yags

yags is another
game system

Characters

Soldiers and Scientists

**Tabletop roleplaying
in the modern world**

by Samuel Penn

Yet Another Game System?

YAGS is a tabletop roleplaying game designed for playing games in a wide variety of different genres, including fantasy, horror, modern and science fiction. Instead of presenting a single rulebook that tries to cater for all types of games, it is designed to be flexible and modular, using a core set of rules with pluggable components.

For the full set of available rules, see the main YAGS website at http://yags.glendale.org.uk/ where everything is free to download.

What you are reading now is **Characters**, which provides the default character generation rules for modern settings. Within these pages, you will find guidelines for designing any character from the early 1900s up to the early 21st century.

Characters provides everything players need to generate characters, including an explanation of the basic rules and a generic framework for groups to use in their own campaigns, whether they are playing a combat heavy special forces campaign, modern horror, a Cold War era spy game or 1920s adventure fiction.

So what sort of games is YAGS?

▶ YAGS is Free, and released under the GNU Public License. You can download it, print it, modify it and even publish your own versions, as long as they use the same license.

▶ YAGS is a generic system that is designed to be flexible and extensible. The default setting is the real world, so any campaign similar to the real world should fit well.

▶ YAGS aims for *Cinematic Realism*. Heroes need to be clever to avoid a short life expectancy. Getting shot is just as likely to kill them as anyone else, they just need to make sure that they shoot first.

▶ YAGS tries for a simple and consistent set of rules, but not *too* simple. Rules can add flavour to a game, and give players more options on how to describe and play their characters.

In YAGS, it is expected that characters can get hurt, or even die. It is not assumed that they will succeed just because they are the good guys, or because they are doing the heroic thing. Of course, it can be run any way the GM sees fit, but gritty fiction is the way in which it has been designed.

> *I've got a little itch, down there. Would you mind?*
> *-- James Bond, Casino Royale*

It is up to the *Game Master* to decide on the type of campaign that will be played by selecting one of four starting character levels: *Mundane*, *Skilled*, *Exceptional* or *Heroic*. These determine the number of points a player has to build their character and the maximum levels they can start with on their attributes and skills.

This choice does not limit how powerful and/or skilled characters can become over time, they merely represent how good characters are at the start of the game.

Designer's Notes
Cinematic Realism

The core rules of YAGS try to portray a model of the world that gives results that are similar to what we might expect in the real world, allowing players and GMs to second guess the results of actions based on their own common sense. This does mean that getting shot is bad, and being outnumbered in a melee is not a good thing. Most characters will be forced into being very careful if they are going up against organised enemies.

However, highly skilled characters can sidestep some of these difficulties, and act more like Hollywood action heroes - awesome, but not completely super human. You can't dodge a bullet, but you might be able to dodge the gun.

YAGS aims for something close to realism, whilst still allowing for heroic characters. Even the greatest hero can be taken out by a single bullet or thrust of a sword, but they win against the enemy hordes through clever tactics, high skill and possibly some luck.

The Rules in Brief

YAGS uses a single d20 for all die rolls. When making a skill check, you determine which attribute and skill to use, and roll **Attribute** x **Skill** + 1d20. Most professionals will have an attribute of 3 and a skill of 4, so will be rolling 12 + 1d20.

A very easy task has a target difficulty of 10, a moderate task 20, a difficult task 30+. You must roll the target difficulty or higher in order to succeed, and the more you roll above the target, the better your success. In

some circumstances, difficulties can get as high as 100 or more, though this will be unusual.

In some cases you may need to make a check just against an attribute by itself (for example, a *Health* check to remain conscious) where no skill is involved. In this case, you roll **Attribute** x **4** + 1d20.

Attributes

There are eight primary *attributes* that all characters have, and these define your raw talent. Raising attributes after character generation may be difficult or impossible, depending on the campaign, and though a high attribute won't make you automatically good, it is necessary in order to be very good.

The attributes are *Strength*, *Health*, *Agility*, *Dexterity*, *Perception*, *Intelligence*, *Empathy* and *Will*.

Skills

Skills are abilities which are gained through study, experience and training. There are 8 basic skills (talents) which all being at a score of 2, all other skills are assumed to start at zero unless stated otherwise for your background.

A skill of 4 is considered to be a trained professional, 6 is an expert, 8 is elite and 12+ is a true master of the profession. Skills above 15 are pretty much unheard of, though there is no theoretical limit to how high skills can go.

Techniques

Techniques are specialities bought within a particular skill. They enable you to perform actions that would be impossible or hard without it, or grant a bonus in certain situations (sometimes to related skills).

Setting and Style

YAGS does not try to cover all possible settings in one set of rules. What is provided here is a wide range of skills and background options, but only enough to cover the 'modern world'. There are no options for magic, since how magic is learnt and used can differ from setting to setting. Likewise, there are no skills to cover piloting space craft or operating energy shields or matter transmitters, since again how these work differs between science fiction settings. Individual world books will contain the unique information necessary to build characters for these settings.

Finally, it is up to the Game Master to decide on the level of the campaign - *Mundane*, *Skilled*, *Exceptional*, *Heroic*

or *Pulp Action*, and any other limits in place on the choice of characters and backgrounds.

Supplementary Articles

YAGS is split into several articles, of which this is one, and a good place to start if you want to create a character for yourself. Its focus is on characters for modern settings, and though the rules will work for any type of character, the listed skills are limited to those that a modern character may find useful.

There are a number of articles which supplement **Characters** in a modern setting.

The **Core Rules** provide a detailed description of the underlying rules, and are mostly aimed at GMs wanting a setting and genre agnostic view onto the system.

The **Bestiary** covers everything to do with animals and creatures, including providing statistics for the most commonly encountered animals.

Finally, **High Tech** describes weapons and equipment for the modern era - from 1900 to the present day. It also covers vehicles and rules for using them in a game.

Your Character

Building a character for **YAGS** is a relatively straightforward process. There are many choices available however, and as always it helps to have a good idea of your character concept before you start. The setting of the campaign will tend to limit this, and your GM may have some suggestions as to what type of characters will find a useful role to play.

YAGS is point based, and the number of points you get to spend depend on the level of the game that the GM will be running. You get three point pools to spend from - **Attributes**, **Experience** and **Advantages**. Your first task is to prioritise these according to the type of character you wish to play. You must choose one pool as your *Primary*, one as your *Secondary* and the last as your *Tertiary* pool. The Primary pool gets the most points to spend, and the Tertiary the least.

Designer's Notes
Point Pools

The points you get to create a character with are divided into a number of different *pools*. This division serves two purposes. Firstly, it helps to focus character design into easier to understand chunks. Secondly, it helps to limit possible abuses of the design process by preventing players from making extreme choices.

The pools are not necessarily equal, but which are the most useful will depend on the type of campaign and the type of character that you wish to build.

The Pools

Attributes

Your *attributes* define the raw potential of your character. A character with good attributes tends to be able to pick up new things reasonably quickly. They can be fit, healthy, intelligent and charismatic. Whether attributes can be raised after character generation depends on the campaign style.

Hollywood action heroes will tend to have high attributes. A character with high attributes and low skills represents the gifted amateur who learns to quickly supersede their mentors.

When you prioritise attributes, you define both how many extra points you get to spend, and the maximum level any single attribute can be. This is shown as +points/maximum in the tables below.

Experience

Experience represents skills and knowledge, generally gained through training and real world experience. A character with a lot of experience is probably older than those who lack it.

Academics, scientists and businessmen will tend to have a high experience. These are often the support characters in fiction - less heroic, but providing useful skills in specialised areas.

When you prioritise experience, you define both how many points you get to spend on skills and techniques, and the maximum level of any single skill. As for attributes, this is shown as points/maximum.

Advantages

Heroes often have some out of the ordinary feature which separates them from normal people. *Advantages* represent these features. By purchasing advantages, you can make your character special in a certain way, either physically, supernaturally or through background options such as wealth or high status.

When you prioritise advantages, you define how many points of advantages you may buy. You always have the option to purchase a single disadvantage, which will provide you with extra points for more advantages. This may be a '-1' disadvantage which gives you a single extra point, or a '-2' or '-3' which give more points.

For every full 3 points of advantages you are given, you may take an extra disadvantage for further points. Again, it is the number of disadvantages that is limited, not the total value of them.

Lastly, advantages are your character's *Schick*, and as such can't be purchased after character generation. They are also more durable than equivalents gained through play. If you buy *Rich*, it is much harder to lose your wealth than if you had obtained it in-game.

The Priorities

Before you can begin character generation the GM will have set the starting level of the campaign and dictated the type of characters you will be playing. *Mundane* campaigns are about mostly normal people, so are suitable for horror games and low fantasy. *Exceptional* campaigns are about skilled and experienced people, and are suitable for mid-level fantasy or science fiction campaigns. *Heroic* games are about larger than life people similar to Hollywood action heroes.

Mundane

Mundane campaigns are about normal people in abnormal situations (or even normal people in normal situations). In this type of campaign, characters are somewhat above average, but not significantly so.

This level of campaign is suitable for modern horror, or stories about young, inexperienced knights at the start of their careers. There is no reason that characters in such campaigns can't grow to become heroic, but the story is often about their progression rather than what they do once they become heroes.

The majority of people in the world will be of the *Mundane* level - indeed, most will have a *Tertiary* level in each of the three categories. Skilled professionals will tend to have *Primary* experience however.

Category	Primary	Secondary	Tertiary
Attributes	+5/5	+2/4	0/4
Experience	50/6	30/5	20/4
Advantages	3	1	0

For a truly mundane game, characters may be limited to taking two *Secondary* and one *Tertiary* selections, or even a single *Secondary* and two *Tertiary*. This however would not normally be recommended, since such characters will be very limited in what they can do.

A professional level of skill is considered to be level 4, which costs 10 points, and taking more than two skills at this level is going to be tricky unless *experience* is your primary pool. You may want to back up your professional skills with some talents which are slightly cheaper to raise to 4 (since they start at 2) and maybe some techniques to give you that important edge.

Trying to be good at too many things will end up spreading your capabilities too thinly, and *mundane* characters need to stay focussed.

In many *mundane* games characters can be expected to improve relatively quickly over time, so there will always be room to expand your capabilities and flesh out different skill areas as the game progresses.

Mundane campaigns are best for horror, low fantasy or gritty science fiction. Characters will be young with their life (hopefully) ahead of them.

Elizabeth Smith (48 points)
Female, Age 24
Librarian and student of the occult, who has had practical experience of the supernatural.

