



H I N T E R W E L T ~ E N T E R P R I S E S
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Introduction

Welcome to this book. It is meant to be a guide for a universal system. It contains no setting but all the elements that you need to make a setting in any setting. The Iridium System is HinterWelt Enterprises' own system. It has been compared to many different systems but never defined by them. Our guiding effort in designing and developing the IS is the ability to create the character a player desires, the villains that make a story great and the smooth flow of play. There is a combination of realism and simplicity. This sometimes means a little amount of book keeping but everything you need should be on your character sheet. Referencing this book should only be needed for rules clarifications.

There is not much art in this book for the simple reason that it is meant to be universal. It is meant to be used with the setting books of Tales of Gaea, Shades of Earth, Nebuleon and Roma Imperious. In this way, we can bring the customer smaller printouts, books and PDFs. We hope you enjoy this book as it is the heart of our system.

Lexicon

+ to hit

Abbrev. +th - Refers to the modifier to a to hit roll.

+ to damage

Abbrev. +td - Refers to a plus to damage on a damage roll.

Defence Stat - Abbrev. D.S.

The average of the beings STR, AGL, and CON. This is their ability to get out of the way.

Development Points

Points used during character creation to purchase skills. They are equal to (INT+WIS)/2.

Base Fortitude Points

The amount of damage that a person's overall body can withstand. FP are based off of this.

Class Level - also. character level.

This is a measure of the relative experience of the character as he or she moves through life. A low level character does not always mean a weaker character.

d2, d4, d6, d8, d10, d12, d20, d30, d100

Referring to the dice used in this game. The D represents dice and the number represents the number of side, i.e. D4 a four sided die.

A d100 is simulated with 2 d10. The player must pick one dice to represent the tens then roll the dice (i.e. black colored d10 is the tens). If they then roll a 4 on the black d10 and 9 on the other it would be read as 49.

Experience Points

Points awarded by the GM as a character progresses through play. They are used both to indicate level of experience of a character and purchase new abilities.

Fortitude Points

Abbrev. FP - The measure of damage a person can withstand to a particular area.

Game Master - Abbrev. GM

Abbrev. GM - Referee; this person will resolve any questions in the rules, supply the setting and tell the story. The GM also runs any setting characters.

Magic Resistance

Some creatures and races are naturally resistant to magic. Cyclops, for example, get a magic resistance of 8. This means if a cyclops rolls under an 8 on a 20 sided die, then the results of a spell are cut in half or possibly negated depending on the ruling of the GM. A creature may choose to suppress his magic resistance in the case of healing spells.

Non-Player Character/Setting Character

A character which is supplementary to an adventure. A squire for some player character knight would be an NPC. These are most often played by the GM, but sometimes a player will run an NPC.

Player Character

The persona which each player creates at the beginning of the game.

Player

The actual person sitting at the table playing the player character.

Round

A period of time it takes to perform one action. It usually lasts one minute but may be customized by the GM.

Run

As in "to run a player character". This denotes the player of the player character. For example, Bill is running an elf.

Skill Chance/Check

This is the chance for success based on the character skill level in a specific skill, character modifiers, and modifiers imposed by the GM. Character modifiers could be class levels, modifiers from stats and magical items.

Skill Check

This is rolled on a d100 and the player must roll under the skill chance of the character's skill. The GM may enforce modifiers to the roll depending on many circumstances.

Skill Levels

Skill levels are the expertise of a character within a skill. One skill level in a skill renders a 40% chance for success. For more information see "Skills" on page 21.

Spell Points/Spirit Points

The points used to measure the amount of energy which a person may channel. If ever reduced to -10 then the creature is dead.

Statistics - Abbrev. Stats

These are the numbers that represent and quantify the player character's characteristics.

Stat Check

A player rolls against a character's stats (i.e. STR) on a d20. If the d20 rolls a number less than or equal to the statistic then the check was successful. If a character with an above 20 stat rolls a 20 on the stat check then they must roll again on a d30 and roll under the stat. For example, a character with an Agility of 22 and the player rolls a 20. The player must then roll a d30 and roll under 22.

To hit roll

rolling the d20 with pluses to hit and hoping to get above the opponents defense stat.

Turn

A period of time made up of ten rounds. A turn can be likened to a scene in a movie made up of a discrete action such as a combat. If time needs to be assigned to a turn it is at the discretion of the GM but may be ten minutes.



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THE IRIDIUM CORE

What Genre?

The Iridium System has been used by HinterWelt Enterprises in Sci-Fi, Alternate History and Fantasy genres. It is a universal system that allows the inclusion of setting information with minimal modifications. Wait! Didn't you say universal? Yes, the system is universal. Via the skill system a GM is able to craft much of what the characters can know, the world represents and the play allows. Magic can be added or removed as needed and desired. The weapons, foes and races are straight forward in their attributes and creation. Converting a monster race to a player race merely requires a definition of stat modifiers and starting skills or abilities.

Skills

Skills are based on a simple curved progression. This means it becomes more difficult and costly to learn as you gain greater expertise in a subject. Skill progressions are defined by Skill Ranks. One Skill Rank is a 40% chance for success, two a 60% chance, three a 70%, four a 75%, five an 80% with 2% per Skill Rank after that until 90% where it switches over to 1%.

Every skill is in one of six groups (Fighter, Thief, Intellectual, Performer, Craft, and Movement). These relate to the Class Types (Fighter, Thief, Intellectual and Craftsmen) and the skills initially granted by the class. This is done for easy reference and organization.

To perform a Skill Check the player rolls under their skill rank + any stat and GM modifiers. If the player rolls under the modified percentage they succeed. There are skills that have special progression or do not require Skill Checks.

Classes

Classes are merely groupings of skills a character may take. Being a thief does not restrict the skills that a character may take, but merely supplies a number of initial skills. Classes

are split into four groups: Fighter, Thief, Intellectual and Craftsman. These relate to the skill types as detailed above.

A player must track experience only until they spend it. They may save it for as long as they like before spending it but once they do, it is gone. Experience is spent to purchase new skills, spells, weapon proficiencies, increase proficiency (give bonuses to) in a skill type, spell points or to increase statistics.

Magic

There are three types of magic systems in the Iridium System: Spell Point, Free Form and Dictated systems. The Spell Point system is powered by spell or spirit points. All

living sentient creatures have spell points. Humans that do not cast Spell Point magic have 10 spirit points. If these are drained to -10 then they die. The character picks from a list of spells and can cast these as long as they have spell points to do so. The Realms, as the spell groups are called, channel power for spells from another plane, in the process burning out a person's internal components. What is effected varies from realm to realm but the magic also grants the ability to regenerate to a point. If a character goes to negative ten their spell point totals then they die with no chance for resurrection. Spell Points for the Realms regenerates with time at a rate of one per night (2 per night for Natura Maga).

The Free Form magic system relies on channelling an external power through a character's body. The body works both as a capacitor and a resistor. As more power is passed through the body, which

is not a perfect conductor, fatigue builds up, which needs to be cleansed with rest, prayer, meditation or the like. At any time when a feat is attempted the amount of energy channeled can cause the character to be wounded or die due to the energy level exceeding the body's capacity. The mechanics are such that there are no spell lists but only areas of ability. A Shaman who is linked to a Lion spirit guide has power over strength, fear and control over people. They



could increase the strength of themselves or the group or reduce the strength of an enemy. This is accomplished by making two checks. The first is a check involving getting the attention of the supernatural being, focusing the character's concentration, or creating the initial connection. The second check is usually CON and involves whether the amount of power does any damage to the body. A difficulty modifier is based on the number of feats performed in a day and any situational modifiers the GM imposes, including the difficulty/amount of power required to accomplish the feat.

The Dictated system resembles a cross between the Spell Point system and the Free Form system. The Dictated system involves a single power or groups of specific powers (i.e. casting a lightning bolt) that the practitioner may call upon via a PIE roll. The modifier is fixed as is the effect of the feat. When the modifier is as large or larger than the statistic it is tested against then the feat can no longer be performed until the character rests, prays or performs whatever cleansing is needed.

Magical items are created in a number of ways that include gods, the Spell Point system, the Free Form system and naturally occurring magical materials. They often function like spells in the Spell Point system, requiring the character to supply spell points. Some magic items, usually the more powerful ones, have powers that can be cast merely by willing it. Some have to be recharged by an artificers or a specific ritual.

Rounds and Cycles in Play

Declarations of actions are grouped into Cycles within Rounds. A Cycle is one complete series of initiative from highest to lowest where everyone gets a chance to declare their action or attack. Rounds represent a group of Cycles, one Cycle for every attack of the character with the greatest number of attacks. For instance, if there are three characters, one with a two-handed sword, one with a battle axe and one with a dagger, then there would be 4 Cycles to that round since the dagger receives 4 attacks. On each Cycle, on his initiative, the dagger wielder would receive one attack with his dagger. Once the Round is ended, the process of Cycles begins again with a new Round and new initiatives.

Some actions, called Complex Actions, fall well outside the Round timing structure such as research, smithing and construction. These type of skills are dependant on the GMs interpretation of many factors ranging from environment to resources.

Combat

Combat for the *Iridium System* is a blend of simplicity and realism. This means that some sacrifices have been made to make it simple while other aspects have become more complex. Defense is calculated (AGL+CON+DODGE

SKILL)/6, and is the modifier to a characters Weapon Use skill roll. If a successful check vs. Weapon Use minus the target's Defense, then the attacker hits.

The ten areas on the body reflect vital areas by adjusting base Fortitude and applying it to different areas. The head and chest receive 1/2 base Fortitude, stomach and groin full base Fortitude, while the extremities receive double Base Fortitude. These numbers are maintained on the character sheet during play. Damage from attacks are directed at the area of the player's choice by making a successful check vs. the Targeting skill.

Combat can be involved or simplified by using optional rules. A single Fortitude pool can be used instead of the 10 locations. The Targeting skill is not used then. For more about combat see "Combat" on page 45.

Initiative

Initiative is rolled on d20 and bonuses from spells and AGL are added. Whoever has the highest total may act first or hold action until someone else acts. If all parties concerned hold their action then everyone is considered to have hesitated and initiative is re-rolled.

Assuming everyone acts then all actions and attacks proceed in order including spells, feats and attacks, but excluding effects from magic devices such as wands, rings and potions. All effects from magic devices go at the end of the round. So, for instance, if a character drinks a potion on his initiative the effect will not manifest until the end of the round.

All effects of attacks are immediate. If an attacker delivers a killing blow on their initiative and the defender had lost initiative then the defender will not get to counter attack. They may still parry or take an action as they die. This is generally not a physical action like attacking, running or dodging but a simple action like quaffing a potion, enacting a magical device, or casting a spell for healing. Any action that involves movement or aiming is considered beyond the pain that the character must endure.

Actions

Actions are all skills, spells or feats that do not involve attacking. A character may normally take a single action on their initiative. Some actions behave differently depending on their definition. For instance, Acrobatics apply to the entire round that they are declared and successfully executed in and do not start on the character's initiative. A successful Acrobatics skill check will raise the practitioner's Defense from the beginning of that round to the end. The next round another check must be made.

Some actions are not subject to the initiative system, such as Draw Weapon. Normally it would take a round to draw a

weapon from its sheath but with Draw Weapon, which does not require any skill check to use, a character may roll initiative despite having no weapon ready.

Finally, Complex actions are ones that take longer than a round to complete. In some cases, it will even take several periods of application of the skill to complete. For instance, if researching the origin of a great evil, a sage may take several days to find the answer. During this time the sage will eat, sleep and spend time doing other things than research but only one roll is needed. The GM may determine more than one roll is required if different methods, equipment or sources come into play. In our previous example, if the sage needed to consult several libraries, the GM may require a check for each library.

Attacks

An attack occurs on the character's initiative. They receive one attack in that Cycle. If a player rolls a natural 95 or higher then a critical may be scored since the player may roll and add to his initial roll. If the result is high enough, the Critical Hit Chart is consulted and a critical effect may be generated. Similarly, if a natural 05 or lower is rolled the percentiles are rolled again and subtracted. If the result is low enough then the attack is considered to have fumbled and the Fumble Chart is consulted.

When attacking, the attacker must roll equal to or below their Weapon Use skill for the weapon they are using minus any situational combat modifiers and the targets Defense ((AGL+CON+DODGE SKILL)/6).

Once an attack is determined to hit or not, then any parrying may be attempted by the defender. Successful parries stop attacks (see "PARRYING" on page 27). Targeting for the weapon is determined by reversing the attack roll and consulting the Targeting Skill for the weapon. For instance, if a 48 is rolled for a Weapon Use roll then the Targeting roll would be 84. If the attacker has an 86 Targeting Skill then they would target the attack, if they had an 80 then they would not. Targeting is determined for each successful unparried attack. Damage is recorded in that area. If the Targeting skill check is missed then a d10 is rolled to randomly determine location.

Character Creation

Character creation in the *Iridium System* is not so much a generation of statistics and equipment lists as it is the creation of a person. The most important thing to remember is the concept or feel of your character. More than the idea that he

or she is one race or another, farmer or soldier, hero or villain, is that this person has a history and must have made friends (and enemies) while growing up. Think of the history of your character; he or she may be a bandit, but consider why he or she is a bandit. That said, let us begin.

1. Develop a Concept

Work with the GM and other players in the group to develop a character concept that fits the story and group concept. It is important that a character fit with a group to get a sense of unity and purpose. A troupe of legionnaires for the Roman Empire will not accept a Shih Warrior from the Jade Empire into their group.

Code is very important for defining your character's persona. He/she will be a kind, law abiding citizen if you view law and kindness as most important, or a politician if you hold self and money as most important. There are many different codes that are defined by the player as a ranking system for what he/she holds most dear in life. For more on Codes "Codes" on page 12.

Josh, our example player, decides he wants to play a legionarius (legionary) who values money, loyalty and power.

1.1 Choose Race

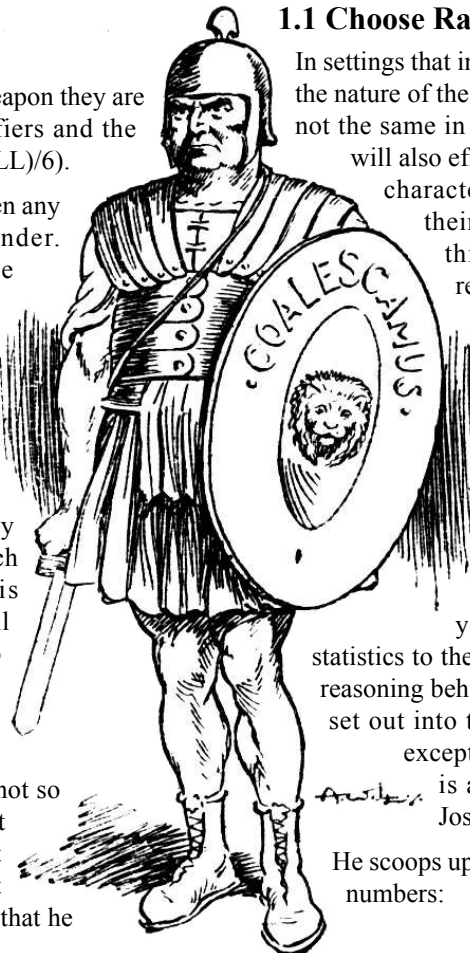
In settings that include race it is important to consider the nature of the character being created. Humans are not the same in all settings or environments. Races will also effect statistics scores and skills during character creation. All races are based on their variation from human norms and this means that humans will usually receive no adjustments.

2. Generate Vital Statistics

Random Statistic Generation

To generate statistics in the *Iridium System* you roll three d20 and take the highest. In doing this you will usually bias the vital statistics to the higher side but this is all right. The reasoning behind this is that if someone is going to set out into this kind of life then that person is exceptional in a few areas. The following is an example of generating stats for Josh's character.

He scoops up his three d20 and rolls the following numbers:



Strength (STR): 16 17 12
 Agility (AGL): 2 12 1
 Constitution (CON): 12 15 14
 Dexterity (DEX): 10 9 20
 Intelligence (INT): 11 12 5
 Wisdom (WIS): 2 4 5
 Charisma (CHA): 10 19 18
 Appearance (APP): 2 3 18
 Piety (PIE): 11 19 10
 Luck: 11 17 13
 Will (WIL): 10 11 14

Point Buy Statistics Method

Distribute 120 points to the 11 statistics. With the point-buy system each statistic receives one point automatically before the 120 are allocated. No statistic may be 0 or exceed 20 unless there is a racial modifier. Racial modifier will allow a stat to exceed 20 by the amount of the modifier. For example, if an Elf had a +2 to AGL then they could have a 22 AGL.

The points could be allocated as follows.

Strength (STR): **12**
 Agility (AGL): **12**
 Constitution (CON): **15**
 Dexterity (DEX): **20**
 Intelligence (INT): **12**
 Wisdom (WIS): **5**
 Charisma (CHA): **9**
 Appearance (APP): **10**
 Piety (PIE): **10**
 Luck (LUC): **12**
 Will (WIL): **14**

1.2 Rander Percentiles

In order to have statistics fit with skills better, multiply them by 5 to render percentile ranges.

This means the scores are actually (taken from the Random Method):

Strength: 85
 Agility: 60
 Constitution: 75
 Dexterity: 100

Intelligence: 60
 Wisdom: 25
 Charisma: 95
 Appearance: 80
 Piety: 95
 Luck: 85
 Will: 70

d20	%
1	5
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45
10	50
11	55
12	60
13	65
14	70
15	75
16	80
17	85
18	90
19	95
20	100

Note: If the GM allows it, points may be moved about to better reflect the character that the player wishes to build.

Movements rate should be calculated at this time. Please see “Statistics” on page 6 and “Movement Rate” on page 7 for more information.

3. Choose a Profession

The profession you choose is a reflection of the career that you desire your character to pursue. This will affect your character’s history. All these are important factors, but on top of all of this your character will also receive free skills and possibly powers.

Josh decides to play a legionarius because he likes the idea of a soldier type. Since he is playing a legionarius, he will receive the following skills and abilities as part of his class: 1 Armor, 1 Parrying, 1 Targeting, 1 Shield Use, 1 Sword Use.

For more information on classes see “Professions” on page 17.

4. Choose Skills

The number of development (or skill) points a character receives initially is **(INT+WIS)/10**. Weapon proficiencies are determined by class and are detailed in the class descriptions (see “Weapon Proficiencies by Type” on page 17).

Josh determines that his character has 60 (INT) + 25 (WIS) = 85 / 10 = 8.5. Round this up to 9 development points. He distributes them as follows (see percent success chart):

2 to Targeting - Gladius (60%)

1 to Dodge (40%)

3 to Parrying with the Gladius (total of four with his free Parry Skill from his class for a total of 75%)

2 in Shield Use (For a total of 3 including his class skill in Shield Use) - Specializing in the Scutum (Roman square shield) decreases the Armor Modifier to 0 for the Scutum.

1 in Targeting - Pilum (40%)

9 total development points

Class Skills include:

1 Armor Use (Leather)

1 Parrying with Gladius added to skills purchased with development points

1 Targeting with Pilum (40%)

1 Shield Use (Scutum) already assigned above.

1 Sword Use (40%)

2 Skills in Language (Latin) and 2 skills in Language (Thracian) free for cultural origin. All characters that come from the Roman Empire receive two skills in Latin and everyone receives two in their native tongue.

Remember to add in adjustments, if any, from the character statistics.

Skill Bonus Table	
Rank of Skill	Skill Percentage
1	40%
2	60%
3	70%
4	75%
5	80%
6	82%
7	84%
8	86%

Skill Bonus Table	
Rank of Skill	Skill Percentage
9	88%
10	90%

He then spends his weapon proficiencies in Staff Use since he already has Sword Use from the Legionarius class. Josh uses his remaining 5 weapon proficiencies (free for Fighter Types) on a + 5 to hit with the Gladius and a + 10 to damage with the Gladius. This is called specializing in the Gladius. He will still be able to use any Sword via Sword Use but his Legionarius has spent extra time training with the Gladius to perfect his skill with it.

Proficiency	Development Point Cost	Initial Max
Skill Rank	1	None
Plus to Hit	3 pts per 5 plus	+ 15
Plus to Damage	1 pt per plus	+ 10
Additional Attack	6 pts per Attack	2
Additional Die of Damage	8 pts per additional die	2

For more information on weapon proficiencies, see “WEAPON USE” on page 28. For more information on skills in general, see “Skills” on page 21.

5. Calculate Fortitude and Defense Stat

Take **(AGL+CON+Dodge Skill)/6** for your defense stat. Defense should be rounded to the nearest 5%. For example, a 41 would become 40 but a 43 would become 45.

Josh’s character’s Defense is

$$(60 + 75 + 40)/6 = (175)/6 = 29.1, \text{ round up to } 30.$$

For base fortitude, take **(STR+CON+WILL)/15 + CON/10**.

Josh’s character’s Base Fortitude is

$$(85 + 75 + 70)/15 + 75/10 = (230)/15 + 7.5 = 15.3 + 7.5 = 22.8 \text{ round up to } 23 \text{ for Base Fortitude.}$$

Please see “Fortitude Points (FP)” on page 11 and “Defense Stat (DS)” on page 11 for more information.

6. Choosing Effects

Effects are magic, psi or other super natural powers that might exist in the setting. Make sure to check with the GM to determine what effects are allowable if any.

Effects come in three basic formats, Free Form, Spell Point and Dictated systems. Free Form is based on two statistic checks and Paths or areas like “Fire” that the caster has power over. The Spell Point system has lists of effects that the caster can be assure of casting but cost Spell Points to power. The Dictated system has a distinct list of powers

linked to the characters skills and powered internally on Fatigue Point, a meter of physical exhaustion.

