Basic System Reference (BSR)
for

CODA

This document outlines the basic CODA system rules that are common between the Star Trek and Lord of the Rings RPG's and list features in both systems to allow for a generic framework for games based in fantasy, modern, or futuristic. There are a few places where I have taken some creative license to: 1) come up with rules that would be consistent between the games and also allow for some of the disparities, and 2) add a few things here and there that I believe make better sense to the system. I have modeled the format of the document off of the Open Game Content SRD for d20.

All notes and additional information and rules that I have come up with will be denoted using *italics*.

TABLE OF CONTENTS

THE BASICS

Dice

Dice rolls are described with expressions such as "2d6+3," which means "roll two six-sided dice and add 3" (resulting in a number between 5 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll 2 six-sided dice (2d6). To determine if your character succeeds at a task you do this:

- Roll a 2d6
- Add any relevant modifiers
- Compare the result to the target number (TN)

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

Degrees of Success/Failure

Whereas a test's TN derive the difficulty of the test, degrees of success evaluate the outcome quality. Aside from qualifying the character's overall performance, degrees of success also can determine special effects or abilities. Such effects could be reduced/increased time required to perform the test, damage bonuses/penalties, or additional bonuses/penalties to subsequent tests.

Table 1: Degree of Success

Test Result	Degree of Success or Failure	Time Modifier
11+ below TN	Disastrous Failure – Attempt may make matters worse	x1.5
6-10 below TN	Complete Failure – Attempt fails and may prevent future attempts	x1
1-5 below TN	Failure – Attempt fails but may attempt again with a cumulative –2 penalty	x1
Equal to TN	Marginal Success – Basic goal achieved, possibly with minor setbacks	x1
1-5 above TN	Complete Success – Achieves goal with no setbacks	x0.75
6-10 above TN	Superior Success – Performs beyond expectation, possibly gaining a small advantage such as reduced test duration	x0.5
11+ above TN	Extraordinary Success – Performs far beyond expectation, gains an advantage such as bonus to initiative or maybe an additional action at a reduced action cost	x0.25

Rounding Fractions

In general, if you wind up with a fraction, round normally unless told otherwise. An exception is damage where a minimum of 1 point is dealt.

CHARACTER CREATION, EXPERIENCE, & ADVANCEMENT

Creating a Basic Character

The outline listed below details how to create a 0-advancement character that is the basic character in the game. When anything refers to "character creation", it is during these phases that the specified action(s) occur.

• Phase 1: Attributes

1. Generating Primary Attributes

A character's primary attributes are generated in one of two ways: randomly using dice or by the pick method. Generally using the pick method creates more balanced characters while the random method can give unusual highs and lows. Regardless of method, the character is of a stature greater than the average person is but no attribute may increase past a score of 12 without special dispensation *such as bonuses granted by a PC's race or other special circumstances.*

Random Method

Take two six-sided dice (2d6) and add the values on the two dice together. Do this nine times and keep the six highest scores.

Pick Method

Start with these scores: 10, 9, 7, 7, 5, and 4. From a pool of eight points, these score may be increased at a rate of one point per +1 score.

2. Select Favored Attributes

Choose two favored attributes from the list based on either guidance given by descriptions of professions or a player's personal preference. The benefit gained for the favored attributes is that increases to the attribute are purchased at a reduced cost and have the ability to exceed the limit of 12.

3. Generating Secondary Attributes

Follow the guidelines listed in each of their descriptions. As a baseline for Size, a human is considered to be Medium.

4. Select Favored Reaction

Choose one favored reaction from the list based on either guidance given by descriptions of professions or a player's personal preference. The benefit gained for the favored reaction is that increases to the reaction are purchased at a reduced cost.

• Phase 2: Native Skills

Choose your Native Skills from a pool of points (called 'picks') equal to your character's Intellect x2. *If a larger multiplier, such as x3, is used, there runs the risk of characters being too competent early in the game with those skills or run out of ideas for which skills to select.* These picks are spent on ranks and specialties come from Knowledge and Language. Make note that no skill may have more than six ranks at the end of character creation, though its total bonus may be higher than +6.

• Phase 3: Background

1. Select Background

Choose a background for your character and apply its background modifiers, if any, to the character's attributes. Make note of the character's background abilities.

2. Select Background Package or Create Your Own

Either choose a pregenerated background package or spend 6 picks (1 pick = +1 rank or 1 specialty).

3. Optional: Select Acquire Background Flaw

Choose one flaw from a list of background flaws or upon Narrator's approval. Gain either 1) one edge, 2) +1 rank in an any background skill, or 3) one specialty for a previously acquired skill.

• Phase 4: Profession

This could also be called an Order (most suitably for fantasy settings).

1. Select Profession

Professions are common types of templates a character can choose from to focus her character on. Examples of professions could be Fighter, Mage, Rogue, Starship Pilot, Merchant, etc.

2. Select Profession Package or Create Your Own

Either choose a pregenerated profession package or spend 20 picks (1 pick = +1 rank or 1 specialty).

3. Select a Profession Edge

From the list of five edges in the profession package, choose an edge for the character. If a player created her own package, the Narrator must approve of the chosen edge.

4. Optional: Select Additional Profession Edges

Additional profession edges can be acquired, but the number may vary. For a high-powered game setting, from the list of five edges in the profession package, choose up to three edges (or four if the optional background trait wasn't acquired) at the cost of acquiring one flaw for each edge acquired. For a low-powered game setting, only one extra edge would be allowed at the same cost.

5. Select Profession Ability

Choose one profession ability that are listed in the profession description.

Experience

Awarding Experience

Characters in the Harry Potter: The Role-playing Game, like most characters in Rowling's novels, are not static. As they experience things through their adventures, they learn, grow, and become more capable and powerful. For example, Neville Longbottom started off as a bumbling accident just waiting to happen as a first year; by the time he was a fifth year student, he was helping Harry battle a group of Death Eaters in the Ministry of Magic. In game terms, character growth and development is reflected in the award of experience points. The amount given depends upon the judgement of the Narrator; some prefer to be generous while others are less so. Table 2 below shows conditions for experience awards and their suggested values in points.

Table 2: Experience Awards

Condition	Experience Point (XP) Award
Successful test related to the story	TN of the test
Completion of primary objective	1000 (divided among PC's)
Completion of secondary objective(s)	500 each (divided among PC's)
Completion of scene's purpose	100 (divided among PC's)
Exceptional Role-playing	Special (Narrator determines)

Successful Tests

The most common way of gaining ongoing experience is through the completion of story-related tests. When a character succeeds in a particular test, he gains experience in an amount equal to the TN of the test. Her companions gain half this amount of experience. Some Narrators may require their players to keep a record of the tests that they perform so as to justify certain advancement picks. Also, some may impose a limit to one test per type: if a PC makes three Ride tests in one scene, then the Narrator may only limit the gain in experience for one of those tests (normally the test with the highest TN).

Fulfilling Objectives

Characters also gain experience by fulfilling the primary and secondary objectives of the story, as well as scene goals along the way. These may involve solving riddles, interacting with specific NPC's, or thwarting the nefarious plans of an enemy or rival.

Exceptional Role-playing

Depending on the Narrator's personal style and type of game s he runs, good role-playing may be as important as the completion of story objectives. The Narrator doesn't have to give out additional experience for performing well; however, players who truly embrace their characters and setting probably deserve a little something extra. And even sometimes characters will do something so extraordinary that their action screams for some type of award – by all means give experience as award for their performance.

Advancement

Table 3: Advancement Picks

Cost	Advancement Items
1	+1 rank Native Skills (Knowledge & Language skills from Intellect xX)
1	+1 rank Profession Skill
1	Specialty
2	New Edge or upgrade existing Edge
2	New Combat Trait or upgrade existing Combat Trait
2	Remove Flaw (Narrator approval)
2	+1 rank Non-Profession Skill
2	+1 Favoured Reaction
2	+1 Renown
3	+1 Non-favoured Reaction
3	+1 Courage
3	New Ability or upgrade existing Ability
4	+1 Favoured Attribute
5	+1 Non-favoured Attribute
5	+1 Health
5	Gain new Profession, Basic or Elite (after prerequisites are met)

There is only one restriction when spending Advancement Picks: you cannot spend more than 2 picks for any skill per advancement. *Other reasonable restrictions may apply for particular game settings.*

1000-Point Method

When a character accumulates 1000 experience points (XP), the player may spend the experience to allow her character to undergo advancement. Advancement represents how the character has grown, learned, and improved during the course of her adventures. When a character undergoes advancement, he receives five picks to spend on Table 3. With the picks, you can improve your character's attributes, reactions, learn new skills or improve the ones she has, acquire or improve edges, and so on. If appropriate, the Narrator may allow you to take a flaw with advancement to give you a sixth pick. The only restriction when purchasing items from Table 3 is that no more than two picks may be spent to increase the number of ranks a character has in a particular skill. Although a player can theoretically purchase any item from the table, the player should justify the purchase of particular items by having them reflect the events and accomplishments of the chapter or chronicle.

Limitations to Character Attributes

Primary Attributes

The score of any primary attribute is limited to 12 or 12+Racial Modifiers with the exception of Favored Attributes under the Legendary Attribute rules.

Reactions

The score of any reaction has no upper limit.

Skills

The number of ranks for any given skill is limited to 12.

Courage

The number of Courage points a character can have has no upper limit.

Health

A character's Health score has no upper limit.

Defense

The Defense score of any given character is limited to the base Defense score (7 or 10) + Agility modifier. The Agility modifier's value is limited to the upper limit on a character's Agility attribute.

Legendary Attributes

There are persons in the various gaming worlds of extraordinary ability where it comes to one or more of their attributes. As attributes are normally capped at 12+Racial Modifiers, where humans have +0 for all attributes and thus capped at 12 *unless otherwise specified by a specific game*, but favored attributes are special and this guideline accounts for that.

Narrators can incorporate this into their narratives for PC's and NPC's if they are or become pivotal figures in the fate of the world or universe. A character that has increased a favored attribute to its maximum value and gained at least 6 Renown through its use over the course of the narrative may petition the Narrator for the chance to increase the attribute to 1 point above the normal cap. Non-favored attributes are forever capped at 12 + Racial Modifiers. When requesting this consideration, the player must pay the normal cost to increase the attribute in advance **before** actually receiving the benefit; the Narrator will decide when and if this will occur.

Over the following chapters in the narrative, the Narrator considers the character's actions and behavior. Ideally, the Narrator would incorporate scenes where the character's chosen attribute has a chance to shine but the scenes shouldn't be

simple matters reduced to dice rolls, even if the tests are of great importance. Rather, the character – through actions and choices – has the opportunity to demonstrate her heroic mettle as it relates to the attribute.

Once these scenes have run their course and the Narrator feels the character's conduct in the situations presented reflect the manner of one of the world's great heroes, the attribute increase is granted. If the character fails in this attempt to achieve this level of worth, the player is informed that her efforts came up short and no increase will be given, thus losing the spent advancement picks. In either case of success or failure, the character may never try this again ever.

Additional Rules for Consideration

Character Creation

Free Picks

Before finishing character creation, using 5 picks purchase selections from the Advancement Picks Table. Any selections may be purchased, except:

- **Health** or **Reactions** (they aren't final until after initial character creation),
- **Abilities**, or
- **Removing a Flaw**

Increased restrictions on what may be purchased using the free picks could be used as well.

Free Specialty

When a new skill during character creation is selected, a free specialty is automatically gained (if available). All subsequent specialties for this skill must be purchased using one pick or spending one advancement pick. If a new skill acquired after character creation, this rule is not in effect *or it could be.*

Capping Ranks

As the rule stands, a character cannot have any skill with more ranks than six, but this may be too high for a Narrator's liking and reduce the cap to say 3 or 4.

Experience

Accumulation Method

This method is based on the 1000-Point Method but allows players to purchase items from the advancement table as she receives experience. One pick is equal to 200 XP and so XP-pick equivalents may be purchased from the table. The experience doesn't have to be spent as soon as the experience is received, but no more than 1000 XP may be saved to spend. This method reflects reality a bit better than the 1000-Point Method in that advancement and relative power of the character increase gradually as opposed to incremental spurts. The only restriction when purchasing items from Table 3 is that no more than 400 XP may be spent to increase the number of ranks a character has in a particular skill.

Advancement

Capping Reaction Scores

As the rule stands, reactions have no upper limit, but a Narrator may decide that this is too generous. A reasonable cap to reactions could be a reaction score is limited to a score equal to the lower attribute score of the attributes used to generate the initial reaction score. Favored reactions could have an upper limit to higher attribute score + its attribute modifier of the attributes used to generate the initial reaction score.

Legendary Skills

Use the same rules for Legendary Attributes, but instead of only increasing the skill one more rank, the skill

- *Must be an Profession Skill*
- *No more ranks can be acquired than equal to the attribute modifier of the skill's governing attribute*
- *No more than +1 ranks per advancement may be gained in this fashion*

PRIMARY ATTRIBUTES

Each attribute partially describes your character and affects some of his or her actions.

Strength (STR)

This attribute represents the ability to exert force and do damage physically.

In the game, Strength affects:
- **Lifting and Carrying Capacity**: You can lift and throw an amount no greater than Strength x10, *going a maximum distance equal to your Strength test result * (character's Size – object's Size, minimum 1).*
- **Damage**: The damage caused by your natural ability regardless of weapon, not including spells.
- **Reactions**: Stamina
- **Skills**: Armed Combat, Athletics, Ranged Combat, Sports

Vitality (VIT)

This attribute reflects vigor, stamina, and health. Strong and sturdy people tend to have high Vitality while the weak and sickly ones have low Vitality.

In the game, Vitality affects:
- **Resistance to injury** by helping determine how many wounds a character can withstand within a Wound Level.
- **Health:** A character's Health score is primarily based on this attribute.
- **Reactions:** Stamina, Willpower
- **Skills:** None

Agility (AGL)

This attribute represents coordination, dexterousness, and deftness. *This ability can also be referred to as Nimbleness (NIM) but I think this choice is better to help avoid confusion with other systems.*

In the game, Agility affects:
- **Accuracy:** Your ability to hit targets while in combat and aiming spells.
- **Defense:** Your general natural ability to avoid being hit by an opponent's weapon or spell.
- **Reactions:** Swiftness
- **Skills**: Acrobatics, Armed Combat, Craft, Forgery, Legerdemain, Ranged Combat, Ride, Sports, Stealth, Unarmed
     Combat

Perception (PER)

This attribute represents a character's awareness of your surroundings.

In the game, Perception affects:
- **Reactions:** Swiftness, Wisdom
- **Skills**: Appraise, Inspect, Observe, Survival

Bearing (BRG)

This attribute reflects a character's force of personality, presence, and ability to inspire feelings such as awe, fear, or courage. *This attribute can also be called Presence (PRS), but, in my opinion, this sounds better.*

A character's Bearing can be judged based on how she conducts and comports himself. To ascertain this, a TN 7 Perception test is required.

Success	Result
Failure	Bearing undetermined or incorrect
Marginal	Bearing within 3 pts
Complete	Bearing within 2 pts
Superior	Bearing within 1 pt
Extraordinary	Exact Bearing score

A character's Bearing can also be concealed when traveling in disguise, to pass unnoticed, or to lull your enemies into a false sense of safety. To do this, reduce your Bearing to the desired score and use the modifier of that score. Others may attempt to ascertain her Bearing by making a Perception check with an affinity from Inspect (Deduce) against a TN equal to her true Bearing score. She may at any time drop her guise and reveal her full, true Bearing and obtaining the full modifier bonus to the appropriate skill tests when doing so.

