

# Disparity

In the world of Disparity 2% of the people hold 99% of the wealth most people scrape by with what they can grow, or make.

Others however, have learned to make a living by selling their unique skills to the rich, in order to fuel their petty spats and lust for power. These men and women are known as the Nujahara, though others may call you thief, conman, rogue or even pirate.

By searching out both useful bits of information and arcane items of power from other noble houses, ancient tombs, mazes, and vaults you will earn your wages and live a life much nicer life than your dirt farming contemporaries. Rumors say that those items have the ability to bend reality to the users will.

While there is no formal organization for the Nujahara you probably will not find it hard to find others of your kind, if you pay attention the world around you.

## Index

Page	Section
3	Creating Your Player
4	Skills
5	Skill Choices
9	Using Skills
10	Abilities
13	Lineage
15	Leveling
16	Patronage
18	Coin
19	Weapons and Combat
21	Combat Rolls
23	Restoring Life Points
24	Gear and Armor

## Creating Your Player

When you sit down to create your characters abilities the first thing you need to do is understand how the system works. You have to deal with four things, assigning your skill points, choosing abilities (which can modify your skills), choosing a lineage, and selecting your gear. That's it. Once you do that you are ready to play. Get out your character sheet and lets begin.

## Skills

Each of your skills is based on a simple percentage, rolled on a set of D10, between 0 and 100. In order to succeed at a task you must roll under the percent you have on your sheet. So, since you have to roll under the percentage on your sheet you want high numbers.

If you roll above that number, on 2D10 you will fail. If you roll the exact number of your score then you will succeed. So, if there are certain skills you find yourself drawn to you will want to allocate more of your points to that skill.

At level zero and for each level you gain after that, you will be given 50 percentage points to allocate towards your skills. Don't worry if that sounds scary right now. You'll have two chances to enhance those numbers with your skills and your lineage. In specific instances your tools will also be able to modify your abilities when you are working on a specific task. Just bear in mind that no score may be above 80% unless it is the prime skill for your lineage, then you may have up to 90% in that skill only. A few other exceptions exist, so keep an eye out when choosing your Lineage and your Abilities. These maximums include any additions you may get from abilities and your lineage.

It is important to know that no skill point can ever drop below 0, for in-game rolling. In your early levels there will be penalties for some of your abilities, and perhaps even your lineage that will drop your scores below 0. Simply put the negative in brackets next to the entry and when you begin to assign points to this area count up from this number instead of from 0.

Lets talk a little bit about what each of these skills does and how you might use them during a game.

# **Your Skill Choices**

## **Attractiveness**

This skill measures how physically appealing members of your society find you. It is useful both in seduction, manipulation and in trying to pull off a con.

## **Brewing**

Sometimes you just need to get people drunk to get what you want and a master of the art of brewing can not only make liquor but also hold it better than most others can. For all characters, the effects of drunkenness can be seen after three beverages, but the brewmaster has a chance to still function like a completely sober person. For each drink after your fourth you may roll the brewing percentage to remain sober.

## **Dodge**

Missing a hit can be the difference between living or being a crumpled heap of flesh in the corner. The dodge effects your ability to miss a blow coming at you, debris falling on your head or leap out of the way of a run away cart. This is a good skill for everyone to have.

## **Intelligence**

This is how smart you are, which is not to be confused with education. A character may have humble beginnings, and little education but still be naturally intelligent enough to open a puzzle box that scholars have been mulling over for weeks on end. Intelligence can be used to help you to solve puzzles, disarm traps, or just to better understand the world around you.

## **Location Sense- Indoors**

When you go into a new building without a guide and you need to get around quickly then this is the skill for you. It

is also handy if you find yourself stuck inside of a labyrinth.

### **Location Sense- Outdoors**

Getting lost in the woods isn't a lot of fun. Picking the outdoor version of location sense can help you get through unfamiliar places, urban or wild.

### **Lock Picking**

This skill effects how likely you are to pick a lock. Of course not all locks are created equal.

### **Lowlight Vision**

You won't be able to see in the dark with this skill, but the ability to concentrate and see well in the low light situations can be useful in a lot of different situations. You may have no higher of a score then 60% in this space, unless you have a score of 80% in Observation.

