

IRIDIUM LITE

The Iridium system is based on a premise that natural talent modifies skills. In addition, combat is lethal, armor protects the body but makes a person easier to hit and the best thing is to avoid combat or at least not get hit. The following rules are intended to be generic and apply over a wide variety of settings. Modern skills and weapons may not be appropriate for a fantasy setting, and some spells and powers may not be available in a futuristic setting. Use what makes sense for your particular game and remember: the point is to have fun, not argue over rules!

BASIC POINTS

- *Skills are resolved by rolling under Skill + Aptitude + Applicable Statistic. This reflects natural talent and trained skill.*
- *Combat represents an effort to hit a target, utilizing the attacker's skill to overcome the target's Defence.*
- *Armor makes a character easier to hit but protects from damage.*
- *Armor sloughs off or becomes less effective as damaged.*
- *Karma is a player mechanic rather than an in game character mechanic. It represents the character's luck.*
- *Fatigue represents the character's spiritual and physical endurance for using powers or spells.*

CHARACTER CREATION

1. Distribute 60 points to statistics. With the point-buy system each statistic receives one point automatically before the 60 are allocated. No statistic may be 0. Alternatively, roll 1d10 eleven times and apply the rolls in any order to the statistics; i.e. roll 3,5,8,2,10,10,8,5,7,3,9 and a character could have a 10 STR, 9 AGL, etc.
2. Some settings require choosing a career or organization to belong to. Chose if required, and add any starting skills, spells, or powers to the character sheet.
3. Some settings require choosing spells or powers. Spend three points on these if applicable.
4. **Calculate Skill Development points by adding WIS+INT.** These may be used to buy skills. All costs are one for one; so 3 ranks of Search costs three points.
5. **Apply 6 points to Aptitudes above and beyond the Development points.** Aptitudes are added to all Skill checks within that area; i.e. Navigation skill check adds Intellect Aptitude.
6. Calculate Base Fortitude and apply it to the specific areas of the body. **Base Fortitude equals STR + CON + WIL.** Areas one and four (head and chest) receive 1/2 the Base Fortitude while the seven and eight (stomach and groin) receive the full Base Fortitude. The two, three, five, six, nine and ten (the extremities) receive double the Base Fortitude. Calculate Defense. **Defense is equal to STR+AGL.**
7. Calculate Karma and Fatigue. **Karma is a pool of points equal to 1/2 LUC. Fatigue is equal to CON + PIE.** See "Karma" on page 2 and "Fatigue" on page 2.
8. Choose weapons and equipment.

STATISTICS

Statistics can go up to 10 in normal humans. Augmented or non-humans may go as high as 20. The minimum a statistic

may drop to is 1. A brief description of each stat is in the table below.

OVERVIEW OF STATS	
STAT	DESCRIPTION
STR	Strength. Measure of physical ability
AGL	Agility. Overall body coordination
CON	Constitution. General health and sturdiness
DEX	Dexterity. Hand-eye coordination
APP	Appearance. Physical beauty
WIS	Wisdom. Common sense
INT	Intelligence. Educated learning ability
CHA	Charisma. Personality
PIE	Piety. Devotion to a god or organization
WIL	Will. Willpower
LUC	Luck. Luck

Statistic Checks

General statistic checks are performed under certain categories. It is done whenever a force, whether it is a power, science or nature, acts against a character. A resistance check is done at the discretion of the Game Master, not the player.

STATISTIC CHECKS DESCRIPTION	
STAT	SITUATION
CON	Resistance to physical trauma like poison gas, a blow to the head or surviving a shock.
WIL	Resistance to a mental attack, forcing one's way through a painful or difficult task, or as a way to stay conscious after a severe wound has been inflicted.
AGL	Resistance checks to see if a person falls from a narrow bridge, overall tests of coordination. This check cannot be used to avoid being hit.

Statistic checks are made against the designated statistic on a d12 but it is an open roll. This means that if a 12 is rolled, then the d12 is rolled again and added. For instance, a character uses his power of Persuasion to make a person give them some money. After the character makes the activation for the Persuasion power, the target must make a Resistance of their WIL - the attacker's rank in Persuasion. If the target succeeds then the suggestion is accepted.