Any character class may cast from the above systems of Effects as long as they meet the prerequisites.

For more information on spells see “Magic And Psi” on page 41.

6.1 Decide on Spell Use

Some GM’s may decide to limit spell use; after all, Spartacus didn’t need a magical edge! This would also be a good choice for a horrific campaign, where characters are supposed to feel at a disadvantage. In general, it is expected that characters will cast spells.

Spell casters roll on the Chance for Additional Spells table to determine any additional spells received. Spell points are generated similarly to other stats, take the highest of three d20 *but also* add your Piety stat divided by 10 (1-10 points). All spell casters, including magi, use only one spell point pool.

Josh rolls a 3, 6, 14. His spirit points are $14 + (95)/10 = 14 + 9.5 = 23.5$ round up to 24.

See “Piety (PIE)” on page 9.

Magi and Mages start with two realms that they may choose spells from. Everyone must choose which Realm or Realms they will cast from first. Any character may start with three spells plus any additional spells resulting from rolling on the Chance for Additional Spells table form one Realm. Magi start with three per Realm, plus a roll for each Realm on the Additional spells table.

Only one spell realm may be chosen except for magi who may choose two. Josh chooses to go with Sanguis Magus since it fits his view of his legionnaire. He rolls a 62, allowing him one additional first level spell on the Chance for Additional Spells table. He chooses the following spells:

“Glow/Darkness” on page 86 of Roma Imperious

“Haste I” on page 86 of Roma Imperious

“Hypnosis” on page 273 of Roma Imperious

“Invisibility I” on page 86 of Roma Imperious

For more information on spells see “Magic And Psi” on page 41.

7. Equip the Character

Josh talks it over with the GM, and they decide his character would be just starting with the Legion, but is well equipped from his history.

It is suggested that players equip their characters from their history. This is to say, write a benefactor into your history.

8. Create a Character History and Name

Character history is direly important and must be made up before a character can come into play.

Josh decides that his Legionarius is from Thracia, a popular recruiting ground for the Legion. When he was young he was rebellious and eventually ran away from home. Things did not go well from there and he drifted around the dioecesis doing spare work for daily food. It was not long before one bad thing led to another and he fell into the wrong crowd. They convinced him to try and rob a wealthy patrician’s villa with them despite his misgivings. It all went easy enough and they got into the villa one night but the patrician was there. He killed the two thieves and would have killed the character but for his plea to spare his friends. Instead the belated plea won him a stint in the Legions. Where it will lead him no one may say.

Character name is important as well. For example, the legionarius named Herman does not compare to Gnaius Publius Fortunatus. “Herman” may be amusing for a night but rapidly becomes boring.

Josh decides on the name Titus Artorius Galba known to his friends as Titus or Galba.

Chance for Additional Spells

This chance represents the chance that you were exceptionally skilled with spells.

% Roll	Result
01-50	No additional powers.
51-90	One additional first level power.
91-97	Two additional first level powers.
98-99	Three additional first level powers.
100	Three additional first level powers and one additional second level power.

IRIDIUM CORE CHAPTER VII : STATISTICS

Statistics for Characters

Statistics define a character's physical and mental abilities. They are meant to be used both as the limitations of a character and his strengths, indicating those things that a person has a natural aptitude for as opposed to being trained in. In some cases, modifiers are assigned in play. A Social Skill modifier may be applied to the Forgery skill if the forger is the one attempting to pass their own forgery off.

Modifiers

Exceptional natural ability often effects how well a person is able to perform there skills. The agile athlete can run faster or better navigate the hurdles. Someone who is more intelligent than average is capable of performing complex mathematics correctly in their head while others must write out the equations. The following table is an attempt to translate these abilities into systematic terms for application in the Iridium System.

The Bonus column is applied to those mechanics that use non-percentile modifiers like damage. Skill Bonuses are applied to all else like skills, statistic tests, and any modifier that is percentile.

Stat Modifiers			
Stat	d20 Stat	d20 Bonus	% Skill Bonus
01-05	1	-6	-30
06-10	2	-5	-25
11-15	3	-4	-20
16-20	4	-3	-15
21-25	5	-2	-10
26-30	6	-2	-10
31-35	7	-1	-5
36-40	8	-1	-5
41-45	9	0	0
46-50	10	0	0
51-55	11	0	0
56-60	12	0	0
61-65	13	+1	+5
66-70	14	+1	+5
71-75	15	+2	+10
76-80	16	+2	+10
81-85	17	+3	+15
86-90	18	+4	+20
91-95	19	+5	+25

Stat Modifiers			
Stat	d20 Stat	d20 Bonus	% Skill Bonus
96-00	20	+6	+30
101-105	21	+7	+35
106-110	22	+8	+40
111-115	23	+9	+45
116-120	24	+10	+50
121-125	25	+12	+60
126-130	26	+14	+70
131-135	27	+16	+80
136-140	28	+20	+100
141-145	29	+24	+120
150-155	30	+28	+140

Strength (STR)

The strength score is a measure of a character's ability to lift objects. It also influences the amount of damage a person can inflict. This is part of the difference between a mafioso ruffian and a pencil pushing scholar.

STR bonus are considered armor modifiers that adjusts a character's defense stat when he or she is wearing armor. These modifiers will NEVER raise a player's defense stat above normal; they ONLY apply to the minuses resulting from the weight of the armor.

If a character's strength falls below zero, he or she will be feeble and helpless until their strength is recovered. This will occur at a rate of one point per two months without any magical healing unless impeded by some means (not allowed bed rest, magically inhibited from healing, etc.).

Firearms, explosives and crossbows do not receive strength damage modifiers.

Agility (AGL)

Agility reflects a character's overall body coordination, as well as his quickness in reacting to a situation.

If a character's agility falls below zero, then he or she becomes totally uncoordinated. It will be impossible to use a weapon, avoid an attack, or even walk without tripping.

AGL Bonus applies to all movement skills as well as acrobatics, dancing and climbing.

Movement Rate

Movement Rate is a measure of how fast a character can move in a given round. This number is used to determine how far a character can travel in a day. The Base Movement Factor is 12, +1 per ten points Agility above 80.

Note: Base Movement Factor multiplied by two gives miles travelled in one 10-hour traveling day (Walking) including stops for resting. Divide the Movement Rate Factor by two to get miles travelled per hour without rest. Characters can cover their movement rate x10 in feet in one round. For example, a soldier with a 100 AGL will have a movement of 14. In one round he can move 140 feet. If he performs an action, then he can only move 1/2 this distance. In the above example, he would be able to move 70 feet and fire his bow.

Movement is adjusted by -1 per 5 points of Agility below five.

Any attempts to increase movement will fall into the following categories:

Multiplier to Base Movement	
Multiplier to Base Movement	Description
x2 Jog	One can run a number of rounds equal to his Constitution. Thereafter, a check vs. Constitution is required each hour
x3 Run	This is a sustainable long distance run. A check vs. Constitution each turn is required with a -10 cumulative each round.
x4 Charge	This is the speed one uses when running into combat. A check vs. Constitution each round is required with a -20 cumulative penalty each round.
x5 Rout	This is the speed at which one travels in an all-out rout. A check vs. Constitution each round is required with a -30 cumulative penalty each round. In addition an Agility check must be made each round at a -10 cumulative.

Constitution (CON)

Constitution is a measure of a character's fitness, health, resistance and ability to carry weight for long distances. This score is used for saving throws, determining defense stat and calculating fortitude points.

If a character's constitution falls to zero, then he or she will be incapacitated and unable to move. Lost points will return at a rate of one every two months if not otherwise inhibited; i.e. cursed or not allowed to have bed rest to properly heal. However, if constitution falls below zero, then the character will either die or become undead.

Dexterity (DEX)

Dexterity reflects a character's hand-eye coordination and accuracy with weapons.

DEX bonuses apply not only to crafting skills but also to musical instruments, bone setting, surgery, juggling and stage magic.

Intelligence (INT)

Intelligence represents a character's ability to reason and to learn. This is important because it reflects a character's ability to use magic items.

Use magic item is used to activate a magical item. It is left to the GM whether it must be used every time or only once to decipher the method of operation. The more complex items may require an activation roll since they require a good deal of mental focus. Simple items may only require the one time to activate the item then the method has been discovered (secret code word, proper focus or mental image, etc.). If Arcane Lore or the appropriate Lore skill for the item is used to identify its function, then the Use Magic Item check receive a +40.

The Bonus to Major and Minor apply to the Sage and Magus classes. They choose on Major area of study and two minor areas of study and apply the above modifiers to them. No other modifiers apply beyond the bonus to major and minor. For more informations see "Skills" on page 21.

Wisdom (WIS)

Wisdom is a measure of a character's judgement and intuitiveness; because of its close ties with mental discipline, it will affect spell direction and the number of skills a character has.

Appearance (APP)

Appearance represents a character's physical beauty and sex appeal. Strangers tend to react more favorably towards beautiful people and distrust ugly ones. APP modifiers are applied to skills like seduction, dancing or acting.

Charisma (CHA)

The Charisma score represents a character's charm, persuasiveness, and personal magnetism; it has nothing to do with physical beauty. For example, Hitler was ugly yet he had a fanatical following. Charisma also represents a character's ability to lead.

The CHA adjustment is applied to smuggling, lying or trying to convince someone of something. Examples of skills that this would be used with are smuggling, deception, and oratory.

Luck (LUC)

Luck is just that, the character's luck. Luck will come into play when a desperate act which is utterly absurd is attempted. It is the chance of a wagon of hay being parked under your fall, or, when you are about to be overwhelmed by the Norse, a maniple of legionaries happen upon your predicament. In short, it is an attempt to put randomness into a personal stat. This stat is also used to resolve ties on initiative. If the GM chooses, Luck may be removed from the game.

Optional Luck Rule

As an optional rule the GM may choose to include LUC Bonus in any unskilled attempt. This means that instead of just the relevant stat, INT for an unskilled Coded Messages attempt, it would now be INT + LUC modifiers on percentiles. For more on unskilled attempts see "Skill Checks" on page 21.

Piety (PIE)

The piety score reflects the character's faith in some greater power; this "power" may range from faith in some god to belief in oneself. A person may attempt to hold back undead by boldly presenting his or her pious item (explained below) and commanding the creatures to retreat. A roll equal to or lower than the piety score - the Piety Percentile Bonus of the undead will result in a successful attempt. Note, this is compounded by the number of undead present. So, if there are 3 undead with a +5% PIE Percentile mod then the total minus would be -15. They will only stay back for the casters d20 Bonus for Piety in rounds though, returning at the end of this period. If a Critical Success is rolled on the character's PIE check then a number of the undead equal to the caster's d20 PIE bonus are destroyed.

Pious Items

A character is allowed up to three pious items, which are symbols of something very dear to the character. These may be almost anything. Examples include: a holy symbol, a wedding ring, a weapon, a lucky charm, a rabbit's foot, a teddy bear, a gold chain, etc. However, if the pious item is destroyed, 1/2 of the character's spirit points go with it.

Spirit Points

Spirit points are the source of all secular magical powers. Initial spirit points are calculated by rolling a die 20 and adding 1/2 the piety score. A person can hold up to three times their base spirit points in their body, but at that point they shimmer with an unearthly glow. If a person's spirit points reach zero, they will be weak and unable to fight. If their spirit points fall to -10, then the person dies permanently.

All non-casting humans have 10 spirit points. A caster of the Realms may attempt to drain spirit points from another sentient creature. This target creature must possess spirit points and intelligence. For instance, a caster may not drain a rabbit. To drain a target, the caster must hit the target, then the target saves vs. PIE. If the target fails, then the caster may drain up to the caster's maximum spirit points. If the target is willing, the save may be declined. If the target is dead, then saves are not applicable. The caster may stop draining at any point to avoid killing the target. If the target is drained to -10 spirit points, they die. However, if the caster does not have the capacity to drain the target to this point the target may take actions as normal. The caster may not redirect the spirit points into objects, other casters or spells directly but must first have the capacity to store points. For instance, to kill an enemy a caster may attempt to drain them to zero but must have the capacity to do so (more spirit point capacity than their enemy).

Will (WIL)

Will is the stat which involves a character's personal strengths or weaknesses. It is the willpower that a character has. Consciousness rolls must be made against this stat in the following manner: if the character falls below zero Fortitude in a vital area (1, 4, 7, 8), then a save vs. Will at Moderate Difficulty must be made to remain conscious; if the FP fall below zero the save is WIL at Extraordinary Difficulty. A failure at this roll will indicate that the character was overcome by pain or received a strong blow that knocked this character unconscious. There are cases where the duration may be extended or shortened (i.e. poison gas, severe wound, etc.).

Karma (KAR) *Optional*

A character receives 1 Karma for every 10 points of 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 based on skills the

character possesses. In this case, the skill would be Acrobatics. 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 whenever the character acts in line with his Code. This is awarded immediately as it happens and cannot take the character's Karma Point total over his normal Karma total; i.e. if the character's Karma pool is normally 5, he cannot exceed it but acting out his Code. An example of acting out his code is if a character has a Code of Family, Friends, and Gourmand he would receive Karma if he defended his families honor or saved his friend's life or ate an extraordinary meal. Whether an action does or

Karma Cost	
Cost	Description
1	Reroll a skill
1	+5% to hit, skill, or stat save
1	1 additional die of damage
2	1 additional attack
2	Allow another player to Reroll a skill or Stat Check
3	Perform an extraordinary feat
3	Automatically successful skill check
4	Automatically successful skill check for another player

does not qualify is up to the GM's discretion. He also may award any amount but it is recommended to be between 1 and 3 points per incident with 1 point for a minor expression of code and 3 for an exemplary expression. In some cases, the expression of a character's Code will not qualify and no award will be granted. This is at the discretion of the GM.

Open Ended Rolling

All dice rolls in the Iridium System are open ended. This means if a player performs a Skill Check and rolls a 95-100, then they roll the d100 again and add the result. This may be performed as many times as the highest result of a die is rolled. For example, with a dagger, if the player rolls an 8 on a d8 then they would roll again and add. If they roll another 8 followed by a 4 their total damage would be 8 + 8 + 4 = 20 Fortitude Points of damage.

Statistics Checks

Performing a check is done by rolling a d100 and getting a total equal to or less than the Stat plus any modifiers set by the GM. For instance, with a WIL of 73 and a percentile roll of 44, the character would be successful.

The GM may impose modifiers to the Stat to raise or lower the difficulty but it should be noted that the roll, as all rolls in Iridium, is open ended (95-100 roll and add, 01-05 roll and subtract).

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.

Difficulty for Stat Checks

The GM may use whatever modifiers they deem necessary for a stat check. The GM may also forgo a check if they believe the character has an adequately high stat or in order to facilitate drama during play.

A WIS check at -20 might be made to notice the ambush before it is sprung. As an optional rule, the GM may allow a second check with an appropriate skill, in this case Tracking. This should be done if the group wants a more forgiving flow of play allowing for more successes.

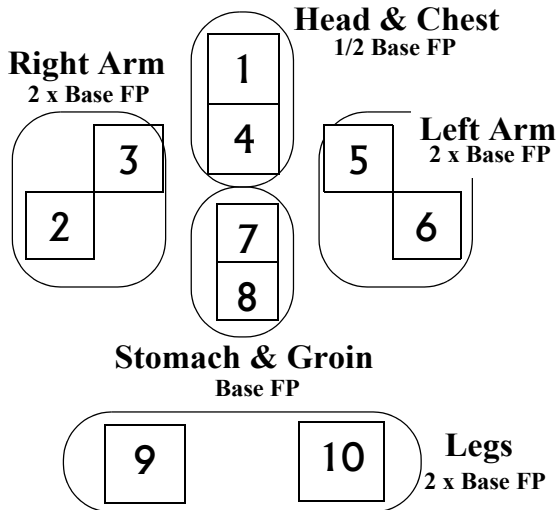
The following table has a list of suggested Modifiers but should not be considered exhaustive or all inclusive.

Suggested Modifiers for Stat Checks	
Modifiers	Description
+20	Optimal conditions. A check vs. WIS at +20 in order to notice tracks in the mud when the character is not looking.
0	Normal : Generally surprised or unaware of their surroundings. A check of AGL at 0 might be made if the character is running across a narrow stone bridge while being shot at.
-10	Moderate Difficulty : A WIS check at -10 is made to see if something is noticed that is out of the ordinary.
-20	Very Difficult : A high level of difficulty. Attempting to perform a skill while being tortured would be a WIL at -20 and then a skill check.
-30	Extraordinary. A check vs. STR at -30 to break ropes binding the character in place.

Suggested Modifiers for Stat Checks	
Modifiers	Description
-40	Nigh Impossible

Statistics checks are often made when a character is not

Fortitude Points (FP)



The body of a character is made up of 10 specific and 5 general areas, each of which are able to withstand a certain amount of damage. This damage is quantified by Fortitude Points. A character's Base Fortitude Points are their **(STR + CON + WILL) / 15 + CON/10**. Base Fortitude is then applied as follows to the areas. Head and Chest receive 1/2 of the total, Stomach and Groin the full amount and the extremities double the amount. This is to reflect the vital areas in a fight.

Arms and Legs are considered incapacitated if they reach zero Fortitude Points and severed if they reach negative the Fortitude Points for that area. If a character reaches zero in a critical area (Head & Chest), then they are incapacitated and they will lose one fortitude point in that area until First Aid is applied. If they reach negative their Fortitude Points in that area then they die. If a character reaches zero in a vital area (Stomach & Groin), then they are incapacitated and will die if a Very Difficult save vs. will is not made. If the save is made, then the character will slowly die losing one Fortitude Point per round until they reach negative the Fortitude Points for that area. Once negative their fortitude points in a vital area, a character expires. For more information on bleeding see "Blood Loss (Optional Rule)" on page 50.

Fortitude Example

If a character has above a 100 CON, then the character receives 1 additional fortitude point for each 5 points above 100. All characters receive their CON/10 in addition to their

Fortitude Points. The number of Fortitude Points are determined as follows.

Head & Chest 0.5 (base Fortitude Points)

Stomach & Groin base Fortitude Points

Arms & Legs 2 x (base Fortitude Points)

For example, if Buffy has an 90 STR, 95 CON, and a 100 WILL, then her base Fortitude Points are 19;

$$90 + 95 + 100 = 285 / 15 = 19 + 10 = 29;$$

Thusly, Buffy will have the following breakdown of specific areas:

1,4	15 points
7,8	29 points
3,2,5,6,9,10	58 points

This can be quickly and easily kept track of by a little initial setup of the character. A simple chart like the one at left is all that is needed. Characters recover fortitude points at a rate of one fortitude point per 24 hours of bed rest + 1 for every 5 points of CON above 80.

Defense Stat (DS)

Defense stat represents how difficult it is for a character to be hit. It is calculated by taking the average of the AGL, CON and Dodge Skill scores **(AGL+CON+Dodge)/6**. In this respect, agility stands for the coordination to dodge, constitution represents how long a character can keep up the fighting pace and Dodge the training to avoid being hit. Note that in order to move and fight in armor, a skill must be taken in the desired armor. Also, heavy, bulky armors will affect defense stat. Remember to subtract the armor modifier given for the desired type of armor from the defense stat result. As well, add in STR Percentile Bonuses as appropriate.

When attempting to hit an object, the same principles are employed. The defense of an object will rely on how difficult it is to hit while applying common sense. If someone is just trying to pick up a stationary object, then no to hit is required. If they are trying to snatch the golden apple from the center of burning magma while on one foot with a frayed lasso, the defense of that object will be considerable. Size also is a consideration. For instance, an apple is more difficult to hit than a watermelon. The same situational modifiers can be applied from "Optional Combat Modifiers" on page 48 apply to hitting objects. Examples of defense statistics for objects are apple = 20, watermelon = 5, bull's eye on a target = 40, this book = 30.

Codes

Codes are really a very simple concept to embrace. They are the most important things, beliefs or people in your character's life. For a thief they may be money, then family, then the bandits. What this means is that the thief would sell out her family for enough gold but would defy the bandits to save her family. These are not meant to be shackles to bind play but more something to add to the definition of a character. The following are some example codes.

Family, Loyalty to the Cult, Friends

This code would mean that in a conflict of interests the character would look first to the honor of their family then to the interests of the cult and finally, if it would betray their friends.

Self, Power, Empire

This code would be popular in many of the social circles of the Empire. Many of the worst decisions are made on the basis of ego. This code would mean that the individual was dedicated to himself, gaining power for the Empire or himself (often one and the same) and finally to the ideals of the Empire.

Faith, Welfare of others, Justice

This would be a typical code for a priest or possibly a monk. For this person his duty is clear and he will serve his god even in the face of the welfare of others, since his god knows best. He cannot deny his hatred of evil injustices and will fight to right those wrongs.

Storytelling, Truth, and Lost causes

A bard might abide by these codes. To this bard nothing is so good as the telling of a story. The truth must be maintained even when fighting for a cause. Perhaps this is why he is always involved in lost causes.

Country, Self, Wealth

This code would be good for spies whose only attachment is themselves and the country they serve. If it is a choice between surviving the encounter or making off with the wealth, they will go with the saving their own skin.