S	H	A	D	P	I	E	W
3	3	3	3	4	4	3	3

Talents: Athletics- 2; Awareness- 2; Brawl- 2; Charm- 2; Guile- 2; Sleight- 2; Stealth- 2; Throw- 2;
Knowledges: Area lore (UK)- 4; Occult- 5; Research- 5; Science- 2; Speak English- 4;
Technical: Administration- 2; Computer operation- 4;

Techniques
Paranormal Investigation [*Occult*] (2).
Advantages
Educated.
Background:
Elizabeth is a librarian and student of the occult. She has had run ins with cultists before, and even witnessed some things that has made her question the nature of the reality most people are used to.

Though she does not have much in the way of practical field skills, she is well versed in the theory of the occult, and knows exactly where to go to find out the information that she doesn't know.

Priorities were experience, attributes and background.

Robert Blake (20 points)
Male, Age 28
Due to a sizeable inheritance, Robert decided he didn't need to do anything with his life, so he hasn't.

S	H	A	D	P	I	E	W
3	3	3	3	4	5	4	3

Talents: Athletics- 2; Awareness- 2; Brawl- 2; Charm- 3; Guile- 3; Sleight- 3; Stealth- 2; Throw- 2;
Basic Knowledges: Area lore- 4; Speak English- 4;
Hobbies: Electronics- 2; Games- 2; Poetry- 2; Security systems- 1; Streetwise- 1;

Advantages
Educated (0), Good looking (1), Rich (1), Unfashionable (-1).
Background:
Robert inherited a sizeable amount of money during his teens, and quickly realised that he would never have to work again as long as he didn't spend extravagantly. He bought a small flat, and now intends to spend his life living like a student and doing whatever he wants.

Some of the time he spends gaming, other times reading books or writing bad poetry and dabbling with electronics, though he's not quite sure where he's going with the latter. It is rumoured by his friends that he also deals with soft drugs, but it's something he refuses to comment on.

Skilled

Skilled characters are *mundane* with some extra skills. This level of campaign is useful when the GM wants reasonably average characters, but where their backgrounds imply more than the average number of skills - for example, academics or trained professionals.

Such characters are recommended as the default for a modern setting, unless the campaign is focussed around highly trained or heroic characters, or it is a horror game where everything is meant to be dangerous, and out to get you.

Category	Primary	Secondary	Tertiary
Attributes	+5/5	+2/4	0/4
Experience	100/6	60/5	40/4
Advantages	3	1	0

Characters in a *Skilled* campaign have twice as many starting experience points as *Mundane* characters, giving you a lot more flexibility in buying skills, especially if you want to take *attributes* as your primary point pool.

You can be highly skilled (a skill level of 4+) in multiple skills and still leave room for a number of low level skills to round yourself out.

Another alternative is to take attributes as primary and put the one covering your main skills to 5. This allows you to be 'better' than professional level with a skill of only 3. However, it does limit the techniques you can purchase for that skill.

Unless you really need to do otherwise in order to fit your character concept, it is recommended that *background* is selected as a tertiary. You can take a single (or two, if you have 3+ points to spend on advantages) disadvantage of any cost to give you extra points to spend on advantages. In the example of Jenny Galloway, she takes *alcoholism* as a -3 disadvantage which gives her a total of 4 points to spend on advantages.

Jenny Galloway (100 points)
Female, Age 21
A gun moll working for East London gangs in the 1930s.

S	H	A	D	P	I	E	W
2	3	3	4	4	3	4	3

Talents: Athletics- 2; Awareness- 2; Brawl- 4; Charm- 6; Guile- 4; Sleight- 3; Stealth- 2; Throw- 2;
Knowledges: Area lore (London)- 4; Speak English- 4;
Social: Gambling- 4; Intrigue- 3; Streetwise- 4;
Combat: Guns- 5;

Techniques

Combat reflexes [*Brawl*] (2), Quick load [*Guns*] (2), Multiple targets [*Guns*] (4), Carousing [*Social*] (2), Seduction [*Social*] (4), Flirt [*Social*] (4), Etiquette [*Social*] (2), Fashion [*Social*] (2), Gambling (Poker) [*Gambling*] (2).

Advantages

Educated (0), Sexy (+3), Reflexes (+1), Addiction (alchohol) (-3).

Background:

Jenny grew up as an orphan in London during the Great War, living as a petty thief. As men started to take an interest in her, she found that prostitution was more profitable. Eventually, she discovered that even more money was to be had by conning and blackmailing men than sleeping with them.

She has learnt how to defend herself with both the gun and a knife, but much prefers the former. She risks losing everything however due to a serious drink problem.

Priorities were experience, attributes and background.

Joe Parker (60 points)
Male, Age 28
Shady businessman and mob front man.

S	H	A	D	P	I	E	W
4	4	5	4	4	2	2	3

Talents: Athletics- 3; Awareness- 3; Brawl- 5; Charm- 2; Guile- 3; Sleight- 2; Stealth- 2; Throw- 2;
Knowledges: Area lore (London)- 4; Speak English- 4;
Criminal: Administration- 1; Burglary- 2; Guns- 4; Intimidation- 4; Streetwise- 5;

Advantages

Poorly educated (-1), Authority (+1), Heavily built (+1).

Background:

Joe started his career working on the docks, where he earned extra pay ensuring that certain crates got between ships and shore without the authorities seeing them. When there was trouble, he wasn't averse to using violence to get things quietened down.

Strings were pulled, and he now has a job as a customs inspector. He happily accepts bribes from various gangs and ensures that their cargo gets through without trouble.

Priorities were attributes, experience and background.

Exceptional

If you are playing in an exceptional campaign, then you will begin with a character who is well above average in both attributes and skills however you prioritise your pools.

Such campaigns are about exceptional people and high adventure. Most of the people you meet will not be as good as you, allowing you to take on greater dangers than in less high powered campaigns. However, by the start of the campaign you are already a professional in what you do. Such stories are not about a farm boy (or school teacher) who gets caught up in an adventure by accident, but about adventurers who go looking for something exciting.

Category	Primary	Secondary	Tertiary
Attributes	+8/6	+5/5	+2/4
Experience	100/7	75/6	50/5
Advantages	4	2	1

It is suggested that *Exceptional* characters begin the game with one free point of Luck. This is in addition to any that they purchase with advantages.

Exceptional characters will tend to be average in their weak areas, rather than actually weak. Having said this, they are not far above the norm in attributes, and may be the equivalent of highly skilled professionals (knights, special forces, experienced smugglers etc) who could pass themselves off as heroic with good planning and luck.

For skills, you can afford to spread out a bit and not have to worry about concentrating in a single area.

Alfred Goodman (75 points)
Male, Age 58
Explorer and archaeologist.

S	H	A	D	P	I	E	W
3	3	2	3	4	5	2	3

Talents: Athletics- 3; Awareness- 3; Brawl- 4; Charm- 2; Guile- 3; Sleight- 2; Stealth- 2; Throw- 2;
Knowledges: Archaeology- 4; Area lore (Egypt)- 3; Area lore (Europe)- 4; History- 4; Speak Arabic- 2; Speak English- 4; Speak French- 2;
Military: Administration- 2; Guns- 4; Heavy weapons- 1; Melee- 1; Riding- 2; Strategy- 2;

Techniques
Historian (Egypt) [*History*] (2), Etiquette [*Social*] (4).
Advantages
Educated (0), Lucky (+1) (0), Rich (+3), Contacts (+1).

Background:
Lord Goodman counted himself as being one of the British Gentry. He inherited his family estates at the turn of the century, and fought in the War that soon followed. Though wounded, he survived, and decided that he wanted to see more of the world.

Ten years ago he moved permanently to Egypt, where he has many friends and acquaintances amongst the British in the Middle East. He has taught himself history and Egyptology, and spends his time and money digging up random places and plundering their treasures.

Priorities were advantages, experience, and attributes.

Jacqueline Price (100 points)
Female, Age 27
An archaeologist working in Egypt in the 1920s.

S	H	A	D	P	I	E	W
3	3	3	3	4	5	4	3

Talents: Athletics- 2; Awareness- 2; Brawl- 3; Charm- 6; Guile- 4; Sleight- 3; Stealth- 2; Throw- 2;
Knowledges: Area lore (England)- 4; Area lore (Europe)- 4; Area lore (Middle East)- 6; Read Ancient Egyptian- 4; Speak Arabic- 4; Speak English- 4; Speak French- 4; Speak Hebrew- 4;
Social: Archaeology- 5; History- 5; Intrigue- 3;
Combat: Guns- 4;

Techniques
Carousing [*Social*] (2), Flirt [*Social*] (4), Historian (Egypt) [*History*] (2), Historian (Pharaohs) [*History*] (2), Historian (Rome) [*History*] (2).
**Advantages**
Educated (0), Lucky (+1) (0), Multi cultured (2), Enemy (-1).

Background:
Born in 1905, Jacqueline's father was killed during the Great War, and her mother died of flue shortly afterwards. She spent her family inheritance in moving to Egypt, where she was able to take up her passions of Egyptian history and exploration.

Priorities were experience, attributes and background.
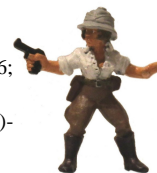
Heroic

In a heroic campaign you have skills and abilities well above the majority of people. However you choose to spend your points, you are going to be very good at what you do, being the equivalent of Hollywood action heroes.

However, you shouldn't let this go to your head, since a single bullet or well placed knife can still kill you just as easily as it could a 'mundane' person.

Category	Primary	Secondary	Tertiary
Attributes	+12/8	+6/6	+3/5
Experience	200/10	150/8	100/6
Advantages	6	3	1

In addition to the above, you should start the game with two free points of Luck, in addition to any extra that you purchase with advantages.

You have the option of being above average in all your attributes, or truly exceptional in a few of them. You could also be incredibly rich or famous by taking advantages as your primary choice, or highly skilled by going for experience. The choice is yours.

If you are concentrating on skills, then you have ample opportunity to buy lots of techniques. This makes an *Experience* focused character possibly the best for combat lethality. There are a lot of combat related techniques, and as the example of *Laura Connelly* shows, taking a good selection of them can make you a very deadly opponent.

Heroic characters are best suited for campaigns where the characters are belong to a team of highly trained professionals, such as a *special forces* squad or a group of veteran mercenaries.

Jim Irvin (150 points)
Male, Age 37
Jim is an agent working for the British secret service. He gets to travel to exotic locations, meets beautiful women and gets them killed.