SKILL CHECKS

Skill checks are done on a d20. The Game Master chooses the statistic that fits the situation and the skill the player wishes to use. **It is then a case of rolling a d20 and rolling under the Skill + Aptitude + Statistic.** For instance, if a player wishes to bluff their way past the security guard at the movie lot using Deception skill by attempting to be intimidating, the GM determines that the CHA statistic is what is needed. If the player had tried sweet talking they might have used APP stat. If the player has a Deception skill of three, an Aptitude for Thief of one and a CHA of six then the base chance is ten. The GM determines that it is a moderately difficult task since the guard has been put on alert and assigns a -2 modifier making the new target eight. The player rolls a 4 and succeeds by four.

SKILL MODIFIERS	
MODIFIER	DESCRIPTION
+ 1 to 4	Easy Task
0	Normal
-1 to 2	Difficult conditions
-3 to 4	Combat Conditions
-5 to 6	Someone screaming in your ear while stomping on your foot
-7 to 10	Someone driving a nail through your foot



SKILL MODIFIERS	
MODIFIER	DESCRIPTION
-11 and up	Arch-nemesis doing a dance with your intestines while your spouse runs off with another woman.

Karma

Karma is equal to one-half the character's LUC. One Karma point may be spent to re-roll a skill, stat check or to hit roll that would otherwise have failed. Alternatively, before a skill is rolled, a player may spend three Karma in order to assure that a skill is successful. At the discretion of the GM, the effects of a failed roll may be enforced regardless of Karma. For instance, a failed Disarm Traps may result in the trap being set off even if the player still has Karma. Skills such as Search would not have these consequences since failure has no physical effect. Karma may be spent as many times as the player wants on a single action until all points are exhausted. For example, if a player has ten Karma and wishes to, they may re-roll their Search skill up to ten times. If the desired result is not reached by then, the last result stands.

At the Game Master's discretion, Karma may be used to perform extraordinary feats such as leaping from one building to another across an alley. The use of Karma in this manner causes the game to be more cinematic and everyone in the group should agree to their use in this manner. They cannot be used to alter the primary plot of the game; i.e. "I use a Karma Point so the main opponent is dead."

Karma Points are recovered at the end of a session.

Unskilled Attempts

Unskilled attempts are rolled on a d20 vs. the appropriate Aptitude. If the Aptitude is zero then only a one will succeed. One will always succeed even if the Aptitude is zero. For instance, a character is trying to open a lock and does not have the Open Locks skill. They have an Aptitude of 3 in the Thief Aptitude and must roll equal to or under a three in order to succeed in a d20.

Unskilled Weapon Use

If a character picks up a weapon and has no skill in it then they may still attempt to use it at the discretion of the GM. If the weapon is overly complex the GM may disallow use of it. As with an unskilled attempt, the character is at -10 to hit with the weapon. They may not apply any Aptitude bonuses. Weapon sights or high quality bonuses will still be added.

For example, a character attempts to fire a pistol with no skill. The target's Defense is 12. The player must roll a $12+10=22$ to hit the target. If the player rolls a natural 20 then the attack automatically hits. Natural 20 always hit for attacks.

EFFECTS

Effects are magical, psychic or generally supernatural powers. In a fantasy setting it is a spell, in a super heroes setting it is super powers and in a paranormal setting it is psychic powers. Regardless of the source various amazing effects can be generated. Sometimes it could be a ball of fire and at others it might be as subtle as reading a person's mind.

Effects are generally used with a skill. This means that resolution is on a d20, but uses Skill + Effect + Stat. For instance, in the Supers Inc. setting, a character with Strength who wishes to jump to the top of a building must make their Acrobatics + Strength Power + AGL. If the character has a three Acrobatics, a two in Strength and a AGL of five then they need to roll under $3 + 2 + 5 = 10$ on a d20.

FATIGUE

Every time an Effect is used the player must mark off a Fatigue point. Three Fatigue may be spent to force the activation of an Effect. This must be done before any attempt to activate the Effect normally. Characters recover Fatigue points by resting. They recover their CON in points for every hour of rest. The GM may allow the recovery of Fatigue points for partial hours rested

CONTESTED EFFECTS

At times two enhanced individuals will pit their Effects against one another. In tests of this nature, activation rolls are made and the one who succeeds by the most wins the contest. For instance, two enhanced individuals with Energy Blast, one fire and one ice, find themselves battling for control of a corridor. The fire blaster wishes to torch the building but the ice blaster wishes to prevent the inferno. Ice has an activation of 13 and rolls an eight on a d20 making his activation by 5. Fire has an activation of 16 and rolls an eight making his activation by 8 beating Ice and setting the building ablaze.