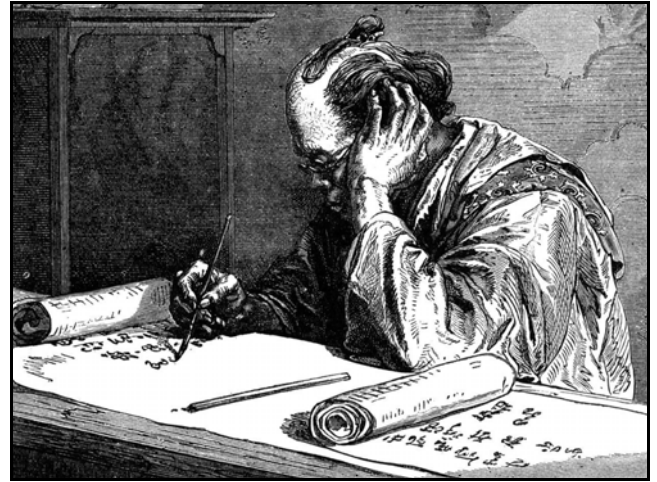
Self, Wealth, Safety, Revenge

This code would represent a self serving individual who wishes nothing so much as serving her own needs. She sees wealth as a way to accomplish this. Her own safety ranks higher than revenge but she would gamble it all for an extra dollar.

Knowledge, Family, Gadgets

Sages might embrace this code. In their pursuit of knowledge, they will sometimes neglect their family. In their spare time, they make or buy gadgets.

Experience



Awarding Experience

5 points: if the characters accomplished a major goal in the campaign.

1 point: if a character showed excellent role-playing in the course of the campaign.

1 point: if the player role played an aspect of his character extremely well; e.g. a soldier consistently wishes to battle but refrains from slaying women and children because of personal codes.

1 point: if the player played well, i.e. got along with other players, not his character and others, but the player and other players (he didn't pout, he didn't gloat, etc.)

1 - 10 points: This reflects the difficulty of the campaign for the players and the characters. Remember, the same group of players may breeze through an adventure with one set of characters and die in ten minutes with another.

Gauge appropriately.

1 - 3 points: For each EXTRAORDINARY action a character is involved in, he or she should be rewarded for his or her bravery (or luck).

1 - 5 points: For group unity and cohesion; did they work together or was it a night of arguing rules and rude insults.

The Game Master should feel free to make up his or her own criteria and allow characters to advance at a speed comfortable both to them and to the GM.

Pacing and Advancement

Depending on the speed a group wants to advance characters is a reflection of the amount of experience awarded per session. This is a preference of the individual group and should be based on previous play, the GMs judgement and the pacing desired. Some suggested rates for awarding experience and the speed of advancement are as follows.

Pacing of Experience Awards	
Pace	Award per Session
Slow	1-2 Experience
Moderate	3-5 Experience
Fast	6-10 Experience

Experience Cost Table

Experience points represent the accumulated learning and real life experience it has been applied to. It is meant to represent applying what the character has experienced to what they can learn.

Experience can be spent in the following manners.

Reserve Experience Cost Table

Area	Cost (Exp)	Notes
New Skill	4	Training for new skills may range from 3 - 9 months at GM's discretion.
Advance existing skill	skill rank desired in exp. + any skill ranks in between	Example: You presently have a skill rank of 1 and wish to raise it to 3. You must spend 2 for rank 2 +3 for rank 3 = 5 total exp points.
Stats	20 pts/stat point	20 exp points to raise a stat 1 point with a max of 20
Weapon Prof	Plus to Damage	1 point per plus; + 1 to damage = 1 experience points; + 2 = 2 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and +2 for a total of 3 points.
Weapon Prof	Additional Attack	6 points per Attack; + 1 to attacks = 6 experience points; + 2 = 12 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and +2 for a total of 18 points. The max number of additional attacks that a character may have is x2 the original number of attacks for that weapon.
Weapon Prof	Additional Die of Damage	6 points per additional die; + 1 die = 6 experience points; + 2 = 12 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and +2 for a total of 18 points. The max number of additional dice that a character may have is x2 the original number of dice for that weapon.
Spells	3 points x level of desired spell 1 points x level of desired spell for Magi/Sages	NOTE: Magi/Sages cost is only 1 points per level of desired spell. NOTE: Initial spells must be taken in order to take spells further along in the sequence. i.e. you must take the Natura Maga Gust before you take Wind.
Spirit Points	2 points per dice	Purchase an increase of a d10 to base spirit points.
Psi Discipline/ Area of Power (Free Form Magic)	15	This will allow a Psi to acquire additional disciplines beyond the initial one chosen with the class. This also applies to Druidic, Clerical and other Free Form magic Areas of Power. Note: There could be in character or setting restrictions to learning these abilities and should be discussed with the GM before being taken.
Karma	10	1 point increase of Karma
Proficiency	3	Adds a +3% to skill checks in a given Skill Type. For instance, Proficiency in Intellectual Skills would render a +3 to all Skills of the intellectual type that the character has learned.

RACES

The following is for people who might wish to create their own races for any of our settings. The process is very simple and can be accomplished in about half an hour.

Racial Concept

The first step is to form a mental concept of the new race. For example, a new, inoffensive race is needed to populate a newly discovered planet in a Nebuleon (Sci-Fi) campaign. Knowledge of the planet (a temperate water and swamp world) and what is needed for the campaign (primitive natives that can help or hinder the player characters, depending on how the first meeting goes) should help develop a racial concept. With that goal in mind, the following concept for the new race, called the Rihdahn, can be created.

The Rihdahn are amphibious and live on the many riverbanks of their world. They use tools but are not very dexterous. They stand between 1.4 and 1.8 m and weigh about 50-60 kg. They have rubbery skin like a dolphin but have a large number of tentacles for their base and an upper body with three primary tentacle stalks that they use as hands. Their heads are compact and they have no neck and shoulders to speak of. Their face is a mash of six eyes placed around their head and a central mouth filled with teeth. The Rihdahn appearance can be misleading, allowing one to believe they are ferocious hunters when they actually prefer a form of fresh water vegetation.

The Rihdahn are willing servants and love the chance to travel. They were first discovered by a RFW survey team and have since worked well in water environments as scouts. Unfortunately, they have little aptitude with technology and have had little success in the greater sense of the Nebuleos.

Racial Modifiers

Racial modifiers should reflect the nature of the race to be defined. Minor modifiers of plus one or two should reflect natural aptitudes, such as an increased agility for multi-legged creatures. Larger modifiers of plus three or more should be restricted to truly super-natural attributes beyond the ability of humans to attain. On rare occasions, a guaranteed above 20 stat may be appropriate, such as the appearance of elves in our fantasy setting. It is not necessary to have stat pluses and minuses balance out, but any obvious stat advantages need to be compensated with a social or physical restriction (race is discriminated against, or lacks a corporeal body, etc.).

The Rihdahn have the following adjustments:

Physical	STR	AGL	DEX	CON	APP
	-5	+4	-1	+2	-2
Mental	WIS	INT	CHA		
	+2	-4	+0		
Spiritual	LUC	PIE	WIL		
	+0	+2	+2		

Remember, not every attribute needs a modifier. Also, at the end of the character generation, stats are multiplied by 5 to render a percentile range. This is done for ease of generation and to ease calculations involved.

Racial Abilities

Racial abilities are innate things like natural armor, spell casting capabilities, or flight. Abilities like night sight and extraordinary sense of smell can be defined in terms of percentage beyond normal sense or their chance to use it. For instance, extraordinary sense of smell of 40% means the race has a 40% chance of smelling a scent not normally available to humans. A race with 40% night sight would be able to see 40% as well in the dark as they would in daylight. Alternatively, the GM could make the character check on percentiles making them roll under the 40%.

The Rihdahn have a thin layer of blubber that gives them a small amount of protective armor. This equates to 10 points in all areas. They are also amphibious and can hold their breath under water for 20 minutes.

Racial weaknesses should also be included here. The Rihdahn dehydrate quickly and do not handle heat well. This translates into a CON check for every day they are away from water. If they fail, they will collapse and be unable to even walk. They will need to be immersed in water for one hour for every day of dryness.

Racial Skills

Racial skills are those skills that a race shares coming from a similar culture. In other words, elves from the woods might use and make bows but elves from the desert would more likely be able to find water. The number of racial skills depends on the general likelihood that all in the race would be exposed to learning it. Alternatively, it can be an indicator of cultural diversity within the race.

The Rihdahn are excellent swimmers and trackers. They also know a great deal about plants.

They receive the following skills:

- Two Tracking Skills
- Three Swimming Skills
- One Herbology Skill

Conclusion

That is an example of creating a new race for Nebuleon. This example was more detailed than necessary. A faster creation method merely requires an outline of Racial Modifiers, Abilities and Skills.

Example Race Modifiers

The following are racial modifiers for the Nebuleon SFRPG and Tales of Gaea setting. The many races assume the human standard in order to better understand it. Some races have supernatural statistics and instead of generating statistics in

the usual manner start at 20 and add a die roll. For instance, an elf has 20 + 1d2 for AGL. This means during character generation the player could dump a low score of 10 or less and get a 21 AGL. If the score was 11 or greater then the AGL would be 22.

Generating Foes

In much the same way, foes can be generated for use in the Iridium System. Specific foes for settings can be found in the setting books and are beyond the scope of this book.

Foes range from traditional monsters found in mythology and fiction to opponents of less supernatural nature. Whether the GM generates a monster race and populates the adventure with members of this race or makes an individual, the primary steps defined in generating a race apply. Determine the modifiers to stats from standard human levels, the races motives, any special powers, abilities, skills and a foe is ready to be added to the GM's campaign.

Race	STR	AGL	CON	DEX	INT	WIS	CHA	APP	LUC	PIE	WIL
Balek	-2	0	+2	+2	0	-2	0	0	0	0	0
Dremin	+7	0	+3	0	-4	-2	0	-4	0	0	0
Gren									0		
Chemice	-3	+3	-2	+2	0	0	0	0	0	0	0
Emperor	+3	+2	0	-2	-4	-3	+2	0	0	+2	0
Kezzeren	+3	-2	+2	+1	-3	0	-2	0	0	+1	0
Shea-T'kar	-3	+3	-3	+2	0	0	0	0	0	+1	0
Tessreck	0	-2	0	+1	+2	+3	-2	0	0	+3	-5
Human	0	0	0	0	0	0	0	0	0	0	0
J'Hat Itar	+2	-4	+2	-2	+2	0	0	0	0	0	0
Kiran	+4	+1	+2	0	-4	-2	0	0	-1	0	0
Mog	-6	0	-2	+2	+4	+2	0	-2	0	0	+2
Toaffi	-4	0	0	0	+4	+2	0	0	0	0	-2

Race	STR	AGL	CON	DEX	INT	WIS	CHA	APP	LUC	PIE	WIL
Dwarf	+4	-2	20 + 1d4	+2	0	0	-5	-10	0	0	0
Elf	-5	20+1d2	0	+2	0	0	0	20+1d4	0	0	-2
Gnome	-10	20+1d2	20+1d2	+2	0	+2	-2	-4	0	0	0
Half-elf	-2	+4	0	0	0	0	-4	+2	0	0	0
Kolba	-5	+2	0	20+1d2	0	+2	0	0	0	0	+2
Soolaan	20+1d5	+2	20+1d2	-2	-10	-5	0	-5	0	0	0

CLASSES

Classes, in the Iridium System, exist only as a starting point. They indicate a preferred profession and a career path. Some might call these Templates. Changing a class, in most cases, merely means taking new skills and becoming proficient with them. In some cases, like a cleric, psi or monk, it would mean losing those special abilities that class provided. This is more from a philosophical point of these followers losing their faith or abandoning his beliefs. The GM and player should plot out the path the character would take and he might retain some of his abilities depending on the story.

Classes are grouped into four archetypes. These archetypes are the general grouping that a career falls under. For instance, a highway bandit would fall under thief, even though proficient in weapons, because he primarily relies on theft for his trade.

Weapon Proficiencies by Type

Fighter	Intellectual	Performer	Thief
6	2	3	4

These are the initial number of skills to be used only for weapon proficiencies.

There is no additional cost during creation or advancement to buying skills or skill ranks out side a character's archetype.

New classes may be created by simply determining their archetype, then the starting core skills they would have, followed by any special magical abilities like the Cleric or Psi. Initial skill packages should not necessarily cover every skill that can be connected to the class but only their essential skills. Again, discussion is the core and everyone should agree on the class before it is used in play with the group.

The classes listed here are from several game settings and are meant as a quick reference.

Class Quick Reference

This table is meant to be a quick reference tool for character generation. If new to the game, a player should see Class listings in the setting of their choice for more detailed explanation.

Roma Imperious	
Name	Skills/Special Abilities
Fighters	
Eques	Knights of the Roman Empire; 4 Horsemanship, 2 Armor Use (For use with Plate), 2 Animal Training
Gladiator	Slave warriors who fight for the mobs; 2 Parry (Gladius), 1 Armor Use, 1 Sword Use, 1 Shield Use, 1 Staff Use, 1 Acting
Legionarius	Lowest Rank Legionnaire for the Roman Empire; 1 Armor Use, 1 Parrying, 1 Targeting, 1 Shield Use, 1 Sword Use.
Shih Warrior	Noble warriors of the Jade Empire; 2 Law, 1 History (Jade Empire), 1 Horsemanship, 1 Bow Use, 1 Sword Use
Specialist	A person who trains extensively in one weapon; 1 Unarmed Combat, 2 Targeting, All weapon proficiencies within their specialty cost one less with a minimum of one
Venator	Hunters of the Roman Empire; 2 Tracking, 2 Disarm Traps, 1 Rope Use, 2 Wilderness Survival, Draw Weapon, 1 Move Silently
Warrior	Simple barbarian warrior; 1 Armor Use - Leather, 1 Blunt Weapon Use, 1 Dodge, 2 First Aid
Intellectuals	
Artificer	Craftsmen who create magic items; 3 Craft Skills of their choice, 2 Alchemy, 2 Arcane Lore
Druid	Mystic Priests of the Celts; Two wilderness survival, Two herbology, one first aid, one meditation
Magus	Cast two Realms; 5 skills in a major area of study, 2 skills in two minor areas of study.
Medicus	Healer; 1 Surgery, 1 First Aid (1d20 pts), 1 Herbology, 1 Medicine, 1 Bone Setting

Roma Imperious	
Name	Skills/Special Abilities
Oriental Monk	Monks of the East; 2 Meditation, 1 Memory, 1 First Aid, 3 Unarmed Combat, 2 blocking Choose one: Ch'an receive 1 Carpentry skill. Dragon Clan receive 1 Wilderness Survival skill. Taoists receive 1 Alchemy skill. Buddhists receive 1 Medicine skill.
Sage	Scholars, teachers, learned people; Sages receive one major and two minor fields of study at five skill ranks and two skill ranks respectively.
Performers	
Augur	Soothsayer for the Roman Empire; 1 Oratory, 3 Augury, 2 Acting, 2 Initiate
Bard	Storyteller, chronicler, knowledgeable traveller; 2 Oratory, 1 Memory, 1 Singing, 1 Acting, 1 Disguise
Blacksmith	Works with metals and repairs equipment; 3 Metal Working, 1 Armor Forging, 1 Weapon Forging, 1 Leather Working, 1 Engineering
Mercator	Merchant, trader within a city or with far lands; 2 Appraisal, 1 Deception, 1 Navigation, 1 Memory
Priest	Holy person who is sometimes able to channel the power of their god; 3 Initiate Skills, 1 Acting, 1 Oratory
Shaman	Primitive healer, holy man; 2 Unarmed Combat, 2 Spirit Ritual, 2 Purification Ritual
Thieves	
Assassin	Paid killer; 2 Poison, 2 Move In Shadows, 2 Move Silently, 1 Disguise
Bandit	A highwayman, armed robber; 2 Intimidate, 2 Camouflage, 1 Tracking, 1 Disguise
Courtesan	A prostitute; 2 Deception, 2 Acting, 1 Pick Locks, 1 Move Silently, 1 Acrobatics, 1 Play Instrument, 2 Seduction

Roma Imperious	
Name	Skills/Special Abilities
Praetorian	Secret Police of the Roman Empire; 1 Armor Use, 1 Coded Messages, 1 Etiquette, 1 Move Silently, 2 Interrogation, 2 Investigation
Scout	Military scout who moves ahead of an army; 4 Horsemanship, 1 Camouflage, 1 Move Silently, 2 Memory, 2 Move in Shadows
Thief	Common burglar, pickpocket, a base thief; 2 Pick Pocket, 2 Move in Shadows, 2 Move Silently, 2 Open Locks, 1 Deception

Tales of Gaea	
Name	Skills/Special Abilities
Fighters	
Footman	1 Armor Use, 1 Parrying, 1 Targeting, 1 Shield Use.
Duelist	1 Targeting, 1 Courtly Manners, 2 Parrying, 1 Open Locks, 1 Pick Pockets
Ranger	1 Horsemanship, 1 Wilderness Survival, 1 Herbology, 1 Tracking, 1 Camouflage, 1 Targeting
Buccaneer	1 Swimming, 1 Sailing, 1 Siege Machinery, 1 Ship Repair, 1 Sea Warfare
Specialist	A person who trains extensively in one weapon; 1 Unarmed Combat, 2 Targeting, All weapon proficiencies within their specialty cost one less with a minimum of one
Knight	1 Parrying, 1 Courtly Manners, 1 Targeting, 1 Shield Use, 3 Horsemanship, 1 Armor Use- Linked, 1 Armor Use - Plate, 1 Staff Use
Consecrated Knight	1 Parrying, 1 Courtly Manners, 1 Targeting, 1 Shield Use, 3 Horsemanship, 1 Armor Use- Linked, 1 Armor Use - Plate, 1 Staff Use, 2 First Aid, 2 Initiate
Intellectuals	
Healer	1 Surgery, 1 First Aid(1d20 pts), 1 Herbology, 1 Medicine, 1 Bone Setting

Tales of Gaea	
Name	Skills/Special Abilities
Mystic	2 wilderness survival, 2 herbology, 1 first aid, 1 meditation
Mage	Cast a Greater and Lesser Realm; 5 skills in a major area of study, 2 skills in two minor areas of study.
Sage	Scholars, teachers, learned people; Sages receive one major and two minor fields of study at 5 skill ranks and 2 skill ranks respectively.
Performers	
Cleric	3 initiate skills, 1 Demonology and 1 oratory
Craftsman	5 in their specific class, 2 in the lore of their specific class
Cavalryman	3 skills in riding, 3 skills in animal training, 2 in tracking, 1 skill in the Staff Use
Minstrel	1 Musical Instrument, 1 Racial Lore, 2 Courtly Manners
Thieves	
Archer	1 Use Bow, +1 to hit and damage with a Bow, 1 Targeting, 1 Bowyer, 1 Fletching, Decreased costs for bow weapon proficiencies
Bandit	1 Move Silently, 1 Pick Pockets, 1 Open Locks, 1 Locate Traps, 1 Remove Traps, 1 Move in Shadows, 1 Backstabbing
Monk	Additional skills: one first aid, one locate traps, one initiate, one Dragon Lore, one meditation

Shades of Earth	
Name	Skills/Special Abilities
Fighters	
Hunter	2 Wilderness Survival, 1 Tracking, 1 Hunting, 1 Camouflage, 1 Targeting
Pilot	3 Piloting, 1 Vehicular Repair, 1 Radio Operation

Shades of Earth	
Name	Skills/Special Abilities
Police	1 Dodge, 1 Law, 1 Interrogation, 1 Driving, 1 Unarmed Combat
Soldier	1 Dodge, 1 Targeting, 1 Wilderness Survival, 2 Unarmed Combat
Specialist	A person who trains extensively in one weapon; 1 Unarmed Combat, 2 Targeting, All weapon proficiencies within their specialty cost one less with a minimum of one
Teamster	3 Driving, 2 Maps, 1 Vehicular Repair, 1 Unarmed Combat
Intellectuals	
Archaeologist	3 History Skills, 1 Smuggling, 1 Investigation
Doctor	1 Surgery, 1 First Aid (1d20 pts), 1 Herbology, 1 Medicine, 1 Bone Setting
Engineer	4 Engineering, 2 Science, 1 Electronics Repair, 1 Metal Working
Scientist	4 Science, 2 Engineering, 1 Oratory
Oriental Monk	Monks of the East; 2 Meditation, 1 Memory, 1 First Aid, 3 Unarmed Combat, 2 blocking Choose one: Ch'an receive 1 Carpentry skill. Dragon Clan receive 1 Wilderness Survival skill. Taoists receive 1 Alchemy skill. Buddhists receive 1 Medicine skill.
Sage	Scholars, teachers, learned people; Sages receive one major and two minor fields of study at five skill ranks and two skill ranks respectively.
Performers	
Artist	2 Craft Skills of the type of the Artist (i.e. sculpting, painting), 1 Disguise, 1 Singing, 1 Acting
Athlete	4 Movement Skills in their sport (e.g. football, baseball), 1 Deception, 2 Unarmed Combat
Craftsman	5 in their specific class, 2 in the lore of their specific class

Shades of Earth	
Name	Skills/Special Abilities
Musician	3 skills in Play Instrument, 1 Etiquette (Night Club Business), 1 Disguise
Priest	3 Initiate, 1 Oratory, 1 History (Religion of choice)
Reporter	3 Journalism, 1 Investigation, 1 Photography
Thieves	
Burglar	1 Move Silently, 1 Open Locks, 1 Locate Traps, 1 Disarm Traps, 1 Move in Shadows, 1 Climbing
Con Man	2 Deception, 1 Acting, 1 Disguise
Gumshoe	2 Investigation, 2 Unarmed Combat, 1 Law, 1 Photography
Mobster	2 Unarmed Combat, 1 Interrogation, 1 Backstabbing, 1 Smuggling
Politician	3 Oratory, 1 Deception, 1 Acting, 1 Law
Spy	1 Investigation, 1 Unarmed Combat, 1 Deception, 2 Disguise, 1 Radio Operation, 1 Coded Messages

Nebuleon	
Name	Skills/Special Abilities
Fighters	
Bounty Hunter	2 Wilderness Survival, 1 Tracking, 1 Hunting, 1 Investigation, 1 Targeting
Pilot	3 Piloting, 1 Vehicular Repair, 1 Ships Technology, 1 Comm Technology
Police	1 Dodge, 1 Law, 1 Interrogation, 1 Piloting, 1 Unarmed Combat
Soldier	1 Dodge, 1 Targeting, 1 Wilderness Survival, 2 Unarmed Combat
Specialist	A person who trains extensively in one weapon; 1 Unarmed Combat, 2 Targeting, All weapon proficiencies within their specialty cost one less with a minimum of one
Trader	3 Piloting, 2 Navigation, 1 Ships Technology, 1 Unarmed Combat

Nebuleon	
Name	Skills/Special Abilities
Intellectuals	
Medic	1 Surgery, 1 First Aid (1d20 pts), 1 Xenobiology, 1 Medicine, 1 Bone Setting
Engineer	4 Engineering, 1 Electronics Technology, 1 Metal Working
Psi	Has the ability to use Psi Disciplines; 2 Psychology, 2 Deception, 1 Disguise, 1 Meditation
Performers	
Actor	2 Acting, 1 Oratory, 1 Disguise, 1 Singing
Artist	2 Craft Skills of the type of the Artist (i.e. sculpting, painting), 1 Disguise, 1 Singing, 1 Acting
Craftsman	5 in their specific class, 2 in the Appraisal of their specific class
Reporter	3 Journalism, 1 Investigation, 1 Sensor Operation
Tech	3 Technology Skills of their choice, 2 Metal Working, 1 Zero G Movement
Thieves	
Criminal	1 Move Silently, 1 Open Locks, 1 Locate Security, 1 Disarm Security, 1 Move in Shadows, 1 Climbing
Investigator	2 Deception, 1 Acting, 1 Disguise, 1 Interrogation
Politician	3 Oratory, 1 Deception, 1 Acting, 1 Law
Raider	2 Unarmed Combat, 1 Interrogation, 1 Deception, 1 Piloting
Smuggler	2 Camouflage, 2 Navigation, 1 Piloting, 2 Smuggling
Spy	1 Investigation, 1 Unarmed Combat, 1 Deception, 2 Disguise, 1 Sensor Operation, 1 Coded Messages

IRIDIUM CORE SKILLS

A character begins the game with several different skills: those determined by his class, weapon proficiencies, and (INT + WIS)/10 skills of the player's choice. It's this last category which rounds out a character and describes his or her personality.