In the game, Bearing affects:
- **Reactions:** Willpower
- **Skills**: Impersonate, Indoctrinate, Influence, Inspire, Perform

Intellect (INT)

This attribute reflects a character's memory, capacity for clear and reasoned thought, intelligence, and store of basic knowledge. *This attribute can also be known as Wits (WIT), but, in my opinion, this sounds better even if it is close to Intelligence, a term oft used by other systems.*

In the game, Intellect reflects:
- **Native Skills**: Determines how many picks you receive to apply to initial Knowledge and Language skills
- **Reactions**: Wisdom
- **Skills**: Computer Use, Conceal, Debate, Demolitions, Engineering, Enterprise, First Aid, Games, Knowledge, Language, Medicine, Operate Vehicle, Repair, Science, System Operation, Tactics

Attribute Modifiers

These values are the bonuses (or penalties) of which represent the character's natural ability regarding a particular skill. They are also important as they form your character's base Reaction scores.

Table 5: Attribute Modifiers

Success	Result
0	-6
1	-3
2	-2
3	-1
4 – 7	±0
8 – 9	+1
10 – 11	+2
12 – 13	+3
14 – 15	+4
16+	+1 / 2 levels

SECONDARY ATTRIBUTES

Reactions

Using your attribute modifiers, determine your character's reactions. These secondary attributes allow her to avoid injury, danger, and other threats. Each reaction is derived from one of two chosen attribute's modifiers denoted in Table 6: Generating Reaction Scores.

Table 6: Generating Reaction Scores

Reactions	Attribute Modifiers
Stamina	Strength **or** Vitality
Swiftness	Agility **or** Perception
Willpower	Bearing **or** Vitality
Wisdom	Perception **or** Intellect

The conditionals used to determine each Reaction score reflect what I feel are the most proper pairs of attributes that would create the scores. They don't reflect those used by either game system. I defend my reasoning in the descriptions of each Reaction.

• Stamina (St)

Stamina represents your toughness, ability to withstand pain, to throw off the effects of poison or sickness, to resist heat or cold, etc. The higher of your Strength or Vitality modifiers determines it.

Disease

Stamina is used to resist disease and pestilence, both natural and those created by other means. There are specific traits that can help your character to be more resilient in fighting off such maladies.

Poison

Stamina is used to resist poisons and toxins, both natural and those created by other means. There are specific traits that may augment your character to be more resistant to their ill effects.

Temperature

Stamina is used to resist the oppression of the elements, both excessive heat and cold. There are specific traits that may augment your character to be more resistant to the discomfort and/or restriction due to temperature.

Stun Effects

Stamina is used to resist being knocked unconscious by an attack or other means.

Weariness

Stamina is used to resist fatigue from certain conditions such as travel, marching, combat, or staying awake too long. The character must make a reaction check to stave off the effects of Weariness (i.e. lose Weariness levels). After becoming too weary, the character must rest to recover the lost levels so he can return to Hale. There are six Weariness levels and, for each level, an associated test penalty that is in addition to any penalties associated with loss of Wound Levels.

Weariness Level	Penalty
Hale	0
Winded	-1
Tired	-2
Weary	-4
Spent	-8
Exhausted	Character collapses from exhaustion and may take no actions until at least one Weariness Level is regained.

• Swiftness (Sw)

Swiftness represents your speed and reflexes: your ability to avoid being hit by a falling rock and like dangers or make a reaction test to dodge your enemies' attacks. *This reaction can also be called Quickness (Qu), but, in my opinion, this sounds better.*

Dodge

In response to a ranged or melee attack, a character may dodge to attempt to avoid injury. The result of this reaction changes the TN to hit the character for the rest of the round, but a dodge attempt cannot lower a character's Defence (see *Defence*, below). A character can attempt to dodge more than once a round to attempt to increase the chance of being missed. There are traits that can increase your bonus when you are rolling for a dodge test.

Initiative

Initiative describes the order in which characters act during a round. To determine initiative, make a reaction test; the order of characters to act is from highest to lowest. There are traits that can help your chances of rolling a better initiative.

• Willpower (Wp)

Willpower represents your strength of will: your ability to stave off fear and domination and to remain true to yourself and your word, regardless of blandishments or torture. You can also make Willpower tests when engaging in a Contest of Wills with other. The higher modifier of Bearing or Vitality determines it.

Domination

Domination refers to forced attempts to bend another to one's will through intimidation, torture, interrogation, and indoctrination. There are traits that can help your character resist these means of breaking an individual's self-control.

Fear

Fear is a disease that can spread like the wind through rumor and suspicion. There are traits that can strengthen one's resolve and warm one's heart against the icy touch of fear.

Mind Effects

Mind Effects are spells, illusions, etc. that can affect or alter your perception of reality or even invade your mind and your private thoughts.

• Wisdom (Ws)

Wisdom represents your common sense and insight: your ability to determine which is true, or the best course of action, or what others feel or believe. You use it mainly to resist efforts to fool or trick you. *This reaction can also be called Savvy (Sa), but, in my opinion, this sounds better* The higher modifier of Perception or Intellect determines it.

Table 8: Sample Reaction Tests

Condition	Reaction	TN/Test to Oppose
Overcome fear	Willpower	Varies by degree
Resist intimidation	Willpower	Intimidate, Investigate
Resist charm, flattery	Wisdom	Influence
Resist rhetoric	Wisdom	Influence
Detect lie or bluff	Wisdom	Influence
Withstand temperatures	Stamina	Varies by degree
Resist poison	Stamina	Varies by potency
Resist disease	Stamina	Varies by potency
Resist Weariness	Stamina	Varies by degree
Dodge attack	Swiftness	Melee or Ranged Combat
Avoid/reduce falling damage	Swiftness	Varies by falling distance

Defense

Defense represents the natural ability to avoid blows and weapon fire in combat. *If combat figures heavily in the world with archaic hand-to-hand and ranged weapons,* a Defense of 10 + Agility modifier *is suggested, while a world with advanced technology where weapons mostly consist of high-powered ranged weapons,* a Defense of 7 + Agility modifier *is suggested.*

Health

Health represents your how many wound points per Wound Level that you have. It is equal to Vitality + Strength modifier.

Courage

PC's are the most important characters in the game and, as such, possess qualities of heroism and noble destiny that set them apart from most. In short, they're special and to represent this, they have an attribute called Courage.

Each starting character has 3 points of Courage and more can be gained through special abilities, traits, or advancement picks begin with more. During the course of the game, a character can use her Courage to help accomplish objectives and to even achieve the impossible. Only the most important characters in a story have Courage, which includes NPC's as well. On the other hand, the average NPC may have a few or even no Courage points at all.

Spending Courage

You can spend Courage for your character in two different ways. Regardless of how many points she has, no more than 4 points may be spent per round (unless otherwise noted). First, Courage may be spent to improve test results; a +3 bonus is conferred to the test per point. You do not have to specify in advance whether or not to use the Courage, which means you can roll for a test and then decided to spend a Courage point. The second way, in some circumstances, the Narrator may have you spend a Courage point as a prerequisite to be able to perform an extremely difficult or daunting task and not conferring the bonus.

Recovering Courage

A character eventually regains the Courage he uses during a game – how quickly is up to the Narrator. Some profession abilities or traits may also affect the recovery of Courage. If the character uses Courage in a way that improves the story or help make it fun, the Narrator may decided to return the Courage back at the end of the scene. If the character uses

Courage in an unheroic, ignoble, or selfish way, the Narrator may decide that it may take days or weeks to return the Courage.

Renown

The main characters in the Harry Potter books, like those in your chronicle, are usually larger than life. Their qualities and accomplishments allow the characters to become well known and develop a reputation. Their fame and notoriety is represented in the game as Renown. The higher the character's Renown, the more known and recognizable he is. Other folk, including NPC's he may encounter, may have heard or know something about him. It has two uses in the game: allows a character to see if he knows another and to modify some social skills.

Acquiring Renown

All characters start the game with Renown 0 unless the Narrator rules otherwise; it is developed through gameplay as an award or by spending advancement picks. *Depending on the scope of the game's setting, a high Renown score might be 25, 30, or more for most likely a game set for sci-fi that spans the galaxy, while 10-20 may be considered high for games with limited worldly scope like a fantasy game that is confined to one world.* The ignoble or exceptional events or actions that would draw unusual notice or acclaim are called 'triggers'. Awards are generally limited to one or two points at a time, but if some sort of groundbreaking or world-spanning even occurred, five, ten, fifteen or more points could conceivably be awarded. Alternatively, as Renown can be purchased using advancement picks, Narrators may players may be required to buy their Renown using advancement picks even though they've earned the right to have it.

Table 9: Sample Renown Triggers

Trigger	Award
Rescuing an important NPC	NPC's Renown/5*
Rescuing an important NPC during a routine encounter or event	+1
Rescuing an important NPC during a public event or encounter	+2
Rescuing an important NPC during a highly publicized event or encounter	+3 - +5 or more
Thwarting the plans of an enemy, spy, or agent	Servant's Renown/5*
Thwarting the plans of an enemy, spy, or agent during a routine encounter or event	+1
Thwarting the plans of an enemy, spy, or agent during a publicized routine encounter or event	+2
Thwarting the plans of an enemy, spy, or agent during a highly publicized routine encounter or event	+3 - +5 or more
Making an arcane or exploratory discovery of importance	+1
Making an arcane or exploratory discovery of major or critical importance	+2
Making an arcane or exploratory discovery of world-spanning importance	+3 - +5 or more
Discovering a new or innovative use for existing magic, lore, or technology	+1 - +3 or more

* - rounded down, minimum of 1

Recognition Tests

To allow a character to determine if he has heard of or what he knows about another, he must make a recognition test. The TN for the test depends on what the two characters have in common, as shown in Table 10 and 11. These tests are usually Wits tests, but the Narrator may deem a Knowledge: Culture test acceptable. Regardless of the means of the test, the Renown modifier is still the same. If the Recognition test fails, the character hasn't heard of the other person or cannot remember anything he may have learned about him. If the test succeeds, the character does know him and the greater the success, the more the character knows.

Table 10: Difficulty Due to Location Familiarity

	Proximity	
Base Difficulty	**World**	**Intergalactic**
TN 5	Local	Local
TN 10	Region	World
TN 15	Country	Sector
TN 20	Continent	Region
TN 25	World	Quadrant
TN 30+	- - -	Galaxy

Table 11: Recognition Modifiers

Situation	**Recognition TN Modifier**
Same Race/Citizenship	±0
Friendly/Allied Race/Country	+1
Hostile Race/Country	+3
Unknown Race/Country	+5
Same profession	-1
Same elite profession	-2

Table 12: Renown Modifiers

Score	**Renown Modifier**
1 – 5	±0
6 – 10	±1
11 –15	±2
16 – 20	±3
21 – 25	±4
26 – 30	±5
31+	+1 / 5 levels

Social Tests

The Renown modifiers listed in Table 12 can also apply to some uses of social skills and Bearing tests. If the person were known for something the character would consider being positive, beneficial, or admirable, then the Renown modifier is a bonus. If she's known for something negative, wicked, or hurtful, the modifier is a penalty.

Size

A character's size is only pertinent when it concerns physical tests – such as a combat action – where it can cause a penalty or a bonus to the test and in determining the number levels of Health.

Physical Tests

It's decidedly harder for larger creatures to physically affect smaller ones and the converse is true, too – it's easier for smaller creatures to physically affect larger creatures. Opponents of the same size don't have any size-related test modifiers while opponents who are of differing size have a +/-2 TN added to their test for each size category apart they are. For example, if a Medium creature were to attack a Large, the TN (i.e. Defense) to hit it would have a -2 modifier while if the Large creature made an attack on the Medium creature, it would have a +2 TN modifier to the test.

Table 13: Size and Wound Levels

Size	Metric*	Standard*	Wound Levels
Microscopic	< 0.1 cm	Less than ¼"	1 Wound Point
Fine	0.1 – 0.49 cm	¼" – ½"	Healthy
Miniscule	0.5 – 0.9 cm	½" – 1"	Healthy, Dazed
Tiny	1 – 24 cm	1" – 11"	Healthy, Dazed, Injured
Little	25 – 49 cm	1 – 1.4 ft	Healthy, Dazed, Injured, Wounded
Small	50 cm – 1.5 m	1.5 ft – 1 yd	Healthy, Dazed, Injured, Wounded, Incapacitated
Medium	1.51 – 2.5 m	1.1 – 2.5 yds	Healthy, Dazed, Injured, Wounded, Incapacitated, Near Death
Large	2.6 – 5 m	2.6 – 5 yds	Healthy (2), Dazed, Injured, Wounded, Incapacitated, Near Death
Mammoth	6 – 10 m	6 – 10 yds	Healthy (3), Dazed, Injured, Wounded, Incapacitated, Near Death
Huge	11 – 25 m	11 – 25 yds	Healthy (4), Dazed, Injured, Wounded, Incapacitated, Near Death
Gigantic	26 – 50 m	26 – 50 yds	Healthy (5), Dazed, Injured, Wounded, Incapacitated, Near Death
Titanic	51 – 100 m	51 – 100 yds	Healthy (6), Dazed, Injured, Wounded, Incapacitated, Near Death
Titanic +X	X+1 * 100 m	X+1 * 100 yds	Healthy (6+X), Dazed, Injured, Wounded, Incapacitated, Near Death

* - Measurement refers to the creature's largest dimension

In the rest of the document, I will use feet and yards for the standard units of measurement, but using the exact same values in meters without doing the actual mathematical conversion is also valid and would suggest doing so if you want to use metric distances.

Additional Rules for Consideration

Corruption

If the game setting being played deals with essentially the black and white of evil, the use of corruption and mechanics for corrupting influences would be a useful and dramatic component. Refer to the Lord of the Rings RPG Core Rule Book for more information. [This section is to be expanded on in later versions of the BSR.]

Reach

Larger creatures have a distinct advantage to smaller ones in that they can reach farther when it comes to melee combat. A creature bigger than Large can reach out to a distance of an extra 2 yards for every Size category it is greater than Medium. For example, a Mammoth creature would be able to strike at opponents out to a distance of 4 yards from where it stands. If using a hex map to play out combat, that equals 2 hexes in every direction from the perimeter of its body (as it would cover more than just one).

SYSTEM RULES

BACKGROUND

A character's background refers to his race, sub-race, and/or upbringing.

Modifiers and Abilities

If the game setting has more than just humans available for PC races, the human racial abilities are the baseline against what the other races have for their abilities. The human abilities are:

- +2 Stamina, Agility, or Willpower. This isn't a bonus, but an increase in the base Reaction score.
- +1 Courage.
- +2 ranks to one available Background skill OR +1 rank to two available Background skills.

If the game setting breaks down the human race into sub-races or sub-groups, all racial abilities may still apply to all forms of humans while each sub-group may have their own racial modifiers.

If the game only has humans as the available PC race, racial abilities and racial modifiers do not apply to the game.

Skills and Packages

Choosing the skills a character has due to his background and upbringing can be done in one of two ways. The first is to select a pre-made group of skills called a 'package.' If a package is not chosen, the character has six picks to spend on ranks and specialties for skills – each rank and specialty cost one pick apiece. Each racial description will have a list of racial skills to choose from for this part of character creation. When creating a background package, no skill is to be given more than 2 ranks.