S	H	A	D	P	I	E	W
4	4	4	5	5	4	4	4

Talents: Athletics- 4; Awareness- 4; Brawl- 6; Charm- 5; Guile- 5; Sleight- 2; Stealth- 4; Throw- 3;
Basic skills: Area lore (Europe)- 4; Current affairs- 3; Military affairs- 2; Speak Arabic- 4; Speak English- 4; Speak French- 4; Speak German- 4;
Combat: Guns- 4; Tactics- 2;
Other skills: Drive- 4; Intrigue- 2; Survival- 2;

Techniques

Close combat [*Brawl*] (2), Unarmed combat [*Brawl*] (4), Disabling hold [*Brawl*] (4), Combat reflexes [*Brawl*] (4), Hard to kill [*Brawl*] (2), Quick load [*Guns*] (2), Quick draw [*Guns*] (2), Sharp shooter [*Firearms*] (4), Parachuting [*Athletics*] (2), Swimming [*Athletics*] (2), Carousing [*Social*] (2), Seduction [*Social*] (4), Intimidation [*Social*] (4), Shadowing [*Streetwise*] (4), High speed driving [*Drive*] (4).

Advantages

Educated (0), Good looking (1), Linguist (1), Doom (-1).

Background:

Jim is a government spy who spends most of his time travelling around Europe and North Africa, infiltrating potentially hostile groups in order to either obtain intelligence, or to act as an assassin. His life means he can never trust anyone, and whenever he has started to care for someone, they have either died or betrayed him.

Laura Connelly (200 points)
Female, Age 27
Modern bodyguard.

S	H	A	D	P	I	E	W
4	4	5	4	4	3	2	3

Talents: Athletics- 6; Awareness- 4; Brawl- 8; Charm- 2; Guile- 4; Sleight- 2; Stealth- 4; Throw- 4;
Knowledges: Area lore (England)- 4; Speak English- 4;
Combat: Guns- 8; Tactics- 5;
Other: Burglary- 2; Drive- 3; Streetwise- 2;

Techniques

Close combat [*Brawl*] (2), Unarmed combat [*Brawl*] (4), Combat reflexes [*Brawl*] (2), Reflex dodge [*Brawl*] (4), Opportunity attack [*Brawl*] (4), Improved damage [*Brawl*] (6), Multiple attacks [*Brawl*] (8), Hard to kill [*Brawl*] (2), Ignore pain [*Brawl*] (4), Surprise attack [*Tactics*] (2), Tactical move [*Tactics*] (4), Lightly equipped [*Athletics*] (4), Quick load [*Firearms*] (2), Quick draw [*Guns*] (2), Multiple targets [*Firearms*] (4), Gun Fu [*Guns*] (4).

Advantages

Educated (0), Lucky (+2) (0), Enemy (-1).

Background:

Laura is a bodyguard who works for rich businessmen, politicians and criminals. She is highly skilled in hand to hand combat and close quarters gun combat, though tries to avoid ranged fire fights.

Priorities were experience, attributes and background.

Pulp Action Heroes

Whether it's *Space Opera*, *Chanbara*, *Wuxia* or a *Hollywood Action Film*, there is room in fiction for the larger than life action hero. Almost super-heroic in their abilities, they are capable of taking on a small army by themselves.

If you are playing this sort of campaign, then your character will be significantly better than everyone else even in your weakest area.

Category	Primary	Secondary	Tertiary
Attributes	+18/8	+12/6	+6/5
Experience	450/12	300/10	200/8
Advantages	8	4	2

In addition to the above, you start the game with three free points of Luck.

A GM putting together a *Pulp Action* campaign needs to be aware that these characters, if designed to be combat focused, can take on most enemies without too much difficulty. There will normally be few opponents who are equally skilled, but you will most likely be going up against powerful organisations who will try to overwhelm you with force of numbers.

However, you are not immortal. You can be as tough and quick as you like, but it will still be possible to down you with a single bullet. A horde of *mooks* with automatic weapons will take you down if you are standing out in the open. The trick is to use your abilities to make sure that you always have the advantage.

If your planning fails you though, and a lucky shot takes you out, then you can always make use of your *Luck* to negate the damage. Using *Luck* in this way *burns* it, spending it permanently. But it's better than being dead.

Frank May (300 points)
Male, Age 37
Bodyguard, get-away driver and delivery man.

S	H	A	D	P	I	E	W
4	4	6	7	4	4	2	3

Talents: Athletics- 5; Awareness- 5; Brawl- 10; Charm- 2; Guile- 2; Sleight- 2; Stealth- 4; Throw- 2;
Basic skills: Area lore (Europe)- 4; Military affairs- 2; Speak English- 4; Speak French- 3; Speak German- 2; Speak Spanish- 1;
Combat: Guns- 8; Tactics- 8;
Other skills: Drive- 12;

Techniques

Close combat [*Brawl*] (2), Unarmed combat [*Brawl*] (4), Disabling hold [*Brawl*] (4), Combat reflexes [*Brawl*] (4), Hard to kill [*Brawl*] (2), Quick load [*Guns*] (2), Quick draw [*Guns*] (2), Sharp shooter [*Firearms*] (4), Swimming [*Athletics*] (2), Drive (motorbike) [*Drive*] (2), Drive (HGV) [*Drive*] (2), Drive (Buggy) [*Drive*] (2), Drive (Tracked) [*Drive*] (2), High speed driving [*Drive*] (4), Ice driving [*Drive*] (4), Off-road driving [*Drive*] (4), Stunt driver [*Drive*] (4), Mechanic (Car) [*Mechanics*] (4).

Advantages

Educated (0), Lucky (3), Fit (1), Reflexes (1), Rich (Millions) (1), Criminal (-1).

Background:

Frank lives on the edge of the law. He rarely *knowingly* commits crimes, but that's only because he deliberately never asks for details about the jobs he carries out. He is ex-military, but his specialisation is driving - something he is very good at.

He often acts as chauffeur for VIPs who are expecting trouble, or simply a delivery man for special goods that need to avoid the authorities.

Priorities are attributes, experience and advantages.

Attributes

For player characters, attributes are generally rated on a scale of 1 to 10, with human PCs falling within the range of 2-8. Anything outside of the range 2-5 however is significantly unusual for an adult human, and a typical adult will have all their attributes at 3.

The number of points that may be spent on buying up an attribute depends on the priority you chose for attributes and the level of campaign that is being run.

Score	Cost and description
10	**Super alien.** The limit of what most aliens can achieve, and far ahead of any human.
9	**Super human.** Beyond want humans can achieve, and only found in a select few alien species.
8	**Amazing (+15 points).** At the limit of human ability, which only a few people in human history have attained.
7	**Outstanding (+10 points).** The best olympic athletes and the most renowned of academics will have this level of attribute.
6	**Superb (+6 points).** Far above human average, attained not by chance but through dedicated training.
5	**Exceptional (+3 points).** Obviously exceptional. Attributes higher than this are normally only attained through training and dedication.
4	**Good (+1 point).** Significantly above average for an adult. About 5% of the population has this level or above.
3	**Average (0 points).** Typical average for an adult. About 90% of the population.
2	**Poor (-1 point).** Significantly below average, the bottom 5%.
1	**Terrible.** Obviously impaired compared to a typical human. An attribute of this level is almost worthless.

Levels outside of the range 2-8 cannot be purchased, but are reserved for alien species. Some aliens get a bonus or penalty to a given attribute, and this bonus applies after you have purchased the attribute. You may not purchase an attribute to a level that would cause it to be shifted outside of the 1-10 range once species modifiers have been applied.

Attributes

There are 8 primary attributes to define, and all begin with a score of 3 (which is average for an adult human). Anything outside of the range of 2-5 is considered to be very exceptional for a human, and attributes above 8 are unheard of amongst humans.

Strength: How strong you are, including your ability to lift and hurt things. If you have a high strength then you will tend to be larger as well.

Health: A measure of your physical fitness and stamina. Health is used in checks to remain alive after being seriously wounded. It also directly affects the number of fatigue levels you have, which are useful in combat.

Agility: Your agility represents your quickness, athletic prowess and balance. It is used for brawling, wrestling, sneaking, reaction tests and acrobatics.

Dexterity: Dexterity is your hand-eye coordination, sleight-of-hand and skill with melee weapons. Pistols also use dexterity, and rifles may use dexterity or perception.

Perception: How alert you are, and the general quality of your senses. If perceptive, you are good at hiding and noticing things. Rifles and larger weapons use perception.

Intelligence: A measure of your wit, cunning, memory and intuition. Knowledges are based on intelligence, as are logic and reasoning skills.

Empathy: Empathy is your ability to understand others. It is used to make friends, convince people emotionally, or to tell if someone is lying to you. Empathy doesn't affect your intentions to be nice or nasty, but does affect how well you notice other people's feelings.

Will: Your Will is a measure of mental fortitude, being used to resist psi, instincts and emotions. A high Will makes you a good liar, a low Will means you are gullible and likely to give in to fear, lust and greed.

Size, Soak and Move

There are also three further statistics which are special attributes. These don't default to 3 for adult humans and can't be changed by spending points from your attribute pool on them.

Size: How large you are. An adult human has a Size of 5, though some may be as low as 4 or as high as 6. Size governs how tough you are, and how hard it is to kill you.

Soak: Soak defaults to 12 for an adult human, and defines your resistance to damage. When you take damage, it is reduced by your soak. Armour adds to your soak, improving your resistance to damage.

Move: Your Move represents how quickly you can move, in metres per round. It is 12 for a typical adult human, but is equal to your Size + Agility + Strength + 1.

Advantages

Advantages allow you to personalise your character by choosing traits which make the character stand out above the rest of their society. Most people will have no advantages.

Advantages can't be purchased after character generation. It may be possible to obtain something similar in game (e.g., you could find a dragon hoard and become *Rich*), but advantages are protected to some degree - things gained within the game aren't.

> **Designer's Notes**
> **Shtick Immunity**
>
> Taking an *advantage* provides you with a shtick that sets your character apart from others. They can't be 'bought off' or purchased later after character generation, and should also be hard to lose in-game.
>
> If you do lose an *advantage*, there should be a later opportunity to obtain it back. For example, if you are a *Rich* American businessman, and lose everything when forced to flee your country due to some 'misunderstanding', then the GM should provide some in-game opportunity to obtain wealth some other way. It doesn't mean it should be easy, but the opportunity should be there, and may be the main focus of the plot for several sessions.
>
> Likewise, attempts to fix *Bad back* through surgery may provide short term relief, but the operation may turn out to not be as successful as first thought, or have unforeseen side effects.

If an *advantage* or *disadvantage* will have an impact on the campaign, then you should check with your GM first to make sure that they are happy with it.

Advantages

Allies (+3):
You are allied with a small group of people who will sometimes aid you when asked. The smaller the group, the more likely they are to aid you. Aid may be in the form of information, or direct physical involvement.