DURATION

Duration of an Effect is often dependant on story. In general, the following durations are used to determine the length of time an Effect will last. If, at any point, the user wishes to stop the Effect they may. At the end of the duration, the user may pay another Fatigue in order to continue the operation of the Effect without having to Activate the power. For instance, a person with Rank five flight has flown for twenty-five minutes they may spend another Fatigue point to fly another twenty-five minutes without an Activation check.

The default duration for an Effect is Rank * 5 minutes. In some cases, like teleportation, the Effect has a duration of instantaneous. The teleportation occurs instantly upon the successful activation roll. Some Effects have their own duration and will be noted in the setting.

COMBAT

Combat starts by having all participants roll 1d10 and add AGL to the result. This number is called initiative. Proceeding from highest to lowest initiative, each player rolls their attacks or takes their actions. They may take only one action but may use as many attacks as their mode of attack allows. The one with the highest total may choose to go first or hold their action until the end of a round.

Each person rolls a d20 and adds their Weapon Use Skill for the weapon used (i.e. Pistol Use for Pistols) and their Fighter Aptitude. Power or magic use adds ranks of the power or spell; i.e. Energy Blast of rank three adds three to hit. Unarmed Combat works in the same manner for attacks while maneuvers require an Unarmed Skill Check first. If the resulting total of $1d20+skill+Aptitude+rank$ is equal to or greater than the target's Defence, then the attacker has made a successful hit. If the number is less than the target's Defence, then the attacker has missed.

Strength is added to the damage dealt by any weapon except fire arms, explosives crossbows or grenades. Bows receive the Strength bonus to damage. Damage is resolved and if a character has their Fortitude for an area reduced to 0 then they must make a save vs. WIL or fall unconscious. If the area is reduced to negative the Fortitude for that area then it no longer operates. If this is in a vital area (the head, chest

stomach or groin) the character dies in one round. If aid can be rendered to the character within the round then they may survive.

Damage is effective as it is dealt. If an attacker deals enough damage to a target to render it unconscious, dead or destroyed then the target does not receive its action for that round. This means that if an attacker goes first in a round and eliminates its opponent then the opponent does not get to retaliate.

Targeting is determined for each attack. If the attacker hits three times then three separate targeting rolls are made. If successful, then the damage for that attack is placed wherever the attacker wishes. If targeting is missed, then the location is determined randomly by a roll of a d10.

The above process is repeated until all characters have had their action, attacks or one side is incapacitated/yields. The next round has everyone re-roll initiative and continue the process.

Optional Roll Under Attack Resolution

This form of combat may be used for continuity with the rest of the Iridium Lite skill system. In this combat system, the attacker rolls under their DEX + Fighter Aptitude + Weapon Use - Opponent's AGL.

For instance, if an attacker has a DEX equal to 5, a Fighter Aptitude of 1 and a Pistol Use of 4, their base is 10. If the opponent's AGL is 4 then the attacker must roll under a 6 on a d20.

In all other ways, combat proceeds as described above.

Recovering Fortitude

The natural healing process will allow the recovery of one Fortitude point of damage per area per eight hours of rest. Rest is defined by the GM. For each point of CON above ten the character will gain an additional point of Fortitude healing per rest period. For example, a character with a CON of twelve would receive three Fortitude points per area of damage.

TIME

Time in Iridium systems is a flexible entity. The terms round and turn are used to denote single actions and groups of actions.

A round is roughly a minute but may be stretched or compacted to fit the story by the GM. It is best defined as the time for a single action or set of attacks.

A turn is usually ten minutes. In the broadest terms it is a scene or the time for one part of the story in one locale to unfold.

PROFESSION PATHS AND CAREERS

Some settings require choosing profession paths and careers. A profession path is a broad category of employment, such as Doctor, Pilot, Spy, or Soldier. A career is a specific job under a career path, such as Pediatrician, Submarine Pilot, Corporate Spy, or Swordsman. Additional starting skills and abilities are given depending on the profession and career chosen.

SKILLS

Skills are used to accomplish the goals of a character. It is assumed that checks vs. skills are done for extraordinary situations. Simple tasks are thought to automatically succeed. When difficulties arise then the GM may apply modifiers to reflect the adversity.

Some skills are self defined by their name while others require listing. The skills defined here and on the character sheet are not meant to be exhaustive and, if desired, may be expanded on by the players or the CA.

