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A project like this doesn't happen without other people helping along the way. These people have put a lot of time and thought into this game system, made valuable suggestions, and in general have made the whole project worthwhile.

Playtesters: Shawn DeArment, Dave Morton, Don & Christina Noll, Ken Rapuano

Artists: Brian Rek, Mariano Santillan

Special thanks to Ellie, who doesn't think I have strange hobbies, but shares them instead.

The critical success matrix on page 34 is ©Shawn DeArment, and is used by permission.

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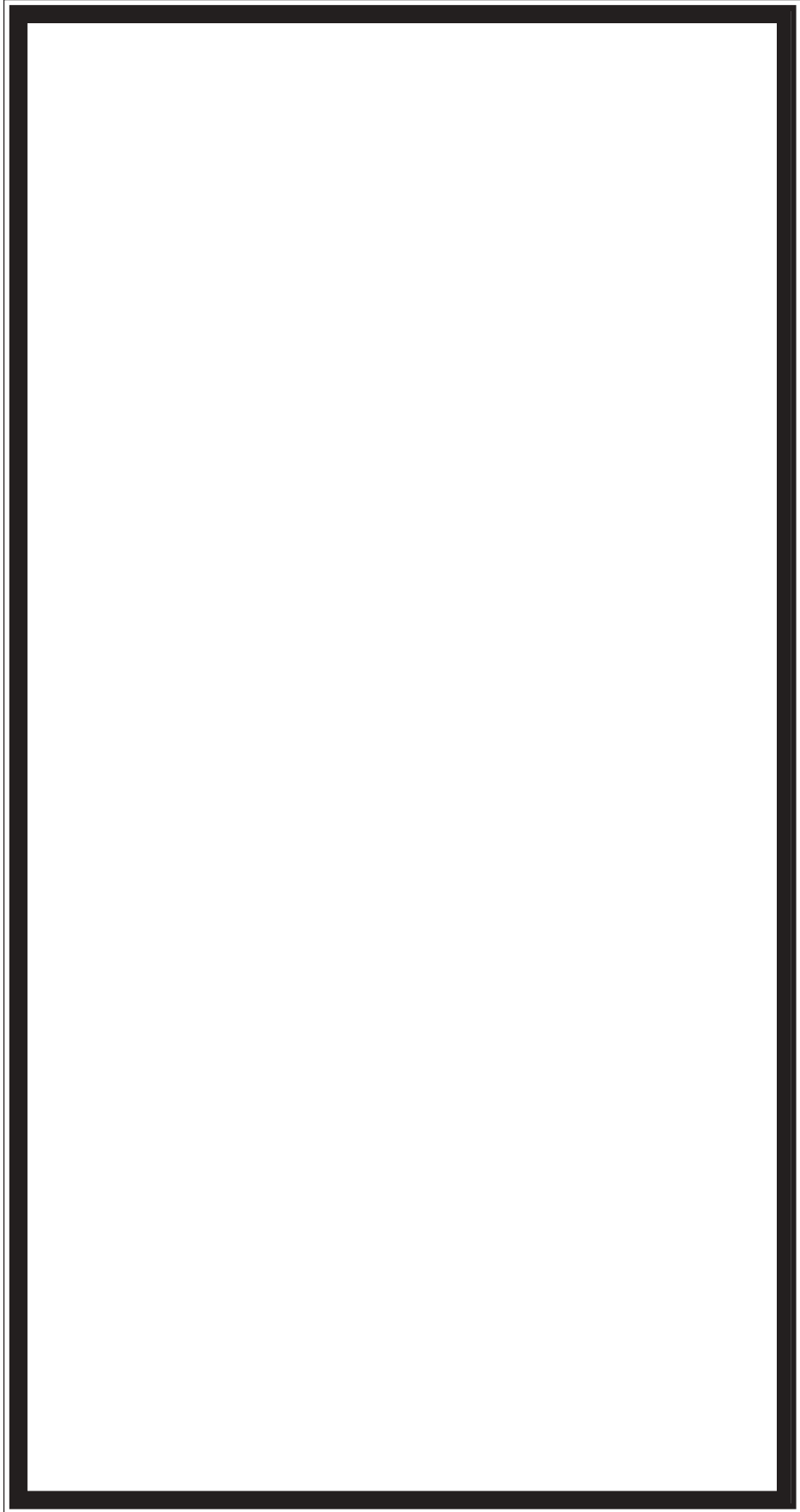
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Introduction.

Barto opened his eyes as the dim light of dawn slanted through the window. He was used to waiting from his days on stakeout as a Naples police officer, but the days were starting to wear even on him, and the other party members were about ready to climb the walls waiting to start their plan. He fumbled on the table next to the bed for his watch and peered at it. His heart jumped! The watch was running! Sometime during the night the flow of magic had decreased enough that this little piece of off-world technology worked again. Barto smiled. Maybe a watch wasn't very impressive, but wait until those Orcs got a taste of some lead, courtesy of his friend Mr. Beretta. He went to wake the others...

Welcome to Tripper! This game came about because of my desire to not have to roll up a new character every time someone came up with a new idea for a role playing setting. It also was intended to fix what I saw as an imbalance between magical and mundane means that occurred in many campaigns because the rule systems tended to be too complex, so not all the rules were used. Although these aims could possibly have been achieved using rules already published, I felt that a new system designed from scratch would work better. At the same time, I have tried to make this system as easy to combine with others as possible, so you can continue using those favorite worlds, monsters, spells, and NPC's, as well as using all those great source books you have on the shelf already. In fact, the scope of this game system has been limited to a great degree, because there are so many good source books out there from which you can get the additional material you need for your campaigns. At some future date, there may be additions to these rules which will add spells, monsters, and possibly even entire worlds, but these kinds of rules that are especially written for Tripper should not be considered essential. As you may have guessed, Tripper is intended for experienced referees who are looking for a way of doing something a little different. Since many things are not explained in great detail, the referee has to exercise a great deal of judgment in what is and is not practical for the characters to do. Good luck and enjoy!

Bryan Blackwell



Character Generation.

Basic Statistics

All humans, humanoids, animals, and monsters in Tripper are described by a set of six physical and mental statistics, referred to as stats. Here are descriptions of these basic stats, and their general scope in the game. Although the stats used are the same for all the creatures in the game, in these rules people who are being controlled by the players, referred to as characters, have stats that have a higher average than common people. For rules regarding the generation of commoners, see the referee's section.

There is no limitation imposed by the rules as to what race a character can choose to play, but only the following ones have had stats defined for them: Humans, Elves, Dwarves, Gnomes, Centaurs, and Myrrusians. The choice may, however, be limited by what races populate a given world, and new races may only be added by the referee.

Strength (ST)

The amount of raw muscle power the character has, which is used to compute the weight he can carry and his damage modifier when using hand weapons.

Dexterity (DX)

This is how nimble the character is, both with his hands as well as his body in general, and it defines the number of actions that he can perform in one round.

Endurance (EN)

This shows how tough the character is, how much damage he can take, how long he can perform strenuous activities, and the amount of sleep the character needs per night.

Intelligence (IQ)

The general ability of the character to learn and remember. This, along with level, limits the number of skills that he can learn. IQ also limits the level and number of spells available to a character.

Mental Strength (MS)

This is a measure of the character's willpower and also defines the his power in the use of and resistance to magic.

Charisma (CH)

This is the character's personal magnetism as it affects other beings. It can be the result of looks, personality, or a combination of the two. The player should decide which one predominates.

Those are the six basic characteristics which define a character's general abilities. These stats have a minimum value of 5. If a lower value is rolled, use 5 for that stat instead. The base stats may be raised a maximum of 3 points above the starting value, but not to exceed the racial maximum, if the character spends 1 year performing a regimen designed to increase that stat. One year's training will increase the stat by 1 point.

Senses.

In addition to the six basic stats, values are rolled for each of the senses: Eyesight (EY), Hearing (HE), Touch (TC), Smell (SM) and Taste (TA); plus a value for Voice (VO). Most, but not all, non-human characters will have a value for each of these.

Using the Generated Statistics.

The base and sensory stats are used to generate the base scores for the skills that the player chooses for the character, which is further explained in the skill section. Base and sensory stats are also rolled against directly when there is no specific skill to roll against, such as to avoid the full effects of magic, or to eavesdrop on a conversation. A die roll of this type is referred to as a "stat roll" and is usually D100 versus twice the applicable stat plus the character's level, adjusted by the referee if necessary. When the player is rolling directly against a stat because the character doesn't have an appropriate skill, it is against the lowest of the skill's base stats, and is not multiplied.

Examples in the text will feature the following players and their characters: Ellie plays T.J., Shawn runs Jack, Dave plays Zane, and Ken's character Barto has been introduced.

Determining Statistics.

Humans are familiar to everyone known to play Tripper, so an extended description does not appear here. In general, humans in mediæval settings will be shorter and less healthy as those in the 20th century, but otherwise are identical. Humans in future settings may be even bigger and healthier than in the 20th century, and genetic engineering may also be common, but a pure strain human will still be much like those of the 1980's.

If a human male is being generated, roll 4 six-sided dice and take the best 3 dice for each characteristic (referred to as "3 of 4D6"). Human females are -2 to strength and +2 to endurance. For other races, see the following tables for the dice used to roll their stats. A stat that is listed with a modifier like "(+2F)" is modified by that amount when generating a female character.

Elves.

Elves generally appear tall and slim, even with high strengths, and have an indefinite life span, offset by a low birth rate. They prefer to reason rather than fight and are generally pleasant, but tend to view other races as somewhat inferior due to the fact that Elves generally have higher intellects. Elves do not have infravision, but do have cat-like eyes, suffering no penalties in any light brighter than starlight.

Dwarves.

Dwarves are husky and tough, if somewhat short (average is 1.5 meters). Like Elves, Dwarves have an indefinite life span and low birth rate, but they have true infravision to 30 meters, and are -10 to all skill rolls in bright light, such as sunlight. Unlike Elves, Dwarves prefer to live in underground cities or caverns. Because of this subterranean existence they are the best miners known.

ST	3D6 (-2F)	EY	3 of 4D6
DX	3 of 4D6	HE	3D8
EN	3 of 4D4 (+2F)	TC	3D8
IQ	3D8	SM	3D6-2
MS	3 of 4D6	TA	3D6-2
CH	3D8	VO	3 of 4D6

ST	3D6+2	EY	3D6
DX	3 of 4D6	HE	3D6
EN	3D6+2	TC	3D8
IQ	3D6	SM	3D6+2
MS	3D8	TA	3 of 4D6
CH	3D6-2	VO	3D6



Gnomes.

Gnomes were once underground dwellers, but have since begun to live above ground in the deepest recesses of forests. Like Dwarves, they have infravision to 30 meters and are -10 to all skill rolls in bright light. Their life span is approximately 400 Earth years and they are generally short (average 1 meter) and of medium build.

ST	3D4 (+2F)	EY	3D8
DX	3D8	HE	3D6
EN	3D6	TC	3D8
IQ	3 of 4D6	SM	3D6
MS	3D8 (-2F)	TA	3D6
CH	3 of 4D6	VO	3D4

Centaur.