Ambidexterity (+1):
You suffer no penalty for performing actions with your off hand.

Animal empathy (+1):
You have a natural ability to get on well with animals. All animals react well to you, and have their reaction shifted to one better category.

Authority (+1, +3):
You have political and/or legal influence of some kind that allows you authority over those around you. In a campaign where all characters belong to some enforcement group, then this grants more authority than everyone else has.

At level +1, you have regional or limited authority. You may be a policeman, sheriff or government inspector. You may be allowed to carry a gun, perform searches of property or hold people for questioning. You may also be able to call in backup or support where necessary. However, you have to obey the law and may require warrants or need to explain your actions afterwards.

At level +3 you have significantly more authority, including power over those normally in authority. You may belong to an international or clandestine organisation that doesn't necessarily have to obey local laws (but flagrantly breaking the law will get you in at least temporary trouble, especially if local law enforcement don't like you).

Beautiful voice (+2):
You have a clear and pleasant voice which other people find attractive to listen to. When singing, you never fumble and can always take 10. For all social activities where the sound of your voice can work in your favour, you may always roll twice and take the highest roll. This will not help you when trying to convey complex information (e.g. teaching) or when not being nice (e.g., commanding or intimidating). It may help with *Perform*, *Charm* and *Guile* skill tests.

Charisma (+3):
You are good at getting on with people, and gain a +1 bonus to *Empathy* when trying to befriend or persuade a person.

Commanding presence (+3):
You are more than capable of making yourself heard when you need to take charge of the situation. When giving orders, people always pay attention (though they may ignore you). You never fumble *Leadership* or *Intimidation* checks. When organising teams, on a success you add your *Leadership* to people's skill checks.

Contacts (+1):
You have friends in powerful places, who may do you favours on occasion. They will rarely intercede directly on your behalf, but they may provide information, or introductions.

Choose a group of people to have the contacts in. It may be the underworld, a noble house, a city, a profession.

Educated (+1):

You begin the game having had an education, being both literate and counting as being *Educated*. In a setting where education and literacy is the norm, then this advantage does not need to be purchased and is the default for everyone.

You are automatically able to read and write any language that you can speak.

Eidetic memory (+3):
You are very good at remembering things. The target difficulty for trying to remember something you have seen or heard is halved. You may be able to remember an image or piece of text perfectly for a period of time, but such recall does not often exceed a few hours.

Famous (+1, +3, +5):
You are famous, and there is a good chance that people will recognise you - either by face, or at least by name. At level +1, you are known to a select group of people, either over a small area (such as a country) or to those with certain interests (such as Linus Torvalds or Iain Banks).

At level +3, you are mildly famous across the world, and can often find friends or fans who are willing to help you, or at least speak for you. Examples would be Bill Gates or Steven Spielberg.

At level +5, you are a household name. You may be a famous actor, writer or politician. Moving around without being recognised will actually be a problem.

Fit (+1):
Cannot take: Unfit.
You have one more fatigue level than you would normally have from your *Health*.

Good looking (+1):
Cannot take: Ugly.
You are extremely good looking, and can use it to your advantage in your dealings with anyone who finds you sexually attractive, or in a situation where being smart and presentable would be an advantage. Gain a +1 bonus to whatever attribute you are using (normally *Empathy*).

Being *good looking* has the side effect of making you easy to recognise.

Graceful (+1):
Cannot take: Clumsy.
You are graceful in your movements. Whenever you are trying to impress people with athletic feats, then upon a success you gain an extra level of success that goes towards making you look good. This covers dancing, gymnastics or even sword play. This has no effect on the practical outcome.

Heavily built (+1):
Prerequisites: Strength 4.
Cannot take: Small.
You are heavily built, being tougher and broader than normal. You get one extra level of *stun*, plus a +1 bonus to *Strength* for purposes of resisting knock-down, or being tripped.

Iron constitution (+1):
You have a particularly hardy constitution, and gain +2 to your *Health* to resist all forms of poison, disease and other forms of illness.

Keen hearing (+1):
Cannot take: Poor hearing.
You have exceptional hearing, and gain a +2 bonus to your *Perception* when making hearing checks. When fighting in total darkness in close combat, your *Perception* has a minimum of 1.

Keen vision (+1):
Cannot take: Poor vision, Missing eye.
You have exceptional vision, and gain a +2 bonus to your *Perception* when making vision checks. It does not grant a bonus for ranged attacks.

Large (+1):
Prerequisites: Strength 4.
Cannot take: Small.
You are very large, being both tall and heavily built. You have a bonus of +1 to your *Size* (raising it to 6 for humans), which provides you with an extra level of wounds and stuns. You also have extra reach, and any reach 0 melee attacks are instead considered reach 1. You may not have a *Strength* below 4.

Lucky (+1):
You are lucky, and receive a +1 to luck checks. Once per session, you may re-roll a single die roll that you make, and take the best of the two rolls. You may choose to permanently spend you *luck*, in order to get out of a deadly situation, or cause an act of serendipity in your favour.

You may take luck multiple times, to get a bigger bonuses or more re-rolls each session. Only one point of luck may be spent on a single roll however.

Multi-cultured (+1):
You start the game with knowledge of other languages and cultures. You may take this advantage multiple times, and each time it gives you up to three languages or area lore skills you may start with a score of 4 in.

If you are *Educated*, then you automatically also know the written forms of each language as well, otherwise you must take each alphabet as a separate language.

Musical talent (+1):

Cannot take: Can't sing.

You have a natural talent with music, and gain a +2 bonus to *Empathy* or *Intelligence* when playing a musical instrument, or composing for one.

Need little sleep (+1):

Cannot take: Heavy sleeper.

You don't need as much sleep as other people. You recover fatigue twice as quickly when sleeping, and only need 4 hours sleep to count as having a full night's rest.

Night vision (+1):

You have particularly good night vision. Except in total darkness, any penalties to your *Perception* are halved (round down) when either making vision checks, or when your *Perception* is used to cap other attributes.

Owed a favour (+1):

You are owed a favour by a powerful and influential person. They will not be willing to risk their life and reputation for you, but they will provide aid and influence - once.

Reflexes (+1):

You have a +1 bonus to *Agility* for purposes of initiative. See the combat rules for a description of how initiative works.

Reserves of strength (+1):

You may tap into reserves of strength at any time, allowing to to perform feats not normally possible. At any time, you may have +1 or +2 to your *Strength* for a single activity or a round of actions, though you gain one point of fatigue per point of bonus for doing so.

You must have a *Strength* of at least 4 in order to take this advantage.

Rich (+1, +3, +5, +7):

You are rich. Possibly stinking rich depending on the level to which you take this advantage. At level +1, you are comfortably well off, with a total worth of a few million pounds. You can probably afford to not work, as long as you don't live too extravagantly.

At a level of +3, you have tens of millions of pounds and can join the ranks of the idle rich if you so wish. Alternatively you can fund start-ups, give to charity or just spend it all on fast cars and pretty women.

At a level of +5 you have a worth in the hundreds of millions. You probably have some big expensive yachts, a private jet and several garages full of cars. You may also be Famous (+1) for free.

At a level of +7, you are a billionaire, and join the ranks of the richest people in the world. You probably own a small island somewhere, with a secret base, private army and a fleet of fast jets. You may also be Famous (+3) for free.

Sexy (+3):

Cannot take: Ugly, Good looking.

As well as being *good looking*, the way in which you walk, talk and dress comes across as very sexy to anyone who would be sexually attracted to you. Others will tend to flirt with you given a chance, and you may gain +2 to *Empathy* in such situations.

Tourist (+1):

You do well when visiting foreign cultures or places, and pick up local language and information quickly. If your GM is using the *Background Experience* option for gaining XP, then you gain +10 bonus to the d20 roll to see if you pick up Language or Area lore skills.

Disadvantages

Absent minded (-1):

You have a poor memory, and probably a reputation for being forgetful. The problem mostly manifests when trying to remember everyday mundane things, such as locking the front door, packing food or putting your clothes on in the morning. At inconvenient moments, the GM will secretly make an *Intelligence* check for you to see if you remembered doing something important.

If the *player* ever forgets something, then excuses of "but my character would have remembered" can be safely ignored by the GM.

Addiction (varies):

The addict craves some drug which they need to stave off withdrawal symptoms. The cost of the addiction is measured by three factors - whether the substance is socially accepted (tobacco and alcohol normally are), whether it is expensive and/or difficult to get hold of (heroin), and whether it has any side effects which affect the character in game (alcohol and heroin would, though tobacco wouldn't, since the latter's side effects are too long term to have any effect in most games).

Side effects include anything which can be detrimental to you during the general course of play. Drinking yourself into a stupor most evenings may have less effect on the game than being mildly drunk all the time.

Addiction	Cost
Your addiction is socially acceptable, reasonably cheap and has few short term side effects. Smoking is an example (you may get negative reactions in some places, but it's not illegal).	-1
Your addiction is either not socially acceptable, has bad side effects or is hard or expensive to get hold of. Alcoholism is an example.	-3

Addiction	Cost
Your addiction suffers from two problems, or one very, very badly. Heroin is not sociably acceptable and is expensive, but most side effects are long term.	-5

Albino (-1):
Cannot take: Exotic appearance.
You are an albino. Your skin and hair are white and your eyes are pink. You risk suffering sub burn in moderate sunlight, and may find that others react badly to you due to your unusual appearance.

Animal enmity (-1):
You do not get on well with animals. The Reaction of animals to you is always one level worse than it would be otherwise.

Bad back (-3):
You have a bad back, which at moments of physical exertion may fail you. If you ever roll a '1' when making an *athletics* check, or when wrestling or performing similar feats, then you put your back out. Your *Agility* and *Dexterity* is immediately reduced to one for the rest of the day.

Bad habit (-1):
You have a bad habit which bothers most other people. It may be a manner of speaking, or something you do (such as picking your nose, or standing really close to people). If people have a bad reaction to you, then it is one step worse. People who have a neutral or better reaction can overlook it.

Bad hangovers (-1):
You suffer from very bad hangovers the morning after a night of drinking. All penalties and effects of a hangover are doubled.

Big mouth (-1):
You have a habit of spurting out the wrong thing at the worst possible time. If the player makes any snide comments, asides or other such utterances whilst a social situation is being roleplayed, then their character said it out loud.

Cannot lie (-3):
You are a very bad liar. You do not necessarily have any moral objections to lying, but any attempts to do so result in your skill check being halved.

Clumsy (-1):
Cannot take: Graceful.
You are clumsy and awkward, every movement you make looks like a disaster waiting to happen. Any attempt you make to look graceful or skilled is likely to fail, and the success of all such actions is reduced by one level.

