 + 4 = 9).

This character's katana (melee) Strike Results are therefore made at 1D10 + 12, noted into the M box (top box of 3 + left hand Mod box of 9 = 12).

Having no additional Skill with throwing the katana, the average man's DEF is 5 and he will write this amount into the right hand Mod box.

Since he will not gain the weapon's listed HIT as a bonus to ranged attacks his Thrown Strike Results are made at only 1D10 + 5, noted into the bottom R box.

An automatic pistol has a HIT of +0 listed on page 37. The player will write this amount into the top box.

An average man has a DEF of 5. However, this man has recently mastered the Pistol Skill with a Base Level of 3. The player will therefore write the total modifier of 8 into the right hand Mod box (5 + 3 =8).

This character's pistol (ranged) Strike Results are therefore made at 1D10 + 8, noted into the R box (top box of 0 + right hand Mod box of 8 = 8).

If this character were to club an opponent with his pistol, he would not receive his Pistol Skill as a bonus and would therefore calculate his pistol (melee) Strike Result using his DEF of 5 only. The player should write this amount into the left hand Mod box.

Since he will not gain the weapon's listed HIT as a bonus to melee attacks his Melee Strike Results are made at 1D10 + 5, noted into the bottom M box.

GWP (Generic Weapon Penalty): This penalty is applied to the Weapon Skill Results when using the weapon in one of the following situations (or at the GM's discretion to reflect other non-conducive circumstances):

- The weapon is being used in conjunction with another weapon or shield or being used in the Off Hand (see page 45).
- The user does not have adequate PH to wield the weapon.
- The user does not have the required Skill to use the weapon.
- The user is using a one-handed weapon in two hands or a two-handed weapon in one hand.

Note that the penalty is cumulative when two or more of the above factors occur.

ATM (Armour Toughness Modifier): is not used in PSrps - Basic

ACP (Armour Coverage Penalty): is not used in PSrps - Basic

DMG (Damage): Record the Base Damage, as listed with the weapon description, into the left hand DMG box.

Into the Mod box, record the character's PH. The ParaSpace Core Rules contain a number of other modifiers that may need to be appied to DMG.

Into the right hand box, record the sum of the left box multiplied by the Mod box. This is refered to as 100% damage and is the amount of damage the character will cause at a 6-10 Strike Amount – see below.

Strike Amount Total Damage: The lower set of boxes refer to the actual damage caused at the given strike amount (see page 51); 1-5, 6-10, 11-15 etc.

Copy the 100% damage figure into the 6-10 SA box.

50% of this amount (round off fractions), is then recorded into the 1-5 SA box.

Continue to add this 50% figure into each of the remaining boxes to find 150%, 200%, 250% etc. of the damage respectively.

A katana has a DMG of 7 (as detailed on page 36) so the player will record this figure into the left hand DMG box.

An average man has a PH of 5 so records this amount into the Mod box. Multiplying the two amounts will give him a total of 35, which he records in the 100% DMG box and the 6-10 SA box.

From there, each SA box is calculated as follows:

SA 1-5 = DMG 18 (35 ÷ 2 = 17.5 (round off) = 18)
SA 6-10 = DMG 35 (100%)
SA 11-15 = DMG 53 (35 + 17.5 = 52.5 (round off) = 53)
SA 16-20 = DMG 71 (53 + 17.5 = 70.5 (round off) = 71)

Most missile weapons (and some melee) are followed by the letter 'f'. This denotes that the damage listed is fixed; it is the damage the weapon will cause regardless of the user's PH. The fixed amount is recorded into the 6-10 SA box and all other SA brackets must then be calculated (as above) for game use.

PRC: The price of the weapon listed in un.

Use of Two Weapons

Every character is assumed to be right-handed unless stated otherwise during character creation. The character's Off Hand is therefore automatically assumed to be his left.

The Off Hand Proficiency Skill provides a character with additional Actions that may be utilised by the Off Hand (see page 45). However, without the Off Hand Proficiency Skill (see page 20), if a weapon (or weapon and shield) is to be used in each hand, the player must apply the GWP to both items. In the case of INIT and DGE, always use the lowest total score minus the worst GWP. In the case of SPD, simply use the worst score but the more favourable GWP. In addition, no extra Actions are gained for the second weapon (or shield) and any such uses are made as part of the character's normal Actions for the Round.

Ammunition

Name: The name or type of the ammunition.

TL: The Technology Level of the ammunition.

WGT: The weight of each piece of ammunition.

RNG: Additional range modifier to be applied to the missile weapon's range when using ammunition of this type.

HIT: Additional strike modifier to be applied to the missile weapon's HIT modifier when using ammunition of this type.

DMG: Additional damage modifier to be applied to the missile weapon's damage when using ammunition of this type.

ATM (Armour Toughness Modifier): is not used in PSrps - Basic

ACP (Armour Coverage Penalty): is not used in PSrps - Basic

PRC: The price of the ammunition listed in un.

Armour

TL: The Technology Level of the armour.

SIZE: Denotes the PH size that the armour will comfortably fit (as most armour types will have adjustable straps and buckles, armour size will usually fit +1 or -1 PH either side of the listed size – with all listed armour being Size 5 and therefore comfortably fitting PH 4, 5, 6). Any character that requires different sized armour must modify the WGT and PRC listed by + or -5% per point of PH difference to the SIZE given.

The statistics listed on page 34 denote that a Kevlar vest has a WGT of 3.2 and a PRC of 230; this would be for a vest at PH 5. However, a character of PH 7 would need to add 10% to each of these amounts.

A Kevlar vest at PH 7 would therefore be WGT 3.52 and PRC 253.

Note that any character wearing oversized or undersized armour should double the effective WGT to represent its additional awkwardness.

Armour Coverage (AC): Even a seemingly 'complete' suit of armour will have various gaps and weak spots; perhaps at limb joints or just where the armour has been 'fitted' together. Armour coverage is a rule that will create a greater sense of realism by allowing for skilful or lucky strikes to those body parts that a person's armour does not 'fully' cover (see page 53 for the game use of AC).

In some extreme cases, such as with the aid of magic, or in the case of a truly complete body suit (perhaps used in space or for environmental purposes) the AC amount (likely to be at 20 or more), will be followed by the letter 'c'. This simply denotes that the armour offers full, complete coverage to the wearer and any strikes made against him will always strike his armour first.

TOU (Toughness): The armour toughness reflects the armour's resistance to damage and therefore how much protection it can offer to its wearer. Armour will deflect an amount of damage equal to its TOU in any one strike. If the damage caused by the strike is greater than the armour's TOU, then the additional damage is considered to have penetrated the armour or broken through. In such cases, the additional damage will be caused to the wearer of the armour.

Note that armour will not negate force and so full attacking KDV will still apply to the user as usual (see page 53).

WGT (Weight): The weight of the armour listed in kilograms. A character's total carried weight will determine his Encumbrance Rank (EncR) as detailed in the ParaSpace Core Rules.

Note also that many types of armour have 'added weight' to represent their awkwardness and restricted movement or vision.

Stealth: The penalty that should be applied to any attempted stealth manoeuvre whilst wearing the armour.

Note that this penalty is not cumulative and the character should use only his worst penalty.

PRC: The price of the armour listed in un.

Calculating Total Armour Value (TAV)

Total Armour Value (TAV) assumes an average AC and TOU for the character's armour. When an attack is made to a character wearing armour, the rules described on page 53 are always applied to the character's TAV. PSrps Core and further Expanded Rules utilise armour in greater detail.

AC: Add all the character's worn ACs (to a maximum of 23) and note the amount in the space provided on the character sheet.

Barry is wearing a Soft Kevlar Vest (with an AC of 5 as defined on page 34), Padded Trousers (with an AC of 11) Factory Boots (with an AC of 1 per boot) and a Motorcycle Jacket (with an AC of 14).

His AC is therefore calculated as 5 + 11 + 1 +1 + 14 = 32. However, he only records a total of 23 in the box provided, as this is the maximum TAV AC amount.

TOU: Multiply each armour TOU by the armour AC (noting the results), then add up the totals and divide this amount by the TAV AC (max 23) recorded earlier (rounding off all fractions).

Barry is wearing a Soft Kevlar Vest (with an AC of 5 and a TOU of 80 as defined on page 34): the TOU x the AC is therefore 5 x 80 = 400. Padded Trousers (with an AC of 11 and a TOU of 15): the TOU x the AC is therefore 11 x 15 = 165. Factory Boots (with an AC of 1 per boot and a TOU of 35 per boot): the Tou x the AC is therefore 2 x 35 = 70. A Motorcycle Jacket (with an AC of 14 and a TOU of 15): the TOU x the AC is therefore 14 x 15 = 210.

Barry's total TOU x AC is therefore calculated as 400 + 165 + 70 + 210 = 845.

His TAV TOU is therefore calculated as 845 ÷ 23 (Barry's TAV AC) = 36.7 (round off) = 37.

Shields

Name: The name of the shield.

TL: The Technology Level of the shield.

Type: The style of the shield. There are three basic types of shield: Pavise, designed as a tower for the user to hide behind; Target, designed to be worn on the user's arm; and Buckler, designed to be held in the hand.

PH (Physique): Defines the weight and balance of the shield. The character must have a Physique Manipulation equal to or greater than this amount in order to be able to use it efficiently. If the character's Physique is less, then he must apply the GWP to all Results with the shield.

TOU (Toughness): This is the shield's durability and resistance to damage. If an attacking weapon ever causes damage to the shield in excess of this amount, then the difference should be subtracted to provide a new TOU total. This will represent the general strain or possible fracture to the shield and it can be considered useless or broken if its TOU should ever reach 0.

The victim of such an attack must also generate a Shield Skill Result, with a TN of the aggressor's total damage divided by 10, or drop his shield – except target shields, which are strapped to the user.

Note that a successful parry with a shield will mean that an attacker's weapon is considered to cause the shield the minimum damage possible (SA 1-5).

In addition, damage sustained that is in excess of the shield's TOU, will be transferred to the wielder as KDV.

HND (Hands): Defines how many hands the wielder requires to use the shield effectively in combat.

WGT (Weight): The weight of the shield listed in kilograms. A character's total carried weight will determine his Encumbrance Rank as detailed in the ParaSpace Core Rules.

RNG (Range): Note the listed RNG (as detailed in the shield statistics on page 36), into the top box.

Into the Mod box note the character's PH.

Into the bottom box, note the total amount of the top box multiplied by the Mod box (this is the Standard Range at which the shield can be thrown, – noted in cm for miniature scale).

SIZ: The size of the shield listed in full-scale centimetres (width x height). The size of the shield will determine which Shield Skill is required for proficient use.

INIT (Initiative): Bonus or penalty caused by the shield's weight or encumbrance, which must be applied to any Initiative Result when in use.

Record the shield's listed INIT (as detailed in the statistics on page 36) in the top box.

Into the Mod box note the character's Q.

In the bottom box, record the sum of top box + the Mod box. This is the figure that should be added to 1D10 when rolling Initiative whilst using the shield.

Note that if the shield is to be used in conjunction with a weapon, the player must use the lowest INIT score and apply the worst GWP to the result.

When using only his katana, Barry has an INIT of 1 (+1D10). When using only his small, hard leather shield, Barry has an INIT of 3 (+1D10).

When using both the katana and the shield Barry must use the lowest INIT score (in this case the katana at 1), and apply the worst GWP (in this case, also the katana, at -2). Therefore, Barry's INIT, when using both the katana and the shield, is at -1 (+1D10).

PAR (Parry): Bonus or penalty caused by the shield's size, weight and encumbrance, which must be applied to any Parry Result when in use.

Record the shield's listed PAR (as detailed in the statistics on page 36) in the top box.

Into the Mod box note the character's DEF.

In the bottom box, record the sum of top box + Mod box. This is the figure that should be added to 1D10 when Parrying with the shield.

Note that this figure is subject to GWP if the character is also using a weapon in the other hand.

DGE (Dodge): Bonus or penalty caused by the shield's weight or encumbrance, which must be applied to any Dodge Result when in use.

Record the shield's listed DGE (as detailed in the statistics on page 36) in the top box.

In the Mod box place the total modifier to the DGE (such modifiers are gained for Q and the Dodge Skill).

In the bottom box, record the sum of top box + Mod box. This is the figure that should be added to 1D10 when Dodging whilst using the shield.

Note that if the shield is to be used in conjunction with a weapon, the player must use the lowest DGE score and apply the worst GWP to the Result.

When using only his katana, Barry has a DGE of 4 (+1D10). When using only his small, hard leather shield, Barry has a DGE of 6 (+1D10).

When using both the katana and the shield Barry must use the lowest DGE score (in this case the katana at 4) and apply the worst GWP (in this case, also the katana, at -2). Therefore, Barry's DGE, when using both the katana and the shield is 2 (+1D10).

SPD (Speed): Bonus or penalty (noted in centimetre miniature scale) caused by the shield's weight or encumbrance, which must be applied to the character's Standard Movement Rate when using the shield.

Record the shield's listed SPD (as detailed in the statistics on page 36) in the top box.

In the Mod box place the total modifier to the SPD (such modifiers are gained for Move at Std rate and the Sprint Skill).

In the bottom box, record the sum of the top box + the Mod box. This is the character's Standard Movement per Action when using the shield.

Note that if the shield is to be used in conjunction with a weapon, the player must use the lowest SPD score but the more favourable GWP.

When using only his katana, Barry has a SPD of 4 cm/a. When using only his small, hard leather shield, Barry has a SPD of 3 cm/a.

When using both the katana and the shield Barry must use the lowest SPD score (in this case the katana) with the most favourable GWP (in this case the shield wit 0 GWP). Therefore, Barry's SPD, when using both the katana and the shield, is 4 cm/a.

GV (Grapple Value): is not used in PSrps - Basic.

HV (Hook Value): is not used in PSrps - Basic.

HIT: Bonus or penalty caused by the shield's weight or encumbrance, which must be applied to any Strike Result when using the shield as a weapon.

Record the shield's listed HIT (as detailed in the statistics on page 36) in the top box.

The Mod box is divided in two. In the left box, record the the characxter's DEF for use when using the shield as a weapon in melee. In the right box, record the character's DEF for use when using thew shield as a missile.