Sample Package template:

<Title>: Skill1 (Specialty) +1, Skill2 +2, Skill3 +1, Skill4 +1

Packages are based on the character's type of upbringing (orphan, wealthy, famous, etc.) or the typical upbringing of a person from a certain area (city, mountains, colony, etc.).

Optional: Acquiring Racial Flaw

From either a list of common racial edges or upon Narrator approval, select one flaw. By acquiring the flaw, a character may gain one edge, +1 rank to an available racial skill, or one specialty to an acquired skill.

Additional Rules for Consideration

Edges in Background Packages

With the available six picks during this phase, allow the acquisition of edges along with skills and specialties at the cost of 1 pick per edge. A list of available edges could be found in a similar list as the background skills. *I would suggest that to allow no more than 2 edges are acquired in this fashion as players could potentially abuse it.*

PROFESSIONS

Professions are the chosen focuses a character may take, providing packages that can be chosen from during character creation.

Basic Professions

Basic Professions reflect the typical template of the type of character – fighters/warriors/soldiers are skilled in the arts of combat, rogues/thieves are skilled stealth and some combat, etc. Basic Profession descriptions list these important features: a description of what kind of person is typically found in the profession, adventuring goals, suggested favored attributes and reactions, a list of profession skills, sample profession packages, and a list of profession abilities to choose from.

Character Creation

Only Basic Professions are available at this time. After choosing a profession, if a player does not wish to use of the pregenerated packages, then she may create her own by spending 20 picks on ranks and specialties on any of the profession skills. When creating a profession package, no skill should be given more than 3 ranks.

Sample Package template:

<Title>
- Skill1 (Specialty) +3, Skill2 (Specialty) +1, Skill3 +2, Skill4 +2, Skill5 (Specialty) +2, Skill6 +1, Skill7 +1
- 5 picks to assign to any profession skills
- Select **one** edge: Edge1, Edge2, Edge3, Edge4, Edge5

Advancement

Additional Basic Professions can be "bought into" at any time by spending all five advancement picks. At this time, only the profession label is gained and nothing else – this gives a character the right to purchase profession skills and abilities of the new profession during subsequent advancements.

Elite Professions

Elite Professions are similar to Basic Professions, but have their own rules to them. These professions reflect specialized forms of the Basic Professions – knights, archers, special forces, ambassadors, etc. Elite Profession descriptions list these important features: a description of what kind of person is typically found in the profession, adventuring goals, prerequisites for acquiring the profession, a list of profession skills, and a list of profession abilities to choose from.

To gain an Elite Profession, there are a few requirements that must be met:
- Acquire six advancements in a minimum of one Basic Profession alone
- Meet all prerequisites listed
- Spend five advancement picks to acquire

Just as with Basic Professions, only the profession label is gained at this time.

Professions and Advancement

As a character can acquire multiple professions, only two may be "active" at one time. This means only profession abilities and skills listed by the two professions may be purchased upon gaining an advancement. Professions that have been left may be made active again, but must be done in the same manner as if it were being acquired for the first time.

Additional Rules for Consideration

Playing without Professions

Instead of using the rules for professions, have characters spend the 20 picks and acquire the edge(s) and flaws in the same way. Since there are no professions, abilities would be open for acquisition by all characters as well.

SKILLS

Understanding Skills

Specialties

Specialties are distinct subcategories within skills that provide a +2 bonus when a skill test involves it. They are identified by the surrounding parentheses.
>   Example: (Find) or (Spot, Hear)

Skills

Skills are individual categories in which tests are made to determine whether a character can perform the action. They may or may not have specialties associated with them. "X" refers to an arbitrary number of ranks the character has in the skill (no greater than 12).
>   Example: Conceal +X or Acrobatics (Tumble) +X

Skill Groups

Skill groups are broad topics that include from skills within them. Skills within skill groups may or may not have specialties associated with them. Each skill within a skill group is denoted separately from one another since knowing a skill in a particular group does not give a character the ability to know other skills within the group.
>   Example: Athletics: Run +X or Armed Combat: Blades (Longsword) +X

Skill Descriptions

<u>Table X: Skills List</u>

Skill/Group	Attribute(s)	Skills/Specialties	Skill/Group	Attribute(s)	Skills/Specialties
Acrobatics	Agl	Balance, Swing, Tumble	Inspire	Brg	None
Appraise*	*Per*	Distance, Gold, Gems	Knowledge*	Int	Group, History, Race
Armed Combat*	Agl/Str	Blades, Polearms	Language*	Int	English
Athletics*	Str	Climb, Jump, Run	Legerdemain	Agl	Open Lock, Pickpocket
Computer Use	Int	Hacking, Programming	Medicine*	Int	General, Psychology
Conceal	Int	Cache, Weapons	Observe	Per	Listen, Spot, Track
Craft*	Agl	Blacksmith, Pottery	Operate Vehicle*	Int	Airplanes, Boats, Cars
Debate	Int	Bargain	Perform*	Brg	Play Instrument, Sing
Demolitions	Int	Build, Defuse, Identify	Ranged Combat*	Agl/Str	Bows, Guns, Thrown
Engineering*	Int	Electronics, Propulsion	Repair	Int	Specific Item or System
Enterprise*	Int	Business, Streetwise	Ride	Agl	Specific Animal Mount
First Aid	Int	Treat Wounds	Science*	Int	Physical, Social, Space
Forgery	Agl	Currency, Identification	Sports*	Agl/Str	Baseball, Football
Games*	Int/Agl	Chess, Darts, Poker	Stealth	Agl	Hide, Move Silently
Impersonate	Brg	Disguise, Mimicry	Survival	Per	Environment or World
Indoctrinate	Brg	Brainwashing, Hypnosis	System Operation	Int	Navigation, Weapons
Influence	Brg	Charm, Intimidate	Tactics	Int	Air, Ground, Sea, Space
Inspect	Per	Converse, Forensics	Unarmed Combat*	Agl	Karate, Wrestling

* - Denotes Skill Groups

This list of skills and their descriptions is the most comprehensive and complete list I was able to devise based on both published systems with a couple changes that I made that made more sense in my opinion. The list is exhaustive enough that can be used for fantasy, sci-fi, or modern RPG's, though, of course, not all skills would be advisable or applicable for all settings.

Some of the values listed in the results of achieving different difficulties do not correspond to either RPG as they didn't agree to use that same values, so I decided to split the difference as best a I could and yet leave some believability to them.

Skill/Group Name

<Descriptive Text>

Attribute:	The attribute(s) that normally applies to tests with the skill
Test Category:	Physical, Academic, or Social
Trained:	Yes or No. Refers to whether the skill can be used without having ranks in it or not. If a character has no ranks in a skill, bonuses from traits or abilities that are affiliated to a skill's specialty do not apply until both ranks and the specialty are acquired.
Sample Skills:	For skill groups, two or more skills.
Sample Specialties:	For skills, two or more specialties if it has specialties.
Test:	Common ways in which a character can use the skill, including circumstances that may affect the TN of the test and examples of use in each difficulty category (Routine, Standard, Challenging, Difficult, and Virtually Impossible).
Additional Modifiers:	In addition to common test modifiers, some skills have modifiers that specifically affect to them.
Affinity:	Any skills that frequently provide affinity bonuses to the skill and the situations in which they apply.
Action Time:	The base time, expressed in actions, rounds, minutes, etc. to perform the skill test. Based on the circumstances, the Narrator may alter these values.
Extended Test:	With some skills, a failure during an extended test may prevent the character from making further tests to finish the task. "N/A" indicates that characters don't normally use this skill in extended tests. "Yes" means that if a character fails a test during the extended test, he may attempt to continue the test and possibly suffer penalties (typically cumulative –2 per failure or Narrator's discretion) due to the failure. "No" indicates that if any of extended tests fail, the entire test has failed and cannot continue.

Acrobatics

Lithe and agile, you have little trouble balancing on narrow ledges, swinging across chasms, and performing similar feats.

Attribute:	Agility
Test Category:	Physical
Trained:	No
Sample Specialties:	Balance, Swing, Tumble
Test:	A successful test allows you to complete tasks such as balancing, swinging, tumbling, and squeezing through narrow openings safely. The Narrator determines the TN based on how difficult or dangerous the task. *This skill could also be used to avoid being hit in a similar means as a Dodge test or could provide an affinity bonus to Dodge tests if the character has the Tumble specialty.*

Routine (TN 5): Balancing on a wide ledge; swinging <=5 yds
Standard (TN 10): Balancing on a broad ledge; swinging 6 – 10 yds
Challenging (TN 15): Balancing on a narrow ledge; swinging 11 - 15 yds
Difficult (TN 20): Balancing on a very narrow ledge; swinging 16 – 25 yds
Virtually Impossible (TN 25): Balancing on a rope; swinging 26+ yds

Additional Modifiers:	If the character tries to balance on sloped, slippery, or rough surfaces, apply terrain modifiers. Using a slippery rope to swing entails a –2 penalty (or greater) to the test result.
Affinity:	Athletics
Action Time:	1 action
Extended Test:	N/A

Appraise

You have a fine eye for the value of objects, judging distance, and giving evaluations in general.

Attribute:	*Perception*
Test Category:	Academic
Trained:	Yes
Sample Skills:	Distance, Gems, Art, Precious Metals
Sample Specialties:	Paintings, Gold, Diamonds
Test:	This skill has two uses: determining value and evaluating quality. A Marginal Success will give a value within 10% of its actual value. A Complete Success will give a value within 5% of its actual value. Any greater success will give the value within 1%. A failure, complete failure, and Disastrous Failure will give a misestimate of 10-20%, 20-50%, and 60-100%, respectively. A Superior Success or better on the test will identify the origin of the item.

Routine (TN 5): Simple, everyday items (ordinary market purchases); *distances up to 20 ft*
Standard (TN 10): Common objects (gold nuggets, ordinary weapons); *distances 21-50 ft*
Challenging (TN 15): Uncommon objects (valuable gems, quality smithcraft); *distances 51-100 ft*
Difficult (TN 20): Rare objects; distances *100-500 ft*
Virtually Impossible (TN 25): Unique objects; *distances 501+ ft*

Affinity:	Appropriate Craft skills and specialties, Forgery
Action Time:	1 minute
Extended Test:	Yes

Armed Combat

You are skilled in the art of melee combat using certain types of weapons.

Attribute:	Agility or Strength
Test Category:	Physical
Trained:	No
Sample Skills:	Blades, Polearms, Whips, Axes, Clubs
Sample Specialties:	Short Sword, Spear, Battle Axe, Flail
Test:	Make a test with Armed Combat to hit a target in hand-to-hand combat. The base TN is the target's Defense. Strength is used for heavy or clumsy weapons such as large axes, clubs, and polearms.
Special:	At skill ranks 6, 9, and 12, select a maneuver from the list of combat maneuvers to receive a +1 bonus when you use the selected maneuver with any weapon you have a specialty for. You can select the same maneuver repeatedly to be granted a greater bonus when the subsequent numbers of ranks are acquired.
Action Time:	1 action
Extended Test:	N/A

Athletics

Use this skill to jump over a chasm, climb a sheer rock face, or swim a fast-moving river. While anyone can use these untrained, you have practiced and learned how to maximize your physical prowess to great effect.

Attribute:	Strength
Test Category:	Physical
Trained:	No
Sample Skills:	Climb, Jump, Run, Swim
Test:	With a successful test, you complete the desired task. The effects of a successful test depend on the use of the skill:

Climb, Jump, Swim -	The distance traveled equals the test result in feet you may move horizontally or on the surface, half that (rounded down) vertically, submerged, or diving.
Run -	The distance traveled equals the test result in feet x5.

Routine (TN 5): Climb a slightly sloped surface or one with many handholds
Standard (TN 10): Climb an average sloped surface or one with a moderate number of handholds (most trees)
Challenging (TN 15): Climb a steep surface or one with few handholds – a typical cliffside
Difficult (TN 20): Climb a very steep surface or one with almost no handholds
Virtually Impossible (TN 25): Climb a perfectly smooth wall.

Additional Modifiers:	For every 5 lbs of weight over Strength x5, add +1 TN. For a running jump, add +2 to the test result. If in personal combat, suffer a -5 penalty to the test roll. For every 10 degrees of slope up to 70 degrees, suffer an additional -2 penalty when running. For every 1 mph the current runs, suffer an additional -2 penalty when swimming upstream.
Affinity:	Acrobatics
Action Time:	1 action
Extended Test:	No (except for Jump, N/A)

Computer Use

You can use personal computers and PDA's, futuristic computer systems, or attempt to use archaic computers.

Attribute:	Intellect
Test Category:	Academic
Trained:	No
Sample Specialties:	Encryption, Hacking, Programming, Retrieval
Test:	Encryption allows a character to hide, disguise, or safeguard computer systems and/or files. Hacking breaks into systems or files that are encrypted. Programming derives applications to be run on computers. Retrieval accesses computer systems and databases while searching for information.

Routine (TN 5): Write a simple program; access basic information; hack into a Security Level 5 system
Standard (TN 10): Write an average program; correlate related information; hack into a Security Level 10 system
Challenging (TN 15): Write a complicated program; correlate unrelated information; hack into a Security Level 15 system
Difficult (TN 20): Write a complex program; access obscure or unknown information; hack into a Security Level 20 system
Virtually Impossible (TN 25): Develop an artificial intelligence; access restricted information; hack into a Security Level 25 system

Special:	When accessing information stored on a computer, gain an affinity bonus from Inspect (Research). Gain an affinity bonus from Science: Physical (Mathematics) for Computer Use (Encryption, Hacking, and Programming) tests. When programming equipment or large computer systems, gain an affinity bonus from System Operation (applicable specialty).
Action Time:	Varies; rounds to minutes for Retrieval and Hacking, minutes to hours for Encryption and Programming.
Extended Test:	Yes. A failed Hacking attempt may initiate security countermeasures or set off alarms.

Conceal

You know how to hide objects such as valuables or weapons so others cannot find them.

Attribute:	Intellect
Test Category:	Physical
Trained:	No
Sample Specialties:	Cache, Camouflage, Weapons
Test:	Conceal tests are against opposed Observe (Spot) skill of another trying to find the object on yourself or Search skill if looking to find your hidden treasure or hideout. How well something is concealed depends upon the size of what is being hidden and, if applicable, the available hiding places. A Conceal test can also be used to determine the best place to hide something, giving a +1 modifier per level of success to the Conceal test when actually hiding the object. The size and shape of the object, along with available hiding places, affect the difficulty.

Routine (TN 5): Hiding a knife in a jacket
Standard (TN 10): Hiding a pistol in a jacket
Challenging (TN 15): Hiding a pistol beneath a tight shirt
Difficult (TN 20): Hiding a rifle beneath a jacket
Virtually Impossible (TN 25): Hiding a rifle up a sleeve.

Affinity:	Stealth (Hide) and Inspect (Investigate)
Action Time:	Full-round action to conceal on person or variable minutes for hiding a cache or camouflaging a hideout.
Extended Test:	Yes

Craft

You know how to create items like paintings, sculptures, etc.

Attribute:	Agility
Test Category:	Physical
Trained:	Yes
Sample Skills:	Pottery, Cooking, Painting
Sample Specialties:	Types of dishes, Oils, Chalk
Test:	Most uses of Craft are as extended tests since few tasks of craftwork can be performed with speed and skill.