### **Object Lore**

The object lore ability represents your knowledge about the arcane items of the land. Since most of your knowledge will come from old stories and rumors you may use this score in conjunction with intelligence to try and figure out what information is true, what is false and what information is a little bit of both.

### **Penmanship**

This skill is about your ability to recognize handwriting in some cases to duplicate it. Future forgers of the world want to allocate here. Just be aware that you need at least 50% in read/write to put any points in penmanship.

### **Persuasion**

The persuasion ability allows you to convince a person to take a specific action you have requested. This does not apply to actions that a person finds morally abhorrent or actions that are physically impossible, so no asking a priest to kill children or trying to get a barfly to touch his right elbow with his right hand.

## Poison Brewing

Making poison will always be cheaper than buying it, and a fair number of poison brewers make a nice side business out of selling their creations. Since poisons can give your weapons an extra bite or make assassinations much simpler this ability can come in handy. Your success in a poison brews creation is dependant on this score. Just be aware that before you are allowed to assign any points to this area you must have a minimum of 40% in the poison identification ability.

## Poison Identification

This ability allows you to recognize both common and uncommon poisons with a smaller chance of recognizing rare ones as well. For each percentage point you have that percentage of chance at recognizing a common poison, half of this number for an uncommon and one quarter that number for a very rare poison.

## Observation

This skill is all about taking a deeper look at the world around you. Some of its uses include finding traps, searching rooms and finding hidden doors. It can also allow you to notice facts that may have gone unnoticed by others in an area.

## Reading and Writing

On the most basic level you know what this means, the ability to understand and create the characters of a language on

paper (or other substances as the situations may call for) but it also has other uses.

If a player has more than 75% in Reading and Writing, they have a shot at understanding similar languages or archaic version off their own language. As in real life, reading and writing is useful in a variety of situations.

## Stamina

Stamina will be important for many players. Each percentage point you allocate here is two points of damage you can take (from weapons, traps or long falls) before your game is over for good. It is suggested that all players allocate at least a few points to stamina since even a 5% in your stamina can give you some life points to work with.

Note: You are dead at 0 life points.

## Stealth

This skill is all about your ability to be under the radar. Whether it is hiding from guards in a street crowd, passing for nobility at a party or hiding in the shadows of a dimly lit hallway. Stealth can be your friend and fans of classic stealing scenarios will want this one.

## Strength

Sometimes you just have to bust a door down to get to your goal. Other times it is just a lot of fun to bash your way through the world. If you enjoy displays of brute force then you will want to add more points to your strength.

## Veracity

This name is a bit misleading, but since this skill is about your ability to lie that is only appropriate. Your veracity score effects how likely a subject is to believe your lies. Note that in some cases this roll can be modified by the subject's intelligence, if their score is exceptionally high, at the Storytellers judgment.



## Using Your Skills

Making a skill check is very simple. All you need is two D10, also known as percentage dice. Each roll is based on the percentage on your sheet. If you roll under or on that number you have succeeded, if you roll over you have failed.

Now, let's see how your skills will work in game.

Let's say that Hireis, a second level character, is walking through town. He needs to get past the guards and into an area of the city where he would normally not be welcome. He wants to use his Stealth ability to blend into a crowd of people walking by. His score is a 20%. He rolls an 18, which is a successful roll, and gets past the guards.

Hireis is not familiar with this part of town, and he needs to get to the tavern here for a meeting. He notices signs with arrows by the street corners. Unfortunately, his Reading and Writing score is 0, so he has no idea what they say. He does, however, have a small percentage in Location Sense - Outdoors, which he can use to try and find his way around. His score is only 5% and his roll, a 73, is far too high. Since this is a public building he can safely ask for directions.

When he eventually gets to the building where a potential patron is waiting he finds that the nobleman is less than impressed by how late he is. He could try to tell a convincing lie, but his veracity score is low and getting caught in a lie now could blow the whole deal. Instead, he orders a round and tries to get his potential patron drunk enough to forget his annoyance. Hireis allocated almost a whole level's worth of points, 40%, to the Brewing skill, so after three drinks and a roll of 38 he manages to stay sober enough to manipulate the situation. The nobleman leaves feeling happy and Hireis leaves with a signed offer of patronage.