The bottom box is then also split in two. Use the M box to record the total modifier for use as a bonus to 1D10 when the shield is used to strike in melee (top box + left hand Mod box = M box). And use the R box to record the total modifier for use as a bonus to 1D10 when the shield is used as a missile weapon (top box + right hand Mod box = R box). Note that this figure is subject to GWP if the character is also using a weapon in the other hand.

GWP (Generic Weapon Penalty): The Shield's GWP must be applied to results in the same manner as for weapons (see page 29).

ATM (Armour Toughness Modifier): is not used in PSrps - Basic.

ACP (Armour Coverage Penalty): is not used in PSrps - Basic.

DMG (Damage): Record the Base Damage, as listed with the shield description, into the left hand DMG box.

Into the Mod box, record the character's PH.

Into the right hand box, record the total of the sum of the left box multiplied by the Mod box. This is refered to as 100% damage and is the amount of damage the character will cause at a 6-10 Strike Amount – see below.

Strike Amount Total Damage: The lower set of boxes refer to the actual damage caused at the given strike amount; 1-5, 6-10, 11-15 etc. And is calculated and recorded in the same manner as for weapons (see page 30).

PRC: The price of the shield listed in un.

Armour

Fur TL 1

The prepared fur coat of animals. Such fur would include sheep or wolf-skin.

Cloak: A loose-fitting, heavy overcoat that hangs from the shoulders.

Head Wrap: Fur wrap placed around the head and usually held in place with the use of drawstrings.

Overcoat: A heavy wrap of stitched fur, used mainly as a source of warmth rather than for its benefits as armour.

Leggings: Wraps of fur, fashioned around the legs and abdomen for protection.

Scarf: Wrap of fur for the neck.

Leather, Soft TL 2

Prepared from the animal hides of buffalo, antelope, deer or such beasts.

Coif: A close-fitting peakless cap.

Jacket: An outer garment designed for style, comfort and protection.

Trousers: Leather trousers are often tight fitting and worn underneath other layers for additional protection and added comfort.

Chain Mail

Interlinking metal rings, fashioned into the garment desired.

Coif: A close-fitting, peakless cap.

Hauberk: A sleeved vest, frock-like, and long enough to offer protection to the abdomen and the legs.

Shirt: A bulky outer garment, designed to offer protection to the arms and torso.

Suit: All-in-one garment that the wearer must step into and then fasten at the back.

Vest: Donned by pulling the garment over the wearer's head, the vest is a sleeveless, all-in-one, item of apparel designed to offer protection to the torso.

Plate

Large plates of metal, both worn and often strapped to the wearer.

Bascinet: Rounded helm offering protection to the top and the upper sides of the head.

Breast Plate: Attached over the shoulders, the piece is short but covers the front and back to allow bending by the wearer.

Heaume: Full, bucket-like helm with slits allowing the wearer to see, hear and breathe.

Fur TL 1					
Style	**AC**	**Tou**	**Stlth**	**Wgt**	**Prc**
Cloak	6	13	-1	1.6	50
Head Wrap	3	13	0	0.4	20
Overcoat	17	13	0	3.5	150
Leggings	11	13	0	2.8	150
Leather, Soft TL 2					
Coif	2	10	0	0.1	50
Jacket	14	10	0	1.8	200
Trousers	11	10	0	1.3	150
Chain Mail TL 3					
Coif	2	40	-1	1.2	600
Hauberk	15	40	-3	15.2	2,000
Shirt	16	40	-2	13.3	1,600
Vest	5	40	-2	3.7	900
Plate TL 3					
Bascinet	2	70	0	1.9	1,000
Breast Plate	4	70	-1	8.3	2,500
Heaume	4	70	-1	3.4	2,000
Nasal Helm	3	70	0	2.2	1,500
U+L Arm Plate	2	70	-1	0.8	700+
U+L Leg Plate	2	70	-1	0.8	700+
Military TL 5					
Kevlar Vest	6	80	0	3.2	230
Military Boot	1	35	0	0.5	5
Military Helm	3	90	0	2.6	160
Military Jacket	17	30	0	2.8	300
Military Trousers	11	30	0	2.1	250
Riot Helm	3	80	0	1.4	150
Soft Kevlar Vest	5	60	0	2.6	180
BioTech TL 7					
Style	**AC**	**Tou**	**Stlth**	**Wgt**	**Prc**
Arm	8	90	-2	3.0	10,000
Fauld	4	75	-4	3.7	15,000
Leg	8	90	-2	3.0	10,000
Rib Cage	4	120	-3	6.4	25,000
Skull	4	120	0	5.0	18,000

Nasal Helm: Bascinet with an added strip that covers the nose.

U+L Arm Plate: Upper or lower pads of metal, buckled in place around the arms. A character may wear two plates per arm.

U+L Leg Plate: Upper or lower pads of metal, buckled in place around the legs. A character may wear two plates per leg.

Military TL 5

Kevlar Vest: A layered aramid fibre vest, better known as a bullet-proof vest.

Military Boots: Standard issue, steel toe capped, waterproof boots used in the armed forces.

Military Helm: Standard issue, bascinet-style helm used in the armed forces.

Military Jacket / Trousers: Standard issue, light weight, thin, Kevlar clothing used in the armed forces.

Riot Helm: A police-type helm made from fibreglass and Kevlar. Made to protect against all forms of street violence, including clubs and gunshots. The shape of the helm is designed to allow the user maximum comfort with full awareness of his surroundings via a transparent front and partial side visor.

Soft Kevlar Vest: Designed to be worn, comfortably, under clothing. For use by special agents and bodyguards, the soft kevlar vest (sometimes called a stab vest) is a lightweight and less effective version of the standard bullet proof vest.

BioTech TL 7

Laboratory-grown, living, cell based armour. At full maturity, a subject is introduced for the BioTech armour to live upon, attaching itself like a parasite exoskeleton.

BioTech armour will require sustenance, from its host, equal to its own weight in vitamin and mineral rich food, each day; otherwise both it and the host will die shortly after dehydrating.

BioTech armour will heal at the rate of 1 AC per day after damage.

Melee Weapons

Axe, Battle: Double-headed fighting axe designed for use with one or two hands. The statistics refer to one-handed use (see page 46 for details on two-handed use).

Axe, Tomahawk: Small hand axe with steel blade.

Bat, Baseball: A smooth wooden club used in the game of baseball.

Bladed Staff / Naginata: Wooden pole with hafted length of double-edged blade.

Club, Branch: Any thick branch broken from a tree will make a reasonable club, although they are often brittle

and subject to breaking upon striking their opponent. A nail or similar spike can easily be hammered through one end for extra effect (+0.5 DMG -3ATM).

Dagger, Combat: A large military-type dagger usually with a serrated back edge. More expensive versions of the weapon contain a hollow compartment and compass in the handle.

Halberd: The halberd consists of a large metallic pole, topped with a cleaver-like axe head, hooked back and pointed tip. The weapon hook is often used to trip or unbalance opponents.

Hammer, Battle: Sturdy steel hammer, designed for close fighting melee combat but often used from horseback.

Hammer, War: A large, cumbersome weapon requiring great strength and skill to use effectively.

Mace, Club: Hafted metal mace, with a cylindrical studded iron head.

Machete: A cleaver-style short sword.

Police Baton: Security stick with swivel handle for quick-change parry and attack stances.

Shock Stick: Security guard nightstick with electrical charge.

Spear: Includes javelins, spears and some types of bladed staffs and pole-arms.

Staff: A large length of sturdy wood, usually no more than 7cm thick to allow for grip.

Sword, Katana: A Japanese sword with curved blade.

Sword, Laser: A cylindrical power cell, containing a restricted length of laser light.

Sword, Large: Long, straight-bladed, two-handed sword.

Sword, Long / Broad: Standard version of a chopping and thrusting weapon.

Sword, Power: Sword with additional electric charge.

Sword, Short: A short version, such as the Roman gladius, of a one-handed chopping and thrusting weapon.

Whip: Flexible and durable rope attached to handle and bound in leather.

Note that characters brandishing a large whip may be at 12cm (miniature scale) and do not need to be base to base in order to strike their opponents.

Missile Based Weapons

Bow, Basic: Covers a wide range of simple bows, usually made from wood.

Catapult, Basic: Often shaped from wood.

Crossbow, Basic: Made from wood with riveted metal crossbar.

Laser Pistol: A pistol that fires a high-intensity, pulsed energy beam.

Laser Rifle: A rifle that fires a high-intensity, pulsed energy beam.

Musket: An early version of the rifle. Gunpowder is ignited behind the bullet, thereby forcing it out of the gun at high velocity.

Pistol, Automatic: The statistics given cover a wide range of modern fully automatic pistols.

Pistol, Semi-automatic: The statistics given cover a wide range of modern semi-automatic (self-loading) pistols.

Revolver: The statistics given cover a wide range of double-action modern revolvers.

Rifle, Assault: The statistics cover a wide range of automatic assault rifles.

Rifle, Hunting: The statistics cover a wide range of hunting rifles.

Shotgun, Pump Action: Covers a wide range of pump action shotguns, often employed by US law enforcers and military personnel.

Sling: A loop of leather, or similar material, used to hurl stones.

SMG: The statistics given cover a wide range of Sub-Machine Guns.

Ammunition

Arrow: Wooden rod, with sharpened metal tip, designed for use with bows.

Bullet, Basic: A lead ball. The price also includes the gunpowder required to project the missile.

Bullet, FMJ: Standard Full Metal Jacket casing for ammunition.

Dart: Small quarrels, designed for use with the crossbow pistol.

Basic Rules

Melee / Hand to Hand Weapons

Type	TL	PH	Tou	HND	LTH	Wgt	RNG	INIT	PAR	DGE	SPD	GV	HV	HIT	GWP	ATM	ACP	DMG	PRC
Axe, Battle	3	6	80	1-2	80	2.1	2	-2	+3	-2	-1	x	0	+3	-1	-12	-2	8	15
Axe, Tomahawk	2	2	85	1	40	1.5	4	0	+1	0	0	x	0	+1	0	-8	-1	3.5	10
Bat, Baseball	3	3	75	1-2	75	0.6	2	-1	+3	-1	-1	x	0	+2	-1	-4	0	2.5	5
Bladed Staff / Naginata	3	4	60	2	120	1.4	2	-2	+3	-3	-2	x	+1	+3	-3	-10	-2	8.5	15
Club, Branch	1	3	65	1-2	60	1.3	2	-2	+2	-1	-1	x	0	+2	-1	-1	0	3	1
Dagger, Combat	5	1	85	1	35	0.3	4	0	+1	0	0	x	0	+1	0	-6	-1	4	10
Halberd	3	6	100	2	200	3	1	-4	+5	-3	-4	x	3	+4	-3	-10	-2	8	25
Hammer, Battle	3	3	95	1-2	60	1.4	2	-2	+2	-2	-1	x	0	+2	-2	-5	-2	5	15
Hammer, War	3	8	95	2	90	4.2	1	-4	+3	-4	-3	x	0	+3	-3	-8	-3	8	25
Mace, Club	3	5	95	1-2	70	2.5	2	-2	+2	-2	-1	x	0	+2	-2	-3	-2	5	15
Machete	3	3	90	1	60	1.2	3	-2	+2	-1	-1	x	0	+2	-1	-8	-1	5	15
Police Baton	5	2	70	1	35	0.5	4	0	+2	0	0	x	0	+1	0	-1	0	3	7
Shock Stick	6	2	90	1	60	1.1	4	-1	+2	-1	-1	x	1	+1	0	-7	-1	1.5+50f	200
Spear	2	4	40	2	170	1.2	8	-3	+4	-3	0	x	0	+3	-3	-12	-1	9	10
Staff	2	4	70	2	200	2.1	3	-3	+4	-3	-3	x	0	+3	-3	-3	0	4.5	10
Sword, Katana	3	4	65	1	110	1.4	3	-2	+3	-2	-1	x	0	+3	-2	-12	-2	7	80
Sword, Laser	6	1	70	1	100	0.7	4	0	+3	-1	0	x	x	+3	0	-20	-2	3+150	1000
Sword, Large	3	7	120	2	140	3.9	1	-4	+4	-4	-3	x	0	+4	-3	-15	-3	10	50
Sword, Long / Broad	3	5	90	1-2	80	1.5	2	-3	+3	-3	-1	x	0	+3	-2	-10	-2	8	20
Sword, Power	6	5	90	1-2	80	1.2	2	-3	+3	-3	-1	x	1	+3	-2	-15	-2	8+50f	350
Sword, Short	3	3	100	1	60	0.8	3	-2	+2	-1	-1	x	0	+2	-1	-7	-1	5.5	15
Whip, Long	2	3	30	1	600	5.4	x	-4	-5	0	0	5	5	+4	-3	0	0	3	20

Shields

NAME	TL	TYPE	PH	TOU	HND	SIZE	Wgt	RNG	INIT	PAR	DGE	SPD	GV	HV	HIT	GWP	ATM	ACP	DMG	PRC
Barred, Large	3	Pavise	6	120	1	60 x 120	7.3	0.5	-3	+5	-7	-4	x	0	0	-3	0	0	2	80
Barred, Medium	3	Target	5	120	1	60 x 60	5.3	1	-2	+4	-2	-3	x	2	+1	-2	0	0	2	50
Riot Shield, Round	5	Target	2	120	1	60 x 60	1.7	1	-2	+5	-2	-1	x	1	+1	-1	0	0	1.5	200
Wooden, Large	3	Pavise	4	75	1	60 x 120	6.9	0.5	-3	+6	-5	-3	x	0	0	-3	0	0	2	20
Wooden, Medium	3	Target	3	80	1	60 x 60	4.5	1	-2	+5	-1	-2	x	2	+1	-1	0	0	2	15
Wooden, Small	3	Buckler	2	80	1	30 x 30	2	2	-1	+2	0	-1	x	3	0	0	0	0	1.5	10