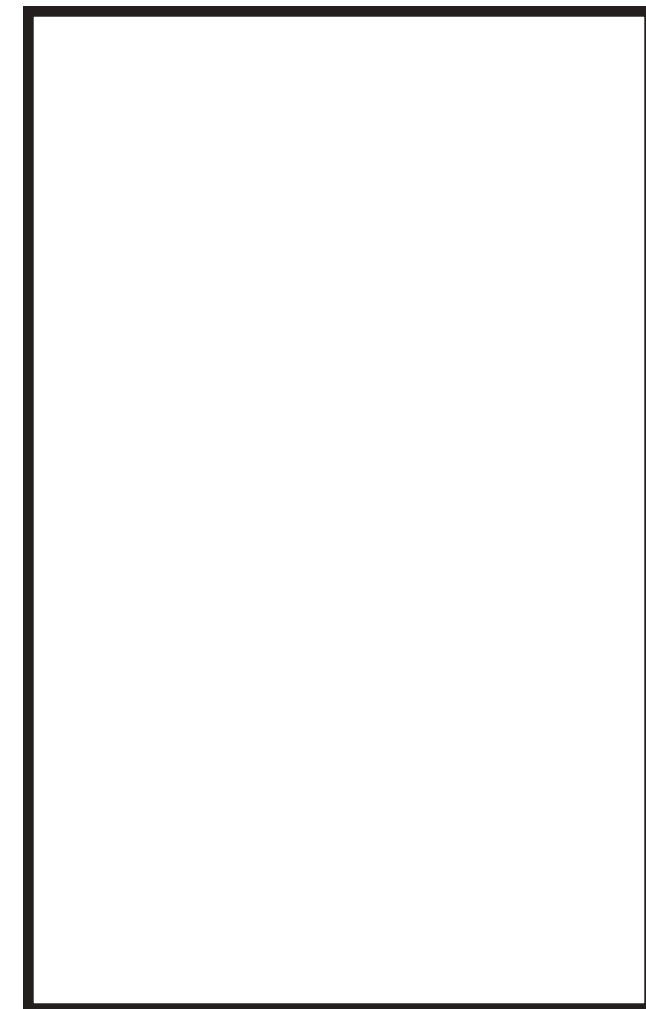
These are the legendary creatures that are half man and half horse. They possess the intellect and senses of humans, but are treated as monsters by many races because of their appearance. They favor the open spaces of the plains and travel in large nomadic tribes. Their life span is somewhat shorter than humans, at about 60 Earth years.

ST	3 of 4D8 (-2F)	EY	3 of 4D6
DX	3 of 4D6	HE	3 of 4D6
EN	3D8 (+2F)	TC	3 of 4D6
IQ	3D6	SM	3 of 4D6
MS	3D6	TA	3 of 4D6
CH	3D4	VO	3 of 4D6

Myrrusians.

These are a race of large cat-like creatures who like to inhabit almost any temperate climate. They are very strong and quick, with intelligence on par with humans. Due to their low MS, they do not use magic well and are somewhat vulnerable to it. Myrrusians, especially males, can be quite temperamental, but are otherwise friendly to other races. Like Elves, Myrrusians can see in very dim light, but do not have infravision.

ST	3D8	EY	3D8
DX	3 of 4D8	HE	3D6+2
EN	3 of 4D6	TC	3D4
IQ	3 of 4D6	SM	3D4
MS	3D4	TA	3D4
CH	3D6	VO	3 of 4D6



Ellie decides that her character will be a female Elf, and names her T.J. She rolls 3 six-sided dice and totals the numbers for each of her ST and EN values; then rolls 4 six-sided dice, taking the 3 highest for DX, EY and VO; SM and TA are generated by rolling 3 six-sided and subtracting 2 from the total; the remaining scores use 3 eight-sided dice. Since this is a female character, she subtracts 2 from her ST roll and adds 2 to her EN.

Computed Statistics.

Once the main stats for a character have been generated, use the following tables to find the values for his Damage Modifier, Actions per Round and Hours of Sleep. A character's damage points are calculated by adding EN and level, and the character starts with a Dimensional Sight of 01. All of the computed statistics change when the stats they are based on change, so for instance a character who raises his DX from 13 to 14 gets an additional action per round and a character who goes up a level will gain an additional damage point. For the computation of Mana Points (below), if a fraction is generated, round to the nearest whole number, or to the higher value for a 1/2 result. This also applies to all other computed values in the game.

Damage Modifier.

This value modifies the damage the character does with any hand or thrown weapon.

Strength	Modifier
5-6	-1
7-13	0
14-17	+1
18-23	+2
24	+3

Actions per Round.

This is the number of actions the character may take in a single combat round. What the character may do per action is detailed in the combat section.

Dexterity	Actions
5-6	1
7-13	2
14-17	3
18-23	4
24	5

Sleep Requirement.

This is the average number of hours that the character needs to sleep per night. It is possible to get by on less, but doing this for more than a week will reduce the character's ability to function, to whatever degree the referee decides.

Endurance	Hours
5-6	10
7-13	8
14-17	6
18+	4

Mana Points.

All characters start with MS divided by 4 mana points and may add more when going up in level. At each level attained, roll D100 versus the character's MS. If this is successful, the character gains an additional

MS/4 mana points. Otherwise the character gains one additional point. All characters start with 0 stored mana points.

Calculating Encumbrance.

Encumbrance (Enc) is the amount of weight that can be carried by the character. The maximum weight that may be carried for someone of a given strength to remain unencumbered is shown

Strength	Weight
5-6	ST x 2kg
7-13	ST x 2.5kg
14-17	ST x 3kg
18-23	ST x 4kg
24	110kg

here. It is possible for a character to carry up to twice the encumbrance weight, but this has an effect on his physical activities which is dealt with under movement and combat. If the character is merely trying to lift or move something, the Enc weight may be vastly exceeded by rolling D100 versus ST, modified as the referee sees fit.

Once the character's Enc value is calculated, compare the value to what the total weight is of all the equipment being carried. If the weight is over his Enc value, check the movement chart for the effect on normal movement. Any weight over 50% Enc will also affect the character's endurance in combat, see the combat section for those effects.

Shawn has finished rolling the stats for his human character Jack, and starts working out the values for Jack's generated stats. Jack's ST is 14, giving a +1 for Damage Bonus and 42 for Encumbrance weight; his DX of 12 gives 2 Actions per Round; having an EN of 12 results in needing 8 Hours of Sleep per day and 13 Damage Points; finally, dividing his MS of 10 by 4 gives him 3 Mana Points. Since this is a new character with no experience points, he is first level, with a Dimensional Sight of 01.

Movement.

Movement rates are defined for humans moving on a dry packed dirt or paved road over level or somewhat hilly terrain. Rates are modified for other races and for characters with a running skill, as well as for terrain and weather conditions. In combat, characters are dodging obstacles, weapons, foes, etc. and may only move 5 meters per action.

Experience.

At the end of each adventure (or each session for long adventures), the referee should award experience to the characters based on what they did. The experience points are used to gain and improve skills, and the total determines the level that has been reached by the character. A character's level affects his computed stats, the current sight roll value for using dimensional gates, and the total number of skills the character can have. The dimensional sight value is only used when the character encounters a gate, and is effectively the skill score for gate travel. Unlike other skills, however, the value only changes upon gaining (or losing) a level.

Normal Movement	
Walk	4km/hr for EN x hours
Run	10km/hr for EN x minutes
Sprint	25km/hr for EN x rounds
Encumbrance's Effects	
Load	Movement
Up to 100% Enc	Normal
Up to 150% Enc	Walking or running for 1/2 normal time
Up to 200% Enc	Walking only at 2km/hr for EN x minutes
Over 200% Enc	Not allowed

Level	Experience Points	Sight Roll
1	--	01
2	1,000	02
3	2,000	03
4	3,000	05
5	5,000	08
6	7,000	13
7	10,000	21
8	15,000	34
9	20,000	55
10	30,000	89

Player: Ok, here's my equipment list.

Referee: Uh, don't you think this might be a bit excessive?

Player: Well, ok. I'll take off the spare case of hand grenades.

Skills.

The Tripper game system is based on the premise that anyone can be taught to do almost anything to some degree of proficiency, although some people will show a greater aptitude for some skills than other people do. For this reason, the system uses individual skills, rather than putting the character into a class which may give him more or less abilities than the player desires. It should be stressed that all skills are fairly narrow in scope and anyone wanting more abilities must spend experience points to gain the appropriate skills. For example, a player who wished to have a Ninja-type character doesn't simply take a "Ninja" skill, but must take skills which this type of person would have. In this case, the following would be a good start: Martial Arts, Acrobatics, Climbing, Chemistry, Disguise, Poison, Stealth, and some oriental weapon skill. The advantage of this system is that the same character could then learn Robotics if the opportunity arose, unlike class systems, which generally prevent that sort of thing.

Dave's character Zane has an IQ of 18, so he selects nine skills from the optional skills table at twice the average of the base stats. He chooses Sing, Dance, Music Composition, Legend Lore, Stealth, Locksmith, Pickpocket, Tracking, and Dagger. The referee gives him two additional skills, Harp and English, also at twice the base.

Referees should keep in mind that a person may not need a skill to do something in everyday life. Computer Software is not necessary if all the person is doing is reading e-mail. Skills *are* needed when performing a difficult task, such as reprogramming an artificial intelligence system which is planning on starting a nuclear war in three hours.

Generating Skills.

All characters start the game with certain standard skills (listed below), and a number of optional skills (see the tables in this section) equal to the character's IQ/2. To compute the starting skill value, take the average of the listed stats and multiply by the number shown. Optional skills for starting characters are usually at 2 times the stat average, but at the referee's discretion 2 or 3 of these may be started at 3 times the average. In most cases, the referee may also award 1 or 2 additional skills based on the character's background. The total number of optional skills may never exceed (IQ + level). If a character reaches this limit and wants to learn a new skill, the player removes a skill of his choice from the skill list. Like other computed values, if a fraction is

generated, round to the nearest whole number, or to the higher value for a 1/2 result.

Dodge (ST, DX) x 2

The ability to avoid an attack by moving.

Local History (IQ, MS) x 2

This is the character's knowledge of the area's cultural history. Non-native characters will have a downward modifier to this skill which varies by how long he has been in the area. The skill may also be modified by how local the question is to the character. Most characters who had been in the United States would have a very high chance of knowing who the president was, rolling at twice the skill if the referee even deemed a roll was needed. Knowing who the local congressional representative would require a roll versus the skill directly. Knowing who the Prime Minister of Italy is would be at - 50%.

Native Language, Spoken (IQ, MS, HE) x 5

The ability of the character to communicate verbally in his native language. This is mostly a measure of his pronunciation and vocabulary. This is just an ability to convey information in a factual sense, not an oratorical skill.

Native Language, Written (IQ, MS, TC) x 3

How well the character can convey information in written format. This does not give the character any

special abilities to write exceptionally moving passages, just how well he can convey information and avoid spelling and grammatical errors.

HTH Combat (ST, DX, EN) x 1

This is a simple brawling skill. Damage is 1D3 (plus any strength bonus). With any HTH skills, the attacker may attempt to subdue, instead of kill. Damage is computed normally, but is not lethal and the time to recover is 1 point per hour.

Optional Skills.

In this system, any skill that a player wishes to acquire may be had, if suitable training can be found and the character is not prohibited from having it by some physical or mental reason. The stats to determine starting values for many optional skills are on the table at the end of the section, those for weapons skills are listed on the weapons tables, and magical skills are dealt with in the magic section.

Using Skills.

All skill rolls are made on D100, with a multiplier of 2 to the skill value if it is a non-stress situation. In addition, the referee may modify the needed die roll because the character will find the task more or less difficult than normal. These modifiers are added after the value is doubled and may be due to such things as: amount, types, and technology level of equipment or supplies; the character's familiarity with the local customs; or the attitudes of others toward the party. Allow one roll versus a skill for every 5 minutes of game time for non-combat tasks which would take a fairly short period of time.

A roll of 10% or less of the needed value, including modifiers, is a special success. In this case the character has succeeded in doing exactly what was desired, unless someone working against that end has also rolled a special success. A special failure occurs on a roll of (90 + 10% of the skill) or more, and means that the attempt failed so badly as to require completely new preparations. Zero one's, 02's, 99's, and 00's are always special results, and some special results may be critical. To determine if the result was a critical, roll again and consult the appropriate table, finding the value opposite the character's *unmodified* skill score. On the success table, a roll at or below the value listed means it is a critical. Critical failures occur if the roll is above the value on the critical failure table, otherwise the result is a special success or failure.

If the roll is an 01, a free 1D6 roll is given to the player to add immediately to that skill score, even if the result turns out to be a special, or the success is nullified by someone else's critical success. If the roll was not a 01, but turns out to be critical, the character adds 1 point to that skill.