Combat paralysis (-1):
You are fearful and indecisive, and react poorly in combat. You are unable to act in the first round of combat. If you have surprise, then you do not get any benefit from the surprise. A fumbled initiative means that you are indecisive for two rounds.

Criminal (-1, -3):
You have performed criminal acts in the past, and have been caught and punished for it. Depending on the setting, you have a reputation, criminal record or disfigurement resulting from this. People who recognise you for what you are will probably react badly to you.

The lower cost of this disadvantage is for petty crimes, such as small time theft. The higher cost disadvantage may include murder or other crimes.

Note that this disadvantage is not applicable if your criminality is the focus of the campaign. If the group is playing a Mafia gang for instance, then this is not a disadvantage. You may only take this disadvantage if it is going to be a real disadvantage to you personally.

Crippled (-5):
You are crippled in one of your attributes. Choose one unmodified attribute and reduce it's value to 1. It may never be improved. You may only take this disadvantage for a single attribute. You should explain why this attribute is so low as part of your background.

Dark secret (-1):
You have a secret in your past which would cause serious problems for you if it were found out. It may be a crime that you have committed, or a secret of your ancestry which you do not want others to know. Revealing the secret to the public would make your life very difficult. It should be something that will cause you to be rejected by your peers as well.

Disadvantaged background (-1):
You are both poor and of low social standing, and begin the game materially disadvantaged. You cannot have access to anything which requires status or money, including access to a university level of education.

Doom (-1):
You seemed to be cursed to never have a normal life. For some, this is part of the road they have chosen, but for you it is a road that can never be left. Your Doom is a personal thing, that affects you alone. It may be that anyone you love will either die or betray you, or that any place you call home will end up rejecting you. The details of your Doom are up to you, but must be agreed by your GM.

Enemy (-1):

14 Characters

yags

CHARACTERS

You have made (or inherited) enemies in the past, and they still have a grudge against you. Choose a single group or organisation as a long term enemy. The larger and more powerful the group, the less likely they are to send someone after you.

As for *Criminal*, you cannot take this when fighting the enemy is the point of the campaign. You can only take this as a disadvantage if it will interfere with the main campaign.

Exotic looks (-1):
Cannot take: Albino, Noticeable mark.
Your appearance is out of the ordinary. This does not mean that you are ugly or handsome (indeed, this advantage is compatible with other appearance affecting advantages), just that you are different and stand out in a crowd. You can be easy to recognise, and easy to blame because you look strange.

If you are exotically beautiful, then in some cases it may actually attract people to you, especially if there is plenty of more mundanely beautiful people to compete with. This will be quite rare however.

Fragile (-3):
You are susceptible to being wounded, and more likely to die from a serious injury. You suffer a -5 penalty to any rolls to remain alive or conscious after suffering a physical injury.

Gullible (-1):
You are particularly gullible and cannot tell if someone is lying, tending to take things at face value. You may well understand the concept of lying, and might be very good at it yourself, but can't spot when others are doing it.

Normally the you will automatically fail any attempts to detect lying. In really obvious situations, you may have a roll but the final result is halved.

Ham fisted (-1):
You are clumsy, suffering a penalty when trying to use fine motor skills. You suffer a -1 to *Dexterity* which performing such tasks as sleight of hand or lock picking.

Heavy sleeper (-1):
You sleep heavily, and find it difficult to awaken. When dozing, all perception checks are quartered (as if in deep sleep), and when actually sleeping your *Perception* is considered zero.

Illiterate (-1):
Cannot take: Educated.
You do not know how to read or right, and do not start with reading or writing skills in any language. This disadvantage can only be taken in a setting where literacy is the norm.

Innumerate (-1):
You have never learnt to count, and have great difficulty with numbers above ten (since you run out of fingers at this point). Arithmetic is very difficult, and estimating numbers of things is incredibly difficult for groups larger than three.

Light drinker (-1):
Cannot take: Heavy drinker.
You are easily intoxicated, and suffer a -1 penalty to *Health* when resisting the effects of alchohol and similar drugs.

Loud (-1):
You have a very loud voice, and have difficulty speaking quietly. If you have a need to keep your voice down, you need to make a *Will* check at a difficulty of at least 20 in order to do so. If you, the player, speaks loudly in a situation, then your character does as well.

No direction sense (-1):
You have no sense of direction. You automatically fail all but the simplest of navigation attempts. For very simple checks, your roll is halved.

Non-combatant (-3):
Either because you are a pacifist, or just because you are a coward, you have a distinct dislike of combat. Whenever you are in a real combat situation, you suffer a -1 to *Agility*, *Dexterity* and *Perception*, and your initiative roll is halved. You do not suffer this penalty in sporting events, so you can fence or perform target practise without penalty.

Obese (-1):
You are greatly overweight. Your *Strength* and *Health* is one less for purposes of encumberance and fatigue levels. You also suffer a -1 to your attribute when performing any form of athletics.

Poor hearing (-1):
Cannot take: Keen hearing.
You are hard of hearing. All range penalties for hearing based checks are doubled. You suffer a -1 to *Perception* for purposes of blind fighting.

Poor vision (-1):
Cannot take: Keen vision.
You have poor eyesight. All vision penalties due to range are doubled. Penalties for ranged attacks are unaffected, but you may need to make a check to see if you can actually see the target.

Poorly educated (-1):
Only applies in a modern culture where a semi-decent education is considered normal. You skipped out on school, and don't gain the advantages of being

YAGS (Characters 0.7.8) Samuel Penn (c) 2013

Educated. You may not default the commonly taught skills to an *Intelligence* roll.

Sexually tantalising (-1):
Prerequisites: Good looking.
Everybody you meet who could be sexually attracted to you will be. This may mean they react well to you, but in lawless situations it could be dangerous. Even when they are treating you nicely, people will view you as a sex object rather than as a person with meaningful opinions.

People who aren't sexually attracted to you will view you with jealousy, and probably react badly, especially if they think you are fooling around with their partner.

Slow (-1):
You suffer a -1 penalty to agility for purposes of initiative. Your basic move score is also reduced by 2 points.

Small (-1):
Cannot take: Large, Strength 5+, Large, Heavily built.
You are smaller than average, being both shorter and thinner. You have a *Size* of 4, and therefore have one less body level than normal. Reach of *short* and *medium* weapons is reduced by one level.

Smelly (-1):
You have a very bad case of body odour. You suffer a -1 penalty to *Empathy* in social situations when people get close to you.

Ugly (-1):
Cannot take: Beautiful, Sexually tantalising.
You are unattractive. Results of initial reaction checks from people are at one worse level. Seduction attempts etc are halved.

Unfashionable (-1):
You have absolutely no sense of fashion. Anyone who cares about such things will react to you at one level worse than they would otherwise. Bad reactions will tend to be disdain, rather than hatred. You may not purchase any skills or techniques directly related to fashion.

Unfit (-1):
You have one less fatigue level than you would normally have from your *Health*.

Weak (-1):
You are weak, and incapable of doing much damage. Your *Strength* is considered to be one point lower for purposes of damage.

Wimp (-3):
Cannot take: High pain threshold.
You are affected by pain more so than others. Penalties due to wounds and stuns are increased by one level (so you are at -5 for minor wounds, -10 for light wounds etc). Fatal wounds/stuns are unchanged. Penalties from fatigue are unaffected.

Skills

Skills are those abilities which a character develops throughout their life, and tend to change a lot more regularly than attributes do.

How good a character is at a skill is rated as a value from zero upwards. A skill of four is acceptable for someone wanting to make a living with the skill. Higher skills are possible, though skills above six will be rare amongst the common population

Types of Skills

Standard skills

Most skills are considered to be *standard skills.* Such skills can be learnt relatively easily, including being self taught. They can also be used by a character who has a skill of zero, though such an attempt fumbles on a natural one or two.

Talents

Talents are skills which are known by everyone from childhood onwards. They are treated just as standard skills, with the exception that all characters start with a skill level of two in all talents.

There are only eight talents, and are listed by default on the character sheet. Talents are sometimes marked with an asterisk (*).

Knowledges

A knowledge is a special type of skill which cannot be attempted unless the character has a skill level of at least one. They can rarely be self taught, requiring a teacher or study aid (such as a book) to learn from.

Languages

Language skills are treated on a scale from one to four, and are not normally 'rolled' like other skills. Instead, the level of skill gives a guide to how much of a conversation you can understand.

Level one: You can recognise the language and you know a few words, but cannot put sentences together.

Level two: You can understand and form basic sentences, and can probably get by in a market or a pub. However, you are noticeably a foreigner and difficult to communicate with.

Level three: You have a good grasp of the language and can hold a decent conversation. You are still obviously a foreigner, and struggle over unusual words.

Level four: You are fluent in the language. You will still have an accent if this is not your native language, but you will not have any problems communicating.

Level five and above: If you are a non-native speaker then you can speak without an accent. This level and beyond gives detailed knowledge of the language, including dialects and really obscure words, but it is not of use in everyday conversation.

Educated Characters

In some settings it is normal for the majority of people to have some form of education. Rather than either forcing all characters to buy a suitable number of skills, or giving those skills for free, **YAGS** allows *Educated* characters to default to an *Intelligence* check for anything covered by a standard education.

For a 'western' education, it can be assumed that *geography*, *history*, *science*, *mathematics*, *computer operation*, *drive*, *religion* and *politics* are covered by this.

An *Educated* character can make an *Intelligence* test, halved, for any of these skills. The *Area lore* skill can also be used for general knowledge about society and culture. This level of education is assumed to be 'GCSE' level or equivalent - up to age 16.

Further education, up to A'level would be covered by a relevant skill at a level of two. A basic university education would give a skill of about four at time of graduation, possibly with one or two suitable techniques.

Skill Rules

Defaults

Some skills have a default - this will generally be one of the *talents*. If desired, the default can be used instead, but the result (after the die roll) is halved, plus the chance of fumbling is doubled.

A default skill may also restrict the type of tasks which are possible. For example, *Trade* defaults to *Guile*, but the latter can only be used to barter, and isn't much use if the character needs to know the real value of goods.

Pre-requisites

A few skills have pre-requisites. Before this skill can be purchased at level one, *all* pre-requisites must be met. A skill like *Medicine* might have a pre-requisite of First Aid-2 for example, which means that *First Aid* must be known at level 2 before *Medicine* can be bought.

Further, the main skill may never be more than double the level of any of the pre-requisites. You cannot put points into a skill if the next level of skill is not allowed.