Missile Weapons Table

Name	TL	PH	Tou	HND	LTH	Wgt	CAP	IROF	BROF	SROF	REC	RL	AMMO	RNG	INIT	PAR	DGE	SPD	GV	HV	HIT	GWP	ATM	ACP	DMG	PRC
Bow, Long Basic	3	5	45	2	150	1.1	1C	1	X	X	0	1	A	10/12	0	+2	-2	-2	x	0	0	-3	-15	-1	9	50
Bow, Short, Basic	2	4	45	2	75	0.4	1C	1	X	X	0	1	A	9/10	0	+1	-1	-1	x	0	0	-2	-12	-1	8	30
Catapalt, Basic	2	2	30	2	20	0.2	1C	1	X	X	-1	1	Pl/St	40f	0	-2	0	0	1	x	0	-1	-2	-1	1	10
Cross bow, Basic	3	6	45	2	70	3.4	1C	1	X	X	0	3	Q	90f	0	+1	-1	-1	x	1	0	-2	-12	-1	50f	50
Laser Pistol	6	1	80	1	32	0.7	na	2	x	x	0	2	E	300f	0	0	0	0	x	x	0	0	-25	-1	80f	800
Laser Rifle	6	2	90	2	80	1.4	na	1	3	15	0	2	E	900f	0	+1	-1	-1	x	0	0	-1	-25	-1	80f	1200
Musket	4	5	80	2	100	2.8	1C	1	x	x	-5	4	B,Basic	120f	-1	+2	-2	-1	x	0	-1	-3	-15	-1	70f	450
Pistol, Automatic	5	3	80	1	26	1.8	15M	2	3	15	-2	3	9mm	80f	0	0	0	0	x	x	0	-1	-20	-2	55f	350
Pistol S.A.	5	3	85	1	20	1	9M	3	x	x	-2	3	9mm	80f	0	0	0	0	x	x	0	-1	-20	-2	55f	400
Revolver	5	3	75	1	20	0.7	6C	2	x	x	-1	2-7	0.38	90f	0	0	0	0	x	x	+1	-1	-20	-2	60f	400
Rifle, Assault	5	3	85	2	80	3.5	30M	1	3	20	-3	3	5mm	400f	0	+2	-1	-1	x	0	0	-2	-20	-2	65f	1000
Rifle, Hunting	5	3	85	2	90	4.5	5C	2	x	x	-2	2-6	7mm	600f	0	+2	-1	-1	x	0	+1	-2	-25	-1	75f	1200
Shotgun, Pump Action	5	4	80	1	70	3.1	7C	2	x	x	-4	2-8	12 Guage	80f	0	+1	0	0	x	0	0	-2	-10	-3	80f	1200
Sling	1	2	20	1	50	0.2	1C	1	X	X	0	2	St	6	0	x	0	0	1	0	0	-2	-5	-1	2	15
SMG	5	3	85	2	50	3.5	30M	x	5	20	-3	3	9mm	200f	0	+1	0	0	x	x	0	-2	-20	-1	50f	900

Ammunition

Type	TL	Wgt	RNG	HIT	ATM	ACP	DMG	PRC
Arrow	3	0.1	0	0	0	0	0	1
Bullet, FMJ	5	.01	0	0	0	0	0	2
Dart	3	.05	0	0	0	0	0	1
Quarrel	3	0.1	0	0	0	0	0	1
Shot	5	.05	-10f	+3	+10	-2	+20f	2
Slug	5	.05	0	0	0	0	0	2
Stone, Basic	1	0.05	0	0	0	0	0	0.01

Quarrel: A short, heavy, square-headed arrow designed for use with crossbows.

Shot: Fragmentation round, designed for use with a shotgun, that fires debris into a target area.

Slug: A standard shotgun cartridge.

Stone, Basic: Standard collected stones.

Shields

Barred: A wooden shield reinforced with a metal rim and riveted central hub.

Riot Shield: Clear polycarbonate shield used by police for riot control.

Wooden: Wooden shield often fashioned with oak, although softer and lighter versions do exist.

Arcane Magic

This section details the practices of 'traditional' wizardry. Its procedures often involve mantras, rituals and archaic formula that manipulate magical energy and produce supernatural effects.

Glossary of Terms

Throughout this chapter there are many recurring terms; for convenience of space, each is fully described below.

Base XP: The XP cost (see the Experience Chapter) involved with learning or producing any specific magical effect.

Cast: This is how long it takes for the magic user to create the effects of the magic. Each section will have further details on casting, including different names for the procedure and any conditions that must be met in order to successfully elicit any magical effect.

Cat (Category): As a general guideline to the level of power, each magical effect is rated by Category The Categories, in order of power are Petty, Minor, Basic, Elementary, Prevalent, Acute, Greater and Major. Categories are fully explained in the PSrps Core Rules.

Cost: Certain (Arcane) magical procedures will require the use of assorted materials in their performance. The value of such items is noted by Cost and, although likely to come directly from the magic user's laboratory, they are (usually) easily replaceable and therefore written as un.

DUR: This is the duration of the magic; in other words, how long the power will be in effect within the game.

Duration 'Instant' means that the magic will take effect immediately upon casting.

Duration 'Permanent' means that the effects of the magic are indefinite, or will remain in place until certain conditions arise, as detailed by the description of the magic.

Duration 'UR' means that the magical effects are permanent, as above, but may be removed, usually by the caster, at any time.

A letter 'c', appearing after the noted duration time, means that the magic user must maintain a level of concentration throughout the duration of the effect. Such concentration is automatically successful if the caster is left undisturbed. However, if he is interrupted during his concentration, depending upon the type of magic employed, he must apply a penalty to his Magic Skill Result (as detailed in the particular magic section). If the modified amount drops the caster's Result below the required TN, his concentration has been broken, and all effects of the magic will immediately cease.

Magical Energy: PSrps assumes that all magic users (of any definition) fuel their magic by drawing upon an (infinite) energy source. For simplistic reasons, PSrps refers to this source as 'Magic Energy' although practitioners of magic may well refer to the source of the power in many different ways; psychic potential, mana, chi or inner strength to name a few.

Magical Energy Points (MEP): Every living creature (and some things that are not) will have, stored within them, a reserve of magical energy. For game purposes, to measure the level of such internal power, PSrps attributes MEP. (Living creatures will have an amount of MEP equal to their MND; although this can be increased through the use of XP – see page 54).

Where noted, with each specific magical effect's description, in order to elicit certain magical powers, the magic user will be required to draw upon these MEP reserves. However, should his MEP level ever drop below 1 he will become magically quiescent (see page 39). After use (under normal circumstances), MEP will regenerate at the rate of 1 point per hour back to its original amount.

For game purposes, it can be assumed that the magic user is aware of the limitations of the reserves of his magic energy and, dependent upon the setting (GM discretion), using MEP will have no adverse physical effect, other than some kind of sensation or feeling that alerts him to how much power he has used and, therefore, how much power he has remaining.

Except where noted, whenever any effect that requires the use of MEP is attempted but fails to elicit, the magic user will always use 1 MEP from his reserves. MEP can also be used to categorise any magical effect into a sliding scale of power (in general, the greater the MEP cost, the greater the power of the effect).

Magical Force Rating (MFR): Every time a spell, or spell-like effect, is used, it must be attributed with a Magical Force Rating. This is mainly used for the purposes of resistance (see page 39) and merely represents a way to determine and calculate a game level to define the actual power behind any magical effect.

A magical effect's MFR is equal to the relevant Magic Skill Result generated when performing the magic.

Barry has become rather adept with the Arcane Magic (Thaumaturgy) Spell 'Gibberish'. Upon Casting he generates an Arcane Skill Result of 16. The spell's Magical Force Rating is therefore also 16.

Magical Quiescence: A condition that occurs when Magical Energy Points (MEP – see page 38) are reduced below 1 point. The Magically Quiescent are unable to retain magical energy within themselves; they will therefore cease to regenerate MEP and can no longer obtain such energy through XP or any other method. In short, the Magically Quiescent are never again capable of producing magical effects (although they may still use magical items that produce such effects). Such characters will, however, gain a +5 bonus to any Magical Resistance but, unfortunately, this effect carries through to all types of magic and they are therefore always considered 'unwilling victims' and must generate a Magic Resistance against all magic (including positive effects such as healing and protections).

Magical Resistance: The victims of most magical powers have a chance of resisting the effects. To resist, the victim rolls 1D10 and adds the result to his Magical Resistance. A character's natural Magic Resistance is equal to his MND. This figure can then be further increased using the Improved Magic Resistance Skill (see page 17). If the Magical Resistance check is equal to or greater than the attacking Magical Force Rating then he has successfully resisted the magical effect.

Barry's opponent is a minor wizard by the name of Zakeri. In an attempt to resist Barry's spell, Zakeri rolls 1D10 and adds his Magical Resistance for a total of 12. Since Barry's Gibberish spell has a Magical Force Rating of 16, Zakeri will succumb to the effects of the spell.

Note that some spells or spell-like effects do not allow a Magical Resistance. These are usually direct and/or damaging spells and will require the caster to generate a Magical Strike Skill Result. In such cases, where noted, the victim is usually able to attempt to Dodge the effect.

Potential Magic Aptitude (PMA): PMA is best described as a sub-Manipulation. As the practice of (mainly) Arcane Magic calls upon three distinct Manipulations, PMA simply assumes an average in order to avoid multiple calculations during play. (PER + MND + INT)/3 = PMA.

RNG: This is the range of any specific magical effect. Where noted, it will be given, firstly, in centimetres for miniature figure representation, secondly in metres and thirdly in feet. If the range of the magic forms a circular area, then the effect is always given as a diameter and the description will denote whether the effect will centre from the caster or can be produced at range.

If the magical power will produce a cone shaped area of effect, unless noted otherwise in the description, the range is given as length by width of the cone at its head (all such cones will start out at a size equal to the caster's fist).

Range 'Self' implies that the magic can only take effect upon the caster.

Range 'Sight' will mean that the caster must be able to see his victim or target, or the victim must be able to see the caster, as determined by the description of the effect.

Range 'Audible' means that the recipient of the magic must be able to hear the caster.

Range 'Touch' will mean that the recipient will need to be touched by the caster (this may require a successful Strike Result) for the magic to take effect.

Target Number (TN): The number that must be equalled or beaten, using the appropriate Skill +1D10, in order that a magical effect may be mastered and/or elicited.

Arcane Magic, also (and in some cases better) known as wizardry, sorcery or witchcraft, involves the use of esoteric words, gestures, formulae and materials of power that directly tap into the surrounding magical energy and re-organize it to create supernatural effects.

Initial Skill (Type) purchase represents a basic study and general understanding that is required to grasp the esoteric 'language' of Arcane Magic. However, it is important to note that Arcane Magic does not use a literal language in the sense that it could be spoken or used for everyday types of communication. It is the language of magic, and therefore, combining words, phrases, materials and activities from many different lineages (much of which is often complete nonsense to the untrained listener/reader), cannot be used to hold conversation or convey meaning of any kind other than the clandestine power for which it was devised.

Before any Arcane magic user can embark upon his journey for knowledge he must find a source from which to learn. As already mentioned, Arcane Magic will involve the study of ancient writings, manuscripts and methodology. It is therefore apparent that any Arcane magic user worth his salt will need access to such esoteric scripts. There are, essentially, three sources from which a magic user can master his craft: a Tutor, Research, or Experiment and, in the pursuit of each, a library, study and workshop will be invaluable. To reflect this PSrps assume that every Arcane magic user has a Laboratory that consists of all the elements required in order to perform his studies (and any such Cost will come directly from these materials). However, future Expanded Rules will provide detailed rules concerning the use of Laboroties.

Thaumaturgy is the study, learning and commitment to memory of particular and exact incantations. When evoked, such spells weave magical energy and redefine reality in very specific and precise ways.

Learning New Spells

Before a magic user is able to cast any Spell, he must first master it. Mastering the spell involves study, practice of procedure and the commitment to memory of any required mantras or phrases. This process is represented by Experience Points (XP) and the magic user is required to spend the XP cost associated with the particular Spell in question. (Note that for humans the Base XP (listed with the spell's description) must be multiplied by 10, as detailed in the Experience Chapter.) In addition, mastering the Spell will use resources from his Laboratory and so the magic user is also required to spend the Cost (noted as un) detailed with each spell. Note that this Cost is a one-time expenditure and, once mastered, future casting of the Spell will not require any further Laboratory resources.

To be considered successful in his mastery, the magic user is also required to pass an Attempt Roll. To do so, he must generate an Arcane Magic (Thaumaturgy) Skill Result. Failure to achieve the TN listed with the Spell description will mean that the magic user has not managed to master it and his XP, Cost and efforts have therefore been wasted (however, he may repeat the process and try again). Success indicates that the magic user has mastered the Spell and is therefore able to attempt to cast it as often as desired (within the constraints of MEP and TN as outlined below).

Casting Spells

All Thaumaturgic Cast times are written in Actions (unless stated otherwise). To cast a thaumaturgic spell, both of the caster's hands must be free from restriction of any kind – including held items (unless noted otherwise in the Spell's description). He must trace magical patterns (known as glyphs) in the air with his hands, whilst particular words of incantation must form on the lips of his mouth; whether they are sung, whispered or shouted does not matter, but they must form nonetheless.

Thaumaturgic Spells

There follow some examples of Thaumaturgic spells that such an Arcane magic user is able to learn. The list is presented in alphabetical order, except where different versions of the same spell are, for convenience, listed in order of power.

Acclimatise

Cat:	Prevalent	**RNG:**	Touch
Base XP:	13	**DUR:**	8 Hours
COST:	400	**CAST:**	2
MEP:	4	**TN:**	14

Effect: The recipient of this spell is able to acclimatise to inhospitable atmospheres and temperatures, allowing for underwater travel and even vacuum survival.

Note that this spell cannot be used to defend against condition-based attacks, such as fire or poison, and can only allow the recipient to adapt to a specific surrounding atmosphere. Therefore, acclimatise will not allow the user to walk across hot coals, drink poisoned water or be impervious to disease. It would, however, allow the recipient to enter a flaming building, breathe in a toxic gas environment and walk across the bottom of a lake.

Aided Defence / Strike, Basic

Cat:	Basic	**RNG:**	20, 10, 33
Base XP:	9	**DUR:**	12 Rounds
COST:	200	**CAST:**	1
MEP:	2	**TN:**	10

Effect: These spells (either Aided Defence or Aided Strike) cause the recipient to, respectively, gain a +3 bonus to any Defensive Manoeuvre or melee based Combat Strike Result.

Alertness

Cat:	Basic	**RNG:**	Touch
Base XP:	9	**DUR:**	Permanent until used
COST:	200	**CAST:**	1
MEP:	2	**TN:**	10

Effect: The recipient of this spell cannot, under any circumstances, be attacked by means of surprise. The recipient of the spell is simply alerted to any such attack before it occurs. Once cast, the spell will remain until any attempt is made to surprise the beneficiary, at which point the spell will take effect and will need re-casting if any further surprise attacks are to be avoided.