Skill Rank	Percentage	Skill Rank	Percentage
1	40%	8	86%
2	60%	9	88%
3	70%	10	90%
4	75%	11	91%
5	80%	12	92%
6	82%	13	93%
7	84%	14	94%

Skills are divided into six types. This is done for ease of reference and for the Expertise option when spending experience. These divisions are meant to be representative of skills grouped under traditional professions such as fighter or thief.

Skill Checks

Difficulty	Modifier
Easily Done Such as walking, asking where the bathroom is and sounding like a tourist	No Check Required
Simple Has been done many times before, a lock that is simple in design, bandaging a simple cut	+10 to +20
Normal This would be the normal use of a skill	+0
Difficult A complex trap or lock, forging documents with inferior tools	-10 to -20
Very Difficult Traps of a magical nature, combination locks of superior design, surgery while under fire	-30 to -50

Difficulty	Modifier
Seemingly Impossible This is not an open license for superhuman attempts. The skill being attempted must still be possible. For instance, using the Climb skill to scale a 1000 foot cliff.	-70 to -100

To perform a skill check the player must roll under the modified skill percentage. Skill percentages may be modified by a number of factors including the number of skill ranks, Expertise and situational modifiers handed out by the GM. The skill checks are open ended rolls which means that if a player rolls 96% or above, they roll again and add. As often as they roll 96% or above, they continue to roll again and add. Conversely, if they roll 05% or below then they roll again and subtract. In this case, if they roll 96% or above they subtract the amount and roll again. This is continued until the player rolls less than 96%. If the character misses by a large amount, or makes their skill by a large amount, the GM may determine that it is a critical failure or success. Some skills may not make sense to have critical success or failure. For more on this, see "Critical Success Table" on page 51 and "Critical Failure Table" on page 51.

Unskilled Checks

If a player wishes to attempt something but does not have a skill the GM may say it is beyond the ability of an unskilled person to attempt. If the GM believes that the action in question may be attempted unskilled then they have them roll underneath a base 20% plus or minus any modifiers including the applicable statistic on percentile dice. For instance, if a player wished to attempt to swim to shore from a sinking ship in a storm, then the GM may say that they need to roll 20% plus their AGL Percentile Bonus on percentiles. If their AGL is 70 then they need to roll 25 or under on percentiles.

An optional rule allows the addition of LUC to that roll. See "Optional Luck Rule" on page 12 for more on this.

Skill Hierarchy

There are some skills which require that other skills be taken before them. Off Handed Fighting must be taken before Two Handed Fighting, Metal Working must be taken before Armor Forging or Weapon Forging, and a Skating skill must be taken before Figure Skating. This is

Unskilled Checks

Skill Checks

documented in the skills themselves, but individual GMs may wish to enforce other hierarchies if they see fit. You can never possess more dependent skills than you have in the parent skill. For instance, you cannot have 3 Off Hand Fighting and 4 Two Handed Fighting.

Specified Skills

Specified skills are skills which must be taken in a specific item or area. There are many of these, and they too are documented in the skill description. Some examples are Targeting, Lores (i.e. Potion, Dragon, Armor, Elves, etc.), Parrying (the weapon you parry with), Disarming (again the weapon you disarm with), Languages, etc.

Skill Specializations

Specializations are when there is a general skill that can be refined further. Armor Use and Weapon Use are examples of this. For example, Armor Use must be taken in a type of armor like linked as in Specified skills above. You may then specialize in chain to reduce the Armor Modifier for chain by one for each specialization taken. In the case of the experience and advancing a general skill to a specialization, the general skill counts as the first skill then the specialization will be the second. For instance, Armor Use - Linked would cost four experience, while the chain specialization would cost two experience (see "Experience" on page 14). If you then take a specialization in scale mail it would start at two experience points for the first specialization in scale mail. Each specialization is its own line of skills starting from the base of the Armor Use skill (see "ARMOR USE" on page 25).

Cooperative Skill Use

There are times when an individual will want to attempt something and others may be able to help. For instance, Surgery is often done in tandem with other surgeons cooperating on the same patient. The GM must determine if any assistance would be helpful and how many may help at one time. The primary skill user is picked, then any helpers are determined. The helpers roll against their skill and record how much the attempt was made or failed by. The amount that any helpers made it by is totaled and added to the primary's chance and the amount that any helper missed it by is totaled and subtracted.

For instance, the primary has a 48% chance and two helpers aid him in his attempt to perform surgery on a wounded comrade. The first helper rolls a 30 and has a 44% surgery skill adding 14 to the total. The second helper rolls a 54 and has a 44% chance, missing their skill by 10, so 10 is subtracted from the chance of the primary. The total added to the primary's chance is 4 making his chance 52%.

Complimentary Skills

Some skills overlap or are complimentary, meaning that they might cover the same or similar areas. If this is the case and the character misses a skill check with the first skill, a complimentary skill may allow a second chance. This is at the discretion of the GM who may or may not allow it. An example of complimentary skills is Horticulture and Herbology. A GM may allow the character to have a second chance at identifying a potion if the character misses an initial attempt with one of the skills. On the opposite side, if a player attempted to use the Horticulture skill to identify a type of man-eating shrub which only grows in royal gardens, a second attempt may not be allowed with Herbology since it is meant for wild plants.

Non Standard Skills

There are a very few skills which do not follow the standard progression of skill success chance outlined above. These are Draw Weapon and any skill requiring specialization. Generally, these will not require a skill check in order to use them. It will be stated in the skill if a skill check is not needed.

Creating New Skills

Creating skills for the Iridium System is simple and straight forward.

1. Determine the type of skill; i.e. Fighter, Thief, Performer, etc.
2. Determine if there are any prerequisite skills; i.e. Metal Working for Silver Smithing.
3. Determine whether the skill requires a specialization like Languages in the language spoken.
4. Determine any exceptions; i.e. advancing in a different from the standard, whether the skill is automatic requiring no check, etc.

Much of the above is very subjective and must be discussed with the GM, group and considered carefully for game balance. Simple examples of unbalanced skills are ones that give magical effects like "Insta-Kill" where a successful skill check allows the user to kill their opponent in combat instantly. Keep in mind that skills are mundane meant for the performance of tasks.

Fighter Skills

ARMOR USE
BLINDFIGHTING
BLOCKING
DISARMING
DODGE
DRAW WEAPON
HUNTING
IMPROVISED WEAPON
OFF HANDED FIGHTING
PARRYING
SIEGE MACHINERY
SHIELD USE
TARGETING
THROWN WEAPON
TRACKING
TWO WEAPON FIGHTING
UNARMED COMBAT
WEAPON USE
WILDERNESS SURVIVAL

Thief Skills

ACROBATICS
BACKSTABBING
CAMOUFLAGE
DISARM TRAPS
DISGUISES
FORGERY
INTERROGATION
INTIMIDATION
LIP READING
LOCATE TRAPS
OPEN LOCKS
PICK POCKETS
POISON
SMUGGLING
STEALTH
SURVEILLANCE
TAILING
TAPPING

Performer Skills

ACTING
AUGURY
DANCING
DECEPTION
DIPLOMACY
ETIQUETTE
INITIATE
JOURNALISM
JUGGLING
MEDITATION
ORATORY
PLAY INSTRUMENT
PSYCHOLOGY
PURIFICATION RITUAL
SEDUCTION
SINGING
SPIRIT RITUAL
STAGE MAGIC

Intellectual Skills

APPRAISAL
BONE SETTING
CODED MESSAGES
CYBERNETICS
DEMONOLOGY
FIRST AID
GENETICS
HISTORY
HORTICULTURE
INVESTIGATION
LANGUAGES
LAW
LORE
MAPPING
MEDICINE
MEMORY
MYTHOLOGY
NAVIGATION
NEUROLOGY
PATHOLOGY
SCIENCE
SENSOR OPERATION
SURGERY
XENO BIOLOGY

Craft Skills

ALCHEMY
ANIMAL TRAINING
ARMOR FORGING
CARPENTRY
CERAMICS
COOKING
ENGINEERING
EXPLOSIVES
GUNSMITH
HERBOLOGY
JEWEL CRAFTING
LEATHER WORKING
MASONRY
METAL WORKING
ROBOTICS
ROPE USE
SCULPTING
SEWING
SHIP REPAIR
TECH
VEHICULAR REPAIR
WAGON HANDLING
WEAPON FORGING

Movement Skills

ATHLETICS
CLIMBING
DRIVING
FLIGHT
HORSEMANSHIP
PARACHUTING
PILOTING
SAILING
SKATING
SKIING
SNOWSHOEING
SWIMMING
ZERO G MOVEMENT

Skill Modifiers Table

Suggested Stat-Skill Modifiers		
Skill	Stat	Type
ACROBATICS	AGL	M
ACTING	CHA	P
ALCHEMY	INT	C
ANIMAL TRAINING	WIS	C
APPRAISAL	INT	I
ARMOR FORGING	DEX	C
ARMOR USE	STR	F
ATHLETICS	AGL	M
AUGURY	CHA	P
BACKSTABBING	DEX	T
BLINDFIGHTING	AGL	F
BLOCKING	AGL	F
BONE SETTING	DEX	I
CAMOUFLAGE	WIS	F
CARPENTRY	DEX	C
CERAMICS	DEX	C
CLIMBING	AGL	M
CODED MESSAGES	INT	I
COOKING	WIS	C
CYBERNETICS	INT	I
DANCING	AGL	P
DECEPTION	WIS	P
DEMONOLOGY	PIE	I
DIPLOMACY	CHA	P
DISARM TRAPS	DEX	T
DISARMING	DEX	F
DISGUISES	WIS	T
DODGE	AGL	F
DRAW WEAPON	DEX	F
DRIVING	DEX	M
ENGINEERING	INT	C
ETIQUETTE	CHA	P
EXPLOSIVES	WIS	C
FIRST AID	DEX	I
FLIGHT	DEX	M
FORGERY	DEX	T
GENETICS	INT	I
GUNSMITH	DEX	C
HERBOLOGY	WIS	C

Suggested Stat-Skill Modifiers		
Skill	Stat	Type
HISTORY	INT	I
HORSEMANSHIP	AGL	M
HORTICULTURE	INT	I
HUNTING	WIS	F
IMPROVISED WEAPON	DEX	F
INITIATE	PIE	P
INTERROGATION	WIL	T
INTIMIDATION	CHA	T
INVESTIGATION	WIS	I
JEWEL CRAFTING	DEX	C
JOURNALISM	WIS	P
JUGGLING	DEX	P
LANGUAGES	INT	I
LAW	INT	I
LEATHER WORKING	DEX	C
LIP READING	WIS	T
LOCATE TRAPS	WIS	T
LORE	INT	I
MAPPING	DEX	I
MASONRY	DEX	C
MEDICINE	INT	I
MEDITATION	WIS	P
MEMORY	INT	I
METAL WORKING	DEX	C
MYTHOLOGY	INT	I
NAVIGATION	INT	I
NEUROLOGY	INT	I
OFF HANDED FIGHTING	DEX	F
OPEN LOCKS	DEX	T
ORATORY	CHA	P
PARACHUTING	AGL	M
PARRYING	DEX	F
PATHOLOGY	INT	I
PICK POCKETS	DEX	T
PILOTING	DEX	M
PLAY INSTRUMENT	DEX	P
POISON	INT	T
PSYCHOLOGY	CHA	P
PURIFICATION RITUAL	PIE	P
ROBOTICS	INT	C

Suggested Stat-Skill Modifiers

Skill	Stat	Type
ROPE USE	AGL	C
SAILING	AGL	M
SCIENCE	INT	I
SCULPTING	DEX	C
SEDUCTION	APP	P
SENSOR OPERATION	WIS	I
SEWING	DEX	C
SHIELD USE	AGL	F
SHIP REPAIR	DEX	C
SIEGE MACHINERY	STR	F
SINGING	CHA	P
SKATING	AGL	M
SKIING	AGL	M
SMUGGLING	LUC	T
SNOWSHOEING	AGL	M
SPIRIT RITUAL	PIE	P
STAGE MAGIC	DEX	P
STEALTH	AGL	T
SURGERY	DEX	I
SURVEILLANCE	WIS	T
SWIMMING	AGL	M
TAILING	WIS	T
TAPPING	WIS	T
TARGETING	DEX	F
TECH	INT	C
THROWN WEAPON	DEX	F
TRACKING	WIS	F
TWO WEAPON FIGHTING	AGL	F
UNARMED COMBAT	AGL	F
VEHICULAR REPAIR	WIS	C
WAGON HANDLING	DEX	M
WEAPON FORGING	DEX	C
WEAPON USE	DEX	F
WILDERNESS SURVIVAL	WIS	F
XENO BIOLOGY	INT	I
ZERO G MOVEMENT	AGL	M

FIGHTER SKILLS

ARMOR USE

In order to move and fight in a type of armor, a skill must be taken in it. For example, if a fighter wants to wear plate mail, he must have a skill in plate type armors. If he also

wants to be able to wear chain mail, he needs to take another armor use skill, this time in linked type armors.

Specialized ranks in the skill may be taken to offset the armor modifications for the heavier armors. For example, if a person with a 60 strength takes one rank in Armor Use (Linked) skill and chooses to wear chain armor, she would receive a -10 to her defense stat. If she took one rank in the skill specialization in chain mail (in addition to the Armor Use (Linked) skill), then there would only be a -5 penalty, and two ranks would mean she could wear chain mail without any armor modification penalty. However, once the armor modification has been reduced to zero, additional ranks will offer no benefits. If a character has no skills and wears a suit of armor, she will receive double the armor modifier; i.e. chain with no Armor Use, Linked skill would be -20. If the armor has no armor modifier, like a padded leather jacket, then the total modifier is -10.

Armor Types	
Type	Armor
Leather	Boiled
	Studded
	Ringed
Linked	Chain
	Scale
	Banded
Plate	Field Plate
	Full

Note: The Armor Use skill itself does not reduce the Armor Modifier. It will allow the use of an armor type without any additional penalty beyond the Armor Modifier.

BLIND FIGHTING

Blindfighting is the ability to fight while blinded or while in a dark room.

Blind Fighting Mods	
Skill Rank	Modifier
0	-40
1	-30
2	-20
3	-10
4	-0
5	All bonuses

BLOCKING

Blocking is the art of using the knowledge of the way an opponent's body moves to block attacks. This skill cannot

Disarming Modifier based on Size				
OPPONENT'S SIZE	SMALL	MED	LARGE	GIANT
ATTACKER'S SIZE SMALL	NONE	NONE	-50%	CANNOT BE DONE
MED.	+10%	NONE	-25%	-50%
LARGE	-10%	+10%	NONE	-25%
GIANT	CANNOT BE DONE	-10%	+10%	NONE

be performed with a weapon in hand. Blocking otherwise works much the same as the Parrying (“PARRYING” on page 27) skill.

Skill Rank	Number of Blocks
1	1
2	1
3	2
4	2
5	3
6	3

The user of the Blocking skill receives 1 attempt for every two skill ranks in blocking. A user of this skill may only attempt to block an attack once even if they have multiple attempts available. For example, if hit three times the blocker may only attempt to block the first attack once even if they have 3 blocks available. If missed then the remaining blocks may be attempted against the following attacks one at a time.

DEXTERITY: If a character has a higher dexterity than his opponent, he receives +2% per point difference to his blocking skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

STRENGTH: Same as dexterity.

ARMOR: If armor heavier than Leather is worn by the person attempting to block then there is an additional -10 to the skill check.

DISARMING

Disarming is the ability to knock a person’s weapon out of his hands without doing harm to that person. This is useful if a character wishes to capture or talk with his opponent instead of killing him outright. Natural attacks (any attack not using weapons such as bare hands and claws) CANNOT be disarmed. Disarm is a single action that takes all the character’s attacks in a round; a character may attack or disarm but not both. There are several factors which affect a character’s ability to disarm.

DEXTERITY: If a character has a higher dexterity than his opponent, he receives +2% per point difference to his

disarm skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

STRENGTH: Same as dexterity.

SIZE: The Disarming Modifier Based on Size chart shows the modifiers for disarming based on size.

DODGE

Dodge is a fundamental component of Defense. It is figured as part of the calculation to determine the Defense total. Although no skill check must be made during combat, the GM may call on the player to make a Dodge check for extraordinary defensive maneuvers (dodging a spell to decrease damage, jumping from the direct path of a trap, etc.).

DRAW WEAPON

Normally, it requires a round to draw a new weapon. However, with this skill a character can draw and attack in the same round. Only one skill is needed to do this per weapon. Another skill must be taken if the character wants to have a quick draw with a different weapon. This skill does not increase with ranks and no skill check is required to use it.

HUNTING

Hunting involves finding and tracking game animals or fishing. Such animals include squirrels, deer, pheasant, rabbits, and so on. The ability to make small traps and deadfalls for the sole purpose of trapping game falls under this skill.

IMPROVISED WEAPON

This skill allows the person to use such improvised weapons as chairs, tables, opponents, bottles, wagons, and any other item not conventionally thought of as a weapon. However, this skill does not give you the ability to use any weapon, just anything AS a weapon. One rank in Improvised Weapon will allow the use of any non-weapon as a weapon (it may break on the first use or do little damage), two skills a +5 to hit and damage, three skills a +10 to hit and damage and four skills a +15 to hit and damage. Note that many weapons such as bottles and chair legs double as existing weapons like clubs. These similar weapons will receive a -10 to hit with the Weapon Proficiency. If a person uses a bottle to smack someone

else over the head and does not have improvised weapon or club, they receive a -20 to hit.

OFF HANDED FIGHTING

This skill allows a right handed person to use a weapon in his left hand (or vice-versa).

Off Handed Fighting Mods	
Skill Rank	Modifier
0	-40
1	-30
2	-20
3	-10
4	-0
5	All bonuses

This skill must be taken and Specified for every different weapon that a player wishes to use in his off hand. Note that this skill does not allow the player to use two weapons at the same time (see the two handed fighting skill).

PARRYING

This useful skill allows a character to deflect an attack with his weapon, thus keeping his body from absorbing the damage. A character only gets one parry for every other skill in parrying. However attacks may be exchanged for additional parry attempts with the parrying weapon. Also this skill must be Specified and taken for each weapon a character wishes to parry with. There are several factors which affect a character's ability to parry.

DEXTERITY: If a character has a higher dexterity than his opponent, he receives +2% per point difference to his parry skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

STRENGTH: Same as dexterity.

SIZE: The Parrying Adjustments for Size chart shows the modifiers for parrying based on size.

SIEGE MACHINERY

This skill is needed to be able to use various siege equipment, including catapults, battering rams and

ballistae. When trying to use these machines, the crew rolls a Cooperative roll and it is used as the attack Weapon Use check modified by combat conditions and target's Defense.