A critical success is exceptional, exceeding even the character's initial goal, and a critical failure result means that not only has the character failed, but has done so in a spectacular manner. The exact details of this failure are left to the referee, but could include injury, capture, or death in a combat situation, with a comparable outcome in a non-combat scenario. When two characters are engaged in a contest of skills, and one (or both) rolls a special or critical, use the table in the combat section to resolve the effects.

Improving Skills.

To improve an existing skill, it must either have been used since the last time it was raised, or the character must find someone at least 10% better in that skill as a trainer. For each 20 experience points (except magic skills, which cost 40 points per roll) spent, the player rolls 1D6 and adds that to the skill score until it

Jack has decided that going off adventuring might be dangerous, so he wants to buy a pistol. Since they are generally illegal in England, where Jack lives, the referee decides that he must roll against double his Streetwise skill of 24, with no other modifiers. He needs an 05 for a special success, but rolls a 19 for a regular success, so he is able to buy a pistol, but he doesn't get any choice in type. He ends up with a 9mm Browning High Power pistol.

Skill level	Die roll needed for a critical success					
	01	02	03	04	05	06
01 - 14	05	--	--	--	--	--
15 - 24	10	--	--	--	--	--
25 - 34	15	10	--	--	--	--
35 - 44	20	15	--	--	--	--
45 - 54	25	20	10	--	--	--
55 - 64	30	25	15	--	--	--
65 - 74	35	30	20	10	--	--
75 - 84	40	35	25	15	--	--
85 - 94	45	40	30	20	10	--
95 - 104	50	45	35	25	15	--
105 - 114	55	50	40	30	20	10
115 - 130	60	55	45	35	25	15

Skill level	Die roll resulting in a critical failure				
	00	99	98	97	96
01 - 14	40	60	70	80	90
15 - 24	45	65	75	85	95
25 - 34	50	70	80	90	99
35 - 44	55	75	85	95	00
45 - 54	60	80	90	99	--
55 - 64	65	85	95	00	--
65 - 74	70	90	99	--	--
75 - 84	75	95	00	--	--
85 - 94	80	99	--	--	--
95 - 104	85	00	--	--	--
105 - 114	90	--	--	--	--
115 - 130	95	--	--	--	--

reaches 80%. There is no limit to the number of experience points which can be spent on one skill at any time, but above 80%, the only way to improve is through the critical success method, up to the overall limit of 130%. If the experience points are being spent as a result of training, rather than direct experience, the character may roll one die per day of training.

Adding New Skills.

Each new skill costs 150 experience points to acquire, and it will take $2D6 + 4$ weeks to learn the new skill. If the character can find someone with a skill score of at least 50% to be a trainer, make a stat roll versus IQ. If the roll is successful, the skill may be learned in 3 weeks if the trainer will teach it that quickly. Otherwise, the time required to learn the skill from the trainer is $1D6 + 3$ weeks, but in either case the referee may decide that the trainer will insist on an apprenticeship which may last much longer. All skills that are added through experience start at the average of the applicable stats, with a possible bonus for having a related skill.

Since many skills are similar and fall into the same general category, having skills related to the one desired gives the character a bonus of $1/4$ of each existing skill's score to the new skill's starting value, to a maximum total bonus of 20%. Most of the related skill types will be obvious (all firearms are related, for instance), but the referee has discretion on which skills may be used toward the bonus.

Magic Skills.

Magic skills are generally treated the same as other skills, except that they cost twice the usual number of experience points to gain or improve. See the Magic section for a detailed explanation regarding the use of those skills.

Zane has discovered the existence of a great musical instrument: the guitar. Now he wants to learn how to play. Since he is currently in San Francisco, he easily finds a teacher who is willing to teach him the skill (for a small fee, of course). First Dave rolls D100, getting a 57, way over twice Zane's IQ, then he rolls a D6 and gets a 2, so it will take Zane 5 weeks to learn the new skill. Since he already has some musical skills, he can add $1/4$ of each of these scores to his starting skill score for Guitar, up to a total bonus of 20. Zane has Music Composer at 17 and Harp at 23. One quarter of 17 is 4, and $1/4$ of 23 is 6, the average of Zane's DX (of 10), HE (of 11) and TC (of 14) is 12, so his starting score for Guitar is 22.

Combat Skill Bonuses.

For each 10 points a character has above 80 in any combat skill, a bonus ability is awarded. Some of the possible abilities are:

Additional Dodge, Parry, or Block — the character receives one of these in addition to any other actions each round.

Precision Attack — When used, this allows the character to modify his hit location roll by 2 points.

+10 to Rear Opponents — Reduces the advantage an attacker has from behind, and reduces the penalty to attack a rear hex.

If a character takes a bonus ability more than once the multiple abilities will have cumulative effects, if possible.

Proficiency.

The following is an approximate guide to proficiency.

01 - 20 — Rank beginner, often makes mistakes.

21 - 40 — Inexperienced practitioner, still has trouble with complex tasks.

41 - 70 — Competent, can handle all but the most difficult problems in the field.

71 - 99 — Master, is often found in charge of others or helping high level people.

Over 100 — Grand Master, has achieved local or possibly international fame.

Attempting an Unknown Skill.

If a character attempts something in a stress situation, but does not possess a skill for it, roll D100 versus the lowest of the skill's listed stats for the attempt to succeed. The character does get the related skills bonus to this roll, up to the maximum bonus of 20%. If the result is an 01, the character may open the skill by spending the appropriate number of experience points, without having to take any time to learn the skill.

Skill Details.

The base stats for skills are shown on the tables, and descriptions of the specific uses for a skill in game terms follow. Since some of the skills are trades and will not often be used except by average people, they do not have descriptions. The referee has final say in what abilities any skill gives a character.

Actor (DX IQ VO)

The ability to alter one's gestures and personality to disguise either one's true identity or to imitate another person in a manner which will fool even a close associate for short periods of time. Attempting to imitate another person will take 1 week of study and practice. Note that this does not alter one's looks.

Acrobat (ST DX DX)

An acrobat will be able to retain his balance well, and can roll against the skill when making a roll versus DX to avoid falling. He will also be able to control his distance and landing spot when jumping or falling, hitting a 1 meter square target and jumping 2 meters vertically and 5 meters horizontally (with a 5 meter running start). This skill also allows the character to fall without injury, but the skill is modified -10% for every 2 meters of height above 3, and the maximum height that can be fallen from is 15 meters.

Alarm Specialist (IQ IQ TC)

A person able to set up alarms to warn of intruders, and avoid or disarm the alarms set by others.

Animal Trainer (DX VO MS)

The ability to train an animal to perform a variety of behaviors on command, such as retrieving, guarding, or tracking. The trainer may attempt to teach any single animal one behavior per week, but may train up to $(2 + 1/\text{level})$ animals concurrently.

Appraiser (IQ EY TC)

The character must have a specialty in this skill, such as jewelry, automobiles, art, etc., and will know the value of things within area of expertise. He will also be able to determine the value of an unknown item given a day to research the subject.

Barto has found that although it is effective, his Beretta does not always function on this world, and this is one of those days. Even though he does not have a sword skill, he must use a broadsword to defend himself against an attack. The stats used for this skill are Strength, Strength, and Dexterity. Barto's St is 15, his DX is 14, and he has no other sword skills, so he will be rolling versus 14.

Astrologer (IQ IQ MS)

A character with this skill will know what the motions of the visible moons, stars and planets are, and how these motions relate to the beliefs of the local population.

Awareness (EY HE SM)

This skill may be used instead of a sensory stat to detect something or someone. It assumes that whatever is being detected is well within the person's sensory range, but that the sound, sign, etc. is not prominent. For example, a character is idly waiting in someone's private library. Awareness would be used to notice a book whose title he knows implies that the person being visited is a member of a crime organization. Another example is to describe the vehicle that gunmen fled in. Awareness would not be used when everyone on a ship is looking for land, Eyesight should be rolled against instead.

Berserker (ST ST MS)

When used in melee combat, this skill gives a 10% bonus to hit, and +1 to damage, but the character will always be trying to kill his opponent unless stopped by someone else. In addition, a critical failure means that the character will attack any available target, including his own comrades, again to the death. The character who critically failed may attempt to regain control after the first combat round, rolling D100 vs. MS.

Boxer (ST DX EN)

Can be used instead of the HTH skill. The damage is 1D4 plus or minus any strength modifier. The boxing skill also can be rolled against instead of Dodge (whichever is higher). In addition, when a roll versus MS is called for, this skill adds a bonus of +1 for every 10 points the character has in the skill. As with any HTH skills, the attacker may attempt to subdue, instead of kill. Damage is computed normally, but is not lethal and the time to recover is 1 point per hour.

Bribery (MS CH VO)

The character will have an idea of who to bribe, and the correct amount, to find out information or to achieve access to an otherwise “off limits” area. The person being offered the bribe will also be less likely to be offended if the amount was too low or if a bribe is completely unacceptable.

Bureaucrat (MS CH VO)

This skill allows the character to navigate the maze of people which make up the bureaucracy of any large organization, such as a branch of government or a large business, to find the person which can provide a given service or piece of information.

Camouflage (DX IQ EY)

The ability to hide people or objects in an outdoor setting by using both natural and synthetic materials to obscure the object. Characters who are familiar with non-human sensing devices such as dogs, radar, or infra-red sensors will be able to use this skill to avoid detection by them as well.

Cartographer (IQ EY TC)

A person who is skilled at drawing maps, even from the descriptions of other people. The cartographer will be able to collate data from several sources to draw an accurate map which covers a larger area than any single source is familiar with, and to infer the locations of features which he has no direct data on, such as river outlets or mountains.

Climber (ST DX TC)

The climber will be able to climb simple objects, such as trees or houses, without any equipment, and will have knowledge of the equipment required to make more difficult climbs. A normal failure indicates simply that the climber could not make the top, but a special or critical failure may mean a fall.

Computer Software (IQ IQ MS)

A person familiar with the design, construction and programming of computers. Due to the extensive amount of knowledge required to build and program an advanced computer, this skill only covers software expertise. The hardware knowledge is included in the electronics skill. One who is familiar with the design and programming of computers would also be able to break into a computer system to either get information stored in the computer’s files or to disrupt its functioning.

Cryptographer (IQ IQ MS)

The ability to recognize, design, and crack encoded messages.

Dancer (DX DX TC)

Will know a variety of dances and be able to entertain an audience as well as being a pleasure to dance with.

Demolitions (DX IQ MS)

The character will be familiar with a variety of explosive devices and the techniques for detonating or disarming them. He will also be familiar with structural weak points, and can use the available explosives efficiently. An Engineer will be needed for more complex demolitions, however, such as the controlled demolition of a building into its own basement.

Diplomat (IQ CH VO)

Knows the rules of etiquette and the informal rules of conduct among various social groups, especially government officials and upper class people. The character will also be adept at wording messages in such a way as to not overly offend the recipient, avoiding “shoot the messenger” problems.

Disguise (IQ EY VO)

A person with the disguise skill will be able to hide his identity or to pass for someone else visually, given a picture or other likeness to work from.

Drinking (DX EN MS)

This skill includes knowing a variety of drinking songs and bar games and being comfortable performing them in public. The character will also be familiar with bar terminology and the locations of bars in towns he is familiar with, but knowledge of bars in unfamiliar places will best be found by someone with the Streetwise skill. The skill also increases the character's alcohol tolerance. For each hour the character is drinking, roll versus the skill. A normal success means that the drinks had only half the normal effect, while a special means that there was no effect at all. A normal failure means only that the character was affected normally by the alcohol, but a special means that he was physically sick.

Driver (DX IQ EY)

Unlike pilot skills, this skill is not required to operate a motor vehicle. This skill allows the character to control a vehicle which is sliding or spinning, to practice a variety of anti-terrorist techniques, and to use the vehicle as a weapon. He will also know the basic maintenance (oil, air pressure, etc.) necessary for vehicles he is familiar with.

Electronics (IQ MS TC)

A character with the electronics skill will be able to troubleshoot, repair, and assemble electronic devices. This includes assembling parts into a new configuration, such as an acquiring various components and assembling an uncommon computer, but does not include design of a completely new type of device, such as taking apart several clock radios and building them into a computer.