Astral Windows

Cat:	Basic	**RNG:**	50, 25, 82
Base XP:	9	**DUR:**	1 Minute
COST:	200	**CAST:**	1
MEP:	2	**TN:**	10

Effect: This spell allows the caster to look through any window or transparent portal within range, as if from either side, to view the scene beyond (including the eyes of other creatures). Only one window may be chosen per casting of the spell, but casting the spell several times would allow for several views. Shifting between window/s and normal view can be done at will throughout the duration of the spell.

Blinding Flash

Cat:	Elementary	**RNG:**	200, 100, 328
Base XP:	11	**DUR:**	Instant / 1 Minute
COST:	300	**CAST:**	1
MEP:	3	**TN:**	12

Effect: Causes a brilliant flash of white light to emanate from the caster. Anyone in range viewing the caster whilst this spell is cast will be blinded for 1 minute (12 Rounds).

Bolt of Power, Lesser

Cat:	Elementary	**RNG:**	50, 25, 82
Base XP:	11	**DUR:**	Instant
COST:	300	**CAST:**	1
MEP:	3	**TN:**	12

Effect: This spell causes a bolt of pure magical energy to shoot from the caster's hands. Upon hitting a target, which requires a Magical Strike Result (DEF + Magical Strike + 1D10), the bolt will cause: DMG: 35f, ATM: -5, ACP: -1.

Note that a victim may attempt to Dodge a Bolt of Power (in the usual manner as with all missile fire), but Magical Resistance will have no effect.

Bolt of Power, Prevalent

Cat:	Prevalent	**RNG:**	50, 25, 82
Base XP:	13	**DUR:**	Instant
COST:	400	**CAST:**	1
MEP:	4	**TN:**	14

Effect: This spell functions in the same manner as Lesser Bolt of Power but, upon hitting a target, will cause:
DMG: 50f, ATM: -5, ACP: -1.

Camouflage

Cat:	Elementary	**RNG:**	Touch
Base XP:	11	**DUR:**	1 Hour
COST:	300	**CAST:**	1
MEP:	3	**TN:**	12

Effect: Once cast, the recipient will become virtually invisible, blending perfectly with his surroundings. Although able to speak, cast spells, and even throw things or fire missiles from his hidden position, he will only stay camouflaged for the entire duration as long as his feet remain in one place (this would mean that attacking with a melee weapon is not possible). A Notice TN 26 or Look TN 22 is required to spot the recipient of a Camouflage spell.

Contemplate

Cat:	Basic	**RNG:**	Self
Base XP:	7	**DUR:**	1 Round
COST:	100	**CAST:**	1
MEP:	1	**TN:**	8

Effect: This spell allows the caster to see (up to) one Round into the (possible) future. It will work in accordance with the caster's intentions and that which is around him, e.g. casting Contemplate before opening a door will result in the caster receiving a vision, lasting one Round, of himself opening the door and A) finding it is locked, B) setting off a trap, or C) the view beyond etc.

If used before a battle, Contemplate will only reveal immediate intentions and reactions, and cannot be used to predict the outcome of a conflict.

Escape

Cat:	Acute	**RNG:**	Touch
Base XP:	17	**DUR:**	Instant
COST:	600	**CAST:**	1
MEP:	6	**TN:**	17

Effect: This spell will teleport the recipient in a random direction, to a safe destination, 100 meters away from danger (with GM's discretion).

Espy

Cat:	Basic	**RNG:**	50, 25, 82 Diameter
Base XP:	11	**DUR:**	1 Hour
COST:	300	**CAST:**	1
MEP:	3	**TN:**	12

Effect: This spell causes the caster to be aware of the location of all deliberately hidden, out of sight, or invisible creatures up to a 50cm diameter range (miniature scale). The spell cannot serve to see through walls etc. and will only reveal an appreciation of the location of such creatures. In addition, the spell cannot be used to find creatures that are not attempting to hide – such as trying to see through the wall of a household whereby the inhabitants are just going about their daily business.

Fly

Cat:	Acute	**RNG:**	Self
Base XP:	17	**DUR:**	1 Hour
COST:	600	**CAST:**	2
MEP:	6	**TN:**	17

Effect: By means of this spell the magic user is capable of moving himself through the air using only his force of will. Although, essentially, defying the law of gravity the flying character is not able to carry any more than he can usually carry and is subject to all the same EncR rules. In addition, he must also apply physical exertion in order to rise from the ground and move (even hovering will expend energy), he will therefore become tired, using Stamina/ F&T at the same rate as if running.

The magic user will move at his usual movement rate but, for the purposes of control, tricks and techniques, when airborne, he should acquire the Fly Skill (Base XP 20, DEF).

Foible

Cat: Prevalent **RNG:** 30, 15, 49
Base XP: 13 **DUR:** 12 Rounds
COST: 400 **CAST:** 2
MEP: 4 **TN:** 14

Effect: The victim of this spell will become the subject of an armour jinx. All successful attacks made against him, for the duration, will be deemed to automatically miss the armour (regardless of SA), finding a hole, joint or weak spot, and causing full damage to the wearer.

Footprints

Cat: Basic **RNG:** Touch
Base XP: 9 **DUR:** 5 Days
COST: 200 **CAST:** 1
MEP: 2 **TN:** 10

Effect: To cast this spell the victim must be within range. If successful the caster will see a trail of yellow footprints left behind wherever the victim walks. Note therefore that a victim would not leave a trail behind him if he were riding a horse, swimming or travelling in a vehicle.

Gibberish

Cat: Prevalent **RNG:** 30, 15, 49
Base XP: 13 **DUR:** 1 Hour
COST: 400 **CAST:** 2
MEP: 4 **TN:** 14

Effect: The victim of this spell (whose INT cannot be greater than that of the caster's multiplied by two) cannot form any words in any comprehensible language. He will lose all knowledge of communication including speech, literacy or signs. In addition, this will cause the victim to be unable to vocalise any command words or cast any spells.

Heal, Patchwork

Cat: Minor **RNG:** Touch
Base XP: 7 **DUR:** Instant
COST: 100 **CAST:** 1
MEP: 1 **TN:** 8

Effect: This spell will heal a total of 10 DP to F&T (caused as a result of injury or wounding). It will instantly serve to stop shock or haemorrhage and neutralise any infection. In addition the spell can be cast several times to offer a complete curing effect.

Note that this spell will not resurrect (or heal) a victim who is dead.

Heal Light Wound

Cat: Basic **RNG:** Touch
Base XP: 7 **DUR:** Instant
COST: 100 **CAST:** 1
MEP: 1 **TN:** 8

Effect: This spell will heal a total of 25 DP to any Light F&T damage (caused as a result of injury or wounding). It will have no curing effect on Mild, Heavy, Serious, Critical or Deadly F&T, but will instantly serve to stop shock or haemorrhage and neutralise any infection.

Heal Mild Wound

Cat: Elementary **RNG:** Touch
Base XP: 9 **DUR:** Instant
COST: 200 **CAST:** 1
MEP: 2 **TN:** 10

Effect: This spell will heal a total of 35 DP to any Light or Mild F&T damage (caused as a result of injury or wounding). It will have no curing effect on Heavy, Serious, Critical or Deadly F&T, but will instantly serve to stop shock or haemorrhage and neutralise any infection.

Heal Heavy Wound

Cat: Prevalent **RNG:** Touch
Base XP: 11 **DUR:** Instant
COST: 300 **CAST:** 1
MEP: 3 **TN:** 12

Effect: This spell will heal a total of 50 DP to any Light, Mild or Heavy F&T damage (caused as a result of injury or wounding). It will have no curing effect on Serious, Critical or Deadly F&T, but will instantly serve to stop shock or haemorrhage and neutralise any infection.

Heal Serious Wound

Cat: U Prevalent **RNG:** Touch
Base XP: 13 **DUR:** Instant
COST: 400 **CAST:** 2
MEP: 4 **TN:** 14

Effect: This spell will heal a total of 75 DP to any Light, Mild, Heavy or Serious F&T damage (caused as a result of injury or wounding). It will have no curing effect on Critical or Deadly F&T, but will instantly serve to stop shock or haemorrhage and neutralise any infection.

Heal Critical Wound

Cat:	Acute	**RNG:**	Touch
Base XP:	15	**DUR:**	Instant
COST:	500	**CAST:**	2
MEP:	5	**TN:**	16

Effect: This spell will heal a total of 100 DP to any Light, Mild, Heavy, Serious or Critical F&T damage (caused as a result of injury or wounding). It will have no curing effect on Deadly F&T, but will instantly serve to stop shock or haemorrhage and neutralise any infection.

Heat Vision / Infravision

Cat:	Basic	**RNG:**	Self / 50, 25, 82
Base XP:	9	**DUR:**	1 Hour
COST:	200	**CAST:**	1
MEP:	2	**TN:**	10

Effect: This spell enables the caster to see heat (and cold) sources (in addition to his usual vision). The caster can see the terrain of the ground (and thereby navigate in darkness), can easily distinguish between warm-blooded and cold-blooded/dead creatures, and can just about differentiate between rocks and metals.

Note that a strong source of heat or cold (close by or in the caster's line of sight – such as a fire or a snowstorm) will incapacitate such vision in the same way as a bright light or darkness would incapacitate normal vision.

Illuminate

Cat:	Elementary	**RNG:**	Touch (50, 25, 82 Diameter)
Base XP:	13	**DUR:**	1 Hour
COST:	400	**CAST:**	2
MEP:	4	**TN:**	14

Effect: By means of this spell the magic user is able to touch a small non-living object (such as a pebble) and cause it to illuminate with a dull light (equivalent to a small candle). The magic user is then at liberty to brighten the light (to a maximum equivalent of a 60-Watt lightbulb, radiating to a 50 cm diameter – miniature scale) or to dull and extinguish the light as many times as desired for the Duration of the spell, with each change in luminosity requiring 1 Action to take effect.

Note that the light created from this spell will have no effect upon creatures harmed by natural or spell daylight.

Immune to Poison

Cat:	Elementary	**RNG:**	Touch
Base XP:	11	**DUR:**	5 Days
COST:	300	**CAST:**	1
MEP:	3	**TN:**	12

Effect: Bestows complete immunity to all foreign substances entering, or already within, the recipient's body.

Knockout

Cat:	Prevalent	**RNG:**	30, 15, 49
Base XP:	13	**DUR:**	5 Minutes
COST:	400	**CAST:**	2
MEP:	4	**TN:**	14

Effect: This spell causes unconsciousness in its intended victim, of no greater than the caster's PH x2, causing him to drop any carried items and fall to the ground (DMG 1D100/3) for the duration of the spell.

Language

Cat:	Basic	**RNG:**	Touch
Base XP:	11	**DUR:**	24 Hours
COST:	300	**CAST:**	1
MEP:	3	**TN:**	12

Effect: This spell will allow the recipient to understand and respond to any heard language for the duration. In addition, this spell can be used to negate the effects of a Gibberish spell.

Literacy

Cat:	Basic	**RNG:**	Self
Base XP:	9	**DUR:**	5 Hours
COST:	200	**CAST:**	1
MEP:	2	**TN:**	10

Effect: This spell enables the caster to read and understand any written form, style or language. When used to decipher Arcane Magic it will reveal the effects that could be caused and offers a +5 Learn Bonus.

Magic Armour, Prevalent

Cat:	Prevalent	**RNG:**	Self
Base XP:	11	**DUR:**	12 Rounds
COST:	300	**CAST:**	1
MEP:	3	**TN:**	12

Effect: Creates a suit of glowing orange, weightless, magical armour that provides cover to all locations of:

AC: 25c, **TOU:** 50.

Note that Magic Armour will be damaged as per the usual armour rules (see page 53); however re-casting the spell will dispel the old armour and replace it with a new set.

For speed, during play, assume that the Magic Armour will form over the top of any existing armour that the character is wearing; treat the Magic Armour separately when calculating the effects of damage.

Magic Resistance

Cat:	Basic	**RNG:**	Touch
Base XP:	15	**DUR:**	1 Hour
COST:	500	**CAST:**	1
MEP:	5	**TN:**	16

Effect: This spell will bestow the recipient with a +5 Bonus to his Magic Resistance.

Magic Sight

Cat:	Basic	**RNG:**	50, 25, 82
Base XP:	9	**DUR:**	10 Minutes
COST:	200	**CAST:**	1
MEP:	2	**TN:**	10

Effect: Allows the caster to see magical items and effects - as denoted by magic categories on page 38. Such power levels will be seen as shades of red, ranging from light pink at Petty levels to dark red (almost black) at Phenomenal levels.

Note that this spell will not enable the magic user to see magical energy per se and will therefore not enable the caster to see hidden creatures that have stored magical energy in the form of MEP nor will it enable the caster to see the 'effect' of an invisibility or suchlike spell. In cases where magical items or areas of effect have more spells or enchantments in effect, the caster will see the magic as a background wash of the most predominant effect but with tinges and hints of other colours to denote that multiple effects are taking place.

Prodigy of Speed

Cat:	Prevalent	**RNG:**	Touch
Base XP:	15	**DUR:**	12 Rounds
COST:	500	**CAST:**	1
MEP:	5	**TN:**	16

Effect: This spell will add +3 to the recipient's INIT and also increase his Movement Rate by +5cm/a for the duration.

Ranged Weapon

Cat:	U Prevalent	**RNG:**	30, 15, 49
Base XP:	15	**DUR:**	5 Rounds
COST:	500	**CAST:**	2
MEP:	5	**TN:**	16

Effect: By means of this spell, the caster may remain at a distance and magically transfer attack blows, with any melee weapon, as if in hand-to-hand combat. The caster must be able to see his opponent clearly in order to attack. As a defensive manoeuvre, the defender may attempt only to dodge, but will suffer -5 penalty to the Result.

Scrying

Cat:	Basic	**RNG:**	1 km
Base XP:	11	**DUR:**	1 Hour
COST:	300	**CAST:**	1
MEP:	3	**TN:**	12

Effect: This spell enables the caster to see and hear distant places and scenes as if he were a fly on the wall

Shatter

Cat:	Prevalent	**RNG:**	20, 10, 33
Base XP:	11	**DUR:**	Instant
COST:	300	**CAST:**	1
MEP:	3	**TN:**	12

Effect: By casting this spell, the magic user will cause any one, non-living, non-magical object (including plants), up to 10 kg, to crumble to dust.