SHIELD USE

One skill rank must be taken in order to use any type of shield. If you wish to decrease the Armor Modifier (A.M.), then you may specialize in a shield; for every rank in that shield the A.M. will decrease by five. For example, large steel shield has an A.M. of -5; a specialization in large steel shield reduces it to 0. In addition, each specialization with a shield gives the user one skill in shield bash described below.

The shield bash is a bold frontal attack which involves striking the opponent with a shield. If the bash is attempted, then only one attack from another weapon may be done.

No more than three skills are allowed, and this skill does

Shield Bash		
Specialization Lvl	+ to hit/ + to damage	Damage
1	--/--	d10
2	+1/+2	d10
3	+2/+4	d12

increase by rank.

TARGETING

Targeting is a particularly useful and deadly skill. For each hit a character makes, he reads the attack percentile backwards and checks vs. his Targeting Skill for that Weapon. If he is successful, he gets to choose what area to apply the damage to. A different targeting skill must be taken for every different weapon the character wishes to use.

THROWN WEAPON

This skill is used to turn melee weapons into missile weapons. A specific weapon must be chosen; examples include daggers, rocks, knives, or even two handed swords. A player uses his Thrown Weapon Skill as he would his Weapon Use skill in combat taking adjustments from combat conditions and the target's Defense. This

Parrying Adjustments for Size				
OPPONENT SIZE	SMALL	MED	LARGE	GIANT
ATTACKER'S SIZE SMALL	NONE	NONE	-50%	CANNOT BE DONE
MED.	+10%	NONE	-25%	-50%
LARGE	-10%	+10%	NONE	-25%
GIANT	CANNOT BE DONE	-10%	+10%	NONE

skill is not necessary for weapons like spears, throwing stars, bolas, and so on which are designed to be thrown.

TRACKING

Tracking is the skill of following and identifying marks left by people and animals. It also allows a character to find trails and, if lost, helps him to find familiar ground. Just by examining marks in the ground, a player can tell what made the marks, if it is hurt or wounded and how recently it passed (provided, of course, he makes a successful skill roll).

TWO WEAPON FIGHTING

Two weapon fighting is the ability to fight with a weapon in each hand. **NOTE: OFF HANDED FIGHTING MUST BE TAKEN TO USE THIS SKILL!** The bonuses received from this skill can never exceed the bonuses received from the Off Handed fighting skill. If the character attempts to fight with a weapon in each hand, all minuses are cumulative. For example, 0 skills in Off Handed fighting gives the character -40 to hit and 0 skills in Two Handed fighting gives the character -40 to hit for a total of -80 to hit when fighting with a weapon in two hands. This modifier is applied to both weapons. Dexterity and proficiency modifiers do not apply.

EXAMPLE: Three ranks in Off Hand and three in Two Weapon allows combat at -20 TH. (Remember, two weapon fighting never exceeds off handed fighting.) Four ranks in Off Hand and two in Two Weapon allows combat at -20. Five ranks in Off Hand and five in Two Weapon allows combat with all bonuses. This is the **ONLY** combination of skills which allows both weapons to be used at full bonuses.

Two Weapon Mods	
Skill Rank	Modifier
0	-8
1	-6
2	-4
3	-2
4	-0
5	All bonuses

UNARMED COMBAT

Unarmed combat is the generic term for all types of bare handed fighting, such as boxing, wrestling, and martial arts. An unskilled person can fight weaponless, but he receives only two attacks and 1d4 + STR d20 bonus for damage. Unarmed Combat can be specialized in just as with Weapon Proficiency in a specific weapon. Initially, a practitioner of this skill starts with a d6 for punch damage and 3 punch attacks, a d10 kick damage and 1 attack.

Punches may be exchanged for kicks at a ratio of 2 for 1. So, at rank one, a single punch could be thrown followed by a kick. maneuvers take the entire round of attacks.

At one rank, the practitioner does not receive any maneuvers. If a special maneuver is desired, it must be purchased with experience. For example, maneuvers could be flipping an enemy or attempting a strangle hold. Unarmed Combat works the same as a Weapon Use skill in combat.

Unarmed combat is based on free movement and armor is restrictive. Due to these restrictions, if a practitioner Unarmed Combat wears armor heavier than Leather they receive a -30 to any maneuver attempts. In addition, the number of attacks are halved.

WEAPON USE

Weapon Use reflect not only how skilled a person is with a weapon, but also how much time and effort he has spent studying that weapon.

Weapon Type	
Type	Description
Sword Use	This includes all swords from short sword to two handed.
Bludgeon Use	This includes blunt weapons like hammers, maces, clubs.
Axe Use	This type includes hand axes, battle axes, great axes and pole arms.
Bow Use	This includes all bows and cross bows.
Knife Use	This includes knives.
Specify Weapon	Sometimes a weapon does not fall into a type and it must be specified from the beginning. Slings, nets, whips
Staff Use	Include staves and spears.
Pistol Use	This includes the use of modern pistol firearms.
Rifle Use	This includes the use of modern rifles.
SMG Use	This includes the use of sub-machine guns.
LMG Use	This includes light and medium machine guns.
HMG Use	This include heavy machine guns.
Grenade Use	This includes the use of mines and grenades.

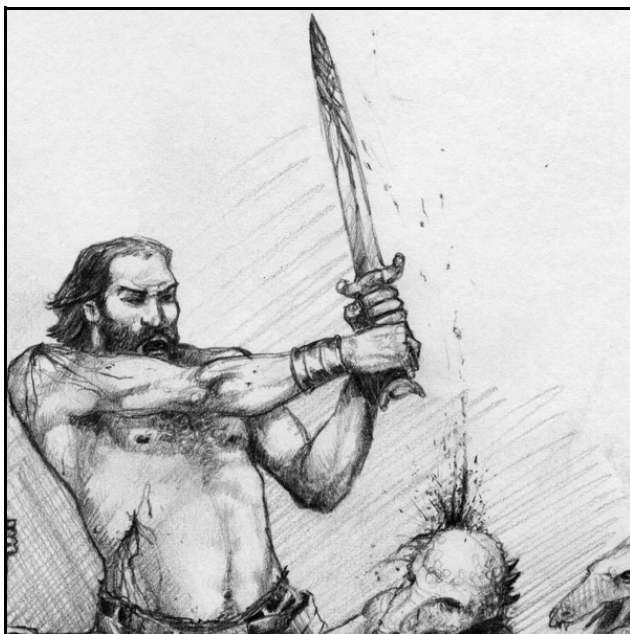
One rank in the appropriate weapon use allows a character to use all the weapons in that type without any negative modifiers for non-proficiency. Normal strength and dexterity modifiers apply. If a character does not purchase a weapon use skill during character creation, they may do so with experience later. If a character does not have a weapon proficiency in that group and tries to use a weapon anyway, then he or she is at a -40 to hit and does not include any stat bonuses.

Specialization during Character creation:

During character creation a character may specialize in a specific weapon. For example, Josh takes one skill in Weapon Use (Sword) then decides to specialize in Short Sword. He consults the table and determines that he will spend one development point on a plus to damage. This will allow Josh to add one to his damage modifier with the Short Sword. If he had chosen to do so, he could have purchased up to the initial max of damage (10) but it would have cost him 10 development points.

Development Point Cost		
Proficiency	Dev. Point Cost	Initial Max
Plus to Damage	1 pt / plus	+10
Additional Attack	6 pts / Attack	2
Add Die of Damage	8 / additional die	2

Each class receives an initial number of skills (see CLASSES) but other skill slots can be filled with a weapon proficiency.



Specialization with Experience:

This works much the same way as during character creation but uses experience points. It reflects the character taking the time to refine their use of a weapon. Let's take Josh again. He receives 11 experience points and wishes to increase his skill with the short sword. He chooses to raise his +1 to damage to a +3. This costs him (2 pluses x 1 cost) + (3 pluses x 1 cost) = 5 experience points. He also wants to increase his attacks with the short sword. This will cost him 6 experience points. Josh has

spent his 11 experience and has a +1 to hit and increased his attacks from 3 to 4 with the short sword.

Experience Point Cost	
Proficiency	Exp. Point Cost
Plus to Damage	1 pt per plus
Additional Attack	6 pts per Attack
Add Die of Damage	6 per additional die

WILDERNESS SURVIVAL

This skill allows a player to live off the land in a chosen terrain type (i.e. forest). A character with this skill knows where to look for edible roots and berries, which way is north, how to build a shelter, and he can predict a change in the weather. Note that this skill is only useful in the chosen terrain. Additional skills may be taken for different terrains.

THIEF SKILLS

ACROBATICS

Acrobatics allows a character to do amazing tricks of skill and balance. Walking on a tight rope, performing several back flips in a row, springing up to five feet in the air, safely breaking a fall and other similar feats may be accomplished by successfully making a skill roll. If a character foregoes all attacks in a round and makes her skill roll, she can add 15 points to her defense stat due to her acrobatic antics.

BACKSTABBING

This skill involves sneaking up behind a victim and attacking him from the rear. **IT CAN ONLY BE PERFORMED IF THE VICTIM IS UNAWARE OF THE BACKSTABBER'S PRESENCE!** A different skill must be taken for every different weapon a character uses to back stab, including unarmed combat; however, only one handed weapons and missile weapons can be used. First a successful skill roll must be made followed by a successful hit.

Backstabbing Skill	
Skill Rank	Effect
1	+10 to hit
2	x2 damage
3	+15 to hit
4	x3 damage
5	+20 to hit
6	x4 damage
7	+ 25 to hit
8	x5 damage

For damage multipliers, calculate all damage including any pluses to damage and then multiply.

CAMOUFLAGE

This skill allows a player to conceal himself and his group by blending into the local scenery. For example, if a group were ready to stop for the night, the camouflage skill could hide their presence from any nocturnal visitors. Of course, location is a big factor for this skill; obviously one cannot hide oneself in a barren cell. Note that this is a visual concealment only; some foes may still be able to find the camouflaged people by other means (such as by smell or with powers).

DISARM TRAPS

This skill involves avoiding or rendering harmless the various deadly devices which appear in an adventure. Some examples of traps can include a trap door, a hidden poisoned dart, a rolling boulder, an a magical glyph with a spell effect, etc. A failure of greater than 15% to disarm a trap results in setting off the trap, much to the misfortune of the player.

Traps may be disarmed if the person has the appropriate tools and the Disarm Skill. Locksmith tools usually contain a set of tools designed for disarming traps without the use of a key. Included are means to disarm magical traps. This is done with specialized gum or rubber meant to erase parts of the glyph that make up the glyph. When this is done, a magical trap is rendered inoperable. If a magical trap is set off it will reset itself. Mundane traps can be every bit as dangerous though they usually will not reset. Tools for disarming such traps can also be found in a locksmith's kit. There are alternatives which a person may use like a knife, but these alternatives may not work as well (The GM may give the character a negative modifier to their Disarm Traps roll).

Note: A trap must be found before it can be disarmed. It may be found by one person and disarmed by another.

DISGUISES

This skill allows a player to change his (or another's) outward appearance. Obviously this can only be done to a certain limit; a very short person can't be disguised as an ogre. Disguises is a great skill for bandits and anyone else who doesn't want to be recognized. Note that this is a visual disguise only; a disguise can be foiled if the person doesn't act or smell like whatever he is portraying.



FORGERY

This skill is the means to falsifying official documents. The forger must have the appropriate materials (inks, papers, seals) to create a forged document. If the appropriate materials are not available, the GM may apply a minus to the roll. Once forged, the document will pass cursory examination, but someone with the Forgery skill may check against the document. If they succeed, they know it is a fake. If the original forger used exceptionally good materials (actual passport paper, check stock from the issuing company) or if the forger made an exceptional success, the GM may apply a minus to detecting the forgery.

INTERROGATION

Interrogation allows one to question a person and extract information from them. In some cases that involves torture while in others it would merely be intimidation. Many methods of interrogation can be used and some are quite complex, involving tricking the target into revealing information that they would not normally divulge. Under physical torture, a missed interrogation check can mean death for the one being questioned.

INTIMIDATION

This is a skill used by the unscrupulous to threaten people to such an extent as to obey their commands. It is not magic and if the individual is steeled against the advance they may resist it. The GM should feel free to warn players of situations where they would know their intimidation will not work. For instance, intimidating a guard is much more difficult than a child. The target's WIL Percentile Bonus is subtracted from the intimidator's skill chance. The intimidator applies their Percentile Bonus from their CHA stat.

LIP READING

This skill allows a character to tell what someone is saying just by looking at his lips. Of course, the person must be speaking in a language known to the character.

LOCATE TRAPS

Locate traps is the ability to locate hidden booby traps. Examples of traps include a hidden snare, a trip wire, or an alarm that goes off if a door is opened.

A door/area/container may contain multiple traps. This is not always the case, but it may be that a door contains a ballista trap followed by an alarm, so the owner knows when to send the janitorial crew. When detecting traps,

the thief must discover them one at a time. The GM determines the order they are detected. If an attempt is missed by more than 15%, then the trap is sprung. At the discretion of the GM, any other traps on the trapped area are sprung as well.

Magical traps are common and are sometimes employed by the various magic-using organizations, governments and wealthy individuals of the world. The Locate Traps skill allows the person to detect the glyphs which make up these traps if the thief is aware of magic. Disarm traps will allow them to bypass the magical or mundane trap with the appropriate tools.

Note: A trap must be found before it can be disarmed. It may be found by one person and disarmed by another.

OPEN LOCKS

With the proper tools, this skill allows a character to open a locked door by picking the lock. Any given lock may be tried three times; if the character hasn't made his Open Locks skill after the third try, then he is unable to open the lock.

PICK POCKETS

Pick pockets is the ability to take a small object off a person's body without the victim knowing it. Things like jewelry, wallets, and keys are typical objects of a pick pocket attempt.

POISON

This skill allows a character to make, identify, and treat various poisons. In order to make or cure a poison, the appropriate components must be purchased or found. There are generally two types of poisons, those which must be consumed (ingestive) and those which must enter directly into the blood stream (insinuate) either by touching the poison or by being jabbed with a poisoned weapon. Poisons vary in severity from mild hallucination to sleep to death.

SMUGGLING

Smuggling involves sneaking people or things past officials who want to tax or take the objects in question. The character receives charisma or appearance bonuses or penalties.

STEALTH

This skill must be taken with a specification of either Movement or Concealment. With the Movement specification, Stealth allows for moving silently through a room, outside a window or even in outdoor locations. Concealment specification will allow hiding by picking the best concealment. They may be used in tandem to allow concealed movement or sneaking around. Modifiers may be applied for the difficulty or ease of the

environment (Well lit room vs. a dark cavernous chamber).

SURVEILLANCE

Surveillance is the art of watching someone's actions without being observed. It includes eaves dropping and setting up a stake out. A check should be made to make sure that the surveillance is successful and that the target does not detect the presence of the party watching.

TAILING

Tailing is the art of following a person without being noticed. Part of this skill is being able to keep the target in sight while the other part is not being noticed by the target. This skill will allow the user to trail a target without being noticed. **For every point of the target's WIS above 60 the tailer will have a -1 to the Tailing skill check.** Checks must be made at the initiation of the tail. Checks may be made more often at the discretion of the GM. Complications that could create modifiers would be tailing someone through an excessively crowded area, heavy traffic, no one around or some noticeable trait (an orange coat, remarkable appearance, etc.). Tailing is not equivalent to the Stealth skills and will not be able to be reestablished after the user is detected by the target.

TAPPING

Tapping is the way bandits look for secret or concealed doors. Each attempt will require the light tapping of walls in the area to be searched. Tapping can also be used to discover concealed compartments in containers. In this case, the container must be examined closely and handled so as to determine false panels and the like. Tapping takes anywhere from 15 to 30 minutes to do accurately and cannot be done in less than 10 minutes. This skill will not detect traps.

PERFORMER SKILLS

ACTING

Acting is the ability to portray someone or something else. This can be done on a stage to entertain an audience or in front of an enemy to convince him you are really someone else. This is a useful skill for spies and assassins, and it works well with a disguise skill.

AUGURY

Augury is the art of foretelling the future through a ritual means. This can be as simple as observing the flight patterns of water fowl to casting rune carved bones. It may include a sacrifice of an animal or a human with the examination of their entrails or the observation of their death throes. Whatever the means the person performing the ritual will know the precise meaning of the results. Whether the augur ritual actually foretells the future is up to the GM.

DANCING

This is a generic form of dancing often taken in a particular style specified as Courtly, Pleasure, Roman, Greek, or Persian but may take any form. For instance, one may take pleasure dancing which is dancing done before an audience. It can be anything from a risqué striptease to a solo ballet.

DECEPTION

Deception is much more than lying. It is the ability to confuse and misdirect the attention of individuals to the direction a person wishes. Deception could be used while attempting to cross a closed border. It could be used in several ways. It could be used to convince the border guard you are an important official. This would incur a minus to the check from the GM if you did not have the appropriate papers. Deception could be used in this case to create a diversion as you dodge under the barbed wire. This could receive a bonus from the GM if it were a foggy night. It should be emphasized that this is not a magic power. If you are standing over a dead body with the bloody knife in your hand as the authorities burst in, no amount of deception will allow you to go free. Deception should not be used as a complex plan solver. This means that you should role-play all deception encounters. Deception should not be used to rob a bank without planning and checking at the appropriate points.

DIPLOMACY

Diplomacy deals with government level negotiations. This skill tells you when you should deal with the government, who to deal with, what they can do for you, how you should act and dress, what you should say and any number of other minutia. This skill is used to understand the functioning of bureaucracies and the rules surrounding them.

ETIQUETTE

This skill allows the character to know the correct social manners, such as what is considered proper clothing, good table manners and polite language. A different skill must be taken for each culture the character wishes to study. In addition, etiquette may be taken for specific organizations; i.e. a specific guild, a specific political party, and so on.

INITIATE

This skill is similar to taking a skill in being a priest, so it can only be taken in one religion. As an initiate, any of the churches worshiping the character's faith can be used as a safe place to stay. Supplies and information can be obtained in these places, although a contribution to the church is expected. Active preaching and the recruiting of new people to the faith are not necessary but are often helpful.

JOURNALISM

Journalism is the technique of writing and reporting news worthy events. This skill may be used to write convincing articles, determine news worthy material and understand the inner workings of the journalist's trade.

JUGGLING

This skill grants the ability to juggle items. Anything from apples to daggers to eggs can be used.

MEDITATION

Meditation is the art of setting your mind into a relaxing state and allowing your body to follow. Anyone who successfully meditates before sleeping will receive two additional FP from resting that night.

ORATORY

This skill allows the person to speak in a convincing manner to a crowd or an individual. The GM should feel free to impose modifiers up or down depending on the size of the crowd, familiarity of the people being addressed, whether the crowd or person understands what is being addressed and any number of other issues.

PLAY INSTRUMENT

This skill is needed if a character wants to be able to play a musical instrument. The desired instrument must be specified.

PSYCHOLOGY

This is the basic understanding of the functioning of a person's mind. Whether the person is a machine or a biological entity does not matter. The skill must be taken in a specific race, such as Gren. This skill will allow the evaluation of the sanity, personality traits and stability of the target. An appropriate amount of time must be spent with the subject in order to evaluate their state of mind. If the subject has Psychology or Deception they may attempt to deceive the psychologist if they win a contested roll.

PURIFICATION RITUAL

The purification ritual varies depending on the culture but it is the means for shamans to cleanse their spirit of



negative energies. The rituals range from bathing in blessed, purified water to flogging oneself.

SEDUCTION

This skill is the art of sexual seduction. Often practiced by spies and courtesans it is the root of seeing into the base desires of the target and making them reality. Going far beyond simple pre-rehearsed lines and gimmicks, the skill of seduction draws the target in and creates a fantasy. The skill need not be used maliciously, and may be used for the pleasure of performance, the practical need for money or information or as a distraction. A skill check is made minus the difficulty of the situation. Seduction of a person in a crowded room will be more difficult than if the couple is alone. It may be easier if the alcohol is involved. In any case, there is always one minus for every point of WIS over 60 of the target. The seducer receives their APP Percentile Bonus.

SINGING

This skill grants the ability to sing. As well, a person will have a fundamental understanding of sheet music and how to take musical direction.

SPIRIT RITUAL

This is the skill which must be used to speak with a spirit animal or to enter the Spirit Realm. This skill, when being used to convince a spirit to aid a shaman, will be modified by the shaman's Percentile Skill adjustment for CHA. Success with this skill does not mean that the spirit will aid the shaman but only that it will listen to the shaman's argument.

STAGE MAGIC

Stage magic is the skill of slight of hand and misdirection, which is how the magicians of today perform. Such tricks as pulling a rabbit out of a hat, sawing a lady in two and making a gold coin disappear can be performed.

INTELLECTUAL SKILLS

APPRAISAL

This skill must be specialized in order to allow the user to identify the worth of an item or material. For example, an Appraisal skill in gems would allow the appraiser to estimate the worth of a collection of diamonds but not the worth of a rare painting.

BONE SETTING

This skill allows the character a chance to properly set a broken bone so that it will heal correctly.

CODED MESSAGES

This skill is used to decode secret messages or to encode one's own secret message. The language of the original message must be known to the character in order to decipher the code.

CYBERNETICS

This skill deals with the construction and installation of cybernetic devices on living creatures. This skill is required if implanting a cybernetic device; a Surgery skill and Xenobiology are also required if dealing with a race other than the medic's own.

DEMONOLOGY

Demonology is the study of the habits, powers and characteristics of demons. Such studies include areas of weakness, means of summoning or capturing demons, special powers of demons, and recognizing different types of demons.