## Abilities

Some things are innate but others are learned. By applying ability points you are getting a bonus for spending your off time training in specific areas. Of course, what you don't use, you lose so there are corresponding penalties for each set of skills. You are given one ability point to spend at level zero, and you earn another at levels five, ten and fifteen.

Level	Number of Ability Points
0	1 Point
5	2 Points
10	3 Points
15	4 Points

### Break Up Artist

Your motto is, "When it doubt smash it!" and that means you have a bonus of 5% to your strength, but since you don't tend to use your mind to solve your problems you have a penalty of 5% to your intelligence. Adding a second point to this area will double the effects of this ability. Adding a third point to this area triples the initial effect.

### Brew in The Blood

Poison is your passion. You spend your free time tracking down recipes and inheritance. You also are not above a little bit of trial and error from time to time. This experience gives you a bonus of 10% to your brewing and to your intelligence but comes with a 10% penalty to your stamina and to your strength. Adding a second point to this area will double the effects of this ability. Adding a third point to this area triples the initial effect.

### Negotiator

You have learned to help people come to a compromise. This gives you a 5% bonus to your veracity, but since you are not

working on your body during that time you will take a 5% penalty to your stamina. Adding a second point to this area will double the effects of this ability. Adding a third point to this area triples the initial effect.

### **Regal Bearing**

You have spent extra time cultivating the air of nobility even if you did not belong to a noble family. This gives you a 5% bonus to your attractiveness, since in order to pretend to be noble you have to maintain a certain minimum standard of grooming. That presence however makes it harder blend it, give you a 5% decrease to your stealth. Adding a second point to this area will double the effects of this ability. Adding a third point to this area triples the initial effect.

### **Sensitive Ears**

You've spent a lot of time honing excellent hearing by paying close attention to the sounds around you. As a result you often hear problems before anyone else, giving you a 5% higher chance of successfully being stealthy. The extra noise is a distraction however, one that makes persuasion difficult. Take a 5% penalty. Adding a second point to this area will double the effects of this ability. Adding a third point to this area triples the initial effect.

### **Sensitive Eyes**

You have spent your time becoming more aware of the sights around you, which means that you are aware of what is going around on the sides of your view, giving you a 5% bonus to stealth. Since that attention makes it hard to concentrate you lose 5% to your object lore. Adding a second point to this area will double the effects of this ability. Adding a third point to this area triples the initial effect.

### **Tool Master**

You have spend a lot of time playing with your tools, which means you get a 5% bonus to lock picking, but since you don't get out as much as you would otherwise you have a 5%

penalty to your strength. Adding a second point to this area will double the effects of this ability. Adding a third point to this area triples the initial effect.

ALL PLAYERS SHOULD NOTE THAT DOUBLING OR TRIPPLING AN EFEFCT ALSO DOUBLES (OR TRIPLES) ITS PENALITY.

# Lineage

Where you come from matters. Choosing a lineage is not only an important part of your characters back story, but an important way to modify your skills and gain other advantages.

## Fallen Noble

You are from a family that was once noble, but has fallen out of favor and lost its wealth. Your pride will not allow you to have a patron, but many families will be at ease with your heritage. Your presence will make stealth hard, so take a 10% penalty, but you will be more believable than others of your trade, adding 10% to your veracity. You will also double your starter coin.

Prime Skill - Veracity.

## Family Man

You come from a family of Nujahara that have passed on their craft. Because of this you have learned a great deal, especially how to pass in the houses of great men and how to speak with them in ways that make them think you are an equal. You must always have a patron, as such you may select one now. This will usually be the patron of your family, but it does not have to be. Since you are not starting out blind, you can upgrade one tool at level 1, but this tool cannot be upgraded again until the rest of your set is upgraded.

For more information on patrons see the patronage section of this guide, the Heralds Companion or the information for your starting city for some information on the noble families in your area.

Primary Skill - Persuasion

## Scholar

This is the only class that has a chance at deducing the function of some of the more exotic items you will encounter during the course of this game. As a matter of fact some scholars choose to do that professionally for their patrons. You may take a patron should you choose to. You get a 15% bonus to your intellect, but since you are usually thinking about a problem or issue that needs a solution you lose 5% of your stealth.