Limited Skills

Under some genres, a skill may be *limited* by another skill. This concept is mostly limited to knowledge or science skills. When a skill is limited by another skill, the first skill may never be more than half the score of the second.

For example, during the *Enlightenment*, when Science was being discovered, the Science skill is limited by Natural Philosophy. If you have a Natural Philosophy of 7, then your Science cannot be higher than 3 (since raising it any higher would make it greater than 3.5). Once your Natural Philosophy has been raised to 8, then you may begin to raise your Science to 4.

You may not put points into a skill if the next level of skill is not allowed.

Skill Techniques

A *Technique* is a specialisation of a skill, and may provide bonuses or allow some particular special action to be attempted. A skill may have several techniques associated with it, and some techniques can be used with more than one skill. In the latter case, the technique only needs to be purchased once - it can then be used with any skill which uses it, as long as the skill is of sufficient level.

A technique has a cost associated with it, which is the number of experience points which need to be spent to buy it. A level 6 technique costs 6 points to buy. The cost of the technique is also the minimum skill level that must be achieved before the technique can be purchased. If you do not have the required skill at a sufficient level, then the technique can't be bought.

Finally, a technique may have a prerequisite. These are the techniques which must be known before this technique can be learnt.

💡 **Example**

Buying a technique

Hard to kill is a level 2 technique which is based on the *Brawl* skill. To buy it, you must have a brawl of at least 2, at which point you can spend 2 points to buy *Hard to kill*.

Ignore pain is a level 4 technique which is based on *Brawl* and which has *Hard to kill* as a prerequisite. If you have a *Brawl* skill of 4 or more, and have already purchased *Hard to kill*, then you can spend 4 points to buy *Ignore Pain*.

Some techniques will be based on a skill group rather than a skill. In this case the technique can be purchased when *any* skill in that group reaches the technique's level, but it can only be used with those skills of sufficient level.

Familiarity Techniques

Skills are generally broad, and a single skill can cover usage of many different types of similar things. For example, *Driving* covers everything from Motorbikes to heavy goods vehicles.

A skill which requires familiarity will list the common familiarities for that skill. When you first buy the skill at level 1, you may chose one familiarity for free. All others must be paid for.

If you aren't familiar with the thing you are trying to use, then you suffer penalties:

▶ You cannot use any other techniques with the skill if you are not familiar with the subject.

▶ You can never gain more than a *moderate* level of success when using the skill.

▶ The fumble chance is increased by +1 per 10 points of difficulty for the check.

A familiarity costs two points, which means you can't obtain further familiarities until you have a skill of 2+. If you have two or more skills which list the same familiarity, then you only need to buy it once.

Specialisation Techniques

Some skills are noted as allowing *specialisations*. These are broad skills which cover a wide range of topic areas, examples being *Science* and *History*. There is a single skill which covers all topics under the heading, but it is possible to specialise by buying specialisation techniques.

Generally, these are unlisted, and you may chose any specialisation you wish for the cost listed by the skill. For example, you could purchase Physics-4 as a *Science* specialisation.

Specialisations tasks easier within that skill. Generally, the base difficulty of a knowledge task is based on how specific the type of knowledge is. For example, if you known *Science*, and want to know how to design a nuclear bomb, then that's quite a deep specialisation, and require a base difficulty of 40 for a simple design.

If you had a specialisation in *Nuclear Weapons*, then designing becomes a standard task, so would only be difficulty 10. If your specialisation was *Nuclear Physics*, then bomb design is relatively specialised, so might be 20. Likewise, designing a nuclear power station might also be 20.

There is no limit to how broad or narrow a specialisation may be. The broader it is, the more topics it covers, but each topic will be a deeper specialisation. It is recommended (though not required) that you take levels of specialisations, starting with broad topics and narrowing down. Being specialised in *Nuclear Weapons* without having at least a *Physics* specialisation would require some explaining.

Skills

The following list of skills is not exhaustive, but covers the most common set of skills found in a low tech campaign setting. The following example shows what a skill entry looks like.

Medicine Example (Knowledge)
Science, Healing.
Defaults to: First aid
Requires: First aid-2
This skill can be used to try and make people better when they aren't feeling very well.

Diagnosis
Try to figure out what is wrong with someone.

Example difficulties
10 - *Cure a headache.*
20 - *Put a leg back on.*

The heading gives the name of the skill, followed by whether it is a *knowledge*, *talent* or *language* in parenthesis.

The second line displays all the skill groups that the skill belongs to. These are sometimes used for purposes of bonuses which apply to a category of skills.

Next is given the skill *default* and *pre-requisites* (if any). The score given for the pre-requisite is the minimum score that is needed in the required skill before this skill can be bought.

For skills which have *techniques* associated with them, then these will be listed as well.

The main body of text describes the skill - what it does and how it can be used. Some skills can be used in different ways for different tasks, and if these sub tasks are sufficiently different or important, then they will be listed under a sub heading (for our Medicine example, Diagnosis is listed as a sub-task).

Finally, example skill difficulties may be given. These are suggested target numbers for achieving given tasks.

Skills by Groups

The following lists all the skills according to various groups. Skills which belong to more than one group are listed multiple times. When designing a character that you want to be good at some type of thing, these grouping can give an idea about which skills to buy.

Academic
Anthropology(K) - *The study of Hominids.*
Archaeology(K) - *How to dig up ruins.*
Area knowledge (*)(K) - *Knowledge about a given region.*
Astronomy(K) (Science) - *The study of the stars and planets.*
Criminology(K) - *The study of crime.*
Ecology(K) (Survival) - *The study of ecosystems.*
Economics(K) - *Knowledge of financial matters.*
First aid - *Healing injuries and other ailments.*
History(K) (Educated) - *Knowledge of the past.*
Law(K) - *Knowledge of the law.*
Mathematics(K) - *Geometry, algebra etc.*
Medicine(K) - *Diagnosis and healing.*
Naturopathy - *Alternative medicine.*
Palaeontology(K) - *The study of ancient life.*
Politics(K) - *Knowledge of politics.*
Religion(K) (Educated) - *Knowledge of religion.*
Research (Any Academic skill, Educated) - *Being able to find information.*
Science(K) - *Basic science, logic and reasoning.*
Surgery(K) (Medicine) - *Diagnosis and healing.*
Teach - *The ability to teach people.*
Theology(K) (Religion) - *Theoretical knowledge about religion.*
Vetinary(K) (First aid) - *Healing for animals.*

Artistic
Artist - *Painting and drawing.*
Calligraphy - *Writing beautifully.*
Dance (Athletics) - *Dancing with skill and grace.*
Musician - *Playing musical instruments.*
Perform (Charm) - *Oratory, singing and poetry.*

Business
Accountancy (Administration) - *Managing finances.*
Administration - *Being able to manage people and paper.*
Current affairs(K) - *Current affairs.*
Economics(K) - *Knowledge of financial matters.*
Law(K) - *Knowledge of the law.*
Marketing - *Managing advertising campaigns and PR.*
Politics(K) - *Knowledge of politics.*
Trade (Guile) - *Bartering and other merchant skills.*

Combat
Bow - *Using all sorts of bows, including crossbows.*
Brawl(*) - *Punching, kicking, wrestling and dodging.*
Guns - *Shooting pistols, SMGs, shotguns and rifles.*
Heavy weapons (Guns) - *Using heavy machine guns.*
Melee (Brawl) - *Using a melee weapon in combat.*
Tactics - *Knowledge of combat tactics.*
Throw(*) - *Using thrown weapons, and catching things.*

Craft
Cooking - *Preparing meals.*
Handicraft - *Skill at various village crafts.*
Scrounging - *Finding and fixing scrap.*

Criminal
Burglary - *Breaking and entering.*
Demolitions - *Blowing things up efficiently.*

Electronics Operation (Intelligence, Computing) - *Using and operating electronic equipment.*
Forgery - *Forging credentials.*
Gambling (Guile) - *Skill at playing card and dice games.*
Security systems - *Design and set-up of security systems.*
Sleight(*) - *Sleight of hand.*
Stealth(*) - *Hiding and moving quietly.*
Streetwise (Guile) - *Dealing with the criminal underworld.*
Torture - *Making people talk.*

Investigation

Criminology(K) - *The study of crime.*
Forensics(K) - *Finding clues at a crime scene.*
Streetwise (Guile) - *Dealing with the criminal underworld.*
Torture - *Making people talk.*

Military

Combat engineering - *Building things quickly.*
Demolitions - *Blowing things up efficiently.*
Electronics Operation (Intelligence, Computing) - *Using and operating electronic equipment.*
Gunnery - *Firing large vehicle mounted guns.*
Intelligence analysis - *Analysing intelligence data.*
Leadership (Charm) - *Organise people into working together.*
Military affairs(K) (Administration) - *Knowledge of military matters.*
Security systems - *Design and set-up of security systems.*
Signal intelligence - *Using sensor and communications equipment.*
Strategy - *Military strategy and logistics.*
Survival - *Living in the wilderness.*
Tactics - *Knowledge of combat tactics.*
Torture - *Making people talk.*

Occult

Alchemy(K) - *Knowledge of chemicals and magic.*
Astrology(K) - *Knowledge of the heavens.*
Herbalism(K) - *Knowledge of herbs and poisons.*
Meditation - *Exercises for the mind.*
Occult(K) - *Knowledge of stories and legends.*

Outdoor

Animal handling - *The training, handling and care of animals.*
Farming - *Growing and harvesting of crops.*
Mining - *Working in and locating mines.*
Survival - *Living in the wilderness.*

Rural

Boating - *Handling small watercraft.*
Farming - *Growing and harvesting of crops.*
Ride - *Riding horses.*

Social

Charm(*) - *Being nice to people.*
Current affairs(K) - *Current affairs.*
Gambling (Guile) - *Skill at playing card and dice games.*
Game - *Skill at a board game.*
Guile(*) - *Using and recognising deceit.*
Intrigue (Guile) - *Social intrigue and politics.*
Leadership (Charm) - *Organise people into working together.*
Lip reading - *Understanding speech by reading lips.*
Perform (Charm) - *Oratory, singing and poetry.*
Teach - *The ability to teach people.*
Trade (Guile) - *Bartering and other merchant skills.*

Talents

Athletics(*) - *Jumping, climbing and running.*
Awareness(*) - *General ability to notice things.*
Brawl(*) - *Punching, kicking, wrestling and dodging.*
Charm(*) - *Being nice to people.*
Guile(*) - *Using and recognising deceit.*
Sleight(*) - *Sleight of hand.*
Stealth(*) - *Hiding and moving quietly.*
Throw(*) - *Using thrown weapons, and catching things.*

Technical

Computing (Intelligence, Electronics) - *The skill of using a computer.*
Electronics (Engineering, Electronics operation) - *Fixing electrical devices.*
Electronics Operation (Intelligence, Computing) - *Using and operating electronic equipment.*
Engineering (Mechanics, Electronics) - *The application of science and maths.*
Mechanics (Engineering) - *Building and repairing mechanical machines.*
Security systems - *Design and set-up of security systems.*
Signal intelligence - *Using sensor and communications equipment.*

Vehicle

Boating - *Handling small watercraft.*
Drive - *Driving simple ground vehicles.*
Heavy weapons (Guns) - *Using heavy machine guns.*
Pilot - *Piloting a powered aircraft.*

Skill Descriptions

Accountancy
Business.
Defaults to: Administration
Tech levels: 5+
Accountancy provides you with the knowledge of how to manage the finances of a business or organisation. It includes knowledge of tax laws, legal requirements and how to use common tools (including computers) needed to do your job.