FIRST AID

This skill allows a player to do general healing such as bandaging wounds, healing minor burns and treating other small cuts and bruises. These ministrations will prevent a person from bleeding to death and will restore 1d10 fortitude points (1d20 for medicus, healers or doctors).

GENETICS

This skill allows for the analysis of the genetic make up of a species. With the proper equipment a person's genetics may be manipulated or repaired. Genetics can be useful in understanding the function and nature of a creature.

HISTORY

History must be specified in the country or region. For example, Chinese History would tell you minute details of the Chinese state while a skill in Asian History will yield more general knowledge. If a character is successful in their skill check, then they would gain the information quested for without the use of books i.e. called it up from memory. If they fail, though, they must consult another source (a library, an expert).

HORTICULTURE

Horticulture is the study of growing plants and herbs. It may be used to identify individual plants or cultivate entire fields and is much like herbology, but applied to a more civilized setting. This skill may be used for identification of potions.

INVESTIGATION

This skill allows the possessor to use deductive reasoning to discover the truth. The skill user must declare their point of investigation, and it may not be applied to perform an entire investigation at once. For example, the user must say that they are looking for clues at the scene of a crime. In some cases a roll would not be required, like finding the body at a murder site. Finding a scarf in the garbage and connecting it to the killer might mean a skill check at a minus.

LANGUAGES

This is the skill to take if the character wishes to speak another language. A separate skill must be taken for each different language the character wishes to speak. A language can be taken only if the character has the opportunity to learn it within the setting.

LAW

Law must be specialized in the government desired. For example, knowing Roman Imperial Law does not mean you know the laws of the Jade Empire. When using the Law skill, the character attempts to recall the law as it applies to the question they have. For instance, a character in Carthago needs to know if he is an accomplice to a murder because he pays an informant. Another example would be an advocate in trial in the Roman Empire must know how to comport himself so as not to get in to trouble himself. If the advocate is successful he would know the best method to aid his client and would be able to help him present his case. If he fails, he will most likely damage the case of his client depending on how much he missed it by. Note that this skill would be combined with an Oratory skill check when the Advocate actually presents to the court.

LORE

Lore is not so much a science as the history of a certain subject. A person takes a specification in Lore such as "Dragons", "Arcane" or "Armor". These skills would than allow identification and information about Dragons, magical items and magic, and armors. This skill may be used to identify magical nature of the specified area (whether an armor is magical or not and what properties it has), determine its history or origins. The GM should feel free to modify the check if the items is extremely rare or common.

MAPPING

Mapping is the ability to draw accurate maps. If the character fails their skill check, then an inaccurate map will be produced.

MEDICINE

This skill allows the identification and administration of medicines. Without this skill a person would not know what medicine to administer nor how much. If this skill is successfully applied to a wounded person (assuming medicine is available), the patient will receive an additional 1d10 (1d12 for a medicus) healing.

MEMORY

The memory skill is used to remember things which are not or can not be written down. For example, a thief may want to remember certain details about a room but writing down notes would be too obvious. If a group is being chased by something and can't take the time to map their

route, a memory skill could keep them on course. A memory skill will also increase the chance to teleport or gate correctly by one degree. It should be noted that the character using memory must specify at the time what is being memorized. For example, one cannot fish through their memories to determine the writing on a scroll unless when they saw the scroll they said that they would memorize it. The check is made each time they attempt to remember the information.

MYTHOLOGY

Mythology is the study of myths, legends and characteristics of a culture. The culture must be specified and a new skill must be taken for each culture that the character is interested in.

NAVIGATION

This is the skill of navigating by the stars with or without the use of instruments. This skill may be applied to navigate a ship or to find ones way on land. Maps are required to navigate else the character will not know where they wish to go. If this skill is combined with a successful Memory skill check and the character has traveled this way before then no map is needed. Navigation can be used if traveling unmapped areas to create maps with the Mapping Skill. If traveling on a road or trail then the navigation skill is unnecessary.

NEUROLOGY

Neurology is the analysis of nerve activity and the nervous system. In order for a medic to apply this skill to other races than his own, they need the Xenobiology skill for that race. Neurology can be useful in treating certain wounds and is necessary to reattach limbs.

PATHOLOGY

This is the study of diseases and their causes. Although pathology took primitive forms, even in scientifically primitive societies pathology can be applied to a certain point. The cause of a disease can be determined and the best ways to treat it. The use of this skill will not cure a disease but it will give a person a bonus to an CON checks made against that disease. The bonus will apply after any modifiers and will usually range between plus 5 to 15 at the discretion of the GM.

SCIENCE

Science is the root of any technology. With this skill, a character will have access to the knowledge of a specified area. The science skill must be specified, like chemistry, metallurgy, physics. This skill may then be used to determine the function of technological equipment, its purpose and operation. In the case of chemistry, identification of an unknown liquid could be made. Note that the proper equipment is often needed to make an

analysis. If you try to identify a deadly poison by tasting it, you will die.

SENSOR OPERATION

This is the skill of operating modern sensors. This will allow the analysis of sensor scans but will require a skill in the area being scanned. For instance, a medical scan will require Pathology if the scan is for a disease. Some scans are general information like scanning for industrial centers on a planet. These would be handled by Sensor Operation skill. The GM makes the final call on what, if any, additional skills are required.

SURGERY

Surgery is needed to perform an operation on someone, such as removing an arrow from a person's liver, or amputating a limb. This skill picks up where first aid leaves off. Use of this skill will heal an additional 1d10 fortitude points (1d20 for medically trained classes).

XENO BIOLOGY

This is the study of anatomy and biology of a race other than the Xenobiologist's race. This skill must be taken in a specific race to be treated by medics. For instance, if a Human in a group needs to treat a Gren, a Human and a Balek then they must take a Xenobiology skill in Gren and in Balek. Generically, this skill may be used to help decipher the functions of a previously uncataloged species.

CRAFT SKILLS

ALCHEMY

Alchemy is related to chemistry but deals with magical essence and elements. Use of this skill allows the identification of the properties of elements which may not be immediately obvious. It will also allow the identification of potions. It will usually take some time to identify a potion or the traits of an element. This may take anywhere from 15 minutes to several days. If a character misses their first attempt they will need to consult a library or have a lab to make specialized tests.

ANIMAL TRAINING

Animal training is the ability to teach animals commands and tricks. A different skill must be taken for each type of animal a character wishes to be able to train. For example, a skill in birds would allow a player to train falcons to hunt, while a skill in elephants would allow the training of riding elephants.

ARMOR FORGING

This is the skill of forging protective armor. It requires the Metal Working skill and is dependant on it. A character may never possess more skills in Armor Forging than they possess in Metal Working.

CARPENTRY

Carpentry allows a character to build wooden devices, such as chairs, small toys, huts and chests. This skill combined with armor forging would allow the fabrication of wooden armors. If both carpentry and weapon forging are known, wooden weapons could be created.

CERAMICS

Ceramics covers the creation of a number of different types of clay based products including pottery, tiles and jewelry.

COOKING

Cooking is the ability to make a delicious meal. It also includes a knowledge of dietary needs.

ENGINEERING

Engineering involves the construction of large structures, such as castles, bridges or siege machinery. An additional skill relating to the object to be built must be taken; examples include masonry (for castles), carpentry (for wooden bridges), and siege machinery (for siege machines). **This skill is used to detect hidden, concealed or secret doors.**

EXPLOSIVES

The explosives skill allows the character to gauge the appropriate amount of explosives, set an explosive charge, detonate those explosives and the safe handling of explosives. Explosives may also be used to disarm bombs safely.

GUNSMITH

This skill is the crafting and creation of firearms and their ammo. With this skill a character may create her own guns, assuming she has the appropriate raw materials and facilities. Depending on the quality of the tool and materials, the GM may award a bonus or a minus to the check. This skill is limited by the period that the gun is created in. For instance, primitive firearms of the period are often more dangerous to the user than the target due to irregular ammo, unreliable firing mechanisms and uncertain metallurgy.

HERBOLOGY

Herbology is the study of small plants and herbs. It is used to identify components needed for healing, poisons or potions. Some potions can be identified by using this skill. **Note: The medicine skill is needed to make use of these herbs.**

JEWEL CRAFTING

Jewel crafting is the ability to make rings, necklaces, and other types of ornamental jewelry. This skill can also be used to estimate the worth of a piece of jewelry. Jewelry can be crafted only if the appropriate tools are at hand.

LEATHER WORKING

This skill allows a character to create and repair leather objects, such as armor or clothing.

MASONRY

Masonry is the skill of working stones. This is useful in building walls, foundations, bricks, houses, and castles.

METAL WORKING

Metal working allows a character to create various metal objects such as chests, horseshoes, bits, and spurs. Armors and weapons cannot be created with this skill (see armor forging and weapon forging). This skill may be used for welding and operation of metal working machinery (lathes, metal saws).

ROBOTICS

This skill allows the building, design and repair of robots and their subsystems. This skill could be used to repair an artificially intelligent entity's chassis. Physical damage to its personality matrix could also be repaired with this skill but a programmatical damage would require either Psychology or Computer Technology.

ROPE USE

This skill is the use of a lariat or lasso to capture a target. If the target is moving, the character must make a to hit against the target's defense. If it is stationary, the character does not need to roll to hit. In either case the character must make a successful skill check vs. Rope Use to properly set the lasso for the desired effect. For instance, the hunter may wish to trip the bandit as he tries to escape. This would require the hunter to hit the Defense stat (with all DEX bonuses) of the bandit and then make a successful Rope Use check.

SCULPTING

Sculpting involves making works of art from stone or clay. It isn't a very practical skill, but selling the products could bring in some money.

SEWING

Sewing includes both creating and repairing cloth garments. This is useful in aid with a disguise skill or as a sideline for an actor.

SHIP REPAIR

This skill is needed in order to clean and repair boats and ships. It may be used to repair a ship which is damaged at sea to prevent it from sinking.

TECH

The Tech skill is the application of a science to practical solutions. That is to say, Tech is actual technicians skill of repairing, altering or modifying a system. This is a specified skill. Some specifications are:

Armor	Computer	Communication
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Electronics	Mechanical	Ship
Weapon		

Computer Tech skill will allow the user to bypass security on computer system, repair an AI's program or repair a damaged computer hardware. A Ship Tech skill allows the user to repair damage to starships, evaluate abilities of a ship and install upgrades. Mechanical Tech skill is repair and upkeep of none-space faring craft from bicycles to aerospace transports. Many other specifications may be made if desired by group, player or GM.

VEHICULAR REPAIR

A character must specify the type of vehicle that they wish to repair. Examples include large trucks, tracked vehicles, airplanes, ships, automobiles, hover tanks etc. This skill will allow the diagnosis of a problem with the vehicle, its repair (given tools, materials, and facilities) and the maintenance of the vehicle. This skill does not apply to space vehicles.

WAGON HANDLING

This skill is required for the handling of a team of horses and a wagon or carriage. It may be used with other animals if the driver is familiar with them or has an Animal Training skill with that animal. This skill applies to any animal pulling conveyance combination.

WEAPON FORGING

This skill allows a character to create metal weapons, provided he has access to the proper equipment (forge with tools). This skill only applies to metal weapons and archaic weapons (swords, maces, hammers, etc.). Gunsmithing must be taken to make firearms. A metal working skill must also be taken and the number of skills in Weapon Forging may not exceed the number held in Metal Working.

MOVEMENT SKILLS

ATHLETICS

This skill covers all sporting activities not specifically covered by the other sporting skills. For instance, baseball, football, soccer, polo and many more would be covered here. This is the skill that professional athletes take. It allows the play of the game and performance of the related activities. Note that this skill will not allow a polo player to care for his horse but it would allow him to ride though battle shooting as he went as if he had horsemanship skills.

CLIMBING

Climbing is the ability to scale vertical surfaces such as walls, fences or dangling ropes. Note that smooth or slippery surfaces will be more difficult to climb (i.e. minuses to the skill roll).

DRIVING

This is the skill of driving a modern internal combustion vehicle. The type of vehicle must be specified (four wheeled, two wheeled, tracked, etc.). It will not allow you to pilot an airplane or sail a ship.

FLIGHT

This is the skill of magical flight. With this skill a person who casts flight or has a means of flight may be able to attempt complex aerobatic maneuvers. This skill will not allow the possessor to fly merely maneuver while flying under a magical means.

HORSEMANSHIP

Although anyone can ride a horse in normal circumstances, a skill is needed to control a horse in a dangerous situation. One skill allows combat while riding, but fighting occurs at a -30. Two skills allows combat at -15, three skills at -0, and four skills allows combat with all bonuses. People on horseback get a +20 to hit and their defense stat when facing riderless opponents.

PARACHUTING

Parachuting from a plane requires a level of skill and training. A successful check must be made against this skill in order to land safely. This skill also allows a character to pack a chute and calculate where they will land.

PILOTING

This skill must be taken in a particular type of vehicle. Popular types include wagon, racing chariot or war chariot. The specific type of vehicle that is being piloted must be indicated.

SAILING

This skill allows a character to sail a boat. As well, it gives a character some understanding of how a crew works and knowledge of the ranks of officers on ships, various rigging and how to equip a ship for sailing. This skill will also allow the character to appraise the seaworthiness of a vessel and/or the worth of a given ship. In order to plot a course the Navigation skill must be taken. See "NAVIGATION" on page 34.

SKATING

Skating is the skill of moving on ice. It is particularly useful as a means of travel in the cold. One skill allows combat while skating, but fighting occurs at a -30. Two skills allows combat at a -15, three skills at a -0, and four skills allows the use of all fighting bonuses.

SKIING

This skill grants a character the ability to move on skis. One skill allows fighting to occur, but only at a -30. Two skills allows combat at a -15, three skills at -0, and four skills allows fighting with all bonuses.

SNOWSHOEING

This skill allows a character to move in snowshoes. Combat is possible, but occurs at a -30 for one skill, a -15 for two skills, a -0 for three skills, and any bonuses may be applied with four skills.

SWIMMING

Swimming is the ability to move through water. Note that this is impossible to do when too heavily encumbered. Fighting with weapons cannot be done while swimming, no armor may be worn, and only half of a character's weight allowance may be carried.

ZERO G MOVEMENT

This skill is the art of moving in zero gravities. It applies to maneuvering outside a craft in the vacuum of space as well as with in a vessel or station allowing a person to move about the craft.

IRIDIUM CORE WEAPONS & EQUIPMENT

Weapons In Iridium

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 "WEAPON USE" on page 28.

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 additional attributes and are usually defined in terms of caliber for damage.

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 in Iridium

Armor is ablative. That is it absorbs damage until such time as it reaches zero but there is some bleeding of damage through the armor. The "bleed" on damage is equal to the tens place of the damage dealt. For instance, the if an Axe hits a person wearing chain and the damage is 14 points, then 1 point will bleed through in that area to the body. If another 20 points are done

though (chain only protects for 30 points) then the Chain would absorb 16 and 4 points would be dealt to the body. The "Bleed" effect only happens when the armor is protecting that area. Once the protection of the armor is reduced to 0 then the armor must be repaired before it will stop any additional damage.

Armor 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 -10 which means if a character had an 80 Defense it would be effectively 70 if they were wearing chain.

Armor Modifier may be reduced by the STR d20 Bonus. This will not add to a character's Defense. For instance, a character with an 75 STR wearing chain armor would not have any Armor Modifier applied to their Defense.

If Armor Use ("ARMOR USE" on page 25) 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 -10 Armor Modifier would become a -20. If an armor does not have an Armor Modifier (such as Leather), then the modifier is a minimum of -10 if they do not have an Armor Use skill with that type of armor.

Some examples of Armor.

Archaic and Modern Armors & Shields				
Armor	Weight	Armor Factor	Armor Mod	Type
Long Cloak	.2lb	1	--	--
Traveling Cloak	.4lb	2	--	--
Bracers	1lb	8	--	--
Buckler	1lb	20	--	Shield
Small Wooden Shield	3lb	10	--	Shield
Large Wooden Shield	5lb	20	--	Shield
Small Steel Shield	5lb	30	--	Shield
Large Steel Shield	10lb	60	-5	Shield
Boiled Leather Armor	15lb	15	--	Leather
Studded Leather Armor	16lb	20	--	Leather
Ringed Leather Armor	24lb	25	-5	Leather
Silk-Fiber Bullet Proof Vest	12lb	30	-5	Leather
Chain Armor	30lb	30	-10	Linked
Scale Armor	35lb	37	-20	Linked
Banded Armor	42lb	40	-25	Linked
Field Plate Armor	47lb	45	-30	Plate
Full Plate Armor	65lb	60	-40	Plate

General Equipment

General Equipment and its pricing is defined in the setting book. This should include a description of commonly purchased items as well as the exotic. Also, the monetary system should be defined if one exists. This is how the players will pay for equipment and services so some amount of thought should be given to it.

General Equipment has three elements to it.

Name - What the item is generally called.

Weight - How much the item weighs in local measure.

Cost - How much the item will cost, as a base, in most areas of the setting.

It should be noted that cost should be taken as a suggestion and that current conditions, rural locations and any number of conditions may cause the price to shift.

Below is an example of an equipment list. It is only representative and would be best suited to a modern Earth setting.

General Equipment		
Item	Weight	Cost
1 average meal	.5lb	\$.75
1 poor meal	.1lb	\$.35
1 rich meal	1lb	\$5
1 week rich food	6lb	\$10
1 week staples	3lb	\$4
Aeroplane (4 passenger)	3000lb	\$2000
Ale	4qt	\$1.50
Automobile	2000lb	\$500
Backpack, steel frame	8lb	\$20
Backpack, wood frame	4lb	\$12
Batteries	.1lb	\$.50
Beer	4qt	\$1
Belt	.2lb	\$.75
Bicycle	10lb	\$27
Boat, small	2500lb	\$400
Boots, leather	.8lb	\$4
Boots, leather moccasin	.6lb	\$1
Brandy	1qt	\$2
Brimmed hat	.3lb	\$1.60
Bungalow (Small House)	--	\$4200
Camera	2lb	\$4.50
Candy	20 pces	\$.20
Cap	.1lb	\$1
Captain hat	.6lb	\$2
Cart	1200lb	\$40
Clock	1lb	\$6
Coat, dress	1.5lb	\$4
Coat, fur lined	2lb	\$15
Donkey	450lb	\$30

General Equipment		
Item	Weight	Cost
Dress, gown	2.5lb	\$5-\$15
Dress, work	2lb	\$1
Eye Glasses	.1lb	\$10
Flashlight	5lb	\$6
Flask, small	.6lb	\$1
Gasoline	1 Gallon	\$.12
Goat milk	4qt	\$.25
Grapple	1lb	\$3
Gum	.1lb	\$.05
Honey Mead	1qt	\$1.20
Hook	.5lb	\$1
Horse saddle	10lb	\$22
Horse, draft	1400lb	\$300
Horse, pack	1250lb	\$10
Horse, pony	600lb	\$25
Lantern oil	.8lb	\$.80
Lantern, bull's-eye	2.5lb	\$3
Lantern, normal	2lb	\$2
Large flask	.9lb	\$2
Large pouch	.8lb	\$1
Large skin	.6lb	\$1.50
Lighter	.5lb	\$.50
Rope, hemp 10yd	3lb	\$4
Row boat	1000lb	\$89
Rucksack	1lb	\$3
Saddle bags	2lb	\$11
Sandals	.1lb	\$.90
Shirt	.3lb	\$.60
Shoes, leather	.6lb	\$2
Shoes, leather moccasin	.2lb	\$.25
Silk Stockings	--	\$1.50
Skin, small	.4lb	\$.80
Snow Suit	3lb	\$8
Suit	4lb	\$10
Technician's Kit	13lb	\$60
Tent, one person	3lb	\$3
Tent, two-six people	6lb	\$6
Torch	1lb	\$.20
Tractor	1000lb	\$990
Trousers	.4lb	\$1
Typewriter	15lb	\$50
Vest	.1lb	\$2
Wagon	3600lb	\$80
Wagon-cart harness, 1-horse	10lb	\$15
Wagon-cart reins, 1-horse	3lb	\$5
Wallet	.1lb	\$.40
Watch	.1lb	\$3
Watered wine	4qt	\$2
Whiskey	1qt	\$5
Wine	4qt	\$4

MAGIC & PSI

Imagine that all of creation is shaped like a book that stretches out for infinity in all directions. Our universe, from the biggest galaxy to the smallest atom, would be a page in the book. The Roma Imperious setting would be another page. The seven Realms of Power would each have a page in that book. Each page would have its own set of rules on how the universe functions, and each page would lie next to each other, touching but not interacting. Spell casters have the ability to act like a lightning rod and pull energy from one page to another. We call that energy 'magic' and the effects are known as 'spells'.

It turns out that only some humans are born with the ability to tap into other Realms, and even then they can touch only one Realm. This is a tricky process, since channeling energy can overload the nervous system of the spell caster. Spirit points are the measure of the amount of energy one person can channel at any one time. The average human has ten spirit points, spell casters have between ten and thirty and supernatural creatures can have hundreds.



Magical energies have a certain unique resonance that allows for a number of interesting things. First, a spell caster can detect energies from his own Realm, so a Medicina Maga can detect when other Medicina Maga powers are in use. Second, each Realm has an affinity for different materials (see Chart in next section). These materials can store spirit points, like a battery, for future use. Third, each Realm has a counter in different materials (see Chart in next section). These materials block power use from the appropriate realm, and will even inflict damage on spell casters if it touches their skin. Finally, it is possible to craft

devices to store pre-loaded spells; this takes considerable research and knowledge about both science and magic.