Engineer (IQ MS MS)

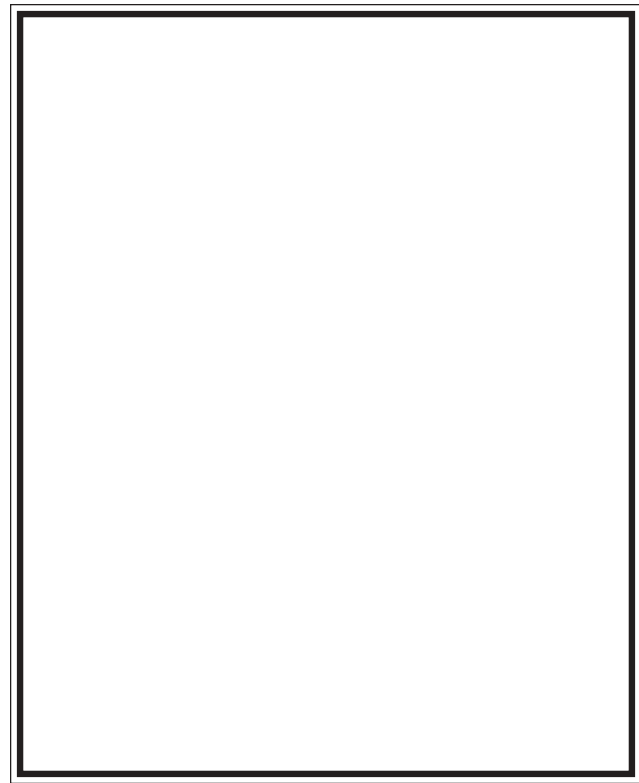
A person who is able to design a complex device, plan, or other set of functions that perform a particular need or function. Each type of engineering is a separate skill.

Escape Artist (DX IQ TC)

Will be able to release himself from a variety of confinements, such as handcuffs, straight jackets, or closed rooms, without directly picking the locks.

Forensics (IQ MS TC)

Upon the examination of a dead person, the character will be able to determine the time and cause of death. The longer the person has been dead, the more inaccurate the results will be, although time of death will more affected by this than cause.

**Forger (IQ EY TC)**

A person able to falsify official documents or another person's handwriting. The forger must have access to a sample of the legitimate document that is being copied and may not be aware of the result of the die roll until the documents are examined.

Gambler (IQ MS EY)

A gambler will be able to play the odds in games of chance in such a way as to make money without cheating. Even if he is successful, his total earnings may be limited by the wealth of his opponents or the tolerance of the house for winners. The gambler will also have some knowledge of local gambling houses, laws, and customs, but knowledge of illicit or unaccepted gaming will be best found by someone with the Streetwise skill (see below)

Guile (IQ MS VO)

The ability to quickly fabricate a story that is not true which will stand up to casual questioning, or to present facts in such a way as to achieve one's own ends. This skill is very common among both politicians and conmen.

Horsemanship (DX DX MS)

The ability to control horses, both for riding and for use as draft animals. This skill also gives the character some ability to judge the quality of horses and other related animals, as well as basic skills needed to care for horses.

Impressionist (IQ CH VO)

Will be able to pick up on the quirks of another's expressions and voice so as to entertain others, or to even pass for that person in brief, casual situations. The skill requires that the person being imitated be studied for at least 30 minutes. This differs from an Actor in that the person will not be able to stand up to any involved questioning or in an intimate situation with that person's close friends.

Interrogator (IQ MS VO)

The character will be able to extract information from an unwilling subject using a variety of physical and psychological means. Someone attempting to resist the interrogator must make a stat roll versus MS at least once per day.

Intimidation (IQ MS VO)

Allows a character to make others bend to his will by threats and use of fear, allowing him to control a situation.

Investigator (IQ MS EY)

Allows a character to find out information by collecting data, usually through questioning people with information, and to sort that data into what is and is not useful to him. Note that the Investigator may gain information without the persons questioned being aware of it. This is true even with unwilling subjects, but only if they will give some answer, even if it is false.

Leader (IQ MS VO)

This person will know how to motivate others to do their most in achieving a goal and can even speed the completion of a group task. This skill gives the group a bonus of 10% of the Leader's skill score to any cooperative effort which is not played out, and to the group's morale check value in combat, such as when fighting especially fearsome monsters.

Linguist (IQ IQ HE)

A person who has studied the relationships between languages and their structures, it reduces the time needed to learn a language to 1/2 the normal amount.

Lip Reader (IQ IQ EY)

The ability to comprehend what is being said by someone without actually hearing the words that are spoken. The character must have a clear view of the person speaking and know the language to use this skill.

Locksmith (DX MS TC)

This skill will allow the character to install and change the codes on a variety of locks, and to bypass the locks with which he is familiar. In a case where a lock cannot be opened using non-destructive means, the character will know the most effective ways to force entry by drilling or cutting through the lock, but this may take a significant amount of time, be noisy, and leave obvious traces that someone has entered.

Lore (IQ IQ MS)

This skill functions much like history. The character is familiar with stories which appear to be of a fantastic or supernatural type, rather than those that are considered historical fact. The skill is modified depending on how familiar he is with that particular culture.

Martial Arts (ST DX MS)

Can be used instead of the HTH skill, damage is 1D4 plus or minus any damage modifier. This skill can also allow the character to fall without injury, but the skill is modified by -10% for every 2 meters of height above 3, with a maximum height that can be fallen from of 15 meters. In addition, when a roll versus MS is called for, this skill adds a bonus of +1 for every 10 points the character has in the skill. Like all other HTH skills, the attacker may attempt to subdue, instead of kill. Damage is computed normally, but is not lethal and the time to recover is 1 point per hour.

Mechanic (ST DX TC)

A character with the mechanic skill will be able to troubleshoot, repair and assemble mechanical devices. Like the electronics skill, this includes assembling parts into a new configuration, such as an acquiring various automotive components and assembling a vehicle which was not built but where all the major parts are by the same manufacturer, but does not include design of a completely new type of device, such as modifying a World War II battleship into a space ship.

Medic (ST IQ TC)

A medic is able to treat injuries in the field so that they will heal properly, and can stabilize a patient who is at negative damage points for a trip to better medical facilities. Unlike the Physician skill, a Medic requires no special equipment, although the Medic is assumed to carry a basic first aid kit among his supplies. The technology or magic level of the equipment in this kit may give the character a bonus, but the player must specify its contents. At damage up to 1/4 of the character's total, a successful Medic roll will enable the character to heal at 2 points per day. At levels of damage above this, however, the Medic skill only stabilizes the patient and prevents infection, unlike a Physician. If the character is at negative damage points, this skill will stabilize the patient for 2d6 hours until better medical help is available.

Musician (DX HE TC)

The ability to play a musical instrument. Each instrument is a separate skill, and the bonus for having an existing skill applies only to instruments of the same type (woodwind, string, etc.). The character is not limited to a specific musical style, but new compositions take 1 week per 10 minutes playing time to learn.

Music Composer (IQ HE HE)

The ability to read and write music in such a manner as to produce a lyrical and harmonic sound. This does not ensure that the audience will like the result. The character must choose a specific playing style, such as classical, jazz, rock, etc.

Navigator (IQ IQ EY)

Able to find his current location and follow a course given charts and equipment, and is able to use dead reckoning when no equipment is available. A dead reckoned course must start from a known position, and a normal success will only be accurate to 1D10 degrees. Navigators who wish to make their own charts will also need the Cartography skill.

Orator (IQ CH VO)

A person who is able to convey information to an audience while speaking in such a way as to sway the ideas of others, or to bind them to his cause. This skill may be used instead of Charisma when speaking to groups of people larger than 20.

Physician (IQ TC TC)

This skill gives the ability to diagnose and treat disease and injury to the available technology limit given the proper medicines and equipment. This skill differs from Medic in that it requires a great deal of equipment. Characters must have a specialty (neurology, pediatrics, etc.), but for game purposes this will usually only affect NPC's. A successful roll cuts the time to regain damage points in half, no matter what level of damage has been sustained by the patient.

Pickpocket (DX DX TC)

A person with this skill will be able to remove items from another's pockets, packages, or bags without the victim's knowledge. For each accomplice (up to 3 total), add 10% to the pickpocket's chance of success. There may, however, be minuses if something in the pocket or bag is particularly noisy.

Pidgin Tongue (IQ HE VO)

This skill allows a character to have a basic ability, but not fluency, in several languages. For every 10 points the character has in the skill, the character can speak an additional language at twice the starting stat average, to a maximum of 25. The character may not, however, raise a language above this score without opening a skill in that language. If the character opens a language that was under pidgin tongue, the time to learn the language is 1D6+3 weeks.

Pilot (IQ DX EY)

A person skilled in the operation of a certain type of vehicle. This skill differs from the Driver skill, which covers the skilled use of common motor vehicles. The character will have knowledge of quality levels of vehicles, but will have no skill in maintenance or navigation unless the appropriate skills are taken.

Poison (DX DX MS)

This skill will give a character the ability to manufacture a variety of poisons, and know the dangers involved in their preparation. The more complex and deadly poisons will require an extensive lab to make. The character will also be familiar with dosages and means of delivery, such as airborne, ingested, or injected.

Prestidigitator (DX TC TC)

A manipulator of small objects who gives the illusion of performing magic. This skill may also be used to cheat at games of chance.

Quick Draw (DX DX TC)

A success allows the character to ready a sheathed weapon or other item without using an action. A separate skill is required for each different type of sheath, but all items carried in a similar manner use the same skill. This skill may also be learned for magic, but like weapons, it only applies to a single spell.

Researcher (IQ IQ MS)

This skill gives the ability to find a particular piece of information, he will be familiar with various libraries, on-line services and other types of information sources. He will also know how to find others who are knowledgeable in the field through trade associations, professional ads, etc.

Robotic Armor (DX MS TC)

Anyone wishing to use robotic armor must be trained in its use to avoid injury to themselves. A skill score of 20 or greater is required before the armor can be used without supervision.

Robotic Software (IQ DX TC)

A person familiar with the programming of robots. Due to the extensive amount of knowledge required to build an advanced robot, this skill only covers software expertise. One who is familiar with the software used in robots would also be able to confuse a robot or have it perform actions other than what its original constructor intended. Other skills needed to build a robot are Electronics, Electrical Engineering, Mechanical Engineering, and Mechanic.

Runner (ST EN MS)

This skill allows the character to exceed the normal speed and endurance values for movement. A distance must be chosen that the runner specializes in: up to 400 meters, 400 meters to 10 kilometers, and over 10 kilometers. The short distance runner will be able to run at 30 km/hr for up to 400 meters; middle distance runners, 20 km/hr for up to 10 kilometers; and long distance runners move 10 km/hr for their EN in hours. The normal speeds are 4 km/hr for EN hours, 10 km/hr for EN minutes, and 25 km/hr for EN rounds.

Scientist (IQ IQ MS)

A person familiar with one of the fields of science, the skill is equivalent to a B.S. A field must be chosen for the character, such as Chemistry, Geology, Physics, etc.

Scribe (DX HE TC)

A person able to take dictation that is legible enough to be copied later. Shorthand is an example.

Seamanship (ST DX DX)

The character has a general knowledge of ships, boats, charts, and can handle small water craft, but does not know the details of navigation across open ocean or piloting large vessels.

Seduction (CH TC VO)

Enables the character to become intimate with someone of the opposite sex given an hour to use the skill. The person being seduced may resist by making a stat roll versus MS.

Skydiver (ST EN MS)

The character is not only familiar with using a parachute, but will be able to control the direction and rate of his descent both before and after the parachute is open. A special failure means that although the parachute did open, the skydiver was injured, taking 1D6 of damage, but a critical failure indicates that the parachute did not open at all, with results depending on the availability of a reserve parachute and the softness of the landing area.

Stealth (DX MS TC)

This allows a character to move without attracting attention, but others may be able to roll versus a sensory stat or awareness to detect the character. There will likely be modifiers to the roll based on the presence or absence of cover, shadows, background noise, etc.