Note that this spell cannot be used to shatter parts or sections of a larger object or item.

Target

Cat:	Prevalent	RNG:	50, 25, 82
Base XP:	15	DUR:	12 Rounds
COST:	500	CAST:	1
MEP:	5	TN:	16

Effect: This spell will cause all missile fire aimed at the victim to gain a +5 bonus to strike.

Combat

Initiative

Whenever a confrontation or other tense situation occurs during play, the GM will break the activities into Rounds. Each Round of play will be approximately equal to five seconds of game time. When the game is broken into Rounds, every person involved, including bystanders who do not wish to directly take part in the activities, must generate an Initiative Result (every individual who generates Initiative will be referred to as a combatant from here on in).

During the (five-second) Round, each combatant may perform a certain number of Actions, as defined by his Initiative (see below). To generate Initiative, everyone present rolls 1D10 and adds the result to his Q. In addition, sometimes, a combatant will have other bonuses or penalties to this roll as defined by his Skills, equipment and Total Encumbrance Modifier (TEM). See Equipment on page 24, for full details.

A local thug has become boisterous and is threatening Barry. John, the person playing Barry, lets the GM know that Barry is going to punch him. The GM requests that John generate an Initiative Result for Barry, whilst he does the same for the thug.

John rolls 1D10, scoring a 7. He adds this result to Barry's Q of 5, and since Barry wears no armour and is carrying no equipment, there are no penalties or further adjustments to make. Therefore Barry's total Initiative Result is twelve (7 + 5 = 12).

The Initiative Result is then compared to the Initiative Result Table (below) to find the number of Actions that a combatant has within that Round. The GM should make a note of each combatant's Initiative score and mark a series of tallies next to it to represent the number of Actions for the Round. As the Actions are used he will cross off the tally and thereby keep a record of both whose Action it is next and how many Actions each combatant has left for the Round.

Barry has an Initiative of 12; this will mean that he has four Actions during this particular Round (five-second phase of the game).

Order of Combat

The combatant with the highest Initiative Result will move first, taking his first Action. The combatant with the next highest Initiative Result will then follow, performing his first Action. This process is repeated until all combatants have performed their first Actions.

Initiative Result Table	
Roll Q + 1D10 (+TEM adjustments)	
Result	**Actions**
0 or below	1
1-5	2
6-10	3
11-15	4
16-20	5

For every five additional points of Initiative, increase the number of Actions per Round by 1.

Once each combatant has completed his first Action, the process starts again from the combatant with the highest Initiative, who will then perform his second Action, and so on. This continues until all combatants have completed all their available Actions for the Round (five-second period).

After the first Round of combat is complete, new Initiative Results must be generated in order to start the next Round.

Barry has an Initiative of 12, his opponent, the thug, has an Initiative of 8. This will mean that Barry will act first, performing his first Action, and then, the thug will get a chance to react, performing his first Action.

The process is repeated until both combatants have used all of their Actions for the Round. In this case Barry has 4 and the thug only has 3, thus enabling Barry to gain an advantage of an additional Action over his opponent.

Same Time Initiative

Should any combatants draw with their Initiative Results, the combatant with the highest Q will move first. Should they both have the same Q score, each combatant will roll 1D10 with the highest roller moving first.

Surprise

Any character is entitled to a free Action (before INIT is rolled) if the GM decides that his activity or attack can be deemed a surprise (such as jumping out from hiding). After the surprise Action has been used, INIT must be rolled to determine the next person to act etc.

Off Hand Actions / The Use of Two Weapons

Every character is assumed to be right-handed unless stated otherwise during character creation. The character's Off Hand is therefore automatically assumed to be his left.

The Off Hand Proficiency Skill provides a character with additional Actions that may be utilised by the Off Hand (see page 20).However, without the Off Hand Proficiency Skill, if a weapon (or weapon and shield) is to be used in each hand, the player must apply the GWP to both items. In the case of INIT and DGE, always use the lowest total score minus the worst GWP. In the case of SPD, simply use the worst score but the more favourable GWP. In addition, no extra Actions are gained for the second weapon (or shield) and any such uses are made as part of the character's normal Actions for the Round.

Definition of Action

Every Action represents a character's activity that will usually require between, approximately, one and two seconds of time to resolve. During each Action, combatants may perform one (or more) of the following procedures: Activity, Movement, Attack, or Defend. Each is described in full over the page.

Definition of Turn

A Combat Turn is a phrase that is used to define a period of elapsed time (specific to a particular character). It is measured from a character's current Action to his following Action.

Initiative Zone

A character's Initiative Zone is a range of three points (one either side of the actual Initiative Result) and can be used by the GM to determine if the character is off balance or 'committed' to a particular performance.

Barry's INIT score is 12. His Initiative Zone is therefore calculated as 11, 12 and 13.

Activity

An activity is any performance made during an Action that is not a Move, Attack or Defence. Activities are therefore tasks such as drawing a weapon from its holster, aiming or reloading a weapon, recovering a dropped weapon, focusing or aiming a weapon, opening a door, taking cover, speaking or spell casting etc. Achievement of that activity is limited only by the time frame of the Action (between one and two seconds) and any Skill Result that may be required.

Some activities may actually take longer than one Action to perform. If so, the GM should break the activity into one to two second periods and decide upon a time frame for its outcome.

Barry is brandishing a kitchen knife when he is set upon by five thugs, each with a large cleaver sword. Realising that he will have to go one better if he is to survive this encounter, he must change his choice of weapon to the pistol at his hip.

The GM rules that this will take two Actions. One Action is used to replace the knife in its sheath and a second Action is used to remove and ready the pistol.

Move

A move is any standard movement, such as running, between two points. A combatant's movement rate is equal to the sum of his Q + DEF – PH as metres per second sprint. However, you will need to modify this amount to determine the character's Standard Movement Rate per Action (see page 8).

Attack (Hand to Hand)

Assuming that two or more enemies are within striking range, then, upon their Action, they may attack their opponent. To be within striking range, the combatant must have moved within his weapon's length or range (for miniature representations, the bases of the figures must be touching).

To attack, the character must use his Action to generate a Combat Strike Skill Result (DEF + relevant Combat Skill + 1D10). Even if a character has no applicable Skills, the dice roll remains at 1D10, as all combatants are assumed to have a basic grasp of combat techniques. Note that certain weapons will also carry modifiers to this roll (see Equipment and TEM).

A Result of 11 (or more) will mean that the attack is on target and a hit is likely. However, a defender may attempt to make a defensive manoeuvre to avoid the strike (see below).

Attack (Two-handed)

The penalties / advantages for using two-handed weapons are already calculated into the weapon statistics (see page 36).

One-handed (or one to two-handed) weapons wielded in two hands will suffer the GWP to all Results (as described in the Equipment Chapter) but, upon a successful strike, the user may add his PH x1 for every 1-5 points by which he hits the target. For example, at SA 1-5 he will add his PH x1, at SA 6-10 he will add his PH x2, at SA 11-15 he will add his PH x3, at SA 16-20 he will add his PH x4 etc. (see page 51 for details on Strike Amount - SA).

Defensive Manoeuvres

The defender may attempt to make a defensive manoeuvre to avoid damage from any attacker's blow. A defensive manoeuvre is either a Dodge or a Parry (each is described below), and the defender must state precisely what Action he is attempting before the attacker generates his Strike Result. A defensive manoeuvre will not require the use of an Action, but the defender is only allowed to perform defensive manoeuvres equal to the amount of Actions he has for the Round.

Barry, with an Initiative Result of 8, has a total of three Actions. In addition to these three Actions he may also make three defensive manoeuvres within the Round.

Non-Defended Attacks

If the victim of an attack uses no Defensive Manoeuvre (see page 47), the attacker will require the following TN in order for his attempted strike to be successful:

Non-Defended Attack Table	
TN	**Circumstance**
5 (or +5 strike bonus)	The target has his back turned, is blind, unable to move or otherwise indisposed to react to the attack.
8 (or +2 strike bonus)	The target is side on (but likely to be able to see his attacker with peripheral vision), or is in an area non-conducive to defensive manoeuvres (GMs discretion).
10 (or 0 bonus)	The target is not actively making a defensive manoeuvre but is relying on basic reflex actions and situational circumstances to avoid the strike.
Note that characters wielding shields may also receive a Passive Defence Bonus (see page 48 for details).	

Dodge

The dodge defensive manoeuvre is to avoid a blow by moving out of its way. To dodge, the defender must generate a Dodge Skill Result (Q + Dodge Skill + 1D10). Even if a character has no Dodge Skill, the dice roll remains at 1D10, as all combatants are assumed to have a basic grasp of combat techniques. Certain equipment will also carry modifiers to this roll (see Equipment and TEM).

If the defender's Skill Result is equal to or greater than the attacker's Skill Result, then the dodge is successful, completely avoiding his attacker's blow.

Note that only one Dodge may be attempted per Initiative Zone (see page 46) and that this will only defend against one attack (see also Focused Dodge on page 15); however, a character may attempt to Parry further attacks made within that same Initiative Zone.

Barry is attacked by a thug brandishing a knife. The attacker has generated a Strike Result of 15 and Barry is attempting to dodge the blow. He rolls a 7 and adds it to his Q 5 + Dodge 3. Barry also receives a bonus of +2 to his Dodge Skill due to his Body Combat Style (Boxing) Skill. This brings Barry's total Dodge Result to 17 – a success, and the GM rules that Barry has sidestepped the attack.

Parry

The parry defensive manoeuvre is to block the attacking blow by placing something in its way. To parry, the defender must make a Parry Skill Result (DEF + Parry Skill + 1D10). If a character has no Parry Skill, the dice roll remains at 1D10, as all combatants are assumed to have a basic grasp of combat techniques. Certain equipment will also carry modifiers to this roll; see Equipment and TEM.

If the defender's Skill Result is equal to or greater than the attacker's Skill Result, then the parry is successful, completely blocking his attacker's blow.

Note that a weapon in Focus (see page 14) cannot be used to parry. However, an Off Hand weapon can be used to parry whilst focusing with another weapon.

Note that only one Parry may be attempted per Initiative Zone (see page 46) and that this will only defend against one attack; however, a character may attempt to Dodge further attacks made within that same Initiative Zone.

Barry is training with the katana and is sparring with his teacher. The teacher has generated a Strike Result of 15 and Barry is attempting to parry the blow. He rolls a 5 and adds it to his DEF 5. As noted on page 36, the katana also receives a + 3 bonus to parry. Unfortunately, since Barry has no additional Skill with the katana, he receives no further bonuses and his total Parry Result is therefore calculated as 13. This is a failure and the GM rules that the teacher has managed to get a successful strike upon Barry.

Damage from Parrying weapons

A weapon used to Parry will cause no damage to the aggressor.

Damage to Parrying Weapons

When a weapon successfully parries, or is deliberately struck by its opponent's weapon, if the resulting damage would be greater than the defending weapon's Toughness (TOU – see Equipment) then the difference should be subtracted to provide a new TOU total for the defending weapon. This will represent the general strain or possible fracture to the weapon and it can be considered useless or broken if its TOU should ever reach 0. In addition, such excess damage will also be transferred to the wielder as KDV (see page 53).

Note that a successful parry reduces the attacking Strike Amount (see page 51) and the would-be damage is therefore calculated as the minimum possible.

Note that the victim of a deliberate attack made against a weapon must also generate a Weapon Skill Result, with a TN of the aggressor's total damage divided by 10, or drop his weapon.

Shields

If the defender is wielding a shield, he may attempt to use it to parry his opponent's attack (bonuses and penalties to be applied whilst using a shield are fully explained in the shields section of the Equipment Chapter).

Passive Defence Bonus (PDB)

When a character is not actively making a defensive manoeuvre and the TN to strike him is therefore calculated as either 5, 8 or 10 (see page 46 for details of non-defended attacks), at the GM's discretion, based upon circumstance, such as the shield providing cover or causing an obstruction to the attacker's line of sight etc. the character may include his Shield's PAR bonus multiplied by 2 (as listed in the equipment statistics) as a Passive Defence Bonus which can be added to the TN required for a successful strike.

Parrying with a Shield (or Off Hand)

If the defender's Shield (or Off Hand) Parry Result is less than the attacker's Strike Result, then his attempt to parry is unsuccessful and the attacker has struck.

If the defender's Shield (or Off Hand) Parry Result is equal to or greater than his attacker's Strike Result, then his attempt to parry is successful, and the attacker's blow has landed on the shield or Off Hand.

Unskilled Use

A character must have the Shield Skill at a minimum Base Level of 0 in order to use it proficiently in conjunction with a weapon – otherwise he is not entitled to make defensive manoeuvres in the usual manner and each parry attempted using the shield will require the use of one Action.

Skilled Use

If the character has the Shield Skill (at a minimum Base Level 0) then he is able to attempt a number of parries equal to the amount of Actions he has for the Round (as described on page 46).

Additional Shield (or Off Hand) Parries

If the defender has the Off Hand Proficiency (Shield) Skill or is using a second weapon to Parry, As defined by the Skill on page 20, half of his Base Skill Level (rounded off) is equal to the number of additional Off Hand Actions the character may make with his Off Hand (these Actions may be used for additional parries or attacks) and are gained in addition to the 'normal' number of Actions / defensive manoeuvres that he may make – see page 46). However, the Parry Result is still determined using the Shield Skill (the Off Hand Proficiency (Shield) Skill is only used to determine the number of additional Actions gained).

Note that the Results of the use of two weapons or weapon and shield are subject to GWP – see page 33.

Attack (Missile Weapons)

To attack with any missile weapon, upon his Action, the character must generate a Strike Skill Result (DEF + Missile Combat Skill + 1D10). Missile weapon TNs are subject to various modifiers for target size, range, cover, and movement, as shown right on the Missile Weapons Modifier Table. Certain missile weapons will also carry modifiers to this roll based on the amount of shots fired per Action (see below, as well as Equipment and TEM).

Note that, for speed of calculation during play, the GM may attribute an 'off the cuff penalty' with regard to the difficulty of the shot. The 'off the cuff' penalty should be a simple -5 if the shot is awkward, -10 for a hard shot, -15 for a difficult shot, -20 for an unlikely shot and -25 for an impossible shot.

A Result of 11 or more will mean that the attack is on target and a hit is likely (also see Non-defended Attacks on page 46). However, a defender may attempt to make a defensive manoeuvre to avoid the strike. The GM will use discretion when allowing defensive manoeuvres against missile fire and his decision is final!