Routine (TN 5): Cook a simple, nutritional meal; sew on a button
Standard (TN 10): Cook an appetizing, nutritional meal; repair ripped or torn clothing
Challenging (TN 15): Cook a gourmet meal; perform major alterations
Difficult (TN 20): Cook a large gourmet meal; create a well-made item of clothing
Virtually Impossible (TN 25): Cook a multi-course gourmet feast; make an excellent suit of clothing from poor materials

Affinity:	Appraise and Enterprise: Business
Action Time:	Varies, most require hours.
Extended Test:	Yes

Debate

You are skilled with words and arguments, reasoning and logic.

Attribute:	Intellect

Test Category:	Social
Trained:	No
Sample Specialties:	Bargain, Negotiate, Parley
Test:	Debate represents a character's ability to convince others with reasoned thought and logic, rather than force of personality and will (this requires Influence). It is an opposed test against another's Wisdom (such as attempt to get another to agree with you) or against another character's Debate (such as two courtiers vying to sway a king's viewpoint).
	The effects last as long as the Narrator deems them to do so or until another person or event changes the target's mind. Debate is not a form of domination as the target can freely disagree and reject absurd ideas regardless of the test result.
Affinity:	Influence, any skill related to the subject debated
Action Time:	Full-round
Extended Test:	Yes

Demolitions

This skill allows you to build, defuse, and identify explosives.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Specialties:	Build, Defuse, Identify
Test:	Make a Demolitions test to build an explosive or to determine the best position or type for the mission. Make an opposed Demolitions test to defuse or identify an explosive. Using Demolitions usually requires time to perform and should be considered an extended test. If a Complete Success is achieved on the extended test, the amount of damage dealt is increased by 10%; an Extraordinary Success would grant an increase of 25%. If a Failure occurs, the bomb won't go off at all or when intended. On a Complete or Disastrous Failure, the bomb blows up in the character's face.

Routine (TN 5): A simple explosive dealing 2d6+6 damage in a 2-yard radius and 1d6+3 damage out to a 4-yard radius (gunpowder)
Standard (TN 10): A standard explosive dealing 3d6+12 damage in a 3-yard radius and 2d6+3 damage out to a 5-yard radius (dynamite)
Challenging (TN 15): A complex explosive dealing 5d6+18 damage in a 5-yard radius and 3d6+9 damage out to a 7-yard radius (plastic explosives)
Difficult (TN 20): An extremely volatile explosive (napalm)
Virtually Impossible (TN 25): Defusing a doomsday device (nuclear weapon)

Additional Modifiers:	All physical modifiers.
Affinity:	Engineering and Science: Physical
Action Time:	Varies; TN x10 minutes to build, TN minutes to identify or defuse.
Extended Test:	Yes

Engineering

You have the know-how to devise and create either one-of-a-kind items or for mass production.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Skills:	Electronics, Propulsion, Structure, Systems
Sample Specialties:	Chemical rockets, computers, aerospace frames, weapons
Test:	Conducted as extended tests, Engineering tests are made to solve a problem in a particular field based on your knowledge of operations, diagnose and repair malfunctions, create new items, or develop new innovations.

Routine (TN 5): Recall a basic fact
Standard (TN 10): Recall a basic theory or complex fact
Challenging (TN 15): Recall a complex theory or obscure or unknown fact
Difficult (TN 20): Recall an extremely obscure fact; resolve a complex problem
Virtually Impossible (TN 25): Recall/discover a fact beyond knowledge of mankind; resolve enormous problem

Additional Modifiers:	A typical diagnostic device gives a +3 bonus for detecting and diagnosing problems. A task- or device-specific diagnostic device gives an additional +2 bonus.
Affinity:	Repair and System Operation for repairing items or systems. Science: Physical for designing something using theoretical work.
Action Time:	Varies, most require hours.
Extended Test:	Yes

Enterprise

You know how to interact and navigate through bureaucracies, run a shop, or where to go to buy or sell illegal items.

Attribute:	Intellect
Test Category:	Social
Trained:	No
Sample Skills:	Administration, Business, Streetwise
Sample Specialties:	Specific Government, Specific School, Black Market
Test:	Make a skill test to answer a question or solve a problem related to your area of expertise.

Routine (TN 5): Call upon a low-level bureaucrat; operate a local business; Locate legal goods
Standard (TN 10): Call upon a mid-level bureaucrat; operate a large business; Locate common contraband
Challenging (TN 15): Call upon a high-level bureaucrat; operate a complex, worldwide business; Locate rare contraband
Difficult (TN 20): Call upon the cabinet-level bureaucrat; operate an interplanetary business; Locate extraordinary contraband
Virtually Impossible (TN 25): Call upon the head of state of a country; operate an intergalactic crime syndicate; Locate unique contraband

Additional Modifiers:	The Narrator may alter the TN of the test depending on the location, circumstances, and your reputation.
Affinity:	Debate, Inspect (Converse), Persuade, or appropriate Knowledge skills
Action Time:	Varies; from one minute per action to hours or days.
Extended Test:	Yes

First Aid

You are able to treat wounds and provide short-term relief for such ailments as setting a broken bone and applying bandages.

Attribute:	Intellect
Test Category:	Physical
Trained:	Yes
Sample Specialties:	Specific Race
Test:	Make a First Aid test to treat and stabilize an injured person. The test depends on the subject's degree of injury. When a character makes successful test, the subject recovers all damage sustained in her current Wound Level, effectively reducing her degree of injury by one Wound Level. Once the subject is stabilized, he may make Stamina tests twice a week to recover additional Wound Points.

Routine (TN 5): Provide care for minor cuts and scrapes; stabilize a person in shock

Standard (TN 10): Provide basic medical care for someone who is Dazed

Challenging (TN 15): Provide basic medical care for someone who is Injured

Difficult (TN 20): Provide basic medical care for someone who is Wounded

Virtually Impossible (TN 25): Provide basic medical care for someone who is Incapacitated

Special:	Providing first aid to a character that is Near Death requires a minimum of TN 30.
Additional Modifiers:	A medical-specific diagnostic device gives a +5 bonus for diagnosing problems. Without Science: Life (Exobiology), all First Aid tests made for patients of a race that you don't have a specialty for have a +2 TN.
Affinity:	Medicine, Science: Life
Action Time:	1 minute per degree of difficulty.
Extended Test:	Yes

Forgery

You can produce false credentials, counterfeit currency, or fake artwork in the attempt to pass it off as the real thing.

Attribute:	Agility
Test Category:	Physical
Trained:	Yes
Sample Specialties:	Artwork, Currency, Data, Identification
Test:	When creating a fake item, the Forgery test is the TN for an opposed Appraise test to identify it as false. Forgery would be used as academic test to identify items required, specific details, etc. needed to construct the forged item.

Routine (TN 5): Create a convincing copy of a single-page document or file

Standard (TN 10): Forge an official ID or hard currency; create a convincing copy of a simple work of art

Challenging (TN 15): Create a convincing copy of an ordinary work of art

Difficult (TN 20): Forge complex ID, documents, files, or hard currency; create a convincing copy of a superior work of art

Virtually Impossible (TN 25): Create a convincing copy of a masterwork

Additional Modifiers:	Add +2 - +5 TN when showing the copied item(s) to people who know you are a forger.
Affinity:	Computer Use for forging computer data. Appropriate Craft and Engineering skills for creating items and artwork.
Action Time:	Varies; minutes, hours, or days.
Extended Test:	Yes

Games

You are skilled in playing games such as chess, poker, darts, etc.

Attribute:	Intellect or Agility
Test Category:	Academic or Physical
Trained:	No
Sample Skills:	Chess, Checkers, Poker
Sample Specialties:	None
Test:	Most Games tests are opposed tests against one or more opponents. For a solitaire-like game, the Narrator sets the TN for the character to beat. The test is either academic or physical depending on the game being played.
Affinity:	Science: Physical (Mathematics) when attempting to cheat while playing certain games like blackjack. Influence (Bluff) when attempting to bluff through force of personality.
Action Time:	Varies with the game.
Extended Test:	Yes

Impersonate

Through the use of props and costumes and vocal training, you are able to disguise yourself, both body and voice.

Attribute:	Bearing
Test Category:	Social
Trained:	No
Sample Specialties:	Disguise, Mimicry, Undercover
Test:	Impersonate tests are made with all appropriate social test modifiers against others' Wisdom. For long-term tests such as being undercover, tests are made once per week to keep up the façade.

Routine (TN 5): A simple disguise using a mask or uniform
Standard (TN 10): A mundane disguise such as a typical guard or worker
Challenging (TN 15): A complicated charade such as being disguised as a prominent figure like a manager
Difficult (TN 20): An intricate performance such as impersonating an official or leader of minor import
Virtually Impossible (TN 25): A masterful performance such as impersonating someone famous or disguising yourself so that family wouldn't even recognize you

Additional Modifiers:	Gain a +3 bonus for studying a person you intend to impersonate and –5 penalty for impersonating someone you don't know at all
Affinity:	Knowledge: Culture, Perform (Acting)
Action Time:	Varies; minutes to hours.
Extended Test:	Yes

Indoctrinate

Through the use of props and costumes and vocal training, you are able to disguise yourself, both body and voice.

Attribute:	Bearing
Test Category:	Social
Trained:	Yes
Sample Specialties:	Brainwashing, Hypnosis, Neural Alteration
Test:	Attempts to indoctrinate someone is performed as an opposed test against another's Willpower. A successful attempt will gain control of the target's mind for one day plus the difference between the two test results. To retain control over the target for an extended period of time, additional opposed tests are required with a cumulative –2 penalty (max –8) for every attempt to continue control. An additional test is required (not affecting the cumulative penalty) every time the target is ordered to perform a task she strongly resists.
Additional Modifiers:	The target gains a +1 - +5 bonus to her Willpower reaction when attempting to resist an objectionable order. The amount depends on how objectionable it is to the character.
Action Time:	Varies; hours.
Extended Test:	Yes

Influence

You possess great personal force and skill with words, and you can use them to convince others to agree with you or cow your enemies causing them to fear you.

Attribute:	Bearing
Test Category:	Social
Trained:	No
Sample Specialties:	Bluff, Charm, Intimidate, Fast Talk, Torture
Test:	Influence is typically an opposed test against another person's Wisdom or Persuade. The effects of the test last indefinitely (however long the Narrator dictates). Bluff, Charm, and Fast Talk are not domination, for a person can disregard whatever the speaker says, regardless of the result. Only those who are of evil intent should take the Torture specialty.

Intimidate resembles Inspire in some ways, yet it is used as a weapon not an aid for your allies. It requires an opposed test against either your opponents' Willpower or, in some cases, Inspire. After determining the test results, consult the Fear Effects table for the effects of the test.

This skill need not be used for just instilling fear. Often heroes must persuade others with Intimidate. In such cases, compare the desired result to the Fear Effects table to determine what level is necessary. In combat, a character can use Intimidate to make an opponent hesitate, back down, or falter. If the character succeeds with the test and attains at least the level "Unnerved," select one of the following bonuses: +1 bonus to initiative against target next round, +1 bonus to attack tests against target that or next round, or +1 bonus to dodge and parry tests that or next round. An "Unmanned" result can double one of these bonuses, cause the target to flee, or elicit a reaction the Narrator deems appropriate.

Most uses of Intimidate require you to be able to speak, but, in some cases, actions alone will suffice. The effects of Intimidate last as long as seems appropriate to the Narrator, so in some cases for days or possibly a lifetime. Usually the effects only last until the source leaves, turns its attention elsewhere, or changes its attitude.

Additional Modifiers:	If the situation warrants it, the Narrator may confer additional bonuses to the effect of the Intimidate test.
Affinity:	Depending on the situation, Inspire or Persuade may confer an affinity bonus.
Action Time:	Full-round
Extended Test:	Yes

Inspect

This skill is used to search for concealed items, hidden passages, or gather information.

Attribute:	Perception
Test Category:	Academic
Trained:	No
Sample Specialties:	Converse, Deduce, Forensics, Interrogate, Research, Search
Test:	The test difficulty depends on the complexity and scope of the task at hand for Inspect (Converse or Interrogate or Research) tests. Using Investigate (Search) to discover hidden objects is an opposed test against the Conceal test result to hide the object.

Routine (TN 5): Solve an obvious mystery; Gather and analyze obvious and untainted evidence or information; Research a popular subject

Standard (TN 10): Solve an easy mystery; Gather and analyze indistinct but untainted evidence or information; Research an unusual topic

Challenging (TN 15): Solve a typical mystery; Gather and analyze obvious but tainted evidence or information; Research an esoteric subject

Difficult (TN 20): Solve a complex mystery; Gather and analyze indistinct and tainted evidence or information; Research obscure facts about a secretive person, place, or object

Virtually Impossible (TN 25): Solve a highly complex mystery; Gather and analyze minute quantities or badly tainted evidence or information; Research carefully guarded facts about restricted or closely guarded people, places, or objects

Affinity:	Appropriate Enterprise skills for Converse and Search. Influence (Intimidate) for Investigate (Interrogate) tests.
Action Time:	Full round action per 5 ft square of ground for Find, 10 minutes per action for Research, Inquire, or Interrogate.
Extended Test:	Yes

Inspire

Through nobility of spirit, heroic deeds, or powerful will, you have the ability to inspire others, dispelling their fears and encouraging them to bolder deeds and greater effort.

Attribute:	Bearing
Test Category:	Social
Trained:	No
Sample Specialties:	None
Test:	There are several ways to use Inspire.

1) You can kindle fires of will and courage in those companions near you to help them resist fear and confusion. Make an opposed Inspire test against the Intimidate test that unmanned them. If you succeed, they may make another Willpower test with a +1 bonus for every level of success over marginal that you made.

2) Even if your companions around you haven't felt the bite of fear, you can rouse the heroism within themselves. Make a TN 10 Inspire test and if you succeed, they are granted a +1 bonus to any appropriate test in the next round. Also, you can either extend the effect for +1 round or increase the bonus by +1 for every level of success above marginal.

3) Once per game session (or more often, at the Narrator's discretion), you can use Inspire to reduce the Weariness felt by you and your comrades. The TN of the test is based on the Weariness Level of the most weary character: TN 5 for Winded, TN 10 for Tired, TN 15 for Weary, TN 20 for Spent, and TN 25 for Exhausted. If you succeed, all who were inspired regain one lost Weariness Level; on an Extraordinary Success, regain two Weariness Levels.

Most uses of Inspire require you to be able to speak, but, in some cases, actions alone will suffice. The effects of Inspire last as long as seems appropriate to the Narrator, so in some cases for days or possibly a lifetime. Usually the effects only last until the source leaves, turns its attention elsewhere, or changes its attitude.

Affinity:	Influence (Charm or Intimidate) in appropriate situations.
Action Time:	Full-round
Extended Test:	Yes

Knowledge

This skill represents the study of some body of lore such as geography, culture, history, etc.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Skills:	Geography, History, Nature, Culture
Sample Specialties:	England, Europe, Presidents of the United States
Test:	A Knowledge test must be made to recall facts pertaining to specific areas of information.

Routine (TN 5): Remember a basic, significant fact
Standard (TN 10): Remember specific facts
Challenging (TN 15): Remember obscure facts
Difficult (TN 20): Remember extremely obscure facts
Virtually Impossible (TN 25): Remember extremely obscure, distantly related facts

Additional Modifiers:	You receive a +2 bonus for recalling information about your native country, world, culture, or family.
Action Time:	1 action
Extended Test:	No

Language

You can speak a language other than your native tongue and write it as well.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Skills:	Specific Language
Sample Specialties:	Specific Dialect
Test:	Make a Language test when you try to read, speak, or understand a language. The difficulty depends on the complexity of the speech. Tests for your native language(s) are typically not required.