Streetwise (IQ MS CH)

Allows the gathering of information, making of contacts among low-level street criminals, purchase or sale of illegal or controlled items, avoidance of dangerous situations, and learning of questionable "business" opportunities.

Survival (ST EN IQ)

Enables a person to survive for an extended time with only the equipment that they are able to carry, or for short periods with no equipment at all. Extreme weather conditions may reduce the character's chance of survival. Some of the specific abilities would be fire building, likely places to find water, useful plants, edible fish, game, and insects, how to deal with heat or cold, avoiding predators, etc.

Tailing (EN IQ EY)

The ability to follow someone by keeping them in sight, without being detected. This skill may be used with a vehicle, but the character using the skill must be the vehicle's pilot or driver. Navigators familiar with the area gain 1/4 of that skill as a bonus, since they may be able to deduce the person's destination.

Teacher (IQ MS CH)

A character with this skill will be able to pass his knowledge on to a student more rapidly than normal, deducting one week from the normal time needed to learn a skill. The teacher must still have a 50% score in the skill being taught.

Tracker (EN IQ EY)

Enables the character to follow the trail of a person or creature in a wilderness setting, or to identify tracks and estimate what made them. Navigators familiar with the area gain 1/4 of that skill as a bonus, since they may be able to deduce the person or creature's destination.

Trapping/Skinning (DX IQ EY)

The character knows the basic values for certain furs and is able to rig traps to catch animals and then skin them without reducing the value of the pelt.

Underwater (DX EN MS)

Allows the character to swim under the surface of the water with or without scuba equipment. When the character is not using any breathing apparatus or spell, he may stay underwater for $(EN/5 + 2)$ minutes. This skill is required to use any other non-melee skills while underwater.

Underwater HTH (ST DX EN)

The ability to fight hand to hand while underwater. This skill is required to use any melee weapon skills while underwater. The character must have the Underwater skill at 50% or higher to take this skill.

Underworld (MS CH VO)

Will enable the character to maintain proper etiquette while dealing with major underworld figures and to identify the more important people on sight. He will also know how to find high level crime figures in a familiar culture.

Writer (IQ MS MS)

Able to write in a coherent manner, conveying information without losing the reader's interest. The writer must specify a style of writing that he is most proficient in (poetry, fiction, history, technical, etc.), but he may attempt a different type with minuses to the die roll.

Zero Gravity (DX MS EN)

The ability to live in any environment where there is less than 1/3 the gravity the character is used to (such as space) without any assistance from other people. This skill is required if any other physical skills are being used by the character while in a low gravity environment.

Skill	Base stats
Actor	DX IQ VO
Acrobat	ST DX DX
Alarm Specialist	IQ IQ TC
Animal Trainer*	DX VO MS
Appraiser	IQ EY TC
Archaeologist	IQ MS TC
Artist*	DX EY TC
Astronomer	IQ IQ EY
Astrologer	IQ IQ MS
Awareness	EY HE SM
Baker	SM TA TC
Berserker	ST ST MS
Blacksmith	ST DX TC
Boxer	ST DX EN
Brewer	SM TA TC
Bribery	MS CH VO
Bureaucrat	MS CH VO
Camouflage	DX IQ EY
Carpenter	ST DX TC
Cartographer	IQ EY TC
Climber (Mountains)	ST DX TC
Climber (Structures)	ST DX TC
Cobbler	DX EY TC
Computer Software	IQ IQ MS
Cook	SM TA TC
Cooper	ST DX TC
Cryptographer	IQ IQ MS
Dancer	DX DX TC
Demolitions	DX IQ MS
Diplomat	IQ CH VO
Disguise	IQ EY VO
Drinking	DX EN MS
Driver	DX IQ EY
Electrician	DX IQ TC
Electronics	IQ IQ TC
Embalmer	DX SM TC
Engineer*	DX IQ IQ
Escape Artist	DX IQ TC
Farmer	ST EN MS
Fisherman	DX MS TC

Skill	Base stats
Forensics	IQ MS TC
Forester	IQ SM TC
Forger	IQ EY TC
Gambler	IQ MS EY
Geographer	IQ IQ MS
Glassworker	DX DX TC
Guile	IQ MS VO
Historian*	IQ IQ MS
Horsemanship	DX DX MS
Hunter	DX MS EY
Impressionist	IQ CH VO
Interrogator	IQ MS VO
Intimidation	IQ MS VO
Investigator	IQ MS EY
Jewelworker	MS EY TC
Juggler	DX DX EY
Language*	IQ HE VO
Lawyer	IQ MS VO
Leader	IQ MS VO
Linguist	IQ IQ HE
Lip Reader	IQ EY EY
Leatherworker	DX SM TC
Locksmith	DX TC MS
Lore*	IQ IQ MS
Magic College*	DX IQ MS
Martial Arts*	ST DX MS
Mason	ST DX TC
Mathematician	IQ IQ MS
Mechanic	ST DX TC
Merchant	IQ MS CH
Miller	ST SM TC
Minerologist	ST IQ EY
Musician*	DX HE TC
Music Composer*	IQ HE HE
Navigator	IQ IQ EY
Orator	IQ CH VO
Perfumer	IQ SM SM
Photographer	DX IQ EY
Physician	IQ TC TC
Pickpocket	DX TC TC

Skill	Base stats
Pidgin Tongue	IQ HE VO
Pilot*	IQ DX EY
Poison	DX MS MS
Prestigator	DX TC TC
Psychiatrist	IQ MS HE
Quick Draw*	DX DX TC
Researcher	IQ MS MS
Robotic Armor	EX MS TC
Robot Software	IQ IQ MS
Runner*	ST EN MS
Scientist*	IQ IQ MS
Scribe	DX HE TC
Seamanship	ST DX DX
Secretary	DX IQ EY
Seduction	CH TC VO
Shipwright	ST DX IQ
Silversmith	DX EY TC
Singer	HE VO VO
Skier-Snow	ST DX DX
Skier-Water	ST DX DX
Sky Diver	ST EN MS
Sports*	ST DX EN
Stealth	DX MS TC
Streetwise	IQ MS CH
Survival*	ST EN IQ
Swimmer	ST EN DX
Tailing	EN IQ EY
Tailor	DX EY TC
Teacher	IQ MS CH
Tracker	EN IQ EY
Trapping/Skinning	DX IQ EY
Underwater	DX EN MS
Underwater HTH	ST DX EN
Underworld	MS CH VO
Vehicle Theft	DX IQ TC
Wagonsmith	DX IQ TC
Weaponcrafter*	DX IQ TC
Wine Maker	SM TA TC
Writer	IQ MS MS
Zero Gravity	DX MS EN

ST - Strength EN - Endurance
DX - Dexterity IQ - Intelligence

MS - Mental Strength
CH - Charisma

EY - Eyesight
HE - Hearing

SM - Smell
TA - Taste

TC - Touch
VO - Voice

* These skills require that the character limit the skill by declaring a specialization, each of which counts as a separate skill.

Equipment.

Characters in Tripper will generally be in their late teens to early twenties when they are rolled up, and will probably have some possessions and savings which they have accumulated up to this point in their lives. A character may also receive some starting items for relatives, especially parents. The following methods for generating the character's starting wealth can be used on several different earth type worlds, and should be used as guidelines for societies which are not based on historical or future earth.

Characters start the game with equipment which is reasonable for their time period and social class, plus a certain amount of money which represents their current savings.

Social class may be determined any way the referee wishes and used as a modifier on this table. Roll D100 on this table, then multiply by the

Die Roll	Multiplier
01-09	2
10-29	5+1D4
30-59	10+1D10
60-79	20+1D10
80-94	30+1D10
95-00	Special

amount for the appropriate time period to generate the amount of savings. In many societies, ownership of weapons by common classes will be illegal, and many other items may be restricted. In others, however, weapons may be required by law, such as in an American frontier setting. Characters should also receive equipment which would be legal and useful, such as clothing, tools, vehicles (including horses), or electronics equipment.

Money.

Earth, pre 1900 — Most pre-Industrial Revolution societies on planets with natural resources similar to Earth will use precious metal coins for money. Gold, silver and copper are commonly used, with the following conversions being prevalent:

- 100 copper pieces = 1 silver piece
- 20 silver pieces = 1 gold piece
- 10 gold pieces = 1 gold sovereign

The die roll from the above chart is the amount of money in gold pieces the character has.

Earth, 1985 — Multiply the result by \$100 in U.S. currency. Characters from other countries can use an exchange rate table to compute the sum in their native currency once it has been generated, but it may be easier to use U.S. dollars regardless of character origin.

Earth, 2150 — This date is used for the time period when the first faster-than-light-speed (FTL) starship drives are being used on a regular basis, similar to the use in the 1990's of the NASA space shuttle, with some smaller private space vehicles also in use. The futuristic items on the equipment and weapon charts are priced based on the dollar having been revalued to approximately half of its 1985 value, so the die roll is multiplied by only \$50. All equipment available in the future that is on the 1985 charts is half the listed price, but any futuristic equipment will cost the full price on the equipment list.

If the die roll is a "Special" result, the character gets 30 + 1D10 in cash, plus one roll on a special table of the referee's devising. This should include things such as land, jewelry, stock, livestock, or other highly valuable items that are appropriate for the time period and culture and family wealth or social status.

Equipment Sources.

At the end of the rules is an appendix with tables covering a variety of equipment. The bulk of these tables are weapons, since their values have to be calculated for this combat system and, therefore, will differ from other systems. There is also a small section of equipment that will be useful to adventurers that it may be difficult to find details on. Other items have performance values that are the same for all game systems. For example, a typical 1985 sedan will cruise at 140 kph and carry 400 kg. Other than possibly having to convert from standard to metric values, these figures will be about the same in any game system. For these other types of equipment, there are a variety of publications for those characters in modern day type worlds, such as catalogs (Sears is a good one) and magazines (try Soldier of Fortune). For fantasy and science fiction equipment, there are a wide variety of sourcebooks which have been published for use with the many role playing and wargaming systems available. The only restriction to adding any of these items is that they must be accepted by the referee who is controlling the world at the time. Players bringing an existing character into a game should inform the referee of any equipment not in the tables, to avoid problems later.

Prices listed in the equipment tables are for items in their most common setting. If the item is available on a given world that does not use the listed currency, convert it to the local standard using the prices listed for other items as a guide. As an example, to generate prices in Mediæval times for unlisted items, consider a silver penny to have approximately \$5 in buying power.

Weapons and Armor.

In these charts are listed many common weapons from several eras. The first is the well known mediæval period in which a variety of axes, swords, and bows were used. The next consists of firearms from approximately 1920 until 1980, many of which were produced throughout the entire period, such as the Colt .45 automatic. The next group of weapons is a variety of firearm, the flechette weapon, which fires a small dart instead of a bullet, and would be found on a world with early 21st century technology. Finally, there are the futuristic laser and railgun weapons which fall into the 2150 era outlined above. There are numerous variations, both real and imaginary, to all of these types of weapons which are not listed, but which the referee is invited to add.

Player: I whip out my ZAP 9000 using my quick draw skill . . . (rolls dice) . . . I got a 26 on my 64 . . . and shoot the dragon.

Referee: What's a ZAP 9000?

Player: Oh, I got it on Dave's world. It does 3D10 * 10 damage, has a range of 1000 meters, and has a cybernetic link to my brain, giving me a plus 10 to hit.

Referee: I see. OK, roll your dice.

Player: My rifle skill is 84 . . . plus 10 for the weapon, plus 10 for point blank . . . and I got a 22.

Referee: It goes "click".

Player: Let's see, roll a twenty sider for location (rolls die) I got a 1! Head shot!

Referee: It goes "click".

Player: Now 8 plus 3 plus . . . huh?

Referee: It goes "click".

Player: WHA?

Referee: Dragon's turn. He bites you in half. Go roll up a new character.

Player: WHA!!!

Moral: Check first.

All of the weapon and equipment charts use the same measures; kilograms for weight and meters for range. The weights include a full load of ammunition if it applies, and the ammunition capacities for firearms are for the magazine only.