Aimed Shots

Any character may aim before using a missile weapon. To aim, a character is required to spend a minimum of 1 Action lining up the shot or missile and will receive a +1 bonus to his Strike Result for each Action spent aiming (up to a maximum of +3). Also see the Marksman Skill on page 18.

Note that Off Hand Actions cannot be used to aim.

Rate of Fire (ROF)

All missile weapons will have different rates of fire listed with their statistics in the Equipment Chapter. No mechanical weapon may ever fire more shots than its listed rate of fire in a single Action.

There are three separate styles of missile fire: Individual, Burst and Spray, used to simulate the wide variety of missile fire weapons. The definition of terms and their use in game play is described below.

Individual Rate of Fire (IROF)

Denotes that the weapon will fire a single shot every time the trigger is pulled or the method of firing is applied.

Missile Weapons Modifier Table	
Target is	**TN Mod**
*Within 1 metre, 3ft, (2cm)	Automatic hit (TN 0 for SA purposes), unless a 1 is rolled (see 01 Rule)
Shooter in melee with target	+8 TN
Shooter is running	+5 TN
Up to half range	-1 TN
Up to full range	0 Penalty
Up to x2 range	+8 TN
Over x2 range	Target cannot be hit.
Prone	+5 TN
¼ covered	+4 TN
½ covered	+7 TN
¾ covered	+11 TN
Enormous	-5 TN
Huge	-4 TN
Grandiose	-3 TN
Large	-2 TN
Medium	-1 TN
Average	0 penalty
Small	+3 TN
Minor	+5 TN
Moving	+1 TN per 10 kmph or +1 TN per 6 mph or +1 TN per 5 cm/a (miniature scale)

* Assumes the target is stationary, tied or otherwise incapacitated, otherwise TN are as usual.

Weapons of this category include catapults, slings, bows, both double and single action revolvers and semi-automatic or self-loading weapons.

IROF – Single shot

Any IROF weapon that fires a lone shot in an Action will require one standard Strike Result (DEF + Skill + 1D10).

IROF – Multiple shots

An IROF weapon that fires multiple shots in an Action will require a Strike Result for each shot. The first shot requires a standard Strike Result (DEF + Skill + 1D10). The second shot requires a Strike Result adjusted by the weapon's recoil (REC) modifier (DEF + Skill + 1D10 – REC). REC is detailed in the Equipment Chapter.

Should the IROF weapon be able to fire a third shot in an Action, it will require a Strike Result, adjusted by twice the weapon's recoil modifier. Continue to adjust further Strike Results, by an additional recoil modifier, for each subsequent shot fired in the same Action. This process is known as Continuous Recoil.

Note that a mechanical weapon shooting in this mode may fire up to, but no more than, its Individual Rate of Fire (IROF) in one Action.

Barry is taking target practice at the shooting club. He is using an automatic pistol, which has an IROF of 2 (see page 37). This means that the gun will fire one shot on its semi-automatic setting when Barry pulls the trigger; but Barry could pull the trigger twice in each of his combat Actions thereby firing up to two shots per Action.

John requires a TN 13 in order for Barry to hit the distant target. Upon firing, he generates a Strike Result for the first shot; he rolls a 7 and adds it to Barry's DEF (5) plus his newly acquired Pistol Skill of +3, giving a total Skill Result of 15. A hit!

Barry fires again in the same Action; re-rolling and re-calculating his Strike Result totals 17. Checking the REC of the weapon (see page 37) we see that a -2 penalty must be applied to each subsequent shot made in the same Action, it can therefore be calculated that the second shot in the Action is made at 15 (17 – 2 =15). Barry's second shot also hits the target.

Burst Rate of Fire (BROF)

Weapons capable of burst fire will automatically release a volley of shots equal to the BROF value (as detailed in the Equipment Chapter) every time the trigger mechanism is operated. The theory suggests that firing a higher volume of missiles toward a target, in a short space of time, will increase the chances of hitting that target. Weapons of this category are usually automatic machine weapons.

To fire a burst from the weapon, the player must generate a Strike Result, as usual, but will gain a +2 Bonus to the Result (DEF + Skill + 1D10 +2). The first missile of the burst is equal to this amount. For the Strike Result of the second missile shot in the Burst, adjust the initial shot Strike Result by the recoil penalty of the weapon. For the Strike Result of the third missile shot in the Burst, adjust the initial shot Strike Result by twice the recoil penalty of the weapon. Continue to adjust further shots fired in the Burst, by the Continuous Recoil method.

Note that a weapon shooting in Burst mode will always fire its full burst rate of fire (BROF) in the Action.

Barry is taking target practice at the shooting club. He is

using an automatic pistol, which has a BROF of 3 (see page 37). This means that the gun will fire three shots, in short succession, on its fully automatic burst setting, when Barry pulls the trigger.

John requires a TN 13 in order for Barry to hit the distant target. Upon firing, he generates a Strike Result for the first shot; he rolls a 6 and adds it to Barry's DEF (5) plus his newly acquired Pistol Skill of +3. Since the shot is fired from a burst he also gains an additional +2 bonus, giving a Total Skill Result of 16. A hit!

Checking the REC of the weapon (see page 37) we see that a -2 penalty must be applied to each subsequent shot made in the Burst. It can therefore be calculated that the second shot in the Burst is made at 14 (16 – 2 =14). Barry's second shot also hits the target. Finally, the third shot in the Burst is made at 12 (14 – 2 =12). Barry's third shot is therefore, unfortunately, sent wide of the target.

Spray Rate of Fire (SROF)

Weapons capable of spraying will continue to shoot missiles towards the target for as long as the trigger, or method of firing, is applied. Weapons of this category are usually automatic machine weapons.

For purposes of game coherence, Sprays are broken down into Volleys of five missiles each. The shooter may opt to fire any number of shots (divisible by 5) up to his full SROF in a single Action but must announce the amount he intends to shoot before calculating the effects of firing the weapon. (Although Spray weapons are actually considered to be continually firing, even during the shooter's non-action phases of his Turn, for the sake of game continuity, the shooter will resolve his entire SROF during his Action).

Each Volley will require a Strike Result, with a +4 bonus (DEF + Skill + 1D10 + 4). The first missile of the Volley is equal to this amount. For the Strike Result of the second missile shot in the Volley, adjust the initial shot Strike Result by twice the recoil penalty of the weapon. For the Strike Result of the third missile shot in the Volley, adjust the initial shot Strike Result by four times the recoil penalty of the weapon. For the Strike Result of the fourth missile shot in the Volley, adjust the initial shot Strike Result by six times the recoil penalty of the weapon. Continue to adjust further shots fired in the volley by this Continuous Recoil method.

It is important to note that, due to the method of calculation, in game terms, the numerical value of any shot fired in an Action will not necessarily be the equivalent 'real life' sequential number of shot that was fired from the weapon.

For speed, during play, the GM may choose to assume that NPCs will roll a 5 to detemine their Strike Result for each volley fired.

Barry is taking target practice at the shooting club. He is using an Automatic Pistol, which has an SROF of 15 (see page 37). This means that, when Barry holds down the trigger, the gun can fire up to 15 shots, in a single Action, on its fully automatic setting. This amount is broken into volleys of five shots each, giving Barry three volleys of 5. However, Barry needn't shoot all 15 and may choose to control the spray by shooting 5, 10 or 15 shots. John Announces, before rolling any dice, that Barry is going to shoot his full 15 SROF shots in one Action.

Barry requires a 13 to hit the distant target. Upon firing, Barry generates a Strike Result for the first shot of the first volley; he rolls an 8 and adds it to his DEF(5) plus his newly acquired Pistol Skill of +3, since the shot is fired from a Spray he also gains an additional +4 bonus, giving a Total Skill Result of 20. A hit!

Checking the REC of the weapon (see page 37) we see that a -2 penalty must be applied to each subsequent shot made in the volley; however since this is a Spray this penalty must be doubled to -4, it can therefore be calculated that the second shot in the volley is made at 16 (20 – 4 =16). Barry's second shot also hits the target. The third shot in the volley is made at 12 (16 – 4 =12).

Barry's third shot is therefore sent wide of the target; which automatically means that shots 4 and 5 will also be wide.

Barry must now generate a second Strike Result to determine the outcome of the second volley of shots fired in the same Spray. He rolls a 4 and adds it to his DEF(5) plus his newly acquired Pistol Skill of +3, and since the shot is fired from a Spray he also gains an additional +4 bonus, giving a Total Skill Result of 16. A Hit!

Checking the REC of the weapon (see page 37) we see that a -2 penalty must be applied to each subsequent shot made in the volley; however since this is a Spray this penalty must be doubled to -4, it can therefore be calculated that the second shot in the volley is made at 12 (16 – 4 =12). Barry's second shot is unfortunately sent wide of the target, which automatically means that shots 3, 4 and 5 will also be wide.

However, Barry still has another volley of missiles. This time he rolls 6 when generating the Strike Result. Adding it to his DEF (5) plus his Pistol Skill of +3, and the +4 Spray bonus, gives him a Total Skill Result of 18. A hit!

It can therefore be calculated that the second shot in the volley is made at 14 (18 – 4 =14). Barry's second hits but it can obviously be calculated that his third, fourth and fifth shots from this volley are sent wide of the target.

So, out of this Spray of 15 shots, Barry has hit the target a total of five times: two shots from the first volley, one shot from the second and two shots from the fourth.

Combat and Strike Amount (SA)

Variable Strike Amount can be applied to combat Strike Results. If an attacker's Strike Result is successful, and a hit is made, the attacker will need to find his Strike Amount (SA). The Strike Amount is the difference between the attacker's Strike Result and the defender's Defence Result.

The SA will reflect how well an opponent has been struck and will cause variable effects upon damage (DMG) and Knock Down Value as shown on the table below (see pages 10 and 53 for an explanation of Knock Down Value - KDV).

Strike Amount Table	
Strike Amount	**Modifier**
1-5	50% total DMG / KDV
6-10	100% total DMG / KDV
11-15	150% total DMG / KDV
16-20	200% total DMG / KDV

For every five additional points of SA, add an additional 50% to the total DMG and KDV, always rounding off fractions.

Damage – The effects of Fatigue and Trauma (F&T)

Damage is a catch-all term that is used to describe any kind of physical or emotional strain placed upon a character that can cause him debilitating harm. When a character is struck during combat, or falls and lands awkwardly, or places strain upon himself, such as during stressful or physical activity, the character will take damage.

All weapons have the amount of damage they inflict listed with the weapon description in the Equipment Chapter. PSrps – Basic always assumes that Body Combat attack types will cause a Base DMG of 1 (see page 25).

PSrps uses a Wound Chart to illustrate the level of harm caused to a character in any given situation (see Creating a Character for details of calculating the F&T Wound Chart).

The Fatigue & Trauma Wound Chart can be used to show the overall effects of harm to the character, either as body system shock or stress and general weariness. It is important to note that F&T is not intended to describe the actual wound itself, merely the effects of the wound to the character as either fatigue and/or trauma.

Fatigue

Fatigue is intended to measure the character's limit of physical activity. In this manner a character will slowly become tired and weary during the said feat. A character who is wounded will also draw upon his Fatigue reserves as the 'wind' is knocked from his body.

Trauma

Body trauma refers to the physical limits of body prostration. Such levels can be reached as a cumulative result of extreme tiredness and fatigue or, most often, as a direct result of injury.

Gaming Effects of F&T Damage

Each wound bracket – Light, Mild, Heavy, Serious, Critical, and Deadly – suggests the maximum level of Damage that the character can cope with before he crosses into the next type of wound level.

When a character sustains damage, the amount should be recorded onto the character sheet in the relevant lower box of the F&T Wound Chart. Any further damage sustained by the character is cumulative and should be added to that already sustained.

Referring the sustained Damage to the Light, Mild, Heavy, Serious, Critical, and Deadly boxes above, one is able to see the exact levels of F&T damage that the character has suffered.

Light
Any resulting damage that is equal to the F&T range noted in this bracket is considered minor. As either wound or fatigue the damage is superficial: the character may be short of breath at the end of the activity, but this will not affect game play.

Mild
Any resulting damage that is equal to the F&T range noted in this bracket is slightly more serious. Although the character is in no life-threatening danger, the wound or activity has left him in need of rest. In game terms, one point must be reduced from all dice results and ½ a metre (1cm miniature scale) from his movement rate per Action.

Heavy
Any resulting damage that is equal to the F&T range noted in this bracket will place the character beyond comfortable limits. The damage will leave him shaky and in a weakened state. In game terms, he must reduce three points from all dice results and 1½ metres (3cm miniature scale) from his movement rate per Action.

Serious
Any resulting damage that is equal to the F&T range noted in this bracket is testing the character's bodily limits and will now cause body system shock / haemorrhaging until rest is received. A character who receives such serious

damage must make a FIT TN 12 (FIT + 1D10) or fall unconscious for a number of minutes equal to the amount by which he failed (1 minute is equal to 12 Rounds).

Success indicates that the character is still conscious. However, in game terms all dice results and his movement rate must be halved and the character will also suffer an additional 1D10/2 F&T damage per Round, caused by system shock or haemorrhage, until rest is achieved.

Any character who is in shock or haemorrhaging from such a Serious wound will continue to do so unless the character stops all current activity. Once still, the character may attempt a FIT TN 7 (remembering to include penalties). If successful, the blood is deemed to have coagulated or the shock deemed to have passed. If unsuccessful, the character must remain still in order to attempt the TN again at the beginning of each subsequent Round. Note that shock and haemorrhage can also be helped by Medical first aid.

Critical
Any resulting damage that is equal to the F&T range noted in this bracket results in the character being unable to continue without rest. Although his sense of pain may have shut down at this point, he will feel nauseous and completely un-focused. Events will seem to be happening around him as if he were in a dream. A character who receives critical damage must make a FIT TN 15 (FIT + 1D10) or fall unconscious for a number of minutes equal to the amount by which he failed.

Success indicates that the character is still standing. However, in game terms, all dice results and his movement rate must be quartered, and the character will also suffer 1D10 F&T per Round, caused by system shock or haemorrhage, until rest is achieved.