Routine (TN 5): Simple phrases or sentences
Standard (TN 10): Simple conversation
Challenging (TN 15): Complex conversation; Understanding obscure idioms or dialects
Difficult (TN 20): Subtle or obscure conversation; Speaking as a native
Virtually Impossible (TN 25): Understanding ancient versions of the language

Additional Modifiers:	If you know a language, but not a particular dialect of that language (i.e. conversing in English (British) with someone who is English (American) and you don't know dialect), the test is either TN 5 or apply an additional +2 TN to it.
Action Time:	1 action
Extended Test:	Yes

Legerdemain

Like a juggler or thief, you can manipulate objects and observers with great dexterity.

Attribute:	Agility
Test Category:	Physical
Trained:	No
Sample Specialties:	Palm, Pick Locks, Prestidigitation, Rope Use
Test:	Most uses of Legerdemain are opposed tests against the Observe (Spot) skill of the onlooker(s). If he beats your result, he's seen through your trick and may have dangerous consequences. Rope Use refers to either tying knots or escaping from being tied up.
Additional Modifiers:	If you are wearing gloves, you suffer a -1 penalty.
Affinity:	Observe (Spot)
Action Time:	1 action
Extended Test:	No (Yes for Rope Use)

Medicine

You have the skill to perform surgery, diagnose illnesses, and treat wounds.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Skills:	General, Forensics, Pathology, Toxicology, Surgery
Sample Specialties:	Specific Race, Specific Anatomy, Viruses, Bacteria, Organic poisons
Test:	Medicine tests can be made in lieu of First Aid tests to aid recovery. As having the proper medical knowledge and equipment, these tests are more curative than First Aid tests (as reflected in the reduced difficulty of tests for similar conditions), but have the same healing effects. In addition, if a character is in constant medical observation, a Medicine test made once per day can double the character's normal rate of Wound Point recovery for the day.

Routine (TN 5): Provide basic medical care for someone who is Dazed; stabilize a person in shock
Standard (TN 10): Provide basic medical care for someone who is Injured
Challenging (TN 15): Provide basic medical care for someone who is Wounded
Difficult (TN 20): Provide basic medical care for someone who is Incapacitated
Virtually Impossible (TN 25): Provide basic medical care for someone who is Near Death

Additional Modifiers:	A medical-specific diagnostic device gives a +5 bonus for diagnosing problems. Without Science: Life (Exobiology), all Medicine tests made for patients of a different race have a +2 TN.
Affinity:	Science: Life (Biology, Anatomy), Science: Physical (Chemistry)
Action Time:	Varies; hours
Extended Test:	Yes

Observe

You are alert and wary, possessing keen senses in noticing unusual or noteworthy things.

Attribute:	Perception
Test Category:	Physical
Trained:	No
Sample Specialties:	Spot, Smell, Taste, Touch, Listen, Sense Power, Track
Test:	In many cases, Observe requires an opposed test against such skills as Conceal, Legerdemain, or Stealth. If no one actively opposes your ability to observe, the difficulty depends on the size, cover, and obviousness of what you are trying to perceive. Sense Power may only be chosen if you have the Sense Power magic ability or can cast the Sense Power spell.

Routine (TN 5): Observing something obvious
Standard (TN 10): Observing something average
Challenging (TN 15): Observing something small
Difficult (TN 20): Observing something tiny
Virtually Impossible (TN 25): Observing something miniscule

Additional Modifiers:	If the object stands out against its environment, apply a -2 TN (or greater). Conversely, trying to perceive something that blends in with the environment naturally confers a +2 TN (or greater).
Affinity:	Conceal, Inspect (Search); Survival (Specific Environment) also for Observe (Track)
Action Time:	1 action
Extended Test:	Yes

Operate Vehicle

You are able to operate or pilot a vehicle other than complex controls found in futuristic vehicles.

Attribute:	Intellect
Test Category:	Physical
Trained:	Yes
Sample Skills:	Airplane, Boat, Car, Wagon
Sample Specialties:	Fighter, Airliner, Speedboat, Big Rig, Chariot
Test:	A single test is usually required to get you where you want to go. If the trip is especially long or difficult, the Narrator may require an extended test. If the vehicle is being used as a weapon, make an Operate Vehicle test against the person or object's Defense. This skill is used in lieu of the System Operation (Navigation or Flight Control) for archaic vehicles.
Action Time:	Varies; depends on vehicle speed and other conditions.
Extended Test:	Yes

Perform

You are a skilled entertainer, able to play music, create songs and poems, or tell amusing stories.

Attribute:	Bearing
Test Category:	Social
Trained:	No
Sample Skills:	Play Specific Instrument, Sing, Stage-acting, Tell Stories
Sample Specialties:	Type of Music, Opera, Tall Tales
Test:	The difficulty of a Perform test depends on the nature and complexity of your attempted performance.

Routine (TN 5): Compose a simple verse; Play a simple song
Standard (TN 10): Compose an average verse; Play an average song
Challenging (TN 15): Compose a complicated verse; Play a complicated song
Difficult (TN 20): Compose a complex verse; Play a complex song
Virtually Impossible (TN 25): Flawlessly compose and sing a complex verse on the spot

Additional Modifiers:	A friendly, receptive audience may confer a +1 bonus, while a critical or heckling crowd may confer a –1 penalty (or more).
Affinity:	Impersonate for Perform (Stage-acting and Tell Stories)
Action Time:	Varies; depends on the nature of the performance.
Extended Test:	Yes

Ranged Combat

You are skill in the art of ranged combat, harming foes from a distance.

Attribute:	Agility or Strength
Test Category:	Physical
Trained:	No
Sample Skills:	Bows, Crossbows, Guns, Thrown
Sample Specialties:	Longbow, Heavy Crossbow, Revolver, Rifle, Spear
Test:	Make a test with Ranged Combat to hit a target in hand-to-hand combat. The base TN is the target's Defense. Strength is used when wielding large weapons such as spears.
Special:	At skill ranks 6, 9, and 12, select a maneuver from the list of combat maneuvers to receive a +1 bonus when you use the selected maneuver with any weapon you have a specialty for. You can select the same maneuver repeatedly to be granted a greater bonus when the subsequent numbers of ranks are acquired.
Action Time:	1 action
Extended Test:	N/A

Repair

You are able to fix items when they are broken or malfunctioning.

Attribute:	Intellect
Test Category:	Physical
Trained:	Yes
Sample Specialties:	Specific Items or Systems
Test:	As an extended test, Repair should be used to fix equipment, items, and components. When using Repair to diagnose problems, it is considered an academic test. *Though of course this skill could be simply ignored and use Engineering skills for creation, construction, and repair tests.*

Routine (TN 5): Fix a simple problem
Standard (TN 10): Fix a typical problem
Challenging (TN 15): Fix a complicated problem
Difficult (TN 20): Fix a complex problem
Virtually Impossible (TN 25): Fix an astronomical problem

Additional Modifiers:	A typical diagnostic device gives a +3 bonus for detecting and diagnosing problems. A task- or device-specific diagnostic device gives an additional +2 bonus.
Affinity:	Armed Combat, Computer Use, Engineering, Ranged Combat, and/or System Operation depending on the nature of the target of repair.
Action Time:	Varies; minutes to hours
Extended Test:	Yes

Ride

You are a skilled rider, able to handle a mount be it magical or animal.

Attribute:	Agility
Test Category:	Physical
Trained:	No
Sample Specialties:	Specific animals
Test:	In most situations, riding requires no test. Only when difficulty arises, such as performing a stunt, a must be made. A character with Ride knows how to tend to her mount.
Additional Modifiers:	If your mount is injured/damaged, you suffer the same penalties for your Ride tests if you were injured. If both you and your mount are injured/damaged, add the penalties together.
Affinity:	Appropriate Knowledge skill
Action Time:	1 action, but sometimes 2 actions or a full round if the mount is unruly or fearful.
Extended Test:	N/A

Science

You have studied long and understand the inner workings of the world.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Skills:	Life, Physical, Social, Space
Sample Specialties:	Astronomy, Anatomy, Anthropology, Biology, Organic Chemistry, Meteorology
Test:	Perform a test to recall information related to the particular Science skill.

Routine (TN 5): Remember a basic, significant fact; perform a simple experiment
Standard (TN 10): Remember specific facts; perform a basic experiment
Challenging (TN 15): Remember obscure facts; perform a complicated experiment
Difficult (TN 20): Remember extremely obscure facts; perform a complex experiment
Virtually Impossible (TN 25): Remember extremely obscure, distantly related facts; perform a complex, multistage experiment

Affinity:	Gain a +1 affinity bonus for Inspect (Research) when conducting an experiment.
Action Time:	Free action to remember a fact; 10 minutes to research from books; 1 hour to research by experiment
Extended Test:	No (recall), Yes (research)

Sports

You know how to hide yourself, shadow others without being seen, and move silently.

Attribute:	Agility or Strength
Test Category:	Physical
Trained:	No
Sample Skills:	Baseball, Football, Rugby
Test:	To compete in a sporting event, make an opposed test against all opponents with the highest result determining the winner. Multi-event competitions and tournaments require multiple opposed tests. Strength is used for sports that require extensive physical exertion like weightlifting.
Affinity:	Double affinity bonus from Athletics
Action Time:	Varies; minutes to hours
Extended Test:	No

Stealth

You know how to hide yourself, shadow others without being seen, and move silently.

Attribute:	Agility
Test Category:	Physical
Trained:	No
Sample Specialties:	Hide, Move Silently, Shadow, Surveil
Test:	Stealth requires an opposed test against an appropriate Observe test by whomever you are trying to hide from.
Additional Modifiers:	Cover and loud noises often aid Stealth attempts. Trying to move silently across a noisy surface incurs a -2 penalty to the test. Using Stealth while running incurs a -5 penalty to the test.
Affinity:	Observe; Survival while in natural areas.
Action Time:	Full-round action
Extended Test:	No

Survival

You are adept at knowing how to survive in your surrounding environment by being able to build shelters, find edible plants and water, and hunt.

Attribute:	Perception
Test Category:	Physical
Trained:	No
Sample Specialties:	Arctic, Desert, Forest, Jungle, Mountains, Oceans, Plains, Sky, Swamp, Underground, Urban
Test:	The difficulty depends on the environment you're in. You can usually find food and shelter in a forest with ease, but doing the same in the desert is another matter. This skill also allows you to read the weather.

Routine (TN 5): Determining if a plant is edible; Determining what the weather will be in an hour

Standard (TN 10): Locating food, water, and shelter in the jungle or forest; Starting a fire; Determining what the weather to be later today and tomorrow.

Challenging (TN 15): Locating food, water, and shelter in the mountains; Determining what the weather to be in 2-3 days

Difficult (TN 20): Locating food, water, and shelter in the desert; Determining what the weather to be in 4-5 days

Virtually Impossible (TN 25): Locating food, water, and shelter in the arctic; Determining what the weather to be in 6+ days.

Additional Modifiers:	Poor weather -- hard rains, high winds, driving snow -- causes you to suffer a minimum -4 penalty to tests.
Affinity:	Observe gives an affinity bonus for noticing things and hunting; Knowledge of the country or region gives an affinity bonus when trying to survive there.
Special:	At skill ranks 6, 9, and 12, you may choose a +1 bonus to one of the following environments: forest, mountains, plains, arctic, underground, or urban. If you choose the same environment, the bonuses are cumulative.
Action Time:	Starting a fire takes one minute. Finding food, water, or shelter and hunting takes no less than one hour.
Extended Test:	Yes

System Operation

You are adept in running and maintaining systems in a large vessel be it in a command-and-control center, aboard a naval vessel, or travelling through space on a starship.

Attribute:	Intellect
Test Category:	Physical
Trained:	Yes
Sample Specialties:	Command, Navigation, Sensors, Tactical
Test:	Make a System Operation test to perform tasks pertaining to a specific system. When answering questions about systems, it would be considered an academic test.

Routine (TN 5): Perform a simple task
Standard (TN 10): Perform a typical task
Challenging (TN 15): Perform a complicated task
Difficult (TN 20): Perform a complex task
Virtually Impossible (TN 25): Perform a immeasurably difficult task

Affinity:	Computer Use for to recalibrate system's console; Engineering and Repair for diagnosing and fixing problems with system.
Action Time:	Varies; 1 action to minutes or hours
Extended Test:	Yes

Tactics

You are adept in running and maintaining systems in a large vessel be it in a command-and-control center, aboard a naval vessel, or travelling through space on a starship.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Specialties:	Air, Ground, Sea, Space, Specific Nation or Race
Test:	Tactics is used to determine initiate in vessel/vehicle combat, where best to lay an ambush, devise and/or execute movements of troops or maneuvers of a vessel or vessels against an enemy, and is skill used by commanding officers to perform Command maneuvers.

Routine (TN 5): Hide vessel along shoreline or in a fog or nebula
Standard (TN 10): Determine next action by opponent(s)
Challenging (TN 15): Enhance effectiveness of ground troops during combined tests
Difficult (TN 20): Perform extremely difficult maneuver involving multiple vessels or coordinating assault with multiple military branches
Virtually Impossible (TN 25): Mount decisive attack against a vastly superior enemy

Additional Modifiers:	If you are able to study the enemy for at least three rounds, gain a one-time +2 bonus to any subsequent Tactics test made against them.
Affinity:	Observe (Spot) to detect an ambush
Action Time:	Varies; 1 action to minutes or hours
Extended Test:	No

Unarmed Combat

You are skill in the art of unarmed combat, literally fighting foes hand-to-hand.

Attribute:	Agility
Test Category:	Physical
Trained:	No
Sample Skills:	Wrestling, Brawling, Specific Martial Art
Sample Specialties:	Grab, Kick, Punch, Trip
Test:	Make a test with Unarmed Combat to hit a target in hand-to-hand combat. The base TN is the target's Defense.
Special:	At skill ranks 6, 9, and 12, select a maneuver from the list of combat maneuvers to receive a +1 bonus when you use the selected maneuver with any weapon you have a specialty for. You can select the same maneuver repeatedly to be granted a greater bonus when the subsequent numbers of ranks are acquired.
Action Time:	1 action
Extended Test:	N/A

Additional Rules for Consideration

Breaking Down Skill Groups

Especially for fantasy/medieval-era games, the skill list would be reduced significantly. Break down a few of the skill groups into separately listed skills to give the list the look of diversity. Some specialties from skills could also be handled in this fashion as well. See the Lord of the Rings RPG for examples of this.

Defining Affinity Bonuses

Typically affinity bonuses are supposed to be +1 or +2 depending on circumstances, but there are very few guidelines, rationale for what to give and when, or examples of this in the skill descriptions. To clarify and expand upon the affinity bonus rules, I have devised a simple table to determine what an affinity bonus from a skill would be depending on a character's proficiency in the skill. If the affinity bonus lists a skill accompanied by a specialty, the specialty is required to gain the benefit of the affinity bonus.