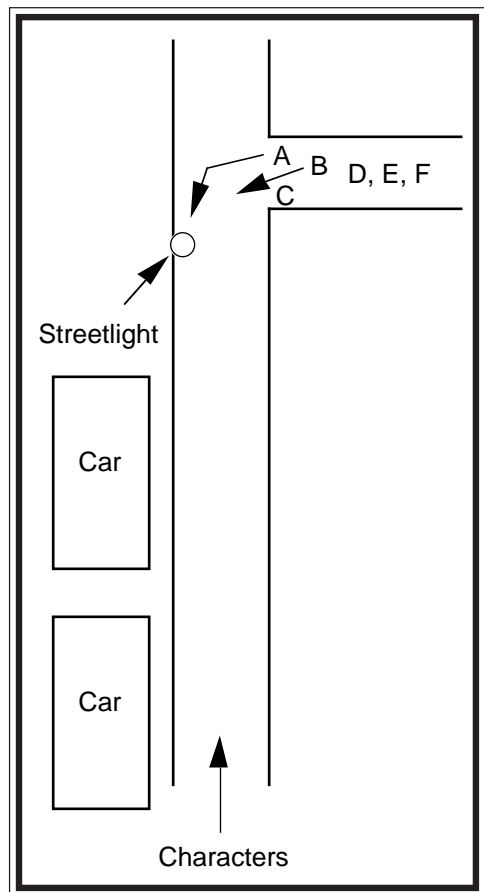
When using a hand or thrown weapon of any type, add or subtract the character's damage modifier to the listed damage. Like regular skills, having one weapon in a class gives the character a bonus of 1/4 of that score to a new weapon skill being taken. Each type of firearm (pistol, rifle, etc.) is one skill, and these skills include flechette weapons, so a character who normally uses a Colt Python will be equally skilled with a Beretta flechette pistol. Characters who wish to use two one-handed weapons simultaneously, such as two swords, must have a separate skill for each hand.

Conveyances.

Many times, characters will find their personal carrying capacity and movement rates to be limiting and will choose to use some form of vehicle to transport themselves and their belongings. In addition, there are many different forms of commercial transportation that are available in different locales and time periods, but a possible wait for departure must be added to the travel time. Since most types of vehicles will be familiar to referees, an explanation of the wide variety of transportation that is possible is not contained here, given the large number of rules already written for various types of vehicle travel and combat. Additionally, in future settings most types of transportation will have evolved from existing types and will be familiar to players. For instance, a nuclear powered 300kph train is faster than those today, but for game purposes is otherwise not really different from current trains. The variety and performance of the vehicles available on a world is left up to the referee.

Ellie rolls an 98 for T.J.'s money, so she gets something from the "Special" category, plus 30 * 1D10 in gold pieces. Ellie rolls an eight for the money, for a total of 38 g.p., and an 02 on the special table (quite lucky since lower is better on my "special" table). It seems that she had an uncle who was a spell caster who left a book of spells for the next magic user in the family to inherit, and she's the one! It has spells in it all the way up to fifth level, but since most are not in her college of magic (most unfortunate!), she will have to open other colleges some time in the future to use all the spells (see the magic section for clarification of this). This is still quite a treasure, as it will save her a huge amount of effort and risk in the future. Ellie then selects the rest of T.J.'s equipment: a backpack, medic kit, 6 hunting traps, rapier, main-gauche, a sling and a tent. She also has several changes of clothes. The non-weapons are not a problem even though most of these items are not on the tables, since they are common enough in her society that there is no reason that the character would not own any of them. T.J.'s weapons are another matter. Since she lives in a small elven village, legality is not a problem. She started with rapier and main-gauche as skills, so the ref rules that she already owns one of each, but she must buy a sling, since she did not select it as a starting skill.

These are the starting positions of the characters and punks in the combat example.



Combat.

At times, the characters will find themselves in a situation where they must fight. Resolving combat is similar to using other skills, but there are some differences. The main one is this:

In combat, all skill rolls are made directly versus the appropriate skill, with no multipliers.

There are, however, quite a few possible modifiers to the roll — see the tables below. When playing out combat, the unit of time used is referred to as the round, which is 10 seconds long. Each character is able to perform a certain number of actions per round, calculated during the character's generation. For each action, the character has the following options which may be attempted:

Attack — Attack a facing figure using a ready weapon or HTH skill.

Cast spell — Cast a prepared spell.

Disengage — Remove oneself from combat by a successful roll of D100 versus DX x 4.

Dodge — Avoid an attack by moving.

Move — Move up to a total of 5 meters.

Parry or Block — Attempt to foil another's attack.

Prepare Spell — Similar to Reload, this involves performing needed incantations, gestures, etc. to use a magic spell. Note that some spells are ritualistic and will require more time to prepare.

Ready Weapon — Draw or unsling a weapon to be used.

Reload — Prepare a missile weapon that has been discharged or had its magazine emptied. Some hand weapons require 2 actions until a skill score of 80% is attained, non-auto firearms also require two actions up to an 80% skill level. These weapons are noted in the equipment charts.

Turn — Change facing up to 180°.

Additionally, a character may change facing by one hexside (60°) or move 2 meters either before or after executing another option. To simplify keeping track of positions of the various combatants, the use of miniatures or other markers is suggested. Don't forget that people not up front in combat may not fire missile weapons or cast spells without the possibility of hitting their comrades. If a player does this anyway, and misses the intended target, roll D100 versus the skill to miss everyone else. A successful roll means that no one else was hit, but a failure means that a random ally within 5 meters of the intended line of fire is hit, doing normal damage for the weapon.

Playing Out Combat.

When it appears that combat may occur, set up the

miniatures in the way that the characters and monsters are currently positioned or moving, along with terrain and any objects. Determine if one of the groups has

surprise over the other, and if so, give that group one action each to use before the other moves. If not, rank the combatants according to dexterity, higher scores going first, and begin combat. Since some characters have more actions per round than others, they will perform their actions at different times each round. To determine when each person gets an action, the combat round is divided into five 2 second periods called intervals. Use this chart to see when each action is performed during the round. Ties are broken by rolling a D10 each round, with the lower roll going first.

Number of Actions		
	1 2 3 4 5	
Interval Action Occurs	1	X X X
	2	X X
	3	X X
	4	X X
	5	X X X

The group of characters is travelling through a city which teems with lowlife that has been made deadly through technology. Without warning, they are attacked from an alley by a group of punks who appear bent on killing the players. Since the players were unaware of the punks, the figures for the players are positioned first. The referee laughs evilly, then sets up the punks in the alley. Each of the punks gets one action before regular combat rounds start. Punk A moves two meters out onto the sidewalk, then two more meters to get behind the light pole. Punk B moves one meter out of the alley, shooting his Walther PPK at Zane. Punk C is crouching at the alley entrance and leans around the corner to fire his Colt .45 at Jack. Since the alley is only two meters wide, punks D, E, and F can't move and remain in the alley. Following this, normal combat begins. Of the punks, B and E have three actions per round, the others have two, so B and E may do something during intervals 1, 3, and 5. The other four punks only move on intervals 2 and 4.

Range.

For a weapon to be used on an opponent, it must be within its useful range, which in the case of melee is usually about one meter, although some weapons are long enough to allow opponents to be somewhat further apart (pikes were up to 5 meters long, for example). For missile weapons of all types, there is a range through which the weapon is effective, and for game purposes this range is divided into five parts: Point-blank, Close, Normal, Long, and Extreme. The range listed in the weapons tables is the maximum normal range for the weapon. Point-blank range is 25% or less of the normal figure; close range is up to 50% of normal; long is up to 150%; and extreme is up to twice the listed range. Any shots fired at more than extreme range are highly unlikely to hit and in the game are considered automatic misses. Modifiers to the attack roll based on range are found in the "Missile Weapon Modifier Chart" below.

Range Determination	
Point Blank	- 75%
Close	- 50%
Normal	Listed
Long	+ 50%
Extreme	+ 75%

Attack Modifiers.

Before rolling an attack, check to see if there are any modifiers. All modifiers are cumulative and affect the attack roll only, unless otherwise stated. Cover is defined as one or more objects which shield the defender, hard cover being able to actually absorb most or all of the damage of the attacker's weapon, while soft cover merely hides the target. Attacks which hit locations that are protected by hard cover (determined on the hit location charts which follow) have no effect unless the weapon is capable of penetrating the object. In this case, the damage is applied to the cover first, then the character. When a target has cover, a character may wish to aim for a specific location. In this case, subtract 5% for each location that is *not* being aimed at (the chest counts as two locations for this purpose). For example someone aiming only at the head would subtract 40% from the die roll, since there are 7 other locations and the chest counts twice. If the declared target location is missed, the target was missed entirely, but other objects around the target may have been hit.

Melee weapon modifiers	
Attacking from behind	+25
Attacker above	+10
Attacker below	-10
Multiple attackers	+10/attacker
Defender only parries	-20

Missile weapon modifiers	
Attacker moving	-10
Defender moving	- 5
Defender evading	-10
Hard cover over 1/4 target	-10
1/2 target	-15
3/4 target	-20
Soft cover over 1/4 target	- 5
1/2 target	- 7
3/4 target	-10
Full target	-15
Attacker braced	+ 5
Attacker prone	+10
Range Modifiers	
Point Blank	+10
Close	+ 5
Normal	None
Long	-20
Extreme	-50
Called location	-5 ea.

Jack is kneeling behind a car, exchanging shots with punk C. Since they are about 10 meters apart and Jack's Browning High Power has a range of 20, Jack is at close range, +5 to hit. The punk is hiding behind the corner of the building, only exposing his right arm, head, neck, and chest, so Jack is -15 for the punk's hard cover over half his body. His skill is 45, modified by +5 and -15, resulting in Jack needing a 25. Shawn rolls a 16, a hit, then rolls a 19 for location. The punk has leather pants on, which stop 1 point of ballistic damage. Jack's Browning does 1D6*1 damage, and Shawn rolls a 1, so the punk takes 1 point of damage to his left leg. The punk curses and shoots back.

Attack Results.

An attack may be countered by a successful parry, block, or dodge action in either the same or a following interval, but not in a previous interval. A special or critical die roll by the attacker can only be stopped by a special or critical result by the defender, see the section "Special and Critical Results" at the end of the combat section for determination and resolution of these types of hits. If an attack is successful, roll to see what location was hit using either the melee or missile chart, then roll the weapon's damage (shown on the weapons tables) to see how much was done. Finally, check to see if armor or cover could have reduced the damage taken, see below for how armor works. If the referee desires, reverse right and left sides on the hit location table for melee hits by left-handed combatants.

Since his pistol skill is right handed, Barto has taken Broad Sword with his left. While fighting a punk, he hits, rolling a 6 for location. Although this would normally be a left arm hit, the location changes to the punks right arm, for three points of damage. The punk only had two points in his arm, so he loses control of his arm and drops his weapon.

Armor.

Anything which covers the body affords it some protection, but for game purposes normal clothing has no effect on combat. Armor is, therefore, used to protect the body in combat and the armor's value is subtracted from the damage that is done by a weapon. It is possible to successfully attack a foe, but do no damage because the armor stopped the attack. Each type of armor has different values versus damage in 5 categories:

Point — Arrows, Spears, and hand weapons used to thrust.

Edge — Bladed weapons used to cut or slash. Swords are the best known example.

Impact — Weapons used to crush or break. Picks, Hammers, Axes, etc.

Ballistic — Small projectiles at high speed. Firearms, Shrapnel, Railguns.

Energy — Weapons that use light or charged particles, such as Lasers.

The damage resistance of various types of armor is shown in the armor chart in the equipment section.

Melee hit location	
1	Head
2	Neck
3-8	L. Arm
9	R. Arm
10-13	Chest
14-16	Abdomen
17	R. Leg
18-20	L. Leg

Missile hit location	
1-2	Head
3	Neck
4-5	L. Arm
6-7	R. Arm
8-12	Chest
13-16	Abdomen
17-18	R. Leg
19-20	L. Leg

Damage Effects.