With a *moderate* success you can meet all the legal requirements and ensure the figures are right. If you get at least a *poor* result, then failures can be fixed the following month. A *good* success allows you to perform some creative accountancy, whilst an *excellent* success allows lots of creative accountancy and making best use of tax laws.

Example difficulties
10 - *Managing personal finances.*
20 - *Managing the finances of a small business.*
30 - *Managing the finances of a large business.*
40 - *Managing the finances of a multinational corporation.*

Administration
Business.
The skill of managing an organisation, from dealing with people, basic finance, reception type duties and so on and so forth. You also know how to best short cut administration enforced by others, cutting through bureaucracy in the shortest possible times.

Alchemy (Knowledge)
Occult.
Alchemy is the lore of non-living substances and how they interact. It may be used to identify substances, gives some knowledge of poisons, and provides a means to manufacture some simple effects - coloured smoke, invisible ink, bangs and the like.

After the *Enlightenment*, it is for all practical purposes superseded by *Chemistry* unless you are in a campaign where magic (and alchemy) works.

Animal handling

Outdoor, Animal.

Techniques: *Falconry, Dog handler, Lion tamer, Snake charmer.*

You have experience with dealing with animals. This is quite a broad skill, since it covers calming animals, training them and using them effectively. It does not however cover the riding of animals.

You are considered to be familiar with herbivorous mammals and domestic animals as standard. You need to buy familiarities, at 2 points each, for other animal types such as *Aquatic*, *Reptiles*, *Birds*, *Carnivora* or *Arthropods*.

Anthropology (Knowledge)

Academic.

Tech levels: 5+

Techniques: *Anthropologist (*).*

Specialisations (Anthropologist): *Biological, Cultural, Linguistic, Social.*

This is the study of humans, including their origins, cultural and physical attributes, history and environment. Specialisations cost 4 points each.

Archaeology (Knowledge)

Academic.

Tech levels: 5+

This skill is mostly about digging up the ruins of ancient civilisations, and covers the practical skills needed to find, recognise and preserve items, as well as basic management - social, equipment and legal. It does also include knowledge of how to identify and date ruins, as well as general knowledge of specific civilisations. However, detailed knowledge of ancient history requires the *History* skill.

Area knowledge (*) (Knowledge)

Academic.

Knowledge of a given area, including geographical, social and political knowledge. The *Area knowledge* skill can be used to see if you have heard of a particular place or person, or to know common customs, such as how to use public transport or how much to tip a waiter.

There are multiple *Area knowledge* skills, each for a different area. This skill does not have specialisations, but each skill is its own specialisation in a given area.

How big an area the skill covers is up to you, and like a specialisation this affects how detailed the knowledge you get from it is. You could take *Area knowledge (London)*, *Area knowledge (UK)* or *Area knowledge (Europe)*, and this would give you varying amounts of knowledge about London for the same difficulty. For difficulty 10, you could know, in order, where a good restaurant is, what the major attractions are, and roughly where in England it is.

You will start with an *Area knowledge* skill for where you grew up. This can be as localised or as broad as you want.

Artist

Artistic.

The ability to draw or paint competently. Used with dexterity, or with intelligence to try and accurately draw some scene from memory.

Astrology (Knowledge)

Lore, Occult.

Knowledge of the heavens, and how they affect the day to day life of mortals. This skill provides knowledge of the names of the stars and constellations, dates of the zodiacal calendar and what effect they have on those born under a sign. It may also be used to provide a detailed history/prediction for a person given knowledge of the circumstances of their birth.

In the real world, *Astrology* provides no useful information, though can provide a bonus when performing a *reading* on a person. Make an *Intelligence x Astrology* check against the *Intelligence x Science* of the target. If you succeed, you can add one fifth your roll as a bonus to the reading attempt.

Example difficulties

10 - *Make a vague prediction which is compatible with Astrological thinking.*

20 - *Make a detailed horoscope which is reasonably self consistent and fits within Astrological thinking.*

30 - *Make an impressively detailed horoscope which will look good to other Astrologers.*

Astronomy (Knowledge)

Academic.

Defaults to: Science

Tech levels: 5+

Techniques: *Astronomer (*).*

Specialisations (Astronomer): *Solar system, Extra solar planets, Galaxies, Infrared.*

This skills covers the practical knowledge involved with the study of the stars and planets, including locating and identifying them, and even knowing what instruments are best to use, and how to use them. It will provide some knowledge about the physical aspects of celestial objects, but theoretical knowledge of why things are how they are is left to *Science (Astrophysics)*.

It is possible to buy *Specialisations* in *Astronomy*, as 4 point techniques.

Athletics (Talent)
Talents.
Techniques: *Lightly equipped, Running, Sprinting, Sure footed, Climbing, Acrobatic talent, Gymnast, Zero gravity, Swimming, Underwater swimming, Sport, Parachuting.*
This is a broad skill covering all forms of athletics, gymnastics and acrobatics. It is split into the following tasks.

Running
Running represents a light jog which you can keep up for many minutes without too much difficulty. When running, you move a number of metres each round equal to your *move* score. A point of fatigue is gained every *Health x athletics* minutes you are running.

Sprinting
Sprinting represents an all out sprint, moving as quickly as you can. You cannot do anything else whilst sprinting, and most people can only sprint for a few rounds before becoming exhausted.

When sprinting, you may move a distance in metres equal to *move* x 2 + *athletics* each round, and gain a point of fatigue each round.

Jumping
Jumping represents both long jumps and high jumps.

Climbing
Climbing things.

Example difficulties
10 - *Jumping onto a table*
20 - *Jumping over a table*

Awareness (Talent)
Talents.
Techniques: *Blind fighting, Light Sleeper.*
This skill is used by the character when there is a chance of noticing something which isn't obvious, such as someone trying to sneak around, people moving at a distance, or looking for a secret door. If the character is asleep, then any awareness rolls are quartered. If the character is only dozing (or day dreaming), then rolls are halved.

Example difficulties
perception x stealth - *See a hidden person*
agility x stealth - *Hear a sneaking person*
10 - *Hear people talking through a door*
20 - *Hear people talking through a wall*
10 - *Hear someone walking on gravel*
15 - *Hear someone walking on leaves*
20 - *Hear someone walking on grass*
1/10m - *See someone with casual glance*
1/25m - *See someone with careful look*
x2 range - *Vision during dusk*
x4 range - *Vision under moonlight*
x10 range - *Vision under starlight*

Boating
Vehicle, Rural.
Being able to use a small oared boat. Based on intelligence for judging travel conditions, strength for speed or dexterity for fine navigation.

Example difficulties
10 - *Row a boat in a straight line in calm conditions.*
15 - *Row a boat in choppy conditions*
20 - *Row a boat in rough conditions (open sea)*
30 - *Very rough conditions*
40 - *Row in a storm*

Bow
Combat, Missile.
Techniques: *Fire into melee, Deadly shot, Crossbow reloading, Crossbow accuracy, Fast arrow, Rain of arrows, Improved pull, Improved aim.*
You know how to use all types of bows, such as short bows, long bows and crossbows. As well as providing accuracy, you can use this skill to improve time to reload bows such as crossbows. Crossbows tend to be easy to use, but other types of bows can be difficult to master so to make most use of them requires also learning suitable techniques.

If you don't have this skill, then range penalties are doubled for standard bows, and reload times are doubled for crossbows. Also, the fumble chance is increased to 3 for standard bows.

Brawl (Talent)
Talents, Combat, Melee.
Techniques: *Close combat, Unarmed combat, Out of reach, Disabling hold, Brute force, Hard to kill, Only stunned, Ignore pain, Tough, Combat reflexes, Reflex dodge, Opportunity attack, Improved damage, Multiple attacks, Finesse, Acrobatic attack, Single weapon fighting, Acrobatic dodge, Shield fighting, Shield wall, Shielded attack, Reliable defence, Spear fighting, Spear wall, Defensive reach, Chain fighting, Great weapon fighting, Great blow, Finishing blow, Two weapon fighting, Combined attack.*
A general purpose combat skill covering dodging, punching and wrestling. This is covered in more detail in the combat section. It allows the use of small weapons such as knives and daggers, as well as improvised weapons such as stones, bottles, sticks and chairs.

A character may always use the *brawl* skill to dodge even if they are using a weapon, but they don't get any bonuses from the weapon if they do so.

Burglary
Criminal.
You have experience in the various tasks involved in breaking into buildings. Opening basic locks, forcing doors and windows, and knowledge about how buildings are generally designed come under this skill.

Example difficulties
10 - *Very simple and basic lock.*
20 - *Typical key based lock.*
30 - *Good key based lock, typical combination safe.*
40 - *Excellent key based lock, good combination safe.*
50 - *Excellent combination safe.*
10 - *Most low tech unsecured doors and windows.*
20 - *Good quality mid-tech doors and windows.*

Calligraphy
Artistic.
Tech levels: 2+
The skill of writing in a way that produces a work of art, as well as a record of knowledge.

Charm (Talent)
Talents, Social.
Techniques: *Seduction, Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Flirt, Hidden insult.*
Charm is all about appearing friendly and sociable, and can be used to make people like you and act favourably towards you. It is nearly always based on *Empathy*, since you need to be able to react to how the other person is perceiving you.

At its simplest, a simple *Empathy x Charm* check determines what another thinks of you. As long as you get a *Very easy* success, then you'll get a *Neutral* reaction, assuming they have no other reason to dislike you. A *Moderate* success will give a *Good* reaction, and a *Difficult* success will give an *Excellent* reaction.

Charm can also be used to improve a second social skill test (such as *Guile*, *Trade* or *Perform*). Make a *Empathy x Charm* check against the *Will x 4* of the target to gain a +3 bonus for each level of success.