None of the preceding information is needed to run the game, but it may be useful in aiding players and GM's in designing their own artifacts and realms. Feel free to contact HinterWelt with questions and ideas on the topic of magic use.

Iridium System Magic

The Iridium System has three basic magic systems in it. The primary point of the different magic systems is to reflect the different way magic works in the same setting. That is to say that within a setting spell magic reflects a structured spell organization; i.e. guilds or schools. Clerical magic reflects a freer form of magic involving divine intervention (clerics), guidance from a higher power (mystics, shamans) or effects that do not fall easily into a pre-specified spell format (artificers, alchemists, druids).

Spell Magic

Realms allow channeling from nearby planes that have particular attributes. This power is channeled through the caster and given a specific form via a mnemonic process. Fatigue is represented via spell points. Spell points regenerate at a rate of 1 per night of rest (2 per night for the Natura Maga). A caster may kill themselves via casting into the negative spell points (usually -10). Average caster has around 20 spirit points but may store up to three times their normal amount in their body. If they exceed double their normal max (i.e. 40 if they normally store 20) their body will begin to glow with a slight but noticeable aura. There are also external storage items like gems. There

Wind

2 pts/turn

Elements: T,G

This spell moves winds at the caster's Will in miles per hour and will dissipate gases in 2-8 rounds. This is the next step up from the Gust spell. It is a strong breeze but not so potent as to move people or objects.

Natural Forces

500 feet

Prereq: Gust

are seven realms discovered so far but many more are suspected to exist.

An example of a Spell Point based spell is given here. It is taken from Tales of Gaea, the Realm is Natural Forces. It costs the caster two spell points to maintain for every turn (usually about 10 minutes). Its range is 500 feet. Its elements are Thought and Gesture. Its prereq, and not all spells have prereqs, is Gust. Wind is a second level spell.

Spells have a level associated with them but the caster takes Ranks just like skills in the particular spell. For instance, a caster may have 3 Ranks in Wind giving them a 70% chance of success. This is usually only used for attack spells much like Weapon Use is used in combat. Level of a spell indicates its relative power and the initial cost of a spell for Development points during character creation and Experience Point purchase during advancement.

Building a spell is not difficult if one keeps in mind the relative strength of the spell and makes sure to consider cost and the level the spell should be placed at. Complete spell lists are available in Tales of Gaea, Shades of Earth, and Roma Imperious.

When creating a Realm, it is important to think of the elements of that Realm. Natural Forces deals with nature and thus the storm, animals, plant control and the like.

The realms are spell list driven.

BENEFIT OF THIS SYSTEM: Pre-created lists make it a case of point management for casting spells.

Free Form Magic

Free form (also called clerical) magic is practiced by priests, druids and shamans. They channel awesome supernatural powers from gods, nature, and spirits respectively. There are no lists for these classes but they do have areas of influence depending on their focus. A priest of a god of war would not be able to create a bucket of fried chicken. Likewise, a priest of a god of fried foods would not be able to give everyone in the party a +5 to hit. Resolution is accomplished with a

check, on a d100, vs. the priest's PIE and CON stats (WILL and CON for druids and shamans). A modifier is applied determined by the GM for difficulty, casting conditions, and

how closely it abides by the influence of the god or other power source. In addition, there is a fatigue minus reflecting how many times the player has cast since they last prayed or meditated. If the PIE check is made the effect goes off, else it does not. If the CON check is made no damage is taken, else damage is taken to all areas to the tune of 5 points. For instance, if attempting to create fried chicken for the third time a priest would suffer -15, all other factors being equal, and if failed then receive five points of damage to all areas. Critical failures result in a check on a chart for possible physical or spiritual effects.

BENEFITS OF THIS SYSTEM: Flexibility. The player who likes to come up with their own spell effects will get into this system.

Dedicated (Chi) Magic

Monks work off a CHI system and have a list of powers which they gain as they go up levels. These effects are well defined and powered off the CHI reserve which is regenerated with a successful Meditation Skill roll. CHI never increases but the higher level effects cost

more. Some of the effects include increasing defense and killing with one blow.

BENEFITS OF THIS SYSTEM: A combination of the spell casting-list driven abilities and the flexible casting of the clerical system. Individual monasteries have specialized CHI powers.

Psionics

Psi are not common because of the intense training it requires to become one. The great ones are born with the talent and merely need training to focus and develop their

Free Form Magic

Free form magic is granted by a higher power. A character does not command it so much as requests the effect they are attempting to perform. The higher power may refuse it at any time in order to advance its agenda or simply on a whim.

Spell Based Magic

Spell based magic is usually learned in an institution or from a master to a student. It functions at the command of the caster but fatigues them as they cast. The channel this power from other planes through their body and the "spell point" mechanic tracks their fatigues. Non-spell casters usually only have 10 spirit points that a spell caster may drain before killing them. Spell casters usually have between 15 and 25.

Psionics

Psionics is much like the method monks use in that all the power comes from inside. Psionics use the free from mechanic but they do so with their own will. Their state of mind is often effected and they move towards insanity as they use their powers more and more. They must rest and meditate in order to regain their perspective. It is not at all uncommon for them to go irrevocably insane.

Monks

The powers that monks call upon is internal although it has been thought to be mystic in many settings. The truth of it is that the power comes from within and their Chi points is a fatigue mechanic. They become more exhausted as they use their Chi and it is all the spiritual strength they will have.

abilities. The Psi's most important stat is PIE since it reflects their faith in their powers. Without intense concentration and the belief that they can affect the world around them with their minds, they would lose the ability to use their Psionics. The next most important stat is WIS. WIS is their mental discipline which allows them to focus their raw talent and ability supplied by the PIE. Without WIS their power would do horrible damage to their own body, people and objects around them or just run wild.

In most settings some form of formal schooling must take place. Whether it is schools or single masters teaching a single pupil does not matter. Rarely will an individual independently develop reliable psionic powers. Wild talents may manifest themselves in the gifted but little reliability or repeatability will be present.

The Psi are limited in the range of their abilities and the number of times before they must meditate to regain their mental balance. This means that the Psi may use disciplines listed here for general areas of effects. The Psi must pick one discipline to study initially but may add other disciplines as they gain experience.

Disciplines	
Telekinesis	Telekinesis is the moving of objects with the mind. The heavier the object, the more distant the object or the more complex the movement, the higher the difficulty. To pick up an object and float it to a person is much easier than typing on a keyboard. Applying killing force is very difficult and requires a to hit roll in addition to a successful psi roll.
Telepathy	Telepathy is, in its easiest form, reading the surface thoughts of a person. Much more difficult is reading the memories of a target and the most difficult effect is implanting new memories.
Empathy	Empathy is reading or projecting emotions onto an individual. Reading is rather simple but projecting is very difficult.
Illusion	This is the power to alter the perception of an individual. To affect multiple minds at once is more difficult than affecting the mind of one person. Creating an illusion of something believable is easier than creating something unreal. The illusion will only be audible and visual. If touched it will dissipate.

Disciplines	
Tele-Imaging	This is a projection of the Psi's mind into another location. The more distant the location the higher the difficulty.

The GM may wish to impose their own modifiers for difficult conditions (Tele-imaging in the midst of a fire fight) or for optimal conditions (Telepathic scan of the memories of a person under truth drugs). AS A GUIDELINE ONLY, the following table has been supplied.

Mod	Modifier Examples
0	Majority of simple things: Tele-imaging across line of sight, reading surface emotions, minor telekinesis
-5	Easy: Telekinesis up to 10 kg, simple illusions, communicating via telepathy within 5 km.
-10	Hard: creating moving illusions, flying via Telekinesis
-15	Difficult: Implanting memories, complex movement with Telekinesis, implanting emotions, Tele-imaging elsewhere on a planet, illusions with sight and sound
-30	Nigh Impossible: Tele-imaging across interplanetary distances, telepathy across interstellar distances (including orbiting craft), moving tons of material
In general, the more powerful the effect the larger the minus since it draws more conscious thought and discipline to focus an effect.	

System

Base Chance: PIE Channel Base: WIS

Base Modifier: - 5/effect attempted

Psi have a base chance of their PIE to succeed in generating a desired effect. This is modified by - 5 every time an effect has been attempted (i.e. first attempt -5, second attempt -10, third attempt -15, etc.). In addition, the GM may modify the roll if he or she feels it appropriate (i.e. combat, difficulty of effect, Balek pounding on the foot). Finally, the player must roll under their modified PIE. If successful, the psi has created the effect with their mind. If the psi rolls a 95 or greater, the effect not only fails but backlashes and harms the psi's psychic strength (see Psychic Backlash table below).

The same modifier is then applied to the character's WIS and another d100 is rolled. If the player rolls under the modified WIS then no ill effects are felt. If the player rolls over the

modified number, he fails, he takes five points in fortitude points to all areas.

If the roll was a 95 or greater he rolls and adds as per the Open Rolling System. Then, taking the amount over 100 he compares it to the Psychic or Mental Backlash Table below depending on if PIE or WIS check was failed. For instance, if Ted the Psi rolls a 99 followed by a 50 for his WIS check, he would then consult the Mental Backlash table at 49 (99+50=149-100=49) NOTE: you can fail your PIE roll (no effect generated) and succeed at your WIS roll (no damage taken) OR you can succeed at your PIE roll (effect generated) and fail at your WIS roll (damage taken) OR you can fail at your PIE roll (no effect generated) and fail at your WIS roll (damage taken) OR you can succeed at your PIE roll (effect generated) and succeed at your WIS roll (no damage taken).

The Base Modifier will set back to 0 and all psychic effects will be removed if the Psi is allowed to meditate for one hour (unless a duration is stated).

Discipline Skills

The Psi must take a skill in their Discipline they choose to practice. This is then used for attack rolls, countering effects, and difficult situations requiring a skill check. The Discipline is purchased as with other skills in either character creating or advancement. The training for the skill, though, can only be obtained either through a master or at a training facility like a university.

Saves

A person who is attacked psionically receives a save vs. their PIE - the PIE percentile modifier of the Psi. If this is a desired effect then the affected may decline the save. For an effect that is external to the target (i.e. Telekinesis), there is no save. A to hit roll is needed to hit an opponent in order to lift them or hit them with a secondary object.

d20	Psychic Backlash
01-25	-5 to all PIE rolls until Psi meditates; shaken.
26-50	-10 to all PIE rolls until Psi meditates; shaken badly.
51-65	-5 to all PIE rolls until Psi sleeps for 6 hours; psi powers questioned.
66-80	-10 to all PIE rolls until Psi sleeps for 6 hours; unsure of psi powers.
81-90	The real world Comes into question. The Psi's balance is off and the world spins. -20 to AGL 1/2 movement until psi meditates.

d20	Psychic Backlash
91-100	Mind Crushed! The Psi has difficulty concentrating. Cannot perform Intellectual skills and - 20 to INT until Psi meditates.
101-110	Belief in the Psi Disciplines crippled! Psi may perform no effects for the day and have a -10 to all PIE rolls until the psi can meditate for a number of hours equal to the amount of points that the psi missed their PIE by.
120-	Discipline Destroyed! The Psi must relearn their discipline. To do this they must attend a Psi school for 3 months. No effects may be generated until the discipline is relearned. No experience need be spent for this.

d20	Mental Backlash
01-25	-5 to all WIS rolls until Psi meditates; discipline shaken.
26-50	-10 to all WIS rolls until Psi meditates; discipline shaken badly.
51-65	-5 to all WIS rolls until Psi sleeps for 6 hours; mind exhausted.
66-80	-10 to all WIS rolls until Psi sleeps for 6 hours; mind in agony.
81-90	Resolve Destroyed! -20 to WIS and no Craft skill may be performed until Psi meditates.
91-100	Wisdom Confused! All WIS rolls automatically fail. The Psi will be incoherent and must rest for 12 hours.
101-110	Amnesia! The Psi retains all their skills and abilities but have no memory. This can only be cured through time and meditation. It is up to the GM to determine the duration. Familiar people and objects will help.
120-	Mind Destroyed! The Psi's mind is destroyed. He must receive professional help for a Psi or a psychiatrist within 3 days or damage is permanent and the body will fail. It will take 3 months to heal the damage.

IRIDIUM CORE CHAPTER X : COMBAT

Combat in the Iridium System is broken up into rounds which, depending on the Game Master, is usually one minute in length. The exchange of combat is fairly lethal and characters should contemplate whether or not they wish to take the risk of being wounded or even killed before looking to combat to resolve their problems.

Initiative

Determining the initial order of combat is done once at the beginning of the round. The Player rolls a d20 and adds their AGL d20 Bonus. This should result in a number between 2 and 26 for human range 1-100 range stats. Order of attack is determined with the highest Initiative Total going first followed others dealing attacks or doing actions in decreasing order of their Initiative Totals.

On their initiative, a person may perform a single attack of a weapon or begin an action. Actions are skills like First Aid or Pick Locks and take either a full round (most first aid, picking a simple lock, or disarming a simple trap) or as long as the GM decides (extensive damage for first aid, research, translations). Movement up to 1/2 normal movement is not counted as an action but movement in excess of 1/2 normal movement is considered to take all the attention of the character to perform. Normal speaking (not using Oratory or Effects) also does not count as an action.

Ties are resolved by each participant going simultaneously.

Example of Initiative

Player A: Rolls a 4 with an AGL d20 Bonus of 6 for a 10.
Player B: Rolls a 20, rolls again and gets a 9 for a total of 29. He then adds his AGL d20 Bonus of 5 for a Total Initiative of 34.
Player C: Rolls a 1 with a 3 AGL d20 Bonus for a total of 4.
Foe: Rolls a 12 with an AGL d20 Bonus of 4 for total of 16.

INITIATIVE EXAMPLE	
INIT.	ACTION
Round 1, Cycle 1	
34	Player B swings Short Sword
16	Foe Bites Player B
10	Player A backs out of combat
4	Player C holds action waiting for wounded
Round 1, Cycle 2	
34	Player B swings Short Sword
16	Foe claws Player B
10	Player A fires his bow
4	Player C holds action waiting for wounded
Round 1, Cycle 3	
34	Player B swings Short Sword, Player B is done.
16	Foe claws Player B
10	Player A fires his bow, Player A is done
4	Player C moves to Player B and administers First Aid.
Round 1, Cycle 4	
16	Foe charges Player A, Foe is done
End Round 1	

Player B wins with a 34 and decides to move a short distance, then engage the Foe. He then uses a short sword for one out of his three attacks.

The Foe goes next with a 16. He uses his Bite to strike Player B (initiative 16).

Player A may now start after the Foe has gone since the Foe had the Initiative (a 16 as opposed to Player A's 14). He opts to move out of Combat. The GM asks if he will use his full movement and Player A says yes. This uses his action for this round. (initiative 10).

Player C holds his initiative to wait and see if anyone is hurt and needs First Aid.

One Cycle ends and combat rolls back to the highest initiative again, Player B with 34.

Player B swings his short sword on the Foe, striking and wounding him. (initiative 34)

Foe attacks with his Claw again (initiative 16) on Player B disabling him. Foe is done.

Player A fires his Bow (initiative 10).

Player C holds action again. (initiative 4)

Cycle restarts with Player B.

Player B swings his short sword on the Foe, striking and wounding him. (initiative 34) Player B is done.

Foe claws again on Player B. (initiative 16)

Player A fires his Bow (initiative 10). Player A is done.

On initiative of 4, Player C uses his First Aid, a Complex Action, to stabilize Player B. The GM rules that it takes two rounds.

Cycle Restarts with the Foe who is the only one with actions left.

Foe charges and Player A.

End of Round.

Round 2, re-roll initiative.

Initiative

Example of Initiative

Combat Explained

Combat is a skill check vs. Weapon Use modified by the target's defense. Situational modifiers may play in as the GM determines them necessary.

Example 1 of Combat

Player A: Init: 22; Defense: 40; Weap. Use : 75

Player B: Init: 12; Defense: 25; Weap. Use : 65

Foe 1: Init: 20; Defense: 30; Weap. Use : 95

Foe 2: Init: 13; Defense: 15; Weap. Use : 40

Player A draws his short sword (3 Att, 2d10).

(Initiative 22)

Player A attacks with his short sword. He needs to make his Weapon Use (Sword) skill. He subtracts the target's Defense, Foe 1 with 25 Defense, from his skill making it a 50 (75-25 = 50). He must roll a 50 or less on percentile dice. He rolls a 66. He misses.

Foe 1 attacks Player A with his two handed sword (2 Att, 5d10). The GM needs to roll under Foe 1's Weapon Use (Sword) of 95 minus Player A's Defense of 40. The target is 95-40 = 55 or less on percentile dice. The GM rolls a 55 on a d100. Player A declares he will parry the attack. He has a Parry (Short Sword) Skill Total of 80. This is modified by subtracting DEX and STR Percentile modifiers of the attacker, Foe 1. Foe 1 has a STR mod of +25 and a DEX mod of +5 for a total of 30. Subtracted from Player A's base Parry skill, Player A must roll at or under 50. Player A rolls a 48 on percentiles just making the parry.

(Initiative 20)

Foe 2 attempts to Summon a Fire Effect on Player A to finish him. The GM determines that it is a rainy day and the difficulty for the Fire Effect will have an additional -20 (moderate). He must roll under his WIS and CON by -20. Since he has cast three times already today, the difficulty is increased by 10 for a total of -30. Foe 2 rolls a d100 and gets a 44 which is 41 below his 85 WIS. He then rolls a 31 which is 44 below his CON and he avoids taking damage from the effect. He succeeds but must still roll to hit. He rolls a 33 on a d100. He needs to take his Directed Spell skill of 90 and subtract the Defense of Player A, 40, for a total of 50. He hit by 27. Casting this Effect is a Complex Action that will take the full round.

(Initiative 14)

Player B decides to use her Wind Effect to counter Foe 2's Fire Effect. She spends a Fatigue to activate her Effect. She decides she will snuff the fire with a brisk whirl wind before it reaches Player A. She has not used an effect yet today and the rain works in her favor. The GM decides it is only a -10 to her checks. She rolls her WIS (90) and

rolls a 34, making her activation by 46. She compares this to Foe 2's success of 41 and she has beaten it by 5 (46 - 41 = 5). Player B counters Foe 2's Effect. She then rolls percentile again vs. her CON (80) at -10 and rolls a 91. This is a failure and she takes 5 points to all areas.

Countering the Effect is a Complex Action that will take the full round.

(Initiative 12; End Cycle 1)

Player A swings at Foe 1. Rolls a 28 with the same target of 50 he had before. He hits and rolls 2d10 damage for the short sword, 14 and adds +9 for his STR stat for total of 23 points to Foe 1's Armor and 2 points to Foe 1's Body. He then reverses his to hit roll so that it read 82 and compares it to his Targeting (Short Sword) skill of 75. He is too high and misses his targeting. He rolls a d10 for random location and gets a 2, striking in the right arm.

(Initiative 22)

Foe 1 swings again with his two-handed sword. He rolls a d100 and gets a 18 and is below his target of 55 (this has not changed from the first cycle). He hits Player A who attempts to parry but rolls a 88 and fails (his chance was unchanged from before with a target of 50). Foe 1 rolls 5d10 and gets 25 adding his STR for an additional 10 thus a total of 35 points. He rolls a d100 and gets a 62 making his Targeting (Short Sword). He chooses Area 1, the Head, and Player A records the damage against his Armor (Chain 30) then his Body (5 points that exceeded the 30 points of Chain armor). Player A is still Conscious. Foe 1 is done for this round.

(Initiative 20; End Cycle 2)

Player A swings again. He rolls a 05, rolls and adds as per Open Rolling rule and gets a 40 for a total rolled of -35 (5-40 = -35). According to the Critical Hit Chart he does max damage and the attack is automatically targeted. His damage is 20 plus 9 for his STR for a total of 29. He chooses the head and deals 29 points to the Armor and 2 to the Body of Foe 1. The GM records the damage to the Body Fortitude. Player A's actions are done.

(Initiative 22; End Cycle 3; End Round 1)

EXAMPLE 2 OF COMBAT

Player A: Init 21; Defense 25; Weapon Use (Bow) 60, 15 points leather Armor.

Foe Group: Init 12; Defense 15; Weapon Use (Axe) 80; no Armor.

(Round 1; Cycle 1)

Player A draws his Short bow. Player A is done for this round.

(Init: 21; Cycle 1; Round 1)

The Foe Group has 5 members left. The charge closing the distance this round. Foe Group is done for this round.

(Init: 12; End Cycle 1)

Player A fires his bow. He must roll under a target of his Weapon Use (Bow) 60 minus the Defense of the Foe Group 15 for total of 45. He rolls a d100 and gets a 41. He hits and deals 1d10 plus STR damage. He rolls a 4 plus a 4 for a total of 9 Fortitude points. He reverses his to hit roll to get 14 which is under his Targeting (Short Bow) of 60. He shoots one of the Foes in the head killing him.

(Init: 21; End Cycle 2)

Player A fires his bow. He rolls a d100 and gets a 96. This is a fumble and he loses the rest of his attacks for the round.

(Init: 21; End Cycle 3; End Round 1)

Player A fires his bow. He rolls a d100 and gets a 39. He hits and deals 1d10 plus STR damage. He rolls an 8 plus a 4 for a total of 12 Fortitude points. He reverses his to hit roll to get 93 which is over his Targeting (Short Bow) of 60. He then rolls a d10 for random location and rolls a 4, shooting his target in the chest and killing him.