Once the hit location has been determined and the effective damage computed, use this table to determine how many points the location has for any humanoid creature. If the character or creature's damage point total is higher than 25, add existing values together to reach the desired total. In the case of non-humanoids, average the total arm and leg points over the creature's legs. The damage points listed on the table for arms and legs are per arm or leg, not for both.

Characters taking damage in combat or from other causes may continue to fight (or do other things, like run away) until they reach 0 total damage points or lose a limb, then make a stat roll versus EN to remain conscious. If a single location reaches its damage limit, that body part will no longer function, and if twice the damage is done, it has been cut off or destroyed. If the affected part is the head, neck, or chest, the character will fall unconscious when it reaches 0 damage points or less unless a successful stat roll versus EN is made. If one of these locations takes twice damage, the character immediately dies. Conscious or not, a character below 0 total points will lose 1 damage point per round, and will die upon reaching the negative value of his hit points. A successful Medic skill roll or first level magic healing will stop the 1 point per round damage point loss, but if this does not raise the character above 0 damage points, some other medical help must be found in (EN x hours) for the character to avoid death.

Total Damage Points	Points per Location					
	Head	Neck	Arm	Chest	Abdomen	Leg
6	1	1	1	3	3	1
7	1	1	1	3	3	2
8	2	1	1	4	3	2
9	2	1	2	4	3	2
10	2	2	2	4	4	2
11	3	2	2	5	4	2
12	3	2	2	5	4	3
13	3	2	2	6	5	3
14	3	2	3	6	5	3
15	3	2	3	7	6	3
16	4	2	3	7	7	3
17	4	2	3	7	7	4
18	4	3	3	8	7	4
19	4	3	4	8	7	4
20	5	3	4	8	8	4
21	5	3	4	9	9	4
22	5	3	4	9	9	5
23	6	4	4	9	9	5
24	6	4	5	9	9	5
25	7	4	5	10	9	5

T.J. is using her sling in the battle and hits a punk in the head. She does 5 points of damage, but the punk rolls a 14 against twice his EN of 11, so he remains conscious. The punk had 13 total damage points, now down to 8. T.J. hits again, this time in the left leg for 2 points after adjusting for his armor. She hits him once more in the chest, this time for 6 points. Since the punk is now at zero damage points total, he must make a stat roll versus EN to remain conscious. This time he rolls an 86 and passes out.

Combat Endurance.

While in melee combat, characters will tire, and if they are carrying much, will do so faster than usual. The length of time one may fight is given below, in rounds.

Once this time has been used, the character may continue to fight at -15 to all die rolls for the same number of rounds. Continuing beyond that time results in -50 for the remainder of the day, and the character will sleep for an additional 1D6 hours that night. These figures are for people in melee; those using missile weapons, energy weapons, or spells are able to fight for this number of minutes instead of rounds.

Load	Number of Rounds
Up to 50% Enc	EN x 2 rounds
Up to 100% Enc	EN x 1 round
Up to 150% Enc	EN/2 rounds
Up to 200% Enc	EN/4 rounds
Over 200% Enc	Not allowed

Healing.

A character who has been injured must rest for healing to occur, and if the injuries were more than 1/2 of the damage point total, an additional point will be lost each day until the character rests. As the character heals, the rate of healing increases to the next range as the 1/2 and 1/4 damage levels are reached. The healing rates are based on the amount of damage taken and assume that the medicine available is equivalent to 1985-era western hospitals. Healing rates may be different in places other than 1985 Earth because of magic or a higher or lower technology level.

Up to 1/4 damage points lost — 1 point per day will be regained.

1/4 to 1/2 damage points lost — 1 point per week is regained.

Above 1/2 damage points lost — 1 point per month is regained, and the character must spend 1D6 weeks in a hospital.

Zane has been hit twice by gunshots and is severely wounded. Jack uses his Medic skill to stabilize Zane's condition, then he is transported to a nearby hospital. Out of the two months it takes him to heal down to half damage, two weeks are spent in the hospital, after which he joins the rest of the party in a local hotel. Following the two months, it takes him three more weeks to reach quarter damage, then three days to heal the remaining 3 points.

Special and Critical Results.

These results are computed the same way as for regular skills, but in combat their effects are likely to be more lethal.

Special success — results when the die roll is 10% or less of the adjusted percentage needed. The character does maximum damage to the target, but armor or cover reduces the damage normally.

Critical success — the character does maximum damage, ignoring armor or cover, with additional effects derived from a table of the referee's devising (double damage, cut off opponent's head, etc.).

Special failure — a complete miss, and the character may only dodge during the following interval.

Critical failure — the character misses the target entirely, may take no action the following interval, and suffers other woes from a table of ill effects devised by the referee (lose weapon, hit self, etc.).

In some rare instances, the combatants will both roll a special or critical success. If this happens, use the table below to determine the result of this occurrence.

If the result on the table is "D Success", the defender may use an action to immediately attack due to an opening in his opponent's guard (known as a riposte), rolling as usual versus an appropriate skill. In the case of a special defender success (D Spc Suc), the riposte does not cost an action, although a roll versus skill must still be made.

Skill level	Die roll resulting in a critical failure				
	00	99	98	97	96
01 - 14	40	60	70	80	90
15 - 24	45	65	75	85	95
25 - 34	50	70	80	90	99
35 - 44	55	75	85	95	00
45 - 54	60	80	90	99	--
55 - 64	65	85	95	00	--
65 - 74	70	90	99	--	--
75 - 84	75	95	00	--	--
85 - 94	80	99	--	--	--
95 - 104	85	00	--	--	--
105 - 114	90	--	--	--	--
115 - 130	95	--	--	--	--

Skill level	Die roll needed for a critical success					
	01	02	03	04	05	06
01 - 14	05	--	--	--	--	--
15 - 24	10	--	--	--	--	--
25 - 34	15	10	--	--	--	--
35 - 44	20	15	--	--	--	--
45 - 54	25	20	10	--	--	--
55 - 64	30	25	15	--	--	--
65 - 74	35	30	20	10	--	--
75 - 84	40	35	25	15	--	--
85 - 94	45	40	30	20	10	--
95 - 104	50	45	35	25	15	--
105 - 114	55	50	40	30	20	10
115 - 130	60	55	45	35	25	15

Attacker \ Defender	Critical Success	Special Success	Success	Failure	Special Failure	Critical Failure
Critical Success	Defended D Spc Suc	Defended D Spc Suc	D Success	D Spc Suc	A Spc Fal D Spc Suc	A Crt Fal D Spc Suc
Special Success	A Spc Suc	Defended D Success	Defended	D Success	A Spc Fal D Success	A Crt Fal D Success
Success	A Spc Suc	A Success	Defended	Defended	A Spc Fal	A Crt Fal D Success
Failure	A Crt Suc	A Spc Suc	A Success	Defended	A Spc Fal	A Crt Fal
Special Failure	A Crt Suc D Spc Fal	A Spc Suc D Spc Fal	A Success D Spc Fal	D Spc Fal	A Spc Fal D Spc Fal	A Crt Fal D Spc Fal
Critical Failure	A Crt Suc D Crt Fal	A Spc Suc D Crt Fal	A Success D Spc Fal	D Crt Fal	A Spc Fal D Crt Fal	A Crt Fal D Crt Fal

D Crt Fal- Defender Critical Failure. Defender loses his next action, other effects as determined by the referee.
D Spc Fal - Defender Special Failure. Defender may only Disengage or Dodge in his next action.
Defended - The defender avoids the attack.
D Success - Defender Success, an action may be used to riposte.
D Spc Suc - Defender Special Success, free riposte.
A Crt Fal - Attacker Critical Failure. Attacker loses his next action, other effects as determined by the referee.
A Spc Fal - Attacker Special Failure. Attacker may only Disengage or Dodge in his next action.
A Success - Attacker Success, normal damage and location.
A Special Success - Attacker Special Success. Maximum damage, normal location.
A Crt Suc - Attacker Critical Success. Maximum damage, armor is ignored, location and other effects as determined by the referee.

Yes, this page is really supposed to be blank. It's a good place for custom tables and such.

Magic.

The use of magic is not a talent, but a skill in this system, and like other skills it must be improved upon over time through practice. When a player wishes to have a magic using character, a college of magic must be selected. The 5 colleges defined here are: Druid, Elementalist, Materialist, Sorcerer, and Wizard, each of which practice the following types of magic:

Druid — Outdoor magic. Talking to, summoning, or controlling plants and animals.

Elementalist — Magic concerning the elemental planes of Air, Earth, Fire, and Water.

Materialist — Affects and transforms objects. These people make magic swords, wands, etc.

Sorcerer — Casts mostly combat attack spells. Lightning bolts are a favorite.

Wizard — Defense oriented. Creation of walls is popular.

Note that as is the case with other skills, the magic colleges are not intended to be all encompassing in terms of capabilities and are designed so that anyone who has become a well-known mage will usually know more than one college of magic. There will be many characters who will only have one college because that is not the character's prime interest, and NPC's will often only be well versed in one college since they are not usually adventurers. It should be clear that a Druid, for example, will be far less useful in determining the power of a magic sword than a Materialist, and that was the intent of the rules. Additionally, there is some overlap between colleges. Almost all mages will have some kind of light spell, and most colleges will have some combat potential. An Elementalist could summon a fire elemental to wreck an attacking pirate ship, for instance, but could not simply create a column of fire to burn the ship.

After a college has been selected, the character then must look for a mage of that college who is willing to have an apprentice. The terms of the apprenticeship must be negotiated with the master and will usually be a longer period of time than needed just to learn the skill. Once the character has completed the apprenticeship, there is no need for further training to progress to increase his skill and power as long as the higher level spells are available. The base stats used to generate the starting skill score for any college of magic are DX, IQ, and MS. As with the "normal" skills, the referee may wish to invent other colleges of magic using these as a guide.

Acquiring Spells.

Beginning mages will have learned several first level spells as part of their training and will have them recorded in a standard construction spell book (see below). Generally, the spells "Tap", "Prepare Papyrus" and "Prepare Focus" are included in this list because they are virtually essential for the use of higher levels of magic. To find out which additional spells the character has learned, roll D100 versus 3 times the skill score for each spell. Other first level spells may be gained by characters through purchase or trade, but higher level spells have to be acquired by finding (or taking) spell books, or by research, as they are generally not traded or sold. To learn an existing spell which the mage doesn't have, roll D100 versus 3 times the skill value divided by the level of the spell. If successful, it takes one day per spell level for the mage to learn the spell. If the roll is failed, 2 more attempts can be made, after which a new version of the spell must be acquired before trying again. The mage may be limited in the level of spells that can be learned depending on the IQ of the character. These limits are shown on the table.

IQ	Max. Level
Below 7	Cantrips
8	2nd
9	3rd
10	4th
11	5th
12	6th
13	7th
14	7th
15	8th
16	8th
17	8th
Over 18	Any

Researching Spells.

Since spell books are uncommon, mages will often want to create new spells based on their needs. First, have the player write out the level and effects that the new spell will have (subject to referee approval). If the spell is at least one level below the mage's proficiency, research of the spell is allowed. The number of weeks of successful research that must be accomplished for the mage to devise the spell is given by summing the spell's levels. To find the summation, start with the level, then add the next smaller number until you reach zero. For example, the summation of 4 is $4 + 3 + 2 + 1 = 10$. Each week, roll D100 versus the base magic skill to see if that week's research is useful. If a special success is rolled, the following week is also useful. Likewise, a special failure negates the next week. On a critical success, the mage has a flash of inspiration and completes the spell immediately (also gaining either a D6 or a point on the skill), with a critical failure meaning that all the time required is spent, but the spell does not work, with other possible side effects at the referee's discretion.

*Ellie decides that T.J. wishes to research a new spell. Shawn, the referee, agrees that this spell will be second level when complete. The sum of the levels is $2 * 1 = 3$, so it will take T.J. three weeks of successful research to gain her new spell. The first week, Ellie rolls a 47 on her 84 skill, a success, so the first week goes well. The second week, she rolls a 92, which is a normal failure, so that week was wasted. The third week Ellie rolls on 07, but misses on the criticality roll. This is a special success, so the following week is automatically also successful, giving T.J. the required three weeks of research for the spell.*

Casting Spells.