Table X: Affinity Bonus Table

Ranks in Affinity Skill	Affinity Bonus
1-6	+1
7-9	+2
10-11	+3
12+	+4

Knowledge Skill Redefinition

The essential broadness of scope of Knowledge skills can be a bit overpowering, an aspect very much felt in the Lord of the Rings RPG. Alternate rules in the use of the skill group could be thus:
1) *No specialties for Knowledge skills. This would break down the skills to Knowledge, History: Gondor +X instead of Knowledge: History (Gondor) +X.*

2) *Switch skills and specialties. This would break down skills to Knowledge: Gondor (History) +X instead of Knowledge: History (Gondor) +X.*

Handle Animal

You are able to tame and control animals, wild or domesticated, magical or Muggle.

Attribute:	*Bearing*
Test Category:	*Social*
Trained:	*No*
Sample Specialties:	*Specific animals (dogs, cats, unicorns, dragons)*
Test:	*Most Handle Animal tests are opposed tests against the creature's Wisdom. On a Marginal Success, the creature will act indifferently and won't comply with commands. On a Complete Success, the creature will perform the action commanded, nothing more. On a Superior Success or better, the creature will comply with all commands and no further tests for this encounter. On a failure, the creature will act indifferently and won't perform the action commanded. On a complete failure, the animal will run away and won't respond to any commands given by the character for the rest of the encounter. On a Disastrous Failure, the creature will attack the character once, run away, and never comply with any commands given by the character anymore.*
Affinity:	*Appropriate Knowledge skills, Persuade, Ride (Specific Animal)*
Action Time:	*Varies; rounds to hours.*
Extended Test:	*Yes*

Random Distances, Times, etc.

Some skills have effects where ranges of values (distance, time, etc.) are given for specific TN's for a skill. A couple of suggestions to get a better idea of exact values are 1) make the test result be the resultant value, or 2) roll Xd6 ± modifier that would give a value within the specific range. Rolling one additional die and having a negative modifier will guarantee a smaller minimum value and larger average score while rolling one less and having a positive modifier will guarantee a larger minimum value and smaller average score.

Example:
  Jordan's PC decides to swing across a wide chasm that is 25 yards across. To do this, he makes an Acrobatics (Swing) test. If the first condition were used, Jordan would have to have a test result of 25+ to make it across the chasm. If the second condition were used, Jordan would have to have a test result of 20+ and because the range is 21-40 yards (an absolute difference of 20), then 1) roll 3d6+2 and add the result to 21, or 2) roll 4d6-4 and add the result to 21.

Spellcraft

You understand the intricacies and nuances of magic so that you may learn and identify spells and their effects.

Attribute:	*Intellect*
Restriction:	*Must have the Arcane Talent edge (therefore having the Magic attribute) to gain access to this skill unless otherwise noted.*
Test Category:	*Academic*
Trained:	*Yes*
Sample Specialties:	*Types of spells*
Test:	*Make a Spellcraft test to cast, learn, identify, or create a spell.*

Routine (TN 5): Identify a simple spell as it is being cast

Standard (TN 10): Identify an average spell as it is being cast; Identify a simple spell from its effects after it was cast

Challenging (TN 15): Identify a complex spell as it is being cast; Identify an average spell from its effects after it was cast.

Difficult (TN 20): Identify a highly complex spell as it is being cast; Identify a complex spell from its effects after it was cast

Virtually Impossible (TN 25): Identify a newly created spell; Identify a highly complex spell from its effects after it was cast

Additional Modifiers:	*If the spell being identified has a duration, reduce the TN by -2. If the character has never encountered the spell, increase the TN by +2.*
Action Time:	*1 action to identify a spell being cast or a full round or longer to identify a spell by its effects.*
Extended Test:	*No (recall), Yes (research)*

Spellcraft could also be a Skill Group where either types of spells are the skills and individual spells are specialties or individual spells are the skills and no specialties are conferred.

CHARACTER TRAITS

Edges

Due to the fact that there are a lot of edges between both Star Trek and Lord of the Rings, I decided to list only the unique edges (but not game-specific like Elf-friend) from both the games that aren't easily created such as those giving bonuses to test types, test categories, reactions, and skills. See 'Additional Rules for Consideration' for basic, common sense guidelines to create those edges.

Table X: Edges List

Edge	Prerequisite	Upgrade?	Edge	Prerequisite	Upgrade?
Ally	None	Yes	Hardy	Vitality 6+ *or 9+*	No
Ambidextrous	Agility 6+	Yes	Healer	None	No
Charmed Life	None	Yes	Innovative	None *1 Advancement*	Yes
Command	See text	Yes	Likeable	*Bearing 8+*	No
Commendation	See text	Yes	Linguist	See text	No
Concentration	*Willpower 4+*	No	Multitasking	Intellect 6+ *or 9+*	No
Connections	None	Yes	Night Vision	None	Yes
Courageous	None	No	Psionics	See text	No
Cultural Flexibility	None	No	Rank	See text	Yes
Direction-sense	*Survival (any specialties) 4+*	No *Yes*	Rapid Healing	Vitality 9+	No
Eidetic Memory	*Intellect 9+*	No	Sense of Time	*Perception 9+*	No
Everyman	None	No	Species Friend	None	No
Faithful	None	Yes	Speed	Agility 6+ *or 9+*	No
Fame	Renown 6+	Yes	Suit-trained	None	No
Famous Event	See text	Yes	Trait Upgrade	Selected edge	Yes
Favor of Fortune	None	Yes	Wakefulness	Vitality 6+	No
Foresight	Intellect 12+, Wisdom 5+	No	Wealth	None	Yes
Fortitude	Vitality 6+ *or 9+*	No	Zero-G Trained	None	No

Edge

<Descriptive Text>

Prerequisite:	Attributes, Skills ranks, or traits needed before acquiring Edge.
Restriction:	Flaws you may not have in order to get this Edge.
Effect:	What happens when the Edge is invoked.
Upgrade:	Yes or No; How many times if limited. The effects of upgrading the Edge.

Ally

A person great and powerful is know to you and considers you a boon companion or at least worthy of respect. If you seek her aid, she will give it if able.

Prerequisite:	None
Restriction:	*Enemy, Intolerant, Rival (same person)*
Effect:	You must speak with your Narrator to determine who your ally is. He could be someone known across the wizarding world or a person of lesser import, but must be able to aid, either with counsel or deeds. When you seek her help by making social tests, he is always friendly to you (+5 bonus to result to social tests when making a request). Do no press him too closely or often as he may become unwilling to help you (penalties to tests may accrue). Because your ally is a person with hopes and fears, you cannot seek her assistance through dice rolls alone; you must talk with him, taking into account her whims and fancies and justifying your requests with kindly and persuasive words. At times, he may seek you out to request a favor in return for past aid. Giving aid to your ally may grant additional bonuses to the social tests when making a request.

Upgrade:	Yes. Every time you pick this edge, select another person or people as your Ally.

Ambidextrous

Most folk have one hand they favor over the other, but not you -- you can use either hand with equal ease.

Prerequisite:	Agility 6+
Restriction:	*Crippled (Crippled Arm or Loss of Arm)*
Effect:	Using your off hand confers a +4 TN instead of the standard +8 TN. You still incur multiple action penalties when appropriate.
Upgrade:	Yes; once. *Prerequisite: Nimbleness 9+*; you suffer no penalty when using your off hand.

Charmed Life

Fate smiles upon you, preserving your life when need or your own folly imperils it.

Prerequisite:	None
Restriction:	*None*
Effect:	Once per game session, when you suffer injury sufficient to decrease your Wound Level, you may make a TN 10 Vitality test. If successful, you lost no Wound Levels, but have one Wound Point level in your current level regardless of number of Wound Levels that would've been lost. Damage is incurred normally if the test fails.
Upgrade:	Yes; once. The Vitality test is reduced to TN 5. *Would suggest TN 7 instead.*

Command

You have a captaincy or command over a force of men.

Prerequisite:	Unless by Narrator approval, you must have minimum Rank 1.
Restriction:	*None*
Effect:	You command a group of up to 50 men or a supervisor in a department. In addition, subordinates gain a +1 bonus to any profession skill test made in your presence during each game session.
Upgrade:	Yes; four times. You are restricted (unless by Narrator approval), to have no more picks in Command than you do for Rank. In addition, for each pick for Command, subordinates have a total bonus to spend on profession skill tests while they are in your presence during each game session equal to the number of picks you have in this edge. The bonus can be broken down in any fashion for any number of tests. For example, you are Command 3, granting a +3 bonus. A subordinate could make 1) one test with +3, 2) one test with +2 and one test with +1, or 3) three difference tests with +1 each.

    Command 2: 51-100 men or an intermediate supervisor
    Command 3: 101-500 men or a department head
    Command 4: 501-1000 men or head of operations
    Command 5: 1001-5000 men or commander of a vessel
    Command 6: 5001-10000 men or commander of a group
    Command 7: 10001-100000 men or commander of a fleet
    Command 8: 100001-1000000 men commander of a branch of military, head of military, or commander-in-chief

Commendation

You have performed above and beyond the call of duty and that service is worthy of recognition.

Prerequisite:	You must do something during gameplay worthy of acquiring this edge; it requires Narrator approval.
Restriction:	*Infamy of same event*
Effect:	You receive +1 Renown bonus per level of Commendation to social tests against those who would appreciate the significance of the award. You must spend the number of advancement picks equal to the commendation's level.

    Commendation 1: Minor award or achievement
    Commendation 2: Significant award or achievement

Commendation 3: Major award or achievement

Upgrade: Yes

Concentration

You have the ability to "tune out" the distractions around while performing delicate tasks.

Prerequisite:	*Willpower 4+*
Restriction:	*Easily Distracted*
Effect:	Ignore normal penalties due to outside distractions.
Upgrade:	No

Connections

You have a series of contacts you can turn to for information or assistance.

Prerequisite:	None
Restriction:	*Enemy, Intolerant of same group*
Effect:	Choose a particular group or place where you have connections with and select a relevant Enterprise skill. You gain a +2 bonus when making a test using this skill, reflecting the assistance provided from your contacts. Also, if another skill gains an affinity bonus from the selected Enterprise skill, the bonus is also applied to that skill as well.
Upgrade:	Yes; twice for bonus. Every time you pick this edge, you receive an additional +2 bonus (max +6) or to add a new group.

Courageous

You are no stranger to bravery, often leaping in situations where others would fear to be.

Prerequisite:	None
Restriction:	*Craven*
Effect:	You may use 6 Courage per round instead of the usual 4. *I would change this to "+1 Courage per round".*
Upgrade:	No *(I would change this to "Yes; a number of times equal to your Vitality modifier. Every time you pick this edge, you receive the use of +1 Courage points per round per pick.)*

Cultural Flexibility

You feel right at home when dealing with those of other races as you embrace and are fascinated by their cultures.

Prerequisite:	None
Restriction:	*Enemy, Intolerant of same race*
Effect:	+2 bonus to social tests involving races other than your own.
Upgrade:	No

Direction-sense

You never get lost or lose your sense of direction, even underground.

Prerequisite:	*Survival (any specialties) 4+*
Restriction:	*None*
Effect:	You know the right way to the bridge on a foreign ship, the direction to the nearest port or city, or which way is north. This edge does not function in outer space. *Pick one of your Survival specialties. You will always know which way is north when traveling in this environment.*
Upgrade:	No *Yes. Every time you pick this edge, choose a different Survival specialty from those you have acquired. This edge may have an effect in space of giving a +2 bonus to Science: Space (Astrogation) tests if the character has Perception 10+.*

Eidetic Memory

You have a mind with the gift of photography memory and total recall.

Prerequisite:	*Intellect 9+*
Restriction:	*None*
Effect:	All academic tests of TN 5 or less are automatically successful and those with greater TN's are granted a +2 bonus. This includes physical skills used as academic tests and academic skills used as physical tests.
Upgrade:	No

Everyman

You have a "plain" appearance, making you difficult to recognize.

Prerequisite:	None
Restriction:	*Familiar Face*
Effect:	Increase the difficulty of recognition tests by +5 TN.
Upgrade:	No

Faithful

You possess great devotion, loyalty, and/or love for a person, group, or place which inspires you to fight harder and risk great dangers to preserve it and keep it safe.

Prerequisite:	None
Restriction:	*Enemy, Intolerant, Rival of same person or group*
Effect:	You select a person, group, or place. When fighting on behalf of that which you hold dear, you receive a +1 to all combat actions when defending it directly and attacking foes who directly threaten it (the Narrator determines whether the bonus applies in any given situation). You also receive a +1 bonus to Willpower vs. Fear and Domination in these situations. However your determination to protect that which you are faithful to may tempt you to do things you wouldn't normally do. When this happens, you receive a -1 penalty to Willpower to resist being persuaded against your action.
Upgrade:	Yes. Every time you pick this edge, you receive an additional +1 bonus to Willpower vs. Fear and Domination and an additional -1 penalty to Willpower to resist being persuaded against your action.

Fame

Your reputation precedes you and most people respect and admire your particular qualities.

Prerequisite:	Renown 6+
Restriction:	*Infamy of same aspect*
Effect:	Select an aspect of your character's personality for your Fame. When a person attempts a recognition test, chances are he will recognize you for one of your Fame aspects. Favorable aspects will normally improve a stranger's stance towards you by one interaction stance category.
Upgrade:	Yes. Each time you pick this edge, you may add another aspect to your Fame.

Famous Event

You played a critical or central role in an extremely important event. Record the event -- when you are recognized in the future, people may react to you according to your participation in the event.

Prerequisite:	You must do something during gameplay worthy of acquiring this edge; it requires Narrator approval.
Restriction:	*Infamy of same event*
Effect:	+1 Renown
Upgrade:	Yes. Every time you pick this edge, you receive an additional +1 Renown.

Favor of Fortune

You are more lucky than others where every your mistakes can still turn out for the better.

Prerequisite:	None
Restriction:	*None*
Effect:	Once per game session, you may re-roll any one test and select the result of your preference.
Upgrade:	Yes. Every time you pick this edge, you will receive an additional re-roll per game session.

Foresight

You have the innate gift of precognition, the ability to see into the future.

Prerequisite:	Intellect 12+, Wisdom 5+
Restriction:	*None*
Effect:	Once per game session, a character can make a TN 12 Intellect test to gain a brief vision of possible events later in the chapter or adventure. The Narrator has total control over what the character sees, making the vision available for wide interpretation as usually the visions give sight into events that don't necessarily impact the game. *In my opinion, this should be an ability as it is very powerful regardless of the stiff prerequisites.*
Upgrade:	No

Fortitude

You have an unusually hearty constitution

Prerequisite:	Vitality 6+ *Increase to 9+ or higher*
Restriction:	*Slow Healing, Weak*
Effect:	Reduce healing tests by –5 TN and gain a +4 bonus to weekly or semi-weekly tests for recovering Wound Points.
Upgrade:	No

Hardy

A hard and perilous life has inured you to pain, allowing you to withstand more than other folk.

Prerequisite:	Vitality 6+ *Increase to9+ or higher*
Restriction:	*Weak*
Effect:	Reduce all injury penalties to one level less than normal. For example, Near Death would be a -7 penalty instead of -9.
Upgrade:	No

Healer

You possess a natural gift for the healing arts. Your aid often brings comfort to the injured and sick.

Prerequisite:	None
Restriction:	*None*
Effect:	+5 bonus to healing tests. When the effects of this edge are used, make a Stamina test of 8 + 2 per Wound Level the patient has lost. If the Stamina test fails, lose 1 Weariness Level for every 2 Wound Levels the patient has lost.
Upgrade:	No

Innovative

You approach problems from a different perspective when devising solutions to problems.