Prime Skill - Intelligence

## Street Rat

You grew up on the streets with no real family to call your own. Trust for you is not earned easily and you will never take a patron. You believe it is better to take care of yourself and leave your options open. You do know how to negotiate. You will get charged 5% less on upgrade costs for weapons. You blend in well with the common folks, and have learned how to make yourself beyond the notice of most of the great men and women in the city so you will have a 5% increase to your stealth, but since you have taken more wear and tear than others in this world you will take a loss of 5% to your attractiveness.

Prime Skill - Stealth

## Tinkerer

The tinkerer comes from the small middle class of this society, and will have learned a trade as a child. As a result you are very manually dexterous. This makes you a skilled lock pick with a 5% bonus to that area, but you are unlikely to be learned, so you will lose 5% to object lore. You may take a patron if you choose to.

Prime Skill - Lock Picking

# Leveling

New players will usually start out at Level 0, as they are new to their profession. Gaining a level is based on how many tasks you complete, as well as task points assigned by the storyteller for successfully completing missions, or for tasks such as gaining a patron. Each skill roll that you pass gains you 10 task points towards your next level. Unsuccessful rolls gain you no points at all. The points required for each level are as follows.

- Level Zero - 0 task points
- Level One - 1000 task points
- Level Two - 2000 task points
- Level Three - 3000 task points
- Level Four - 4500 task points
- Level Five - 6000 task points
- Level Six - 7500 task points
- Level Seven - 9000 task points
- Level Eight - 10,500 task points
- Level Nine - 12,000 task points
- Level Ten - 15,000 task points
- Level Eleven - 20,000 task points
- Level Twelve - 25,500 task points
- Level Thirteen - 33,000 task points
- Level Fourteen - 40,000 task points
- Level Fifteen - 50,000 task points

# Patronage

Unless you are a family man, taking a patron is not a given. As a matter of fact two lineages are specifically forbidden from taking one. For those of you who choose a patron as a steady means of finding work, and coin, you will have to find one on your own. Become good enough at your trade, or do something exceptional while working, as a freelancer for a noble, and an offer of patronage will often come to you.

## Benefits of Having a Patron:

- You could, in time, gain access to your patrons library, which would allow you to gain extra points to add to object lore at a rate of one point for every 24 hours of study time.
- A steady flow of work and the money that comes with completing a job.
- A free tool upgrade with every 5 levels that you are with that patron, as a gift from your patron. (Note: if you sign up with a patron at level four you will not get the upgrade at level five, you will get it at level nine, five levels after you sign up with your patron.)

## Drawbacks of Having a Patron

- You cannot take jobs from other nobles or freelance work of any kind.
- You cannot refuse a mission from your patron, even if you think it is morally wrong, or disgusting.

# Working Freelance

This is the default state for most new players. Work will be less consistent, but you have the right to take work from anywhere and choose what you want to do without any nasty consequences. You will have to upgrade your own tools on



your own. Keep a ear to the ground and you should not have any problem finding what you need.

## Coin

There are three types of coin in this world: Gold, Silver and Copper. 1 gold is worth 100 silver and 1 silver is worth 10,000 copper.

### Currency Conversion Chart

Coin Type	Gold	Silver	Copper
Amount Equals	1	100	10,000

To begin the game and buy your initial weapons and gear you will need to roll for money. Without you will not be able to buy your gear. (Note: your first basic set of clothing is free, choose a set that is appropriate for your lineage. Accessories such as hats, cane's, ect... are not included in this freebie.)

For your copper and silver roll 2D10 for the number and convert this into a two-digit number. You have as many coins in your pocket as you roll, and no more to begin.

For example Lets say that you are rolling for silver. If the die you have designated as the high number comes up as a 9, and the one you designated for the low number is a 7, you have 97 silver, not 16 silver.

For your gold roll a D20, and that is the number of gold coins you have to buy things with. So if you roll a 6 you have 6 gold coins.

From here on in, you will keep the coin that you "find".

# Weapons and Combat

Your Life Points (which you remember is your Stamina score times two) are your health. When those points drop to 0 you are dead. A good weapon can help to keep you alive and make your enemies dead.

You may begin the game with one weapon and the ability to use it, but you must buy (or find one in game) the weapon. If you wish to learn new weapons you must first purchase it and then spend 10 of your skill points in the next level on learning how to use it. There is no space for these points on your sheet, simply consider them spent and circle Yes in the "Trained in" box next to the weapons name.