In Tripper, there is no limit on what level a character must be to cast a given level spell, but he must have attained a certain level of proficiency in the college of magic before attempting the more powerful spells. This table lists what skill score is necessary to cast a given level of spell. Spell casting is affected by the character's level in two ways. The first is that higher level characters will have more personal mana points, and will probably have focus stones (see below) that are capable of storing more mana. The character's chance to cast is also modified up or down, depending on whether he is higher or lower level than the spell.

Magic Proficiencies	
Skill score	Proficiency level
25	1
50	2
65	3
80	4
86	5
90	6
93	7
96	8
99	9
102	10
105	11
109	12
112	13
115	14
118	15
121	16
124	17
126	18
128	19
130	20

Computing the percentage chance to cast a spell is done by dividing the character's skill score by the level of the spell, then adding or subtracting 5% for each level the character is above or below the spell's level. To cast a spell requires a certain amount of magical energy which is expressed as mana points. It costs the level of the spell squared, in mana points, to cast a given spell, and a focus is required to channel the mana when casting spells above first level (see description below). The normal time to cast a spell is one action to prepare and one to cast, unless the character has a Quick Draw skill for that particular spell. Ritual spells can be significantly longer, taking hours or even days to perform. A mage may not cast a spell which

would use more total mana than he possesses, unless a ritual spell is used to link the power of several individuals. There is no restriction on using stored mana before the mage's own mana, but if the mage uses all his available daily mana, he will be -15 to all skill rolls for the remainder of the day.

There are a number of ways which characters can improve their chances of successfully casting a spell, involving ritual extensions of the time to cast them. Any spell may be cast in one of the two following ways, as long as the mage is undisturbed during the ritual

process. First, the character may spend extra time to prepare a spell for up to his magic proficiency in minutes, adding 1 to the adjusted die roll for each minute of preparation. The longer ritual can last up to half the mage's endurance in hours. For each hour, 5% is added to the chance to cast after other adjustments.

Finally, a spell may be "carried", that is, cast in advance, using a ritual that takes one hour per spell level. When finished, the spell may be unleashed by casting the first level spell "Trigger". The mage may carry a total number of spell levels up to $(IQ/4 + \text{level})$. Either of the two rituals to improve the chance to cast may be combined with the advance casting, but they may not be combined with each other. Carried spells will dissipate if magic isn't working on a given planet.

Avoiding the Effects of Spells

Anyone who has had a spell cast against him has a chance to be unaffected. The base chance for this to occur is $(MS \times 2 + \text{level})$. This only applies to magical effects, such as a Sleep spell. Spells which create or summon something physical can only be defended against with physical means. A character who is being attacked by a summoned elemental, for instance, must rely on his armor or other normal combat defenses to protect him.

Spell Books.

Mages usually keep a book of spells containing all of their known spells. Due to the complexity of magic, only two levels of spells may be recorded per page using lines 6mm apart on pages 30cm x 40cm. Although the spells may be recorded on any type of material, it is usually done in a manner which is very permanent. Mages who use advanced technologies to record spells may have problems reading them on a low technology world, so futuristic mages will generally have a spell book as a backup to their optical storage device.

Mages without spell books can remember a number of spells up to $(IQ + \text{level})$. Forgetting a spell involves no extra time, a new spell simply replaces an old one of the player's choice.

Foci.

Due to the low number of mana points possessed by mages, a focus is used as both to direct magical energy and to store mana which has been gained by the mage. Usually a focus is made from a precious gem, but with some classes of magic not specified here (Shaman, Mentalist, etc.), it may be more appropriate to use something besides a gemstone as a focus. It is up to the referee's discretion to allow these alternative foci, but they must be relatively the same in difficulty of acquisition versus storage capacity.

Mages can only own one focus at a time, and cannot store their own mana in it, but must use the ritual "Tap" to store the mana from other places and creatures. When a mage prepares a new focus, the mana stored in the existing focus up to this point is transferred into the new one. If the spell "Attune to Focus" is not successful, a stat roll versus MS is needed to keep the acquired mana from being lost. The mana capacity varies by type and quality of the stone, but is not affected by size, other than all focus stones must be a minimum of 5 carats in weight. The table lists the mana storage capacity and cost of several different stones weighing the minimum five carats.

Stones with more capacity than this are extremely rare, and will not usually be available for purchase, they must be found (sometimes in the home of a high-level mage!)

The focus must be on the mage's person for it to be used, but it may be carried or worn in whatever way the player desires. Rings, bracelets, and pendants are commonly used settings for focus stones, and they are occasionally set in the hilt of a sword or the top of a staff.

A mage unfortunate enough to lose his focus has suffered a major disaster. If it is lost or stolen, such as by a pickpocket, the mage has a very good chance of noticing, roll D100 versus $(IQ \times 4)$ to detect the loss in time to do something about it. If the mage does lose his focus, he will not be able to cast any spells for 2D4 days. After that he may only use first level spells until he recovers his focus or acquires a new one.

Type	Mana Capacity	Cost
Garnet	5 + 1D6 points	100 sp.
Tourmaline	5 + 2D6 points	
Topaz	10 + 2D6 points	
Moonstone	15 + 2D6 points	
Opal	30 + 2D6 points	2,500 sp.
Sapphire	50 + 2D6 points	
Star Sapphire	60 + 3D6 points	5,000 sp.
Ruby	70 + 3D6 points	
Emerald	90 + 3D6 points	10,000 sp.

Notes to Referees.

At this point, several additional things are necessary to play *Tripper: Worlds, monsters, and spells*. The creation of worlds is left to the referee, and monsters and spells can be adapted from other game systems, just scale their abilities and effects using those in these rules as a guide.

There are two major pieces in the game system which make it different: Gates, and the interference between magic and technology. This system was designed to allow characters to travel from world to world, allowing referees to set up scenarios which would be otherwise difficult. These two things keep the game from unraveling.

Gates.

Gates, which can only be seen by beings with dimensional sight, are how the characters travel from one world to another when they decide to do so. These gates are flaws in the time/space fabric and open when the planets connected by a gate are in alignment. This alignment occurs on a regular basis from two to fifteen days apart on the planets for five minutes at the same local time for each occurrence. The number of days between gate openings is determined by taking the length of the year and dividing by a common factor which will give a time in the desired two to fifteen day range for each planet, rounding to the nearest day. Although this will mean that the gate openings are different numbers of days apart, the local years on each planet will pass at the same rate.

Other than the gates themselves, the planets connected by a gate do not have to have any relative physical or time period relationship and can even be different variations of the same world. To avoid the possibility of time travel, and other strangeness that the referee may have difficulty in dealing with, I suggest that it not be possible to physically move between two worlds which are connected by a gate.

To the characters, gates appear to be hazy columns three meters high by five meters wide, and are opaque. When the group of characters decides to go through a gate have them select a leader, then have everyone roll versus their dimensional sight. If any one of the players makes the roll, they will be able to lead the party to the destination of their choice, with no physical or mental aftereffects. If no one makes the roll, use the leader's roll to determine the planet they arrive on by assigning each planet a range of values. The characters will arrive on the new planet feeling drugged, a feeling which persists for approximately one minute, during which they are unable to do anything. This will usually give them enough time that going back through the gate 2 or 3 times is possible if the characters end up on the wrong

planet. If anyone other than the leader rolls a critical failure (00) on this, they are separated from the rest of the party and end up somewhere different from everyone else. This place can be an ordinary world, be some creation from a horror movie, or any other place where people who roll double zero while traveling between planes end up. A character who has this happen may be able to go back through the gate, but his visit should be a memorable one.

Gates may be located anywhere on a world, and tend to move, rather than remaining fixed, at up to 1 kilometer per week. This can be negated by using a ritual spell to fix the gate in place once per year. These two facts can be used to keep the non-Sighted populace from determining the exact location of whatever they interpret a gate to be, or to put some NPC's in control of a gate. It can also be interesting to start with some common legend or location when placing a gate and creating the connecting worlds — I used Stonehenge as a gate location, another possibility is that there really is a gate to Hell. In our campaign we have found it useful to use Earth as a common connection between the referees' world systems, that way no one has to make up a common world. An alternative would be to use a published world, so everyone would have common information on where the gates are.

The location of the gate can have a major impact on the game, and should be considered both from the viewpoint of the various characters, both the player's and others, and the effects on the surrounding civilization(s). To move from world to world, the characters will need to know where gates are and how to get there. This can be the basis for an adventure — dump them on an unfamiliar planet where they don't know where the gate is — or they can be told by some person who may have other motives for passing on this information. The gates may also be in a dangerous location, but try to avoid being *too* lethal with the effects of coming out unaware. There may also be other users of the gate who may care that the players are tramping through, or be a source of encounters with higher level bad guys. Besides the various characters, the gate can have a number of effects on the surrounding area which should be considered. If it's located near a small town, the inhabitants will probably have noticed that strangers often visit, even if they're not aware of the details, and there may even be businesses aimed at trading with them, like inns, transportation companies, outfitters, traders (especially money), etc. The locals may also view gate travelers with hostility or fear and seek to avoid or even destroy them. If the gate is near a larger city, its effects will probably be less pronounced. After all, whose going to notice someone who dresses and

talks strangely in New York? The open display of weapons may attract attention, however, even in a large metropolis. We have found that the following businesses are almost always visited when a group gets to a planet the first time:

The Inn — Gotta have a place to sleep (and drink).

The General Store or The Mall — Gotta check out the local technology.

The Weapons Shop — Ever see an unarmed player character?

The Money Changer — Can't get far in the above places without it.

Of course, all these places can also be the start of an adventure, and the money aspect can be particularly challenging to the players, especially when they find out that the locals don't use gold or gems for money.

Magic versus Technology.

To help keep the game balanced, magic and technology in the Tripper game system tend to interfere with each other, depending on the strength of one versus the other. All planets are assumed to have some level of both magic and technology and because of this, a percentage factor is assigned to every world for each of the tech levels of items possessed by the characters which is above the tech level which the referee has assigned to the world. At some time during each day, the interference between magic and technology changes, represented by a die roll. This change can occur at any time, but I usually make the roll during the night.

Guide to Tech Levels	
Stone	any previous
Bronze	2000 b.c.
Iron	200 b.c
Steel	900
Renaissance	1400
Industrial	1850
Computer	1975
Space	2075
FTL Space	2150

Each day, roll percentage dice, and allow only the technologies which have percentages above the die roll to function. Generally, anything will work if the die roll is below 10%. On most fantasy mediæval worlds magic is at 100%, with tech levels above Steel only functioning occasionally. On high tech worlds where magic might not work, the die roll works the same way, but affects magic use instead. The use of magic on a less magic world can be affected in one of three ways:

1 — It either works or it doesn't.

2 — There is a negative modifier to all magic rolls.

3 — Only spells up to a certain level work.

Base chance for either magic or technology to work out of its native environment is 55%, less 5% per tech or magic level. The table lists tech levels from the Stone to Faster than Light ages, and the approximate start of those ages on Earth, and even more futuristic ages can be extrapolated if necessary. On Earth, magic is at full strength in the Stone to Steel ages, then begins losing its strength during the Renaissance as technology becomes dominant.

One other note on the use of magic — magic using characters who are trying to tap mana for a focus should have to go to some effort to get the mana from the source they are using, not just shake hands with someone and suck out his mana. Some possibilities are to make the ritual only effective on nights with a full moon, make it part of a sacrificial ceremony, or used only on a holy day when people would worship.

Commoners.

Since the characters controlled by the players are above average individuals, common people should have lower average stats than the characters. The PC's stat average is about 72 total for the six physical stats for all races, and commoners' stats should average 1 to 2 points per stat below those of the characters, so roll 3D6 without modification for humans. Other race's stats should average about 63 total for the six physical stats and can be adjusted using this for a guide, as the referee sees fit. For the people the referee wishes to make important and more powerful in the scenario, such as patrons that have hired the party to perform some task, roll the stats in the same way as for regular characters.

Another blank page. Here's where you can put notes where those pesky players aren't likely to read them.