Any character who is in shock or haemorrhaging from such a critical wound will continue to do so unless the character stops all current activity. Once still, the character may attempt a FIT TN 7 (remembering to include penalties). If successful, the blood is deemed to have coagulated or the shock deemed to have passed. If unsuccessful, the character must remain still in order to attempt the TN again at the beginning of each subsequent Round. Note that shock and haemorrhage can also be helped by Medical first aid.

Deadly
Any resulting damage that is equal to the F&T range noted in this bracket will cause the character, in addition to system shock or haemorrhaging at the rate of 1D10 per Round, to lose consciousness. The character will pass out for a number of minutes equal to the amount of Deadly Trauma he has suffered (the number of Damage points he has sustained over and above the Critical Wound Bracket).

This downtime can be considered rest. However if, after the character awakens, he is still at Deadly levels and attempts to continue, he will pass out again and suffer 1D10 further Trauma damage.

Any character who is suffering shock or haemorrhaging from such a deadly wound will continue to do so unless the character stops all current activity. Once still, the character may attempt a FIT TN 7. If successful, the blood is deemed to have coagulated or the shock deemed to have passed. If unsuccessful, the character must remain still in order to attempt the TN again at the beginning of each subsequent Round. Note that shock and haemorrhage can also be helped by Medical first aid.

If a character suffers more damage than the amount listed for Deadly Trauma then he is dead.

Barry has been attacked at knife-point and slashed across his stomach. The attack will cause him 40 Damage Points (DP), which must be recorded as F&T.

Due to his Toughness Skill (see page 23), Barry has a 1-30 point Light F&T range and a 31-60 point Mild F&T range. The 40 DP caused by the knife therefore places Barry at Mild F&T.

Recording this amount on the character sheet in the empty box beneath the Mild Wound Bracket and looking at the small print directly to the left, John can immediately see that Barry is now suffering a -1 penalty to all further Results until healing occurs. It can therefore be assumed that the pain has taken Barry's breath away and will cause him some discomfort, but it is by no means a life-threatening wound (assuming Barry does not allow it to become infected).

Still in the wars, Barry has been shot in the back by a maniac wielding a semi-automatic pistol. The attack will cause him 55 Damage Points, which must also be recorded as F&T.

Barry has already sustained 40 Damage Points, so the additional 55 must first be added to this amount. This will mean that Barry has sustained a total of 95 Damage Points during this particular combat encounter (40 + 55 = 95).

Barry has a 1-30 point Light F&T range, a 31-60 point Mild F&T range, a 60-90 point Heavy F&T range and a 91-120 point Serious F&T range.

The 95 DP caused by the knife and the gunshot therefore place Barry at Serious F&T. Erasing the old damage, and recording this new amount on the character sheet in the empty box beneath the Serious Wound Bracket, John can immediately see, by looking at the small print, that Barry must immediately generate a FIT TN 12 or fall unconscious.

John rolls 1D10, adjusts the result to include the -1 penalty from the earlier stab wound, and adds this to Barry's FIT, scoring a total of 14. It is therefore determined that Barry has remained conscious. However, he is obviously dazed, confused and in considerable pain from the experience since, in game terms, by further checking the small print of the character sheet, it can be seen that all further dice results and his movement rate must be halved. In addition Barry is also haemorrhaging at the rate of a further 1D10/2 Damage Points per Round.

F&T Rest and Recovery

F&T damage is not a true reflection of actual wounds and only relates to the effects those wounds may have on the character's body. The GM is therefore at liberty to impose that, although he may be fully healed of all F&T damage, the character may still retain soreness, cuts and bruising or even broken bones. F&T versus Actual wounds will be looked at in greater detail in PSrps Expanded Rules.

The rate at which a character will recover from F&T is dependent upon his FIT and the amount of damage he has sustained.

Light
Light damage will be reduced at the rate of the character's FIT per hour.

Mild
Mild damage will be reduced at the rate of the character's FIT per 5 hours.

Heavy
Heavy damage will be reduced at the rate of the character's FIT per day (24 hours). This amount can be doubled if the character is unconscious, completely resting or sleeping.

Serious
Serious damage will be reduced at the rate of the character's FIT per day (24 hours). This amount can be doubled if the character is unconscious, completely resting or sleeping.

Critical
Critical damage will be reduced at the rate of the character's FIT per week (168 hours). This amount can be doubled if the character is unconscious, completely resting or sleeping.

Deadly
Deadly damage will be reduced at the rate of the character's FIT per week (168 hours). This amount can be doubled if the character is unconscious, completely resting or sleeping.

Obviously, a character must heal all damage in the higher wound bracket before he can heal any damage in lesser wound brackets.

Knock Down Value (KDV)

If the damage sustained by any character is equal to or greater than this amount, the character will be dazed and loses his next Action. In addition, he is also moved back half a metre (1cm miniature scale), but is still entitled to make any appropriate defensive manoeuvres.

Armour

The function of armour is to protect the wearer by suppressing (and hopefully negating) any damage caused to him by an attacker. Total Armour Value (TAV) assumes average levels for the character's armour and the following rules are always applied to the character's TAV – see page 31 for an explanation on calculating TAV. PSrps Expanded Rules will explore armour in greater detail.

Toughness (TOU)

Listed with the armour's statistics in the Equipment Chapter, the TOU score represents how much damage the armour can withstand, from a single blow, before penetration occurs.

Armour will serve to negate damage up to its TOU score. Remaining damage in excess of this amount must be applied to the wearer in the usual manner.

Armour Coverage (AC)

Any combatant who is wearing armour will not automatically gain protection from it. All types of armour will contain joints, gaps and weak spots. These are mostly in-built for comfort and practicality of use, although they can also occur as a result of damage or general wear and tear. Armour Coverage is listed in the armour section of the Equipment Chapter (see page 34 for full details), and indicates how well the armour covers the body.

The GM will need to determine whether a strike has found one of these gaps, allowing the blow to hit the combatant, or whether the armour itself has been hit, successfully protecting the wearer. To do this, compare the attacker's SA to the victim's AC (Strike Amount is described on page 51). If the attacker's SA is greater than his victim's AC, then he has struck his opponent directly, avoiding any armour benefits and causing full damage; his blow is considered to have landed in a chink or gap in the armour. If the attacker's SA is equal to or less than his victim's AC, however, then he has struck his opponent's armour.

Armour and KDV

Note that armour will not negate force and so full attacking KDV will still apply to the user as usual.

Experience

A person will gain experience in his everyday life from the things he achieves and the trials he faces. Learning from his experiences, he will steadily become more proficient with his daily Skills and better versed in his knowledge.

The ParaSpace Core Rules will explore experience in much greater detail however, within PSrps - Basic, each character will earn 120 XP per game session.

Use of XP

After a character has been awarded XP he may, with the GM's approval, and providing he has the time, try to build on his experiences and better himself. XP can be used to achieve many things: the character may learn new Skills, better old ones, increase his Manipulation scores, learn new spells, gain more MEPs, increase his Shock Factor or train with a specific weapon etc.

To better himself however, the character must be in a situation where training is possible. For example, a character wishing to increase his physical stature (i.e. PH and FIT Manipulations), will be able to train for this almost anywhere. The training will involve exercise, diet and a certain amount of weight-lifting (a gymnasium is obviously an advantage but not a necessity). A character wishing to learn to drive a car, however, must first find a car, with fuel, that is in working order. He is also likely to need a teacher, who is likely to require some kind of payment (for simplicity, this can be calculated as a straight XP to Unit cost).

The Rate of Advance

Once in a position to progress, the character will spend XP at the rates listed below, depending on what he is attempting. This expenditure represents the devotion that the character will need to place into his training before any advancement can occur.

Note that all XP related increases are made 1 point at a time. A character cannot, for example, increase from 3 points to 5 points in one leap. The increase must be taken one step at a time: 3 points must be increased to 4 points, 4 points can then be increased to 5 points and 5 points to 6 points etc. This increase may be made with a single batch of XP but the character must spend the relevant amount of XP at each stage.

Attempt Rolls

A character who spends time in training or education does not automatically better himself or become proficient in a new Skill. To simulate the success or failure of training, the character must generate a successful Attempt Roll.

To generate an Attempt Roll, the player rolls 1D% + Learn Bonus (a character's Learn Bonus is the sum of his PER + MND + INT). If the total is equal to or greater than the TN required, then the Attempt Roll is successful and the advance can be made. If the total is less than the TN required, then the Attempt Roll is a failure, no advance is made and the XP is wasted.

Note that a teacher can aid a character's tuition gaining a further bonus to the Attempt Roll (see Teaching Skill on page 23 for further details).

Standard (Human) XP Profile

The following information refers to human characters only. Future supplements will be published that refer to the advancement rates of other species.

Manipulations (x50 x10)

The value to which the character wishes to increase any Manipulation (except Luck – see below), multiplied by 50, will determine the cost in XP. This is called x50 XP advance.

The value to which the character wishes to increase any Manipulation, multiplied by 10, will set the TN for the Attempt Roll. This is called x10 Attempt.

It can therefore be written that: Manipulations are advanced at the rate of x50 XP and x10 Attempt or x50 x10.

Barry wishes to increase his DEF from 5 to 6 (advances can only be made 1 point at a time). This will cost him 300 XP (6 x 50 = 300).

He must also make an Attempt Roll or the XP is wasted and no advance is made. The value that Barry wishes to advance to is 6; therefore the TN for the Attempt Roll is 60 (6 x 10 = 60).

For Barry to then increase his DEF from 6 to 7 will cost a further 350 XP (7 x 50 = 350).

The Attempt Roll TN for this increase would be 70 (7 x 10 = 70).

Note that an increase in a Manipulation will benefit all Skill Totals based upon that Manipulation.

Luck (x20 x10)

The value to which the character wishes to increase his Luck Manipulation, multiplied by 20, will determine the cost in XP. This is called x20 XP advance.

The value to which the character wishes to increase his Luck Manipulation, multiplied by 10, will set the TN for the Attempt Roll. This is called x10 Attempt.

It can therefore be written that: Luck is advanced at the rate of x20 XP and x10 Attempt or x20 x10.

Barry wishes to increase his LCK from 0 to 1 (advances can only be made 1 point at a time). This will cost him 20 XP (1 x 20 = 20).

He must also make an Attempt Roll, or the XP is wasted and no advance is made. The value that Barry wishes to advance to is 1; therefore the TN for the Attempt Roll is 10 (1 x 10 = 10).

For Barry to then increase his Luck from 1 to 2 will cost a further 40 XP (2 x 20 = 40).

The Attempt Roll TN for this increase would be 20 (2 x 10 = 20).

Skills, Advancing (x30 x10)

The Base Skill Level can be advanced at the rate of x30 XP and x10 Attempt.

Note that the new Base Level is then added to the relative Manipulation to give an improved Total Skill Level.

To increase his Stealth Base Skill Level from 3 to 4 will cost Barry 120 XP (4 x 30 = 120).

The Attempt Roll TN for this increase would be 40 (4 x 10 = 40).

Skills, New x10 x2

The Base XP cost to obtain a new Skill is listed with the Skill description on pages 10 - 24. The Base XP cost must then be multiplied by 10 to obtain the actual cost to the character.
The Attempt Roll TN to learn any new Skill is the sum of the Base XP multiplied by 2.

Note that the Base Skill Level will start at 0.

Barry has been living in Ibiza for some time now and is beginning to pick up some of the local dialect. John feels that Barry should therefore obtain the Language (Spanish) Skill. Referring to the Skill section we see that Language is listed with Base XP 7. Multiplying this by 10 will reveal that the Language Skill will cost Barry 70 XP (7 x 10 = 70) and that the Attempt Roll required is 14 (7 x 2 = 14).

Note that if an attempt to gain a new Skill is failed, the character can, from then on, be assumed at a minimum of Semi-Skilled status with that Skill.

Sanity (2f 20f)

As if the character were spending time in some kind of therapy or reflecting and coming to terms with the events that have caused the reduction, SAN can be purchased with XP. Additional SAN can be purchased at 2 XP per point, with an Attempt Roll TN of 20 per batch of SAN purchased. However, through the use of XP, a character can never acquire more SAN than his MND x 10.

To say the least, Barry has had a hard life and his time in Ibiza has not proved any easier. As a result, Barry's SAN is currently very low and the GM has put it to John that, of late Barry has become moody and depressed. Because of this, Barry has now had several sessions with a psychiatrist to help determine and come to terms with the nature of his darkness. In game terms, Barry intends to purchase 20 SAN points. This will cost Barry 40XP (2 x 20 =40) but still has an attempt roll of only 20.

Note that a single point increase to MND will automatically increase SAN by 10 points but reductions will have no effect.

Magic

MEP (x5 x1)

MEP is gained at the rate of x5 XP and x1 Attempt.

Note that once character creation is complete, subsequent increases to MND will gain additional MEP. However, decreases will have no affect to MEP amount.

To advance his MEP from 7 to 8 will cost Barry 40 XP with an Attempt Roll TN 8.

Arcane Spells

To learn any new Spell or Procedure etc. the Arcane Magic user must refer to the Base XP listed with the Spell's description and multiply the amount by 10 to determine the actual XP cost. The Attempt roll is determined using the Spell TN (see the relevant Arcane Magic section for full details).

NPC Templates

The templates that follow are ready to play as is and can be used when 'off the cuff' NPC statistics are required. Alternatively, they can be used as the basis for any protagonist NPC and adjusted as required to fit the particular needs. For more powerful versions, simply add a bonus to the statistics shown or a penalty for less powerful versions. There is really no need to calculate EncR, Skills and Weapon Specialisation for each individual statistic; for simplicity and reduction of workload this can be kept to a simple +/-3 or +/-5.

Explanation of Terms

Description: Comparable creature beast or alien that the statistics may be used for. All are taken from common sources for ease of comparison.

Size: A general guide to the physical size of the creature. Seperated into 8 categories: Minor, Small, Average, Medium, Large, Grandiose, Huge and Enormous.

MR: The suggested Magic Resistance (+1D10) for the NPC. In the case of the creature Templates, the figure always assumes the creature is the most basic of its type.

With this regard you can add bonuses in excess of +10 or +15 for specific magic resistant species or individuals deemed as having reason for superior magic resistance. Otherwise, simply stick with +/-3 or +/-5 bonus/penalty.

SPD: The Standard Movement Rate for the NPC (listed in cm/a for miniature scale). It includes all bonuses and penalties for EncR etc. However, if the NPC is unusually fast add and additional +3 and an additional +5 if the creature has magically or otherwise enhanced speed. Flying creatures and the like will usually do so at twice the listed rate.