Prerequisite:	None *Minimum 1 advancement*
Restriction:	*None*
Effect:	You may purchase a Profession Ability from any Basic Profession other than your own. All prerequisites must be met before purchasing. *Narrator's choice as to whether this edge must be acquired again to purchase additional picks of the same ability. Further house rules may be applicable if a Narrator decides to use the Star Trek method of tiered abilities.*
Upgrade:	Yes. Every time you pick this edge, you may select a new Profession Ability to purchase.

Likeable

You have a knack for people gravitating toward you.

Prerequisite:	*Bearing 8+*
Restriction:	*None*
Effect:	Adjust any modifiers from interaction stance by +3.
Upgrade:	No

Linguist

You have a good ear for languages and speak them with ease and fluency.

Prerequisite:	3 Language skills with 4+ ranks, Minimum of one language of non-native tongue. *Increase to 6+ ranks*
Restriction:	*None*
Effect:	+3 bonus to all Language tests. *Reduce bonus to +1 or have Language tests TN's be reduced by –2 TN.*
Upgrade:	No

Multitasking

You can accomplish multiple tasks rapidly.

Prerequisite:	Intellect 6+ *or 9+*
Restriction:	*None*
Effect:	You may make full-round actions in 2 standard actions. Further actions are still possible with the multiple-action penalty as well as off-hand penalties still apply.
Upgrade:	No

Night Vision

While the night blinds others, you retain the ability to see.

Prerequisite:	None
Restriction:	*None*
Effect:	Reduce penalties due to darkness by –2. This reduction is only in effect while above ground.
Upgrade:	Yes; once. Penalties due to darkness are reduced to 0.

Psionics

You have the ability to tap into and use the power of the mind.

Prerequisite:	Must be of a race that is not psionically "mute". *Typically, this edge should only be available during character creation.*
Restriction:	*None*
Effect:	Gain the Psi attribute with a beginning value of 4 along with access to psionic-based traits, skills, and powers. It is also a favoured attribute for the purposes of advancement. *For a variable starting value roll ½-d6 +3 (if a '6' is rolled, add 4 to the bonus for a total result of 7).*
Upgrade:	No

Rank

You possess a position of authority, be it in the military, a bureaucrat, or aristocracy.

Prerequisite:	Some positions require you to be of a certain bloodline or people while others require you to be appointed, elected, or promoted.
Restriction:	*None*
Effect:	Rank has no effects on its own, but the story effects such as privileges and deference from NPC's can be significant. Having Rank does not, however, confer any power over forces for combat (Command) or extra money (Wealth).
Upgrade:	Yes. Examples are given below:
	Rank 1: 2st Lieutenant, City Official
	Rank 2: 1st Lieutenant, Mayor
	Rank 3: Captain, Local Representative
	Rank 4: Major, State Representative
	Rank 5: Lt. Colonel, State Senator
	Rank 6: Colonel, State Governor
	Rank 7: Brigadier General, Cabinet Member
	Rank 8: Major General, Speaker of the House of Representatives
	Rank 9: Lt. General, Vice President
	Rank 10: Branch General, President

Rapid Healing

Your body has an increased capacity for recovering from wounds.

Prerequisite:	Vitality 9+
Restriction:	*Slow Healing*
Effect:	Recover double the normal amount of Wound Points due to natural or assisted healing. *This effect does not include the Wound Points regained by the weekly or semi-weekly Stamina tests.*
Upgrade:	No

Sense of Time

You have an innate sense of time.

Prerequisite:	*Perception 9+*
Restriction:	*None*
Effect:	You always remain aware of the time within a ±10% margin of error.
Upgrade:	No

Species Friend

Through propaganda or some great feat that you performed for them, you have become a friend and ally to a specific race.

Prerequisite:	None
Restriction:	*Enemy, Intolerant of same race*
Effect:	Choose a race of which you are a friend. Upon a successful recognition test by one of that race, gain a +3 bonus to social tests to influence them. This bonus is in addition to other bonuses due to a successful recognition test.
Upgrade:	No

Speed

You are naturally faster than others.

Prerequisite:	Agility 6+ *Increase to 9+*
Restriction:	*Crippled (Crippled Leg or Loss of Leg)*
Effect:	Your base movement increases by 25% for walking, running, and sprinting.
Upgrade:	No

Suit-trained

You are trained the use of performing duties while wearing an environmental suit.

Prerequisite:	None
Restriction:	*None*
Effect:	Penalties due to wearing an environmental suit or other lesser clothing that may cause penalties (gloves, boots, etc.) are reduced to 0.
Upgrade:	No

Trait Upgrade

You are really good at what you do, excelling over even most of the best in this ability.

Prerequisite:	Selected edge
Restriction:	Edges affecting Courage and Courage bonuses cannot be upgraded.
Effect:	You may upgrade an edge that cannot normally be upgraded for a cumulative effect. An edge of this sort can be affected by this edge only once.
Upgrade:	Yes. Every time you pick this edge, choose a different edge.

Wakefulness

Your strength of body and will allows you to remain awake without ill effects longer than most people.

Prerequisite:	Vitality 6+
Restriction:	*None*
Effect:	Whereas most sleep some each day, a character with this edge can remain awake a number of nights in a row equal to her Stamina. Though awake, she still can regain Weariness Levels by resting. However, the character loses one Weariness Level a day that she goes without sleep and may not recover those lost levels until he sleeps.
Upgrade:	No

Wealth

You or your family possesses great stores of money, credit, and other valuables.

Prerequisite:	None
Restriction:	*None*
Effect:	You have access to a small personal fortune. It is not just in coinage, but also in items and goods. You must speak with your Narrator about the nature of your wealth.
Upgrade:	Yes; four times.
	Hoard 2: Moderate personal fortune
	Hoard 3: Medium personal fortune
	Hoard 4: Large personal fortune
	Hoard 5: Vast personal fortune

Zero-G Trained

You have extensive training in low- and zero-G environments.

Prerequisite:	None
Restriction:	*None*
Effect:	You suffer no penalties when in low- and zero-G environments. This edge isn't the same as Suit-trained and doesn't convey and special space-going skill.
Upgrade:	No

Flaws

These cover both character flaws and combat weaknesses.

<u>Table X: Flaws List</u>

Flaw	**Upgrade?**	**Flaw**	**Upgrade?**
Addiction	Yes	Greedy	No
Bloodlust	Yes	Infamy	Yes
Coward	No	Intolerant	Yes
Craven	No	Night-blind	No
Crippled	Yes	Oath-bound	Yes
Easily Distracted	No	Pacifist	Yes
Enemy	Yes	Rival	Yes
Familiar Face	No	Slow Healing	No
Fealty	No	Stubborn	No
Fey	No	Weak	No

Flaw

<Descriptive Text>

Prerequisite:	Attributes, Skills ranks, or traits needed before acquiring Flaw.
Restriction:	Flaws you may not have in order to get this Flaw.
Effect:	What happens when the Flaw is invoked.
Upgrade:	Yes or No; How many times if limited. The effects of upgrading the Flaw.

Addiction

You have a physical and psychological dependence upon chemical substances such as alcohol or illegal drugs.

Restriction:	*None*
Effect:	You must consume the substance once every two days at least or suffer a –1 penalty to Bearing or Intellect. When both attributes reach 1, the "shakes" set in and reduce a character's Vitality or Agility by –1. Lost attribute levels cannot be recovered during this time. When all four attributes are 1, the character is "rock bottom" and will remain there for one week. At the end of the week, attribute recovery will then be possible at a rate of 1 point per day. At this point, the Narrator may decide that the character has been cured of his addiction. *If the character that has been cured encounters the substance again, he must make a TN 10 Willpower test to resist the temptation.*
Upgrade:	Yes. Every time you pick this flaw, either gain a new substance that you are addicted to or increase the need for a substance – a second pick will increase the need to once per day and a third will increase the need to twice per day.

Bloodlust

Once engaged in battle, you cannot resist the fire burning within to continue.

Restriction:	*None*
Effect:	If both you and your opponents remain standing, you must spend 1 Courage point to stop fighting. Influence tests to persuade you to stop have a –3 penalty and Debate tests automatically fail.
Upgrade:	Yes. Every time you pick this flaw, the intensity of your rage increases. A second pick requires you to spend 1 Courage to refrain from killing injured or unconscious opponents and Influence tests have a –6 penalty. A third pick requires you to spend 1 Courage to refrain from attacking and killing anyone near you, including your allies and innocents, and Influence tests have a –9 penalty.

Coward

You don't possess the power to confront danger or terror, unmanning you at times when bravery is most needed.

Restriction:	*None*
Effect:	When confronted with combat or threats (use of Influence (Intimidate) with a result of 10 or higher), you flee, cower to the will of the other, or some other appropriate effect unless you spend a point of Courage.
Upgrade:	No

Craven

You don't posses "the heart of a lion." After all bravery and foolishness is two sides of the same coin. You'd rather stand back and consider your options before rushing headlong into a tense situation.

Restriction:	*Courageous*
Effect:	You may only spend up to 2 points of Courage per round instead of the usual 4.
Upgrade:	No

Crippled

You suffer a grievous injury from combat, an accident, illness, or from birth. It impairs your ability to perform normally in regards to what has been harmed.

Restriction:	*Ambidextrous for arms, Speed for legs*
Effect:	Confer with your Narrator and select a body part that is crippled or missing. Here are some sample impairments: • Crippled Leg – Movement reduced by 1/3; all physical tests (which include attribute and reaction tests) requiring the use of your legs have a –5 penalty • Loss of Leg – Movement reduced by 2/3; all physical tests (which include attribute and reaction tests) requiring the use of your legs have a –10 penalty • Crippled Arm – All physical tests (which include attribute and reaction tests) requiring the use of your arms have a –5 penalty • Loss of Arm - All physical tests (which include attribute and reaction tests) requiring the use of your arms have a –10 penalty • Loss of Eye – All Ranged Combat, Swiftness, Observe (Spot), and Search tests have a –8 penalty.
Upgrade:	No

Dark Secret

Your heart holds some dread secret, one so terrible it would shame you if others were to learn of it.

Restriction:	*None*
Effect:	Speak with your Narrator to determine something proper. It must be something that would harm you if revealed, but wouldn't be something so bad that it would make your character not actually a hero. When you meet someone who knows of your Dark Secret, you suffer a -10 penalty to all social skills and any others that the Narrator may deem appropriate.
Upgrade:	Yes. Every time you pick this flaw, select a new aspect for secrecy.

Easily Distracted

You have a difficult time maintaining your focus and concentration, not even able to shake off the slightest distraction.

Restriction:	*Concentration*
Effect:	Additional -3 penalty due to outside distractions.
Upgrade:	No

Enemy

Your heroic conduct and goals have earned you an enemy who begrudges your achievements and would keep you from further success if he could.

Restriction:	*Ally, Connections, Cultural Flexibility, Faithful, Species Friend*
Effect:	Speak with your Narrator about choosing your Enemy. They wouldn't work against you in every adventure, but he will always bear you ill will. When a 1 on a d6 is rolled before the adventure, your Enemy becomes part of the story.
Upgrade:	Yes; once. The effect is either your Enemy is someone of great evil or a large group of people/beings, or your Narrator will include your Enemy if a 1 or 2 is rolled on a d6.

Familiar Face

You are easily recognized due to your famous or distinct features.

Restriction:	*Everyman*
Effect:	Recognition tests made against you have a –5 TN.
Upgrade:	No

Fealty

You are bound to serve a lord or lady, be they an earl or king of the land.

Restriction:	*None*
Effect:	You must obey all lawful commands by the one whom you swore fealty to and he or she must in-turn give you rewards and honors due to you for your service. If you break with your duty to your liege, you suffer a –10 penalty to all social tests with those that know of your unfaithfulness. Typically, a character may only have Fealty to one person, but if circumstances are appropriate, the Narrator may allow others.
Upgrade:	No

Fey

Stricken with despair and hopelessness, you desire death or you do not seek to avoid it.

Restriction:	*None*
Effect:	When you meet with any danger or fearsome foe, you must confront and chance it, unless you spend 1 Courage.
Upgrade:	No

Greedy

Avaricious and miserly, you desire riches above all other things.

Restriction:	*None*
Effect:	When wealth falls into your path, you must spend a point of Courage to resist its lure; otherwise you must do whatever you can to obtain it.
Upgrade:	No

Infamy

Your reputation precedes you and most people fear or revile you for one or more of your qualities.

Restriction:	*Commendation, Fame, Famous Event for same event or aspect*
Effect:	Choose a specific aspect of your personality for your Infamy. When a person attempts a recognition test, chances are he will recognize you for one of your Infamy aspects. Unfavourable aspects will worsen a stranger's stance towards you by one interaction stance category.
Upgrade:	Yes. Each time you pick this edge, you may add another aspect to your Infamy.

Intolerant

You do not like a particular group, large or small. When you speak about them, you have nothing kind to say; they, conversely, cannot contribute anything useful to any discussion.

Restriction:	*Ally, Connections, Cultural Flexibility, Faithful, Species Friend*
Effect:	The object of your intolerance is a small group. When interacting with the object of your ire, you cannot hide your dislike. You must spend 1 point of Courage to engage in social tests with them.
Upgrade:	Yes; twice. Every time you pick this flaw, you can either increase the size of the group, the frequency of encountering them, or add another group.

Night-blind

You have more trouble seeing in conditions with little to no light than others normally.

Restriction:	*Night Vision*
Effect:	Double normal penalties due to lighting conditions.
Upgrade:	No

Oath-bound

On your honor, you have bound yourself to someone, an ideal, place, or thing.

Restriction:	*None*
Effect:	If you are Oath-bound to a person, you must obey what their instructions. Being Oath-bound to an ideal, place, or thing means that you will do whatever you can to defend it either with words or by the sword. Upon failing this commitment, this flaw changes into Infamy (Oath-breaker).
Upgrade:	Yes. Every time you pick this flaw, choose a new thing that you have sworn an oath to.

Pacifist

You committed yourself to not actively use force against others.

Restriction:	*None*
Effect:	You may not use Courage points for any kind of attack tests, but are allowed for use when defending (parry/block, dodge, etc.).
Upgrade:	Yes; twice. Every time you pick this flaw, your passivity in combat increases. With a second pick, you cannot spend Courage on attack, dodge, or initiative tests. With a third pick, besides the above restrictions, you must also spend 1 Courage to attack another.

Rival

For reasons deserved or undeserved and perhaps even unknown to you, you have earned a rivalry with another person who is your equal.

Restriction:	*Ally, Faithful*
Effect:	Speak with your Narrator about choosing your Rival. The person must be someone with whom you would normally have cordial or at least neutral relations. They wouldn't work against you in every adventure, but he will always bear you ill will and seek to make you seem inferior to him. When a 1 on a d6 is rolled before the adventure, your Rival becomes part of the story.
Upgrade:	Yes; once. The effect is your Narrator will include your Rival if a 1 or 2 is rolled on a d6.

Slow Healing

Sickly, or perhaps simply weak in body or will, you heal slowly when injured or laid low by illness.

Restriction:	*Fortitude, Rapid Healing*
Effect:	When allowed to heal naturally, you heal twice as slow as others, recovering one Wound Point instead of their two.
Upgrade:	No

Stubborn

Stiff-necked and prideful, you refuse to obey others when you find their commands insulting or to change your mind once you have made your decision.