Weapons are limited to what you can carry in one hand so your choices are:

## **Bear Fists/Grappling (Free)**

Weapon Type: Melee

Punching someone is usually the simplest way to attack, and it is free, which is good news for the cash strapped. Your bear fists will do 1D4 damage. If your strength is over 80% however your blows will do 1D6 damage.

## **Small Hand Bow (200 Silver) and Arrows (10 Copper each)**

Weapon Type: Ranged (Max 35 yards)

If your attack is successful the Hand Bow will do 1D4 damage. Though, if you couple it with a poison it can be one of the most devastating weapons in the game. This weapon cannot penetrate 9th or 10th class armour. Your arrows may not be retrieved for re-use if you missed your target.

## **Folding Cross Bow (500 Silver) and Bolts (15 Copper each)**

**Weapon Type: Ranged (Max 50 yards)**

If your attack is successful the Folding Cross Bow does 1D6 damage. The folding cross bow cannot penetrate 10th class armour. Bolts may be retrieved for re-use at the storyteller's discretion, with the exception of a perfect roll of 1%. In this case the bolt has gone completely through the target and can be picked up off the ground.

### **Throwing Daggers (150 Silver)**

**Weapon Type: Ranged (Max 35 yards)**

This is a set of five. If you make a successful attack you will do 1D6 damage. Maximum range 30 yards. If your attack is less than 15 yards away you will do an additional two points of damage. Your daggers stand a 7% chance of sticking in bare (or plain clothed) human skin permanently, a 3% chance in 1st or 2nd grade Armour and a 1% chance in 3rd class armour. The only way to retrieve a dagger that has hit is to them is to pry the from a dead body. Daggers from botched throws may simply be picked up.

### **Hand Axe (150 Silver)**

**Weapon Type: Melee**

If your attack is successful this weapon does 1D8 damage. The maximum range is close combat. Attempts to throw the hand axe will be at the storyteller's discretion.

### **Short Sword (200 Silver)**

**Weapon Type: Melee**

If your attack is successful this weapon does 1D8 damage. The maximum range is close combat. Attempts to throw the short sword will be at the storyteller's discretion. A short sword's blade can be lined with poison for extra damage.

## Combat Rolls

Now that you have the weapon, Lets talk about making an attack. What you need percentage you to roll depends on what you are using to attack, you level and your strength.

Level	Grappling	Grappling with Strength of 75% or more	Ranged Weapon	Ranged Weapon with Strength of 75% or More	Hand Weapon	Hand Weapon with strength of 75% or more
0	5%	n/a	5%	n/a	5%	n/a
1	10%	12%	8%	10%	10%	12%
2	15%	17%	11%	13%	13%	15%
3	20%	22%	15%	17%	20%	22%
4	25%	27%	21%	23%	25%	27%
5	30%	32%	30%	32%	29%	31%
6	35%	37%	35%	37%	33%	35%
7	40%	42%	40%	42%	37%	39%
8	45%	47%	45%	45%	42%	44%
9	50%	52%	50%	52%	49%	51%
10	55%	57%	55%	57%	56%	58%
11	60%	62%	61%	63%	63%	65%
12	65%	67%	65%	67%	65%	67%
13	70%	72%	71%	73%	70%	72%
14	75%	77%	80%	82%	77%	78%
15	80%	82%	85%	87%	85%	86%

Your opponent then has a chance to dodge. If they roll under their dodge score they have successfully avoided your blow. No damage is taken. If they fail the roll you will roll for damage. The specific die used depends on the weapon you have used.

Now, if your opponent has armor, they have a chance to negate a portion of the damage. Each type of armour has its

own set point. If the player taking damage rolls under than number they negate a portion of the damage.

## Restoring Life Points

Losing life points is one thing but now we have to talk about the back end of combat, healing. If you want to keep yourself healthy then you had better rest up. You can restore one D10 of life points for each four hours of sleep. You cannot gain more life points than you had to begin with.

Some rumors do exist about faster ways to heal, but to confirm them you would have to find a master of herb lore.

# Gear

Your gear can make the difference between success and failure. Anyone who has ever gotten locked out of their home, with the keys tantalizingly sitting on the breakfast table can tell just how important having the right tools for the job can be at a critical moment.