INIT: The NPCs bonus to Initiative. It includes all bonuses and penalties for EncR and improved training etc. However for superior versions add up to the usual +3 bonus but only add +5 in extreme cases. Such a superior INIT will usually be enough to tip the odds in the NPC's favour and may well out-balance things in the game. As per the above, a slow or awkward and clumsy creature should have the score adjusted by up to -3 and only up to -5 in extreme cases.

DGE: The NPC's bonus to any Dodge Result. It includes all bonuses and penalties for EncR etc. Add the usual +/-3 or +/-5 to obtain a score more suitable for highly trained or quick / slow, bulky and inadequate creatures.

Claw: Used for creatures that will attack with natural weaponry. Claw is just a catch-all term and can actually include fists, tail, butts, barges or other forms of standard, creature based, body combat attacks.

Bite: Used for creatures that will attack by biting their opponents. Bite can also be used to determine the results of horned / gore attacks and the like.

Weapon: Used when the NPC attacks with a weapon. Be it dagger, club, sword or gun, for simplicity always use the same statistics or consider damage at -5 SA for small weapons (minimum 1 SA) or +5 SA for large weapons.

Special: Used when the NPC attacks with any special attack type. A special attack type can be one that is simply considered more powerful than any normal attack type; such as a magic based attack or when a creature has been deemed to have trained with a normal attack type.

Hit: Includes the usual calculations for EncR and Skills etc. and can be adjusted with the usual +/-3 or +/-5 bonus / penalty.

PAR: Parry bonus. Includes the usual calculations for EncR and Skills etc. and can be adjusted with the usual +/-3 or +/-5 bonus / penalty.

DMG: The Damage caused at each SA bracket. To obtain poorer amounts reduce the resulting damage SA by 5 and, to obtain greater results, increase the resulting SA damage by 5 or, alternatively, simply use the figures from a different DMG set.

Toughness:
Natural: Used when the NPC is deemed to have a natural armour; such as scaled or leathery skin, fur or an exoskeleton. The figure can be adjusted by up to +/-20 to better reflect the actual creature's hide.

Usual Armour: Used when the NPC is deemed to be wearing armour. Armour TOU is obviously wide and varied and so the example given is just used as an average for guidance. It can obviously be adjusted to better suit the actual armour being worn; for example, Fur/Leather 10, Cuir Boulli 30, Chain 40, Plate 70, Kevlar 80 or BioTech 100.

In addition, for simplicity, AC should always be considered at 5 (25% coverage), 10 (50% coverage), 15 (75% coverage) or 20 (100% coverage).

Special: Used when the TOU can be considered magical or superior in origin. In addition, Special TOU can also be used to reflect a creature with a Natural TOU that is also wearing armour. The figure can be adjusted (up to +/-30) as required to better reflect the actual reason for the superior Toughness. In addition, the AC for Special TOU should always be at 23 or 23c.

Wound Chart: The wound chart reflects an average NPC of this type. Each bracket can be adjusted to 50% or 150% where lesser or superior versions of the NPC are required. In addition, the wound brackets are listed as usual; Light, Mild, Heavy, Serious, Critical and Deadly (and all the usual modifiers should be applied). However, when the NPC reaches Critical, you may consider that the NPC is either unconscious or so badly wounded as to not wish to continue. In cases where you deem that an NPC at such a Wound bracket will carry on the fight then continue as normal (Results are at ¼ and S/H is at 1D10 per Round).

KDV: Shown is average KDV for NPCs of this type. For more stable, sturdier or combat ready versions either double the listed KDV or use the KDV of the next description type.

Biped: Considered for two-legged man-type NPCs (KDV as usual).

Quadruped: Considered for four- (or more) legged beasts (KDV is at 200%).

Heavy: Considered for large, heavy, solid beasts or beasts that use a balancing tail during combat (KDV is at 500%).

Creature Templates

Starting on page 57, Creature Templates can be used for a variety of average creature, monster or alien statistics. Such creatures are, most often (at best), only crudely trained and statistics should be adjusted (as detailed previously) when reflecting better weapon training or more advanced combat techniques.

Minor Creature

Large rat, dog, wolf, imp, gremlin

MR 5 **SPD** 6 **INIT** +5 **DGE** +7 (includes +2 size bonus)

Claw
Hit +3 **ATM** -5
DMG 1-5 10, **6-10** 20, **11-15** 30, **16-20** 40.

Bite
Hit +2 **ATM** -5
DMG 1-5 10, **6-10** 20, **11-15** 30, **16-20** 40.

Weapon
PAR +5 **HIT** +5 **ATM** -10
DMG 1-5 15, **6-10** 30, **11-15** 45, **16-20** 60.

Special
PAR +10 **Hit** +10 **ATM** -10
DMG 1-5 30, **6-10** 60, **11-15** 90, **16-20** 120.

KDV
Biped: 6
Quadruped: 12
Heavy: 18

Natural TOU 10 **Usual Armour TOU** 15 **Special TOU** 50
L 1-10 **M** 11-20 **H** 21-30 **S** 31-40 **C** 41-50 **D** 51-60

Small Creature

Goblin, kobold, skaven, halfling

MR 5 **SPD** 6 **INIT** +5 **DGE** +5

Claw
HIT +5 **ATM** -5
DMG 1-5 10, **6-10** 20, **11-15** 30, **16-20** 40.

Bite
HIT +3 **ATM** -5
DMG 1-5 10, **6-10** 20, **11-15** 30, **16-20** 40.

Weapon
PAR +7 **HIT** +5 **ATM** -10
DMG 1-5 15, **6-10** 30, **11-15** 45, **16-20** 60.

Special
PAR +7 **Hit** +10 **ATM** -10
DMG 1-5 40, **6-10** 80, **11-15** 120, **16-20** 160.

KDV
Biped: 8
Quadruped: 16
Heavy: 24
Natural TOU 15 **Usual Armour TOU** 25 **Special TOU** 50
L 1-15 **M** 16-30 **H** 31-45 **S** 46-60 **C** 61-75 **D** 76-90

Average Creature

Normal man, orc, lizard man, demi-human, deer

MR 5 **SPD** 8 **INIT** +5 **DGE** +5

Claw
HIT +5 **ATM** -5
DMG 1-5 10, **6-10** 20, **11-15** 30, **16-20** 40.

Bite
HIT +3 **ATM** -5
DMG 1-5 15, **6-10** 30, **11-15** 45, **16-20** 60.

Weapon
PAR +8 **Hit** +8 **ATM** -10
DMG 1-5 15, **6-10** 30, **11-15** 45, **16-20** 60.

Special
PAR +12 **Hit** +12 **ATM** -15
DMG 1-5 40, **6-10** 80, **11-15** 120, **16-20** 160.

KDV
Biped: 10
Quadruped: 20
Heavy: 30

Natural TOU 30 **Usual Armour TOU** 50 **Special TOU** 100
L 1-20 **M** 21-40 **H** 41-60 **S** 61-80 **C** 81-100 **D** 101-120

Medium Creature

Gnoll, werewolf, bugbear, wolven, hobgoblin, horse, buffalo

MR 6 **SPD** 10 **INIT** +5 **DGE** +5

Claw
Hit +8 **ATM** -7
DMG 1-5 20, **6-10** 40, **11-15** 60, **16-20** 80.

Bite
Hit +5 **ATM** -10
DMG 1-5 30, **6-10** 60, **11-15** 90, **16-20** 120.

Weapon
PAR +10 **Hit** +10 **ATM** -10
DMG 1-5 40, **6-10** 80, **11-15** 120, **16-20** 160.

Special
PAR +15 **Hit** +15 **ATM** -15
DMG 1-5 60, **6-10** 120, **11-15** 180, **16-20** 240.

KDV
Biped: 24
Quadruped: 48
Heavy: 72

Natural TOU 30 **Usual Armour TOU** 50 **Special TOU** 100
L 1-40 **M** 41-80 **H** 81-120
S 121-160 **C** 161-200 **D** 201-240

Large Creature

Ogre, troll, beastman, small dragon

MR 5 **SPD** 13 **INIT** +5 **DGE** +5

Claw
Hit +10 **ATM** -7
DMG 1-5 20, **6-10** 40, **11-15** 60, **16-20** 80.

Bite
Hit +8 **ATM** -10
DMG 1-5 30, **6-10** 60, **11-15** 90, **16-20** 120.

Weapon
PAR +13 **Hit** +13 **ATM** -10
DMG 1-5 40, **6-10** 80, **11-15** 120, **16-20** 160.

Special
PAR +15 **Hit** +15 **ATM** -15
DMG 1-5 60, **6-10** 120, **11-15** 180, **16-20** 240.

KDV
Biped: 30
Quadruped: 60
Heavy: 90

Natural TOU 50 Usual **Armour TOU** 50 **Special TOU** 100
L 1-50 **M** 51-100 **H** 101-150
S 151-200 **C** 201-250 **D** 251-300

Grandiose Creature

Hill giant, cave troll, living tree, medium dragon, cyclops, elephant

MR 7 **SPD** 15 **INIT** +5 **DGE** +5

Claw
Hit +15 **ATM** -10
DMG 1-5 30, **6-10** 60, **11-15** 90, **16-20** 120.

Bite
Hit +10 **ATM** -12
DMG 1-5 40, **6-10** 80, **11-15** 120, **16-20** 160.

Weapon
PAR +15 **Hit** +15 **ATM** -15
DMG 1-5 60, **6-10** 120, **11-15** 180, **16-20** 240.

Special
PAR +20 **Hit** +20 **ATM** -20
DMG 1-5 80, **6-10** 160, **11-15** 240, **16-20** 320.

KDV
Biped: 70
Quadruped: 140
Heavy: 210

Natural TOU 50 **Usual Armour TOU** 70 **Special TOU** 100
L 1-70 **M** 71-140 **H** 141-210
S 211-280 **C** 281-350 **D** 351-420

Huge Creature

Giant, large elemental, efreeti, large dragon, balrog

MR 8 **SPD** 25 **INIT** +5 **DGE** +5

Claw
Hit +15 **ATM** -10
DMG 1-5 40, **6-10** 80, **11-15** 120, **16-20** 160.

Bite
Hit +10 **ATM** -12
DMG 1-5 60, **6-10** 120, **11-15** 180, **16-20** 240.

Weapon
PAR +20 **Hit** +20 **ATM** -15
DMG 1-5 80, **6-10** 160, **11-15** 240, **16-20** 320.

Special
PAR +20 **Hit** +20 **ATM** -20
DMG 1-5 100, **6-10** 200, **11-15** 300, **16-20** 400.

KDV
Biped: 100
Quadruped: 200
Heavy: 300

Natural TOU 80 **Usual Armour TOU** 90 **Special TOU** 200
L 1-100 **M** 101-200 **H** 201-300
S 301-400 **C** 401-500 **D** 501-600

Enormous Creature

Dragon lord, Titan, leveller, leviathan, juggernaut

MR 10 **SPD** 35 **INIT** +7 **DGE** +5

Claw
Hit +15 **ATM** -15
DMG 1-5 80, **6-10** 160, **11-15** 240, **16-20** 320.

Bite
Hit +10 **ATM** -20
DMG 1-5 100, **6-10** 200, **11-15** 300, **16-20** 400.

Weapon
PAR +20 **Hit** +20 **ATM** -20
DMG 1-5 120, **6-10** 240, **11-15** 360, **16-20** 480.

Special
PAR +30 **Hit** +30 **ATM** -30
DMG 1-5 200, **6-10** 400, **11-15** 600, **16-20** 800.

KDV
Biped: 250
Quadruped: 500
Heavy: 850

Natural TOU 200 **Usual Armour TOU** 150
Special TOU 400
L 1-200 **M** 201-400 **H** 401-600
S 601-800 **C** 801-1000 **D** 1001-1200

PSRPS - Basic CHARACTER SHEET

PLAYER

NAME

B.DATE **AGE**

MANIPULATIONS

PH		**FIT**		**INT**	
DEF		**PER**		**CHA**	
Q		**MND**		**LCK**	

XP

XP BASE (PER+INT)x2

LEARN BONUS PER+MND+INT

MOVE Q+DEF-PH | +Sprint | Mps | Scale | Std | Sprint

FUNDS:

EQUIPMENT

Body Combat

	RNG	INIT	PAR	DGE	SPD	EV	DIS	HIT
Stat								
Mod	x4							
+1D10								

Mod Throw Mod Punch Mod Kick

ATM ACP DMG Mod 100%

1-5 6-10 11-15 16-20 21-25 26-30

Melee Weapon Statistic

Name	PH	TOU	HND	LTH	WGT

	RNG	INIT	PAR	DGE	SPD	GV	HV	HIT
Stat								
Mod								
+1D10								M

GWP ATM ACP DMG Mod 100% R

1-5 6-10 11-15 16-20 21-25 26-30

Complete / Missile Weapon Statistic

Name	PH	TOU	HND	LTH	WGT

CAP ROF I B S REC RL AMMO

Remaining

	RNG	INIT	PAR	DGE	SPD	GV	HV	HIT
Stat								
Mod								
+1D10								M

GWP ATM ACP DMG Mod 100% R

1-5 6-10 11-15 16-20 21-25 26-30

Complete / Missile Weapon Statistic

Name	PH	TOU	HND	LTH	WGT

CAP ROF I B S REC RL AMMO

Remaining

	RNG	INIT	PAR	DGE	SPD	GV	HV	HIT
Stat								
Mod								
+1D10								M

GWP ATM ACP DMG Mod 100% R

1-5 6-10 11-15 16-20 21-25 26-30

FATIGUE & TRAUMA (PH + FIT)x2 +

	Light	Mild	Heavy	Serious	Critical	Deadly
	1 to	to	to	to	to	to
KO/D	0	0	0	TN12	TN15	Auto
Penalty	0	-1	-3	1/2	1/4	KO
S/H	0	0	0	1D10/2	1D10	1D10

Knock Down Value | CS | + PH x2 | Total

Armour

PH	Type	AC	TOU	TOUxAC	Stlth	WGT
	Sub Total	Max 23				

Total Armour Value

AC	TOU

Notes

Magic Resistance	MND	IMR	Total	PMA (PER+MND+INT)/3	MEP
ARCANE SPELL	MEP	RNG	DUR	CAST	TN(Roll)

Skill	Base	Manipulation	Total