Restriction:	*None*
Effect:	Once you make a decision, you resist all attempts to change your mind unless you spend a point of Courage.
Upgrade:	No

Weak

You have little tolerance for pain and injury.

Restriction:	*Fortitude, Hardy*
Effect:	Increase all injury penalties by 2. For example, Near Death would have a -11 penalty instead of -9.
Upgrade:	No

Additional Rules for Consideration

Arcane Talent

You have the ability to tap into and use the power of the magic.

Prerequisite:	*Must be of a race that is not magically "mute". Typically, this edge should only be available during character creation.*
Restriction:	
Effect:	*Grants access to the Magic attribute with a starting value of 4. For a variable starting value, roll ½ d6 +3 (if a '6' is rolled, add 4 to the bonus for a total result of 7). This attribute also gives access to skills, traits, and abilities based on this attribute and cast spells. It is also a favored attribute for the purposes of advancement.*
Upgrade:	*No*

Creating New Traits

Here are a few guidelines to think about when creating new traits:
1. *Compare your idea to established traits and make sure you aren't just copying an existing one.*
2. *Review similar traits to make sure it is approximately of the same power. If you think it has more power than what you consider the most powerful of similar traits, you may want to consider either making it an ability instead or scaling back its effects.*
3. *If your trait grants a bonus/penalty to types or categories of tests:*
   - *The modifier should not be greater than ±1 for a general modifier.*
   - *The modifier should not be greater than ±2 for a modifier in a specific situation.*
   - *Highly suggest a prerequisite of Intellect 8+ for academic tests, Bearing 8+ for social tests, and Vitality 8+ for physical tests.*
4. *If your trait grants a bonus/penalty to attribute tests:*
   - *The modifier should not be greater than ±1 for a general modifier.*
   - *The modifier should not be greater than ±2 for a modifier in a specific situation.*
   - *Highly suggest a prerequisite of the attribute with a score of 9+.*
5. *If your trait grants a bonus/penalty to reactions:*
   - *The trait should not give more than a ±1 modifier to the base reaction and have a maximum modifier of ±4 after 3 additional picks of the trait that grant an additional ±1 modifier.*
   - *The trait should not give more than a ±2 modifier to the base reaction and have a maximum modifier of ±4 after 2 additional picks of the trait that grant an additional ±1 modifier.**
   - *The trait should not give more than a ±2 modifier to a reaction test in a specific circumstance and have a maximum modifier of ±8 after 3 additional picks of the trait that grant an additional ±2 modifier.*
   - *The trait should not give more than a ±4 modifier to a reaction test in a specific circumstance and have a maximum modifier of ±8 after 2 additional picks of the trait that grant an additional ±2 modifier.**
6. *If your trait grants a bonus/penalty to skills:*
   - *The trait should not give more than a ±2 modifier to a single skill without a listed specialty.*
   - *The trait should not give more than a ±1 modifier to two skills without listed specialties.*
   - *The trait should not give more than a ±4 modifier to a single skill and one specialty.*
   - *The trait should not give more than a ±2 modifier to two skills and one specialty each.*
   - *The trait should not give more than a ±1 modifier to four skills and one specialty each.*
7. *Remember a key idea: Most edges can be made into flaws by a little adjustment and/or turning their bonuses into penalties.*

* Suggested for use in flaws over edges.

COMBAT TRAITS

Trait

<Descriptive Text>

Prerequisite:	Attributes, Skills ranks, or traits needed before acquiring the trait.
Effect:	What happens when the edge is invoked.
Upgrade:	Yes or No; How many times if limited. The effects of upgrading the Edge.

Restrictions can also be used with these traits if flaws are created that are close to or the exact opposite of the combat trait.

General

Alert

Naturally cautious and ready for anything, you can react to peril more swiftly than others.

Prerequisite:	Perception 6+
Effect:	+3 bonus to Swiftness tests for initiative.
Upgrade:	No

Blends In

You are particularly adept at using cover to your advantage in combat.

Prerequisite:	*Tactics (Ground) 3+*
Effect:	When you use cover in combat, there is an additional +2 TN to hit you.
Upgrade:	No

Blunt Attack

Instead of causing lethal damage, you can use the blunt part of a weapon in the attempt to stun your opponent.

Prerequisite:	Specific Armed Combat skill and specialty.
Effect:	Choose a specific weapon, denoted by the skill and specialty. On a successful attack test, you will stun an opponent for 1d6 + Strength modifier rounds instead of rolling damage. Opponents do not make a Stamina test to resist as they do not fall unconscious, but have a –5 penalty to all actions for the duration. *Further attacks in this manner are cumulative for as along as the duration of previous attacks. For example, in round 1 a character is hit and has a –5 penalty to actions for 3 rounds and then hit again the next round and now has another –5 penalty lasting 4 rounds. This means for the next two rounds the character has a –10 penalty and then has a –5 penalty for two more rounds, barring further attacks of this sort. If within a span of three consecutive rounds a character receives 3+ blunt attacks against him, he will fall unconscious for 1d6 + Strength modifier minutes (use the Strength modifier of the last attacker).*
Upgrade:	No

Dead Aim

Steadiness and concentration are the name of the game. You rarely miss when you take your time.

Prerequisite:	*Any Armed, Ranged, or Unarmed Combat skill*
Effect:	Choose a combat skill. Double the Aim action bonus for the type of weapon you are using (+2 for Armed or Unarmed Combat and +6 for Ranged Combat). *This trait affects only the selected combat skill.*
Upgrade:	*Yes. Every time you select this trait, choose a new combat skill to apply the bonus to.*

Defensive Attack

You are able to fight defensively.

Prerequisite:	None
Effect:	You may add up to +3 to a parry or block attempt and thus gaining the equivalent penalty to your next attack test.
Upgrade:	No

Deliberate Attack

You can alter your attack to deal additional damage to your opponent.

Prerequisite:	None
Effect:	You may take up to a –3 penalty to an Armed or Unarmed Combat attack to deal and equal bonus to damage upon a successful attack.
Upgrade:	No

Dodge

Through hard experience or pain or a desire of self-preservation, you have developed a knack for avoiding peril and moving quickly in face of immediate danger.

Prerequisite:	Perception 6+
Effect:	+3 bonus to Swiftness tests for dodge actions.
Upgrade:	No

Fell-handed

You have studied your foes and their tactics well, giving you the upperhand in battle.

Prerequisite:	*Armed Combat or Unarmed Combat 6+, Tactics 3+*
Effect:	+1 bonus to attack tests against a limited group or sub-group of individuals.
Upgrade:	Yes. Every time you pick this edge, you either increase your bonus (max +3) or increase the size of your group of foes (a large group or whole race, then to all foes).

Hammerhand

Heart of a Warrior (formerly Warrior's Heart)

Lightning Reflexes

You approach problems from a different perspective when devising solutions to problems.

Prerequisite:	Agility 6+, *Quick-draw 2*
Effect:	You may make Reload and Recover actions as free actions.
Upgrade:	No

Lion-hearted

Your courage shines through in battle, protecting you from injury.

Prerequisite:	None
Effect:	You spend Courage points to avoid injury. For each point spent, reduce the damage from the current attack by 1d6 + Vitality Modifier. The damage avoided cannot be more than the amount dealt by the current attack and it cannot reduce damage dealt by previous attacks.
Upgrade:	No

Quick-draw

Prerequisite:	Any Armed or Ranged Combat skill +1
Effect:	You can ready your wand or weapon from your side as a free action. If do so against someone else who has Quick-draw, whomever has the most picks in this edge wins. If you have the same number of picks, make a Swiftness test to determine the winner.
Upgrade:	Yes. Every time you select this trait, you become relatively faster than anyone that has fewer picks in this trait.

Quick Shot

You shoot from the hip, able to fire your weapon quicker and with more accuracy than others.

Prerequisite:	Agility 6+
Effect:	On your first action passed your normal action allotment, the penalty for an Ranged Combat test has a –3 penalty instead of a –5 penalty. Any further actions made are done at the normal penalty (-10, -15, etc.)
Upgrade:	No

Speed

You are quick on your feet and able to move farther than normal.

Prerequisite:	Agility 6+
Effect:	You can move +5 feet walking, +10 feet jogging, and +15 feet sprinting/running.
Upgrade:	No

Throw Weapon

You are quick on your feet and able to move farther than normal.

Prerequisite:	Specific Armed Combat skill and specialty
Effect:	Choose your weapon based on the selected specialty. You can throw this weapon using your Armed Combat skill with a –2 penalty in addition to range increment penalties. The range of such weapons used in this fashion is 2/3/4/6 (yards); there is no extended range increment for a weapon used in this fashion.
Upgrade:	No

Two-Weapon Fighting

You can fight with two weapons, one in each hand, making one additional attack per round.

Prerequisite:	Agility 6+
Effect:	You can make an additional attack with your off-hand weapon as a free action. Multiple-attack and off-hand penalties apply.
Upgrade:	No

Unarmed Specialist

Constant vigilance in your training has allowed you to attack more quickly than normal during a fight.

Prerequisite:	Agility 6+
Effect:	On your first action passed your normal action allotment, the penalty for an Unarmed Combat test has a –2 penalty instead of a –5 penalty. Any further actions made are done at the normal penalty (-10, -15, etc.)
Upgrade:	No

Valiant

The fire of true courage and noble determination burn within you. When only heroic action can win through to victory, you can succeed where others fail.

Prerequisite:	Bearing 9+
Effect:	Make a TN 10 Bearing test. You may only roll once unless Favor of Fortune is used to re-roll. If you succeed, you receive +2 Courage to spend on any one action in the scene. You may only spend it on a truly heroic action where the victory or defeat hangs in the balance, not simply to look good. The Narrator will determine the appropriateness of its use during the scene. If the extra Courage is not used, it vanishes. This edge may only be used once per game session.
Upgrade:	No

War-wise

Weapon Mastery

Armed Combat

Unarmed Combat

ABILTIES

Abilities are a little trickier to outline as they are Profession-specific and even similar Orders/Professions between Star Trek and Lord of the Rings don't have very many corresponding abilities.

Ability

<Descriptive Text>

Prerequisite:	Attribute scores, Skills ranks, traits, or other abilities needed before acquiring ability
Restriction:	Traits you may not have in order to get this ability.
Effect:	What happens when the ability is invoked.
Upgrade:	Yes or No; How many times if limited. The effects of upgrading the ability.

Creating Abilities

Low-Powered Abilities

These abilities usually provide a simple bonus to a skill, a set of skills, or reaction that is on par or more powerful than the average Edge or Combat Trait. A +3 bonus to a basic skill, +2 bonus to a set of obscure or specialist skills, +2 bonus to a reaction, or +3 or more bonus to a reaction for a specific condition are good examples for this kind of ability. These abilities typically should not have prerequisites nor allow for upgrades.

Moderate-Powered Abilities

These abilities usually build upon skills or other abilities by providing greater bonuses or more powerful effects. Skill bonuses can usually take the form of relating it to another skill. A bonus to System Operation (Flight Control) from Space: Science by dividing the number of ranks in Space: Science by 2, rounding down, is a good example. These abilities will have at least a low-powered ability as their prerequisite and/or number of ranks in a skill between 4 and 7; a related trait along with either the ability or skill also makes for a reasonable prerequisite.

High-Powered Abilities

These abilities are either abilities that build upon lesser-powered abilities or have very powerful effects with correspondingly high prerequisites. Allowing a spacecraft pilot to attempt to send the ship forward or backward in time, allowing additional actions per combat round, or allow an engineer to create amazing experimental devices are good examples. These abilities have the potential to unbalance a game or nullify a Narrator's best-laid plans for adventure so care is needed in both creating them and their use in the game.

Determining an Ability Scheme

Prerequisites

This is the simplest way to segregate abilities. Usually the most fundamental or least powerful of abilities have no or very low prerequisites while the more powerful and exotic abilities have many and/or very high prerequisites. This is how the Lord of the Rings RPG delineates abilities.

This scheme allows the freedom to make up abilities with no regard to the security of hierarchy. The catch is to be aware of the relative power of the abilities and to set the prerequisites accordingly so that beginning or low-level characters could not attain powerful abilities very quickly.

Tiers

The tiered system uses both prerequisites and an additional feature of ability hierarchy to segregate abilities for professions. In this manner, a Tier I ability must be acquired before higher tiered abilities, even if the character already meets the prerequisites. Tier I abilities have no prerequisites. Tier II abilities have a prerequisite or either a Tier I ability and/or a

skill with a minimum of ranks and/or traits. Tier III abilities have prerequisites of Tier I and/or Tier II abilities and/or traits. This is how the Star Trek RPG delineates abilities.

This scheme gives the security that there will be certain abilities available to beginning characters and that more powerful abilities are not always or easily available to low-level characters. The catch is that abilities associated in the same tier should have similar relative power in their effects and prerequisite(s).

Additional Rules for Consideration

Abilities and the No-Professions Rule

If a Narrator has decided to not use professions in his game, then he has also decided that characters can acquire any abilities available, meeting the prerequisites in advance of course. Determining the scheme for available abilities would work the same way as having professions, but I would advocate using the Tiers system as I think it provides more security against power-gaming.

PSIONICS

Psi (PSI)

This attribute reflects a character's ability to use her mental powers to affect the world around her along with entering another's mind. This attribute is only available to those who have the Psionics edge and the only way to get it is either through a racial ability or purchasing the edge during character creation; only through Narrator approval could it otherwise be acquired after character creation. This attribute is not rolled for but has an initial value of 4. *To allow for potentially more potent psions from the beginning, roll 1d6 and divide by two and add that value to 4.* This attribute is always considered a favored attribute in addition to the selected favored attributes.

In the game, Psi reflects:
- **Skills:** Empathy, Mind Control, Mind Shield, Telepathy

Traits

Increased Range

Psioinc Coverage

Psionic Focus

Additional Rules for Consideration

Changing the Nature of the Use of Psionic Powers

Instead of having psionic powers used as skills, they could be acquired and used like spells. To do this, have one skill called Psionics and its related attribute be Psi. To use a psionic ability, a Psionics skill test could be made and its effects would be based off the character's Psi score (the score directly or attribute modifier).

Range for Projected Psionic Powers

Occasionally, depending on the power, a Ranged Combat test would be required to hit a target at a distance. The range increments for the effectiveness of a character's power would be a factor of her Psi score – Point Blank (+2) = 0 - Psi, Short (+0) = Psi - Psi x2, Medium (-2) = Psi x2 – Psi x4, Long (-4) = Psi x4 – Psi x8, Extended (-6) = Psi x8 – Psi x16, etc. These distances are in yards or meters.

MAGIC

Additional Rules for Consideration

Magic (MAG)

Use this attribute for a skill-based magic system similar to official rules for psionics. This attribute reflects the ability for a person to cast spells properly. This attribute is only available to those who have the Arcane Talent edge and the only way to get it is either through a racial ability or purchasing the edge during character creation; only through Narrator approval could it otherwise be acquired after character creation.

In the game, Magic reflects:
- ***Access to Magic**: Your ability to learn and wield magic and determining how powerful your spells' effects are.*
- ***Skills**: Gain access to Spellcraft.*

WEAPONS

TOXINS, POISONS, & DISEASES

VEHICLE CREATION

VEHICLE COMBAT

MASS COMBAT

RACE CREATION

CREATURE CREATION

WORLD CREATION

APPENDIX A: GLOSSARY OF TERMS

APPENDIX B: LIST OF TABLES