Skills are broken up into six groups, Intellectual, Movement, Craft, Fighter, Thief and Performer. These are also the Aptitudes of a character and are added into skill checks for that category. The following lists are not absolute, and players may work with their GM's to create new skills.



SUGGESTED SKILL STATISTICS					
INTELLECTUAL		MOVEMENT		CRAFT	
SKILL	STAT	SKILL	STAT	SKILL	STAT
Anatomy	INT	Climbing	AGL	Armor Forging	WIS
Archaeology	INT	Driving	DEX	Electronics	INT or DEX
Bonesetting	INT	Flight	AGL	Engineering	INT
First Aid	INT	Horsemanship	AGL	Explosives	WIS or DEX
Investigation	WIS	Piloting	DEX	Gunsmithing	DEX
Languages	INT	Running	AGL	Metal Working	DEX
Law	INT	Sailing	AGL	Rope Use	DEX
Medicine	INT	Swimming	AGL		
Navigation	INT				
Science	INT				
Surgery	DEX				
FIGHTER		THIEF		PERFORMER	
SKILL	STAT	SKILL	STAT	SKILL	STAT
Armor Use	STR	Acrobatics	AGL	Acting	CHA
Parry	DEX	Detect Traps	WIS	Deception	CHA
Thrown Weapon	DEX	Disarm Traps	DEX	Diplomacy	CHA
Tracking	WIS	Meditation	WIS	Initiate	PIE
Unarmed Combat	AGL	Move In Shadows	AGL	Oratory	CHA
Weapon Use	DEX	Move Silent	AGL	Seduction	APP
		Open Locks	DEX	Stage Magic	DEX
		Search	WIS		

INTELLECTUAL**Anatomy**

This is the study of the body of a living creature, the organs, skeletal structure and musculature.

Archaeology

The study of ancient cultures, artifacts and sites in order to better understand their civilization.

Bonesetting

This is the art of setting a broken bone so it will heal correctly.

First Aid

This skill will keep a wounded person alive until medical treatment can be administered. It will heal 1d10 of damage if a successful INT + First Aid skill check is made.

Investigation

This is the science of deductive reasoning, evidence collections and observation. It can be used to discover the truth based on available evidence.

Languages

This is the skill of speaking, reading and writing foreign languages. Every character can speak their native language. The languages skill allows one additional language for every rank.

Law

This is usually taken in a specific country like French Law or U.S. Law. It will allow the practitioner to determine the legality of a situation, the rights guaranteed under the law, and possible loopholes.

Medicine

This is not only the use of pharmaceuticals but also the general science of medicine including anatomy, diet and prognostics.

Navigation

This is the skill of navigating by stars, modern navigational systems and ancient methods.

Science

Science allows the study of scientific theory and discipline. It may be taken in specific areas; i.e. Physics, Chemistry, etc.

Surgery

The art of surgery can be used to mend arteries, sew flesh back together again, and repair sinew.

MOVEMENT**Climbing**

This is the skill of climbing various surfaces from walls to trees to cliff-sides. Checks are AGL + Climb + Movement Aptitude.

Driving

This is the skill of driving automobiles.

Flight

This skill applies to self propelled flight. It is most often employed with the Flight power.

Horsemanship

This is the skill of riding a horse.

Piloting

This skill applies to the piloting of airplanes and other flying vehicles. Piloting must be taken in a specific vehicle; i.e. prop planes, jet airliners, jet fighters, gliders.

Running

This is the practice of running either on a paved surface or across open country.

Sailing

Sailing is the art of manning and piloting a waterborne craft.

Swimming

This is the skill of swimming.

CRAFT**Armor Forging**

This is the skill of creating armor, either metal, leather or any other appropriate substance.

Electronics

This is the skill of understanding, repair and creation of electronic devices.

Engineering

Engineering is the application of science to the practical. It can be taken in a specific discipline like chemical, mechanical or electrical.

Explosives

This is the skill of estimating explosive potential, setting explosives for best effect and detonating them. Commonly, WIS or DEX is used depending on whether the charge is being estimated or shaped and set.

Gunsmithing

This is the art of manufacturing firearms. It can be used to repair firearms.

Metal Working

This is the art of working metal, from welding to gold smithing. This skill can be used to repair metal armors.

Rope Use

This is the skill of using the lasso. A successful to hit on a target combined with a Rope Use + DEX skill check will allow the practitioner to lasso an individual.