(Init: 21; Cycle 1; Round 2)

(Example of Group Foes Combat)

The Foe Group is on Player A and engages him in melee. They use their axes and swing. They need to roll a 80 minus Player A's Defense of 25 or equal to or less than 55 on a d100. The GM rolls a d100 for each remaining foe. This means three d100s. He rolls a 56, 71, 14. One hit doing 2d12. It does 9 plus 4 for STR for a total of 13. Targeting is successful (41 reversing the to hit roll is less than their 60 Targeting (Axe). Player A records the 13 points to the 1 or Head on his Armor and 1 point to his Body Fortitude.

(Init: 12; Cycle 1; Round 2; End Cycle 1)

Player A fires his bow. He rolls a d100 and gets a 77. He misses.

(Round 2, Init: 20; Cycle 2)

The Foe Group continues to engage Player A in melee. They use their axes and swing. The GM rolls a 18, 92 and -45 (Open Ended Rolling). Two hits doing 2d12 each. The -45 hit, though, is a Critical Hit doing max damage and automatic targeting on Player A. The first one does 12 plus 4 for STR for 16. Targeting fails and the random location is the 8 or groin. Player A records the Armor in his 8 is destroyed and record 1 point to the Body Fortitude in location 8. The targeting for the -45 hit is automatic and dealt to the head. Damage is 30 to the head of Player A. He was wearing a chain coif on his head that protected him for 30 Fortitude points. It is destroyed and he takes 3 points to his head. Foe Group is finished for the round.

(Init: 12; Cycle 3; Round 2; End Cycle 2)

Player A fires his bow. He rolls a d100 and gets a 33. He hits dealing 1d10 (rolls a 3) plus his STR bonus of 4 for 7 total. Reversing his to hit roll, 33 makes his Targeting (Bow) skill of 60. He shoots one of the Foes in the head wounding him. The GM records the damage. Player A is finished.

(Init: 21; Cycle 3; End Round 2)

(Round 3; Cycle 1)

Player A drops his bow and draws his short sword.

(Init: 21; Cycle 1; Round 3)

The Foe Group continues to engage Player A in melee. They use their axes and swing. The GM rolls a 88, 94 and 26. One hit doing 2d12. The hit does 14 plus 4 for STR for 18. Targeting fails (reversing to hit give 62 which is above the 60 Targeting skill) and the random location is the 4 or chest. Player A records the 18 damage to his Armor and 1 to his Body in his 4.

(Init: 12; Cycle 1; Round 3; End Cycle 1)

Player A swings his sword. He rolls a d100 and gets a 23. He hits and deals 2d10 plus STR damage. He rolls a 11 plus a 4 for a total of 15 Fortitude points. He reverses the attack roll and gets 32 which makes his Targeting (Short Sword) skill of 40. He hits one of the Foes in the head killing him.

(Init: 21; Cycle 2; Round 3)

The Foe Group continues to engage Player A in melee. The GM rolls a 44 and 74. One hit doing 2d12. Player A elects to parry and rolls a d100. His target is his Parry Skill (Short Sword) of 60 - the STR Percentile Bonus (20) and their DEX Percentile Bonus (0) for a total of 40. He rolls a 59. He fails but decides to spend three Karma to say he jumped the blade and avoided the hit. The Foe Group misses.

(Init: 12; Cycle 2; Round 3; End Cycle 2)

Player A swings his sword. He rolls a d100 and gets a 40. He hits and deals 2d10 plus STR damage. He rolls a 2 plus a 4 for a total of 6 Fortitude points. He reverses his attack roll to get a 04 which makes his targeting. He hits the wounded Foe from his arrow shot in the head killing him.

(Init: 21; Cycle 3; Round 3)

The Foe Group continues to engage Player A in melee. There is only one Foe left in the Foe Group. The GM rolls a 38. One hit doing 2d12. The hit does 8 plus 4 for STR for 12. Reversing the attack roll renders a 83 and Targeting fails. The GM rolls a d10 to determine location randomly, sending the damage to the 7 or stomach. Player A records the damage to his Armor in his 7 since and 1 point to his Body.

(Init: 12; Cycle 3; Round 3; End Cycle 3)

Player A swings his sword. He rolls a d100 and gets a 37. He hits and deals 2d10 plus STR damage. He rolls a 20. Since this is Open Rolling and he rolled two 10s, he picks them up and rolls again and adds. He rolls a 4 and an 8 adding 12 to his damage plus a 4 for a total of 36 Fortitude points. He reverses the to hit roll for a 73 and fails targeting. He rolls the 6, the Left Arm and cuts it clean off by dealing more damage than it has in that location. The foe is incapacitated and Player A wins the combat.

(Init: 21; Cycle 3; Round 3; End Combat)

Optional Combat Modifiers

The list below is meant to add a higher level of detail and give a general guide to modifiers in combat.

Optional Combat Modifiers	
Modifier	Description
+ 20 to hit	Target is caught unprepared by attacker.
+ 50 to hit	Attacker is using an area effect attack.
- 20 to hit	Target is flying.
- 20 to hit	Target is at extreme range.
- 20 to hit	Target is invisible, camouflaged, obscured or using cover.
+ 5 to Defense	Target foregoes attacks and declares that they are defensive this round. The target may only move and may make no other actions. Target receives a +5 to Defense.
+15 to Defense	Target actively foregoes any attacks, successfully makes acrobatics, and declares that they are defensive this round. The target may only move and may make no other actions. Target receives a +15 to Defense.
+ 20 to Defense	Target is in a moving vehicle. Target receives a +20 to Defense.
- 20 to hit	Attacker is shooting from a moving vehicle.
+ 20 to Defense	Target is hiding behind cover. They receive a +20 to Defense. This does not mean firing from cover which negates this bonus.
+ 10 to Defense	Target is firing from cover. The target receives a +10 to their defense. This means that for the most part the target is hiding behind some cover.
- 10 to hit	Firing from cover. An attacker receives a -10 to hit on any of their rolls.
+ 3 to Defense	Covering fire: For every person providing covering fire the benefactor of the covering fire receives a +3 to their Defense.

Natural Armor

Natural armor is armor that is part of a living being, such as thick hide, scales or an exoskeleton. It is decreased to zero by damage just as worn armor is. It will heal though, as per the healing rules (see “Healing” on page 50). The flesh underneath will heal first then the natural armor.

Parry

Parrying is meant to be used with melee weapons against melee weapons. It is not used against missile weapons. Parrying is countering an opponent’s attack with a movement of the body combined with the gentle guiding by your weapon of your opponent’s weapon out of the line of attack. This seldom results in the clash of blades seen in many popular movies. Parry (the skill) must be taken with the specific weapon or device with which the character will be parrying (short sword, battle axe, shield, etc.). The character receives one parry initially and one for every other skill rank thereafter (one parry for the first skill, two parries for the third skill, three parries for the fifth skill, etc.). These parries do not count as actions, they may be used at any time to counter incoming attacks.

However, the character may use any attacks with a weapon for parries. The shield has no attacks (without specialization) and thus has none that may be converted to parries. If a person is specialized in a shield they may trade in their attacks they gain in this manner for additional parries. An attack may only be parried once, meaning that if you have four parries left and you miss parrying an attack, you cannot attempt to parry that particular attack again, but you may parry later attacks in that round. Parry is discussed in greater detail under the Parry skill in the Skills section (see “PARRYING” on page 27).

Disarm

Disarm functions much the same as Parry but is limited to one attempt per round. Disarm can be a powerful attack against a superior foe. If they are truly great swordsmen, then without their sword they are usually at a loss. Again, the character must take the disarm skill in the weapon (disarm can only be taken with a weapon, not shields). Disarm is discussed in greater detail under the Disarm (“DISARMING” on page 26) skill in the Skills section.

Shield Position

The shield size will dictate the number of areas that a shield will cover. The number of areas are seldom equal to the entire body. The player must decide what areas are covered. These will generally stay fixed for the combat reflecting a standard position for the shield. For more information on shields see “Archaic Weapons and Armor” on page 1.

Mobile Shield (Optional Rule)

A player may move their shield into place before the round begins. For example, if a character has their small shield covering the 1, 4, and 7 in the first round of combat and has area one destroyed, then at the beginning of next round they may say that their shield now covers the 1 and 4, effectively moving the undamaged areas to cover the vital areas. This rule is optional and should be discussed with the GM and other players before play.

Minimum Range

Firearms do not have a minimum range but archaic missile weapons do. The minimum range for archaic missile weapons (bows, sling bullets and crossbows) is five feet.

Fumbles

A fumble occurs when the attacker rolls a 95 or greater on the d100 attack die. If this occurs the attacker rolls and adds. The total over the failed amount is referenced. If the attacker rolls a 96 then a 55 the Failure Total would be $96 + 55 = 151 - 100 = 51$. The attacker then references the Fumble table and in this case it would be "Miss next two attacks". If the attacker would still hit, due to bonuses, then the Fumble is negated. In the above example, the attacker would need enough pluses to reach 151 or less on his attack roll.

Telekinesis, which require a to hit roll, may also fumble. These are resolved on the same table with the effects applied to the device or to the caster (the caster's effect only lasts until the end of the battle).

Criticals

Criticals occur when the attacker rolls a natural 05 or less on the attack d100. First, this means that the attacker automatically gets max damage for that attack and may pick the area targeted for that attack. This is called a Critical Hit. Since Iridium is an open roll system, the attacker must roll and subtract. Take the amount rolled under and apply it to the Critical tables.



For example, if a 4th level bandit hits with a natural 04, then she must roll again and subtract on d100. If she then roll a 55, she would consult the Critical Table for her weapon at 51 ($55 - 4 = 51$).

Criticals are rolled on the critical tables by weapon. Punches are considered blunt weapons, while claws are considered edged weapons. If there is ever any doubt, the GM is the final arbiter.

Death

Death occurs when a character reaches negative his base fortitude points in the body areas of 1, 4, 7, or 8 (see diagram). This reflects that the character has received sufficient trauma to a vital area that they will expire. Once a character is reduced in this manner, he will live for one minute. During this time someone may apply First Aid, drugs or Surgery to save his life. If a successful check vs. one of the skills is made, then the character will recover the appropriate fortitude points (see "FIRST AID" on page 33). If he is still negative his fortitude points in that area, then he will remain incapacitated until healed through natural means. If a limb is reduced to negative its normal full fortitude points, it is severed from the body. It may be reattached with a surgery roll but only if done quickly and with the proper facilities.

Concussion Damage

Concussion damage is a type of damage that is not normally lethal. If a character's FP total is reduced to zero or lower in the head (area 1) then he will lose consciousness. He will heal concussion points at a rate of one every ten minutes. Once a character reaches 1 FP in his head, healing switches to normal healing as described below and he regains consciousness. At this point the concussion damage converts to normal damage. Concussion damage will stack on top of normal damage. This means if a character has 10 FP normal damage and then receives 8 Concussion FP, then the total would be 18 Concussion FP. For example, a character with 14 FP in the head receives a gunshot that grazes his temple and does 12 FP. He then receives another 6 from a Concussion grenade. He has a total of 18 Concussion FP meaning he will be unconscious for 180 minutes unless healing is applied.

Any weapon may be used to do Concussion FP, but unless otherwise noted they do $d6 + STR$ bonus in Concussion FP. Saps and concussion grenades are designed to do this type of damage. If an individual receives more Concussion FP than they have CON in one round, then they must save vs. CON or fall unconscious for a d6 rounds. If they are reduced by more than three times their normal FP in the head they will die. For example, if a character with 12 FP receives 36 points of Concussion FP

in their head they would survive, but one more point would kill them.

Concussion Damage will not affect non-living creatures.

Healing

Characters recover fortitude points at a rate of one fortitude point per 24 hours of bed rest + 1 point for every point of CON above 16. This rate will only occur for every 24 hours of bed rest. If the character does anything more than light labor (eating, preparing food), he will forfeit this healing. The amount healed in this manner may be distributed as desired throughout the body. This type of healing is called tissue healing and may not reflect the full duration for healing internal injuries like broken bones, severed arteries or the like.

Broken bones, severed arteries and similar severe trauma may require healing beyond the amount of fortitude points of damage done. This period is determined by the GM and reflects the healing environment, food available, amount of rest the character can get and any number of additional factors.

If accelerated healing is used, then recovery can be almost instantaneous, allowing a wounded person to jump back into combat immediately. The exceptions are when a bone is broken, surgery is required or medicine must be applied. If this is the case, then the healer must take time to appropriately set the bone, perform the surgery or apply the medicine/antidote. If this is not done properly, then the bone may knit incorrectly or the artery could cause internal bleeding.

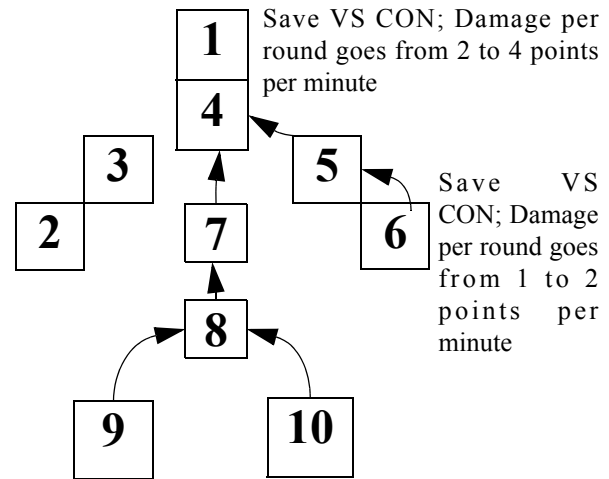
Blood Loss (Optional Rule)

Blood loss occurs when an area is reduced to negative fortitude points. The area will lose one fortitude point until it reaches negative the base fortitude points, when one of two things will occur. If it is a vital area (1 or 4) the character will die; if not blood loss will continue. This means that the character must make a CON check or die. If the CON check is successful then the damage moves toward the center chest (area 4). At each transition to a new area the damage doubles from the original. The character also must make a WILL check to remain conscious or have the opportunity to regain consciousness.

Blood Loss Example

Josh takes 48 points of damage to his area 6, which only has 40 points. He does not succeed his WILL check and passes out. His base fortitude points are 20. He loses one

fortitude point per minute due to his wounds. This



continues for 12 minutes until his left arm is reduced to negative 20, where he stops losing points in that area and the damage moves to his area 5. He makes a save vs. CON to stay alive, rolling an 8 which is under his CON of 15. He then gets a chance to recover consciousness by rolling under his WILL but fails. Next he begins losing fortitude points in area 5 at a rate of two fortitude points per minute. If he does not receive assistance in 30 minutes, the damage will move to his area 4 where it will kill him. At the 30 minute mark, the damage moves to the area 4 and deals four points per minute until it reduces his area 4 to negative 20 and kills him. He makes his CON rolling a 5 on a d20, and makes his WILL check rolling a 11 on a WILL of 14 and wakes up. He realizes he is in a bad way and applies First Aid to successfully stop the bleeding.

He still has all the damage in areas 5 and 6, and if he is wounded again in those areas, the process will begin again.

One F.P. Pool (Optional Rule)

Instead of tracking damage by area it is possible to just use the character's Base Fortitude as their total fortitude point pool. All damage is applied to their Base Fortitude and this may cause a character to be somewhat more fragile. The Targeting Skill is no longer needed and any damage applied to a specific area by the effects of a weapon or piece of equipment is applied to the Base Fortitude. Foes have a Base Fortitude equal to their Area 7 Fortitude.

Critical Results Tables

These tables may be used in the case of critical failures during attacks, skill use or with an exceptional result in a skill check. If the group does not wish to play with

Critical Results there is no problem dropping the mechanic from play.

Fumble Table

The fumble tables are consulted when a player rolls a 1 on an attack. The player may try to negate the fumble by rolling equal to or under his level on a d20. If that roll fails, he then rolls a d10 and consults the table below.

Failure Total	Fumble Description
01-40	Miss next attack.
41-60	Miss next two attacks.
61-70	Weapon damaged for -1 to hit and damage.
71-80	Weapon damaged for -2 to hit and damage.
81-90	Drop weapon. Take one round to recover weapon.
91-00	Strike friend. Roll damage as normal but location randomly.
101-110	Trip and fall to ground. Take 1 round to recover.
111-120	Strike self. Roll normal damage to random location.
121-130	Strike self. Maximum damage to random location.
131-	Weapon destroyed.

Critical Success Table

Critical skill success is measured by the amount that the player rolls under their target modified skill percent. For example, if a player has three skills in Carpentry and is first level, then the unmodified target is 70%. They are using poor quality tools so the GM decides that it is a -10%, making the modified target skill percent 60%. The player rolls a 9 on percentile dice, making their success total 51. They would then consult the table to find that they performed an amazing success. Critical success cannot be applied to all skills and is inappropriate at times. The GM is the final arbiter of the application of this table. For more information on skills, see "Skills" on page 21.

Critical Success Table	
Success Total	Effect
0 - 40	Normal success.

Critical Success Table	
Success Total	Effect
41 - 60	Amazing success. The effects are doubled, or additional detail is discovered, or value of the object being created is doubled depending on the skill being attempted. Examples would include a lighter armor is crafted or information about the abilities and the makers of a piece of technology is discovered.
61-80	Extraordinary success. The effects are tripled, or additional details related to the subject are discovered, or value of the object being created is tripled depending on the skill being attempted. For example, a weapon created is lighter or the statue carved is of extraordinary beauty.
81-100	Incredible success. The skill being attempted renders an incredible effect, allowing the full understanding of purpose, related information or bestowing an effect on the item crafted. For example, a + 5 to hit, or armor modifier reduced by 5, or the script examined in the lost temple is connected to another with more information.
101 -	Nigh impossible success. The skill being attempted results in a high quality item, or a full understanding of the process, or even possible improvements to an existing item. Examples would include a weapon crafted with a +5 to hit for every 2 levels and damage for each level of the craftsman. A chalice being examined would be known to have been part of a treasure trove that contained several relics and the researcher would know who had possessed the chalice and its entire history.

Critical Failure Table

Critical skill failure is measured by the amount that the player rolls over their target modified skill percent. For example, if a player has three skills in Carpentry and is first level, then the unmodified target is 70%. They are using poor quality tools so the GM decides that it is a -10% making the modified target skill percent 60%. The player rolls a 94 on percentile dice making their failure total 34. Consulting the table shows that it is a normal skill failure. Critical failure cannot be applied to all skills and is inappropriate at times. Note that knowledge skills that fail greater than skill failure cannot be attempted on

that object or subject again until a superior facility is available (i.e. requiring a library for a second check). The GM is the final arbiter of the application of this table. For more information on skills see "Skills" on page 21.

Critical Failure Table	
Failure Total	Effect
0 - 40	Skill failure.
41 - 60	Amazing failure. Tools are destroyed and all raw material is scrap.
61-80	Extraordinary failure. Damage to skill user and all tools and raw materials are destroyed.
81-100	Near catastrophic failure. All tools destroyed, facility destroyed, raw materials destroyed and character must save vs luck to escape undamaged. GM to determine appropriate damage.
101 -	Catastrophe! Everything in the facility is destroyed. Character must save vs Luck - 4 to avoid serious injuries requiring 2-4 weeks recovery. In the case of action/movement based skills (i.e. Targeting, Horsemanship, Courtly Dancing) possible results could be a fumbled attack, a wound to the animal ridden, or a broken ankle.

Critical Tables

Critical tables are used to define lucky shots with different types of weapons; lucky shots are defined under the Criticals section earlier in this chapter. The type of weapon determines the table that the attacker rolls on. Although many weapon types are defined if there is ever any doubt the GM will make the call on what type of weapon it is. * Note: The damage must pierce the armor to have effect unless the critical description states that the armor is pierced or that the critical is such it would not be affected by armor.

Critical Hit Chart	
d100	Description of Critical
01-50	You got all of that one! Max damage and automatic targeting.
51-60	Beautiful technique. Max damage, additional damage roll and automatic targeting.

Critical Hit Chart	
d100	Description of Critical
61-70	Tendon Damage; enemy fights at a -20. Max damage, additional damage roll and automatic targeting.
71-80	Weapon hand damaged; foe drops weapon and fights at a -30. 1d10 bleeding / round until healed. Max damage and automatic targeting
81-90	Neck wound; foe stunned for two rounds, 1d12 bleeding / round, speech is impaired until regeneration is used. Max damage and automatic targeting
91-00	Sever major artery causing a ruby fountain of blood; foe fights at a -10. 1d6 bleeding / round for 12 rounds, at which time foe dies. Max damage and automatic targeting
101-110	Limb destroyed; rosy hued geyser coats everything in the area with blood. Foe collapses and remains unconscious for 4 rounds, stunned for 4 rounds, and then dies. Max damage, additional damage roll and automatic targeting
111-120	Attack pierces armor and crushes chest, causing a foamy pink gurgle to ooze from foe's mouth. Foe must save vs. WILL or be incapacitated. Foe dies in 6 rounds. Max damage and automatic targeting.
121-130	Helmet destroyed as skull is crushed. Foe must save vs. WILL or fall unconscious. Foe dies in 4 rounds. Max damage and automatic targeting
131-140	Devastating groin attack reveals yesterday's lunch; foe is unconscious for 1d4 rounds, stunned for 1d6 rounds, and must save vs. WILL or pass out until he dies. If foe is awake, he fights at a -40. Death occurs in 4 hours. Max damage and automatic targeting
141-150	Crushing attack destroys foe's chest; two additional damage rolls + 1d20 bleeding / round. Foe must save vs. WILL or die immediately. Foe is unable to fight. Max damage and automatic targeting
151-160	Foe loses attachment to head. Instant death if applicable.
161-	Utterly incredible blow splits foe in twain! Foe lives long enough to develop a split personality.

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