Basic gear comes in the following items. For most of your tasks some kind of gear will be required. Even if your need is as simple as having clothes on your back, or a pen and paper to write down a message with.

There are two types of gear: simple gear and upgradeable gear. Simple gear has a relatively low price and with rare exception little variance in quality.

## Simple Gear

### Basics

- Rope (10 copper per yard)
- Paper Sheets (2 copper per sheet)
- Blank Recipe Book for poisons or other brewing (1 Silver)
- Quill Pen (20 Silver per pen)
- Ink Pot (50 Silver)
- Shears (50 Silver)
- Common Knives (35 Silver)
- Bed Roll (500 copper)
- Rations (5 Silver)
- Glass vials (10 Silver each) and stoppers (15 Copper each)
- Eyedropper (25 Silver)

### Technology



- Telescope (10 Gold)
- Periscope (10 Gold)
- Clocks (7 Gold)
- Alarm Bell (7 Gold)

## Clothing

- Common boots (40 Silver)
- Riding Boots (50 Silver)
- Noise muffling boots (400 Silver)
- Slippers (50 Silver)
- Commoners clothing (400 copper)
- Noblesque clothing (10 Gold)
- Trades persons clothing (50 Silver)
- Gloves (25 Silver)
- Gentleman's cane (50 Silver)
- Gentleman's hat (50 Silver)

## Upgradeable Gear

Upgradeable Gear is different. It varies greatly in quality and price, and it can have an impact on how well you can ply your craft. The basic level has no impact on relevant tasks. With each level of upgrade you gain a two percentage point increase to relevant tasks associated with the tool, for a total of 10 upgrades. Of course, upgrades don't come cheap.

## Tools

- Lock picks (Basic Set - 500 Silver, Upgrades 100 Gold each)
- Grappling hook (Basic Hook - 300 Silver, Upgrades 100 Gold each)
- Magnifying Glass (Basic - 75 Silver, Upgrades 20 Silver each)

## Armor

This type of upgradable gear is a bit more complex. Firstly, due to the reductions in movement, dexterity and complete lack of stealth associated with it, you are forbidden to wear metal armor ever. The set point tell you what percentage you need to roll to negate a portion of the damage from a blow, depending on the level of the armor owned.

- 1st grade armor (the basic set you buy before any upgrades) negates 25% of the damage taken.
- 2nd grade armor negates 40% of the damage taken.
- 3rd grade armor negates 65% of the damage.
- Every levels of upgrade after this negates an extra 2% of damage, which means that 10<sup>th</sup> grade armor will negate 79% of damage taken.

It is important to note that your armor upgrade level cannot be higher than your characters level. So a second level player cannot have armor with three upgrades.

### Upgrades Allowed by Players Level

Player Level	Maximum Armor Level
0	0
1	1 <sup>st</sup> level
2	2 <sup>nd</sup> Level
3	3 <sup>rd</sup> level
4	4 <sup>th</sup> level
5	5 <sup>th</sup> level
6	6 <sup>th</sup> level
7	7 <sup>th</sup> level
8	8 <sup>th</sup> level
9	9 <sup>th</sup> level

10	10 <sup>th</sup> level
11	10 <sup>th</sup> level
12	10 <sup>th</sup> level
13	10 <sup>th</sup> level
14	10 <sup>th</sup> level
15	10 <sup>th</sup> level

### **Woven Reed Armor**

Set Point - 20%

Upgrades 1 through 5 add 2% to the set point. All levels after this add 5%.

Costs

Base: 100 Silver

Upgrades 1-5: 100 Silver

Upgrades 6-10: 150 Silver

### **Wood Plated Armor**

Set Point - 30%

Upgrades 1 through 5 add 2% to the set point. All levels after this add 5%.

Base: 150 Silver

Upgrades 1-5: 120 Silver

Upgrades 6-10: 170 Silver

### **Leather Armor**

Set Point - 40%

Upgrades 1 through 5 add 2% to the set point. All levels after this add 5%.

Base: 200 Silver

Upgrades 1-5: 160 Silver

Upgrades 6-10: 200 Silver

### **Reinforced Leather Armor**

Set Point - 50%

Upgrades 1 through 5 add 2% to the set point. All levels after

this add 5%.

Base: 300 Silver

Upgrades 1-5: 200 Silver

Upgrades 6-10: 300 Silver