FIGHTER**Armor Use**

This is the skill of maintaining, fighting and moving in armor. It is taken in a specific type of armor; i.e. Leather, Linked, Plate, Modern. For every Rank the Armor Modifier is reduced by one. This will never add to the defence of the practitioner but it will reduce the modifier from wearing heavy armor.

Parrying

This skill may be used with unarmed combat or a weapon. The practitioner makes a check with DEX+ Parrying - the opponent's DEX on a d20. If he rolls under then the parry is successful. The practitioner may only attempt to parry an incoming attack once but otherwise receives a number of parries equal to the rank of the Parrying skill. For example, two incoming attacks and the character has 3 ranks in Parrying. He successfully parries the first attack but misses the second. Despite having a parry left over he may not attempt to parry the second attack again. Parrying may be used in addition to any attacks performed. Attacks may be traded for additional parries. Firearms may not be parried.

Thrown Weapon

This is the art of throwing weapons not designed to be thrown, such as throwing a hammer. This skill is not needed for a weapon like the throwing knife, throwing axe, or spear. For each rank in Throw Weapon, a character may take a specific weapon to throw. For instance, two ranks in Throw Weapon

would mean the character could throw a short sword and rocks. Only one throw per skill rank is allowed; i.e. two ranks would mean two throws in a round.

Tracking

This is the ability to track creatures that leave tracks. The harder the surface the more difficult the tracking will be. The usual check for this skill is WIS + Skill Rank + Aptitude.

Unarmed Combat

This is the skill of self-defence. It takes many forms from Kung-fu to Karate. The attacks one may perform depend on how skilled the practitioner is. The Unarmed Combat Table defines the attacks.

If someone is unskilled in unarmed combat then they receive only two attacks and no maneuvers.

A maneuver is flipping, throwing, submission holds or in general anything other than a punch or a kick. A practitioner of Unarmed Combat may either attack or use their maneuvers, not both in a single round.

UNARMED COMBAT TABLE			
RANK	DAM	ATTACKS	MANEUVERS
1	1d6	3	0
2	1d6	4	0
3	2d6	4	1
4	2d6	5	1
5	3d6	5	2

Various Weapon Use

Sword Use, Axe Use, Bludgeon Use, Pistol Use, Rifle Use, Knife Use and Bow Use are all the skill of using those types of weapons. When using a weapon of that type add the weapon use skill to the attack roll.

Targeting

This is the skill of placing an attack where the practitioner wishes; i.e. send an attack to the head. This is actually just a function of the Weapon Use skill. If a person is using a knife use skill and hits, they then perform a Knife Use skill check to see if they can direct the attack where they wish it to go. Missing the check means damage for the attack is directed randomly by rolling a d10 and directing damage to that area.

THIEF

Acrobatics

This is the skill of tumbling and falls. A practitioner will be able to lessen a fall by making a successful Acrobatics + AGL check. The same check will add a +3 to the practitioner's Defence assuming they do not attack that round.

Detect Traps

This allows the practitioner to detect active security like tripwires, electric eyes, security cameras, and disguised pits and determine the method of activation.

Disarm Traps

This will allow the circumvention of a trap, security or alarm.

Meditation

Meditation clears and focuses the mind. This is the skill of dropping the practitioner into a self-induced trance.

Move Silent

This is the skill of moving without making a sound.

Move in Shadows

Move in Shadows is the skill of finding and using the dark areas in order to conceal the practitioner's presence. It is not invisibility and will not work in well lit or crowded areas.

Open Locks

Using tools of a lock smith the practitioner is able to open locks without any keys. This also applies to ignitions and any other key operated locking mechanism.

Search

This is the art of searching a room or area for objects. The practitioner must declare what they are looking for (a secret door, a hidden box, etc.).

PERFORMER

Acting

This is the art of the theater, putting on of masks and playing a role. Whether on the stage or in a diner, this skill allows the practitioner to portray a character.

Deception

This is the art of lying convincingly. If used against another person who is suspicious, the practitioner will subtract the target's WIS.

Diplomacy

Diplomacy is used both at the national level and at personal, everyday levels. This is the art of compromise and negotiation. It can be used to get the practitioner's desires met or as a means for two parties to see reason.

Initiate

This is the study of religious knowledge. Priests of a church take the Initiate skill as well as individuals of devout faith. It includes knowledge of church ceremonies as well as their history, beliefs, and laws.

Oratory

The art of public speaking can move people to revolution. It is a vital tool in motivating the masses.

Seduction

The art of seduction is the art of arousal. It can be used to take someone to bed or use sex appeal to get the practitioner's way.

Stage Magic

Also called slight of hand this is the skill of making things disappear, producing items from what appears to be thin air or other forms of illusion. It is not real magic.

EQUIPMENT IN IRIDIUM LITE

In general, equipment is defined in the setting. This is due to the wide range of equipment specific to different time periods. Weapons share the following attributes:

- *Attacks* - The number of attacks in one round that a weapon is normally capable of without specialization.
- *Damage* - The amount of damage a single attack does without any specializations.
- *Type* - The group type that a weapon falls into. This includes edged, bludgeon, axe, bow, staff, pistol, rifle, sub-machine gun (SMG), light machine gun (LMG), medium machine gun (MMG), heavy machine gun (HMG), artillery, rockets, and grenades. More may be added as needed including specific specialized weapons. These correspond to weapon use skills. See "Various Weapon Use" on page 5.

Some examples of weapons.

BLADES (EDGED WEAPONS)			
WEAPON	DAMAGE	ATTACKS	TYPE
Axe	3d6	2	Axe
Battle Axe	3d12	2	Axe
Broad Sword	3d10	2	Sword
Dagger/Combat Knife	1d8	4	Knife
Short Sword	2d10	3	Sword
Two-Handed Sword	5d10	2	Sword

Modern weapons have the additional attributes:

Capacity - This is the number of bullets a single magazine holds.

Range - This is the effective maximum range.

PISTOLS (FIREARMS)				
WEAPON	DAMAGE	ATT	CAP.	RANGE
Pistol .22	3d6	5	12	50 m
Pistol .38	4d6	4	10	30 m
Pistol 7.62	5d6	3	8	30 m
Pistol 9mm	4d10	2	7	50 m
Pistol .45	5d12	1	7	25 m
Pistol .50	6d10	1	6	20 m

ARMOR FOR IRIDIUM LITE

Armor is ablative. That is it absorbs damage until such time as it reaches zero and than damage bleeds over on to a character's Fortitude. It may be mixed but whatever type covers five or more areas and has the largest Armor Modifier is the Armor Modifier applied to the wearer's Defense.

Armor protects from damage but makes the wearer easier to hit. For instance, chain armor protects for 30 points of Fortitude to all areas. It has an Armor Modifier of -2 which means if a character had a 16 Defense it would be effectively 14 if they were wearing chain.

Armor Modifier may be reduced by STR. For every two points of STR, the Armor Modifier will be reduced by one. This will not add to a character's Defense. For instance, a character with an eight STR wearing chain armor would not have any Armor Modifier applied to their Defense.

If Armor Use ("Armor Use" on page 4) skill is not taken with the type of armor worn, in the case of chain it would be Linked Type Armor, the modifiers are doubled. For chain this would mean the -2 Armor Modifier would become a -4.

EXPERIENCE

Experience is spent to advance a character. Once spent it is gone reflecting the advancement of the character in new training. The duration of training varies on a number of factors including the availability of someone to train the character in the skill, the difficulty of learning the skill and the availability of materials (if necessary) to learn the skill.

AWARDING EXPERIENCE

The amount of experience to be awarded ranges from one to four points per gaming session. Individuals might earn an extra point or two for individual actions that night but it should not be more than two additional points.

The grounds for the amount of experience to be awarded depends on the group. If the preference is for role playing then have an additional point for the best role playing that night. If the group role plays well, the GM can award the group more points. In general, the experience awarded should be based on the amount the characters experienced that session, the

amount the plot was advanced, the amount the story was told and the amount everyone enjoyed themselves.

SPENDING EXPERIENCE

EXPERIENCE COST TABLE	
AREA	COST (EXP)
Advance skill	skill level desired in exp. + any skill levels in between
Example: You presently have a skill level of 1 and wish to raise it to 3. You must spend 2 for level 2 + 3 for level 3 = 5 total exp points. A new skill is 1 point.	
Stats	Stat level desired in exp. + any stat levels in between
Example: You presently have a stat level of 1 and wish to raise it to 3. You must spend 2 for level 2 + 3 for level 3 = 5 total exp points. No stat can exceed 10 in normal humans.	
Effects/Powers/Spells	2 points times the level of desired power
Example: You presently have a rank of 1 and wish to raise it to 3. You must spend 4 for rank 2 + 6 for rank 3 = 10 total exp. points.	