Carousing
Used at parties and similar social gatherings. Can be used to find out information, flirt or try and talk to someone who might be otherwise difficult to talk to (such as a duke surrounded by hangers-on and aids who won't let anyone else near him, or just an attractive and popular girl similarly protected). Generally not resisted.

Chatter
Mindless chatter to try and draw information out of someone, or to simply distract them. Generally not resisted, unless the target is being deliberately close mouthed about a subject.

Seduction
Can try to seduce a person. Add appearance to *empathy* for purposes of seduction attempts, and resisted with the target's *will*.

Persuade

If trying to change someone's mind by emotional arguments, resisted with the target's *will*.

Example difficulties
10 - *Not make a fool of yourself.*
20 - *Give a good impression.*
30 - *Be very likeable and understanding.*
40 - *Win friends and influence people easily.*

Example difficulties (Carousing)
10 - *Survive a party without acting like an idiot or a boor..*
20 - *Make a good impression. Get to talk to someone important.*
30 - *Make a very good impression. People will remember you favourably. Get to talk to someone really important, or someone important who is avoiding you.*
40 - *Most popular person at the party. Get to talk to someone really important who is actively avoiding you.*

Example difficulties (Seduction)
-10 - *Bad circumstances. Target of attempt is busy doing other things, such as working or is tired.*
-20 - *Inappropriate circumstances. Target is on guard, or doing something else important.*
-30 - *Highly inappropriate circumstances.*

Combat engineering
Military.
Tech levels: 5+
Most infantry has experience with digging trenches, building bridges and putting up sandbags. A combat engineer has a lot of experience doing this. This skill covers getting the job done in the minimum time, often so that's its good enough to do what it needs to do. It covers a wide range of tasks, from bridge building to tunnelling, and is more practical than theoretical.

Unlike 'real' engineering skills, this one assumes that the needed materials aren't readily to hand and that the people doing most of the heavy lifting are mostly unskilled infantry, so the result will often be simple and ugly. But it'll work.

Computing
Technical.
Defaults to: Intelligence, Electronics
Tech levels: 6+
Techniques: *System administration, Computer intrusion, Computer forensics, Computer security, Scripting, Programming, Cryptanalysis.*
This covers the skills needed to use a modern computer, from switching it on to finding files, sending messages and using common applications. At the higher levels, programming, system administration and network intrusion become possible. This skill covers a wide range of complex of tasks, which are detailed elsewhere.

Example difficulties
10 - *Looking for a particular file using easy criteria.*
20 - *Filtering information from a database and analysing it (producing graphs, finding correlations).*

Cooking
Craft.
The preparing, preserving and cooking of food. Includes some knowledge of herbs.

Criminology (Knowledge)
Investigation, Academic.
Tech levels: 6+
You have studied criminals and the crimes they commit, in an attempt to better catch them. This is normally the domain of law enforcement.

Current affairs (Knowledge)
Business, Social.
Techniques: *Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Hidden insult.*
Represents up-to-date knowledge of what is going on in your society in the arenas of politics, finance and entertainment. This is a skill which is constantly changing, so if you loose contact with society, then you will be at a large disadvantage when you return. It also covers knowing how to get information and how to interpret it, so becoming up-to-date again is relatively quick for you.

Dance
Artistic.
Defaults to: Athletics
Techniques: *Dancing (*).*
Familiarities (Dancing): *Ballroom, Folk, Erotic, Disco, Ballet.*
With *Dance* you are able to impress people with your graceful dances. It allows you to know the common types of dances, as well as the ability to actually dance. With sufficient skill, you will be able to improvise new dances, and work with a partner to complement their improvisations.

The skill covers all forms of dancing, though you need to purchase a *familiarity* in order to know how to properly perform a particular style of dance.

When attempting to dance, choose how much you are trying to impress people (target difficulty). If you fail, then you've overstretched yourself, and you make mistakes.

Example difficulties
0 - *You are clumsy and obviously unskilled. You will give a poor impression to anyone who is watching.*
10 - *Nothing special, just a few simple repetitive moves. Nobody will pay to watch you dance.*
20 - *You dance with competence and some degree of grace. Your dancing will please most people.*
30 - *Very good dancing, which will impress most people. You get a +1 bonus to the reaction level of people who saw you dance.*
40 - *An excellent performance which will impress pretty much everyone. You can a +2 bonus to the reaction level of those around you. Probably a level of skill better than most people have seen.*

50 - *An outstanding performance of skill and grace. You gain a +2 reaction bonus, or +3 if asking someone to share a dance with you.*

Demolitions
Military, Criminal.
Tech levels: 4+
Blowing things up is easy, but doing it with the minimum of explosives, at minimal risk to yourself, and in a way that causes maximum damage is somewhat harder. This skill provides everything you need to know about destroying things with explosives. You also know about the different types of explosives, how best to store, move and deploy them, and how to disarm other people's bombs.

Drive
Vehicle.
Techniques: *Stunt driver, High speed driving, Ice driving, Off-road driving, Driving familiarity.*
Familiarities (Driving familiarity):
The skill of driving a car or similar land vehicle. This skill assumes familiarity with 4 wheeled powered vehicles, such as a family car, jeep, SUV or van. Other types of vehicles (e.g. HGVs, tanks, motorbikes or go-carts) you are assumed to be unfamiliar with, and must take a technique to be familiarised with them. If you are not familiar, then you can never get better than a moderate success, the fumble chance is increased by +1 per 10 difficulty, and you cannot use other techniques with this skill.

As with most vehicle skills, it uses *Dexterity* but your attribute is capped to the *Agility* of the vehicle you are currently driving. A typical early 21st century family car would have an *Agility* of 3, a sports car an *Agility* of 6.

If you fail a *Drive* check, then immediately check again. If you succeed the second time, then you regain control but are forced to a stop. If you fail the second time, then you lose control and probably crash.

For high speed driving, most difficulties assume that you are travelling at a moderate speed. Each +10 you add to the difficulty puts your speed one step above this. You must declare the speed you are attempting before making the check.

Example difficulties
10 - *Maintaining control in a tricky situation, such as a sharp bend, an emergency stop or avoiding a car that has pulled out in front of you.*
20 - *Maintaining control in a difficult situation, such as a very sharp and narrow bend, or avoiding a car or pedestrian that has just done something really stupid.*
20 - *Perform a basic stunt, such as a handbrake turn, or maintaining control after being rammed (or ramming someone else).*
30 - *Perform a difficult stunt, such as sliding to a precision stop from high speed.*
+5 - *Wet conditions, or poor visibility.*
+10 - *Icy or slippery conditions. If driving fast in icy conditions, also add a further +10 for each speed step.*

x1.5 - *Difficult terrain. Any terrain which is difficult for this type of vehicle adds 50% to the final difficulty. A rough dirt track would be difficult for a typical car, but normal for off-road vehicles.*

x2 - *Unsuitable terrain. Any terrain which the vehicle is completely unsuited for. A trip cross country across hills would count as unsuitable for a typical car, but possibly only difficult for an off-road rally car or a tank. Unsuitable terrain doubles the final difficulty.*

Ecology (Knowledge)
Academic.
Defaults to: Survival
Tech levels: 5+
Techniques: *Ecologist (*).*
Specialisations (Ecologist): *Zoology, Botany, Rain Forests, Global Warming.*
This is knowledge of ecosystems, of the relationships between plants and animals living together in balance. It covers practical knowledge of plants and animals, including their identification, habitats and behaviours. *Ecology* does not cover the theoretical science behind plants and animals. A modern ecologist would have both *Ecology* and *Science*.

Economics (Knowledge)
Academic, Business.
Tech levels: 5+
Economics is the study of how the economy and financial world works.

Electronics
Technical.
Defaults to: Engineering, Electronics operation
This is the skill of diagnosing and fixing electronic devices. It's not very useful for building basic electronic components from scratch, but you know how to wire together such components, diagnose fixes and repair them.

Electronics Operation
Technical, Military, Criminal.
Defaults to: Intelligence, Computing
Tech levels: 6+
Familiarities (Electronics):
This is the skill of *operating* electronic equipment. It does not provide knowledge of building or repairing such. Generally, basic operation of such equipment is *Very Easy*, though primitive or particularly complex systems may be harder.

A high skill grants the ability to abuse such systems, such as bypassing a door's electronic lock or finding a way around radio jamming.

Engineering
Technical.
Defaults to: Mechanics, Electronics
Techniques: *Engineer (*).*
The knowledge and skill of designing and building machines, buildings and other structures. The skill covers a wide range of engineering disciplines, from civil engineering (buildings and bridges), to engines (mechanical) and electronics (electrical). It is recommended that you take one or more specialisations. This skill is mostly theoretical design. If you are interested in purely practical skill for maintaining things built by someone else, see skills like *Mechanics* and *Electronics*.

Specialisations are level 4 techniques, and can include *Electrical engineering*, *Civic engineering*, *Mechanical engineering*. More specialist techniques might be Machinist, Computers, Communications, etc. If you already have a specialisation in *Electronics operation*, then this can be used with *Engineering*.

Farming
Outdoor, Rural.
The planting, caring for and harvesting of crops, the care and feeding of animals such as cows, sheep and chickens. The majority of people in rural areas will of course be farmers and will have this skill to some level.

First aid
Academic.
Provides care and treatment of wounds to stop bleeding and prevent infection. Once a wound has been successfully first aided, it may begin healing naturally. First aid checks are generally made with intelligence. First aid can also be used to treat stuns.

To treat a character's wounds, the base difficulty is 10. This is modified upwards by the total of the character's stun and wound penalties (a fatally wounded character (-15) would be difficulty 25 to treat). Success means that the wounds will begin healing naturally. If the roll was made by 10 or more, then one level of wound is also healed.

Stuns are a base difficulty of zero to first aid, again modified by total stun and wound penalties. Success heals one stun, and each 10 over that heals another level of stuns. Stuns do not need to be treated before they begin healing.

Forensics (Knowledge)
Investigation.
Tech levels: 6+
You have experience in searching crime scenes for clues as to what happened, and who did it.

Forgery
Criminal.
The skill of forging identity cards and the like. You know how to obtain the materials necessary for creating forgeries, can detect a forged document or card, and can create them yourself as long as you have the necessary information. Some forms of forgery will require modifying

database records, which will require *Computer operation* and similar skills which *Forgery* does not provide, however it will let you know what databases need to be changed.

Gambling
Social, Criminal.
Defaults to: Guile
Techniques: *Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Hidden insult.*
This is the skill of playing games of chance, such as card games or dice games. This is a generic skill, based around being able to spot patterns, work out probabilities, bluff, cheat and basic gaming tactics.

A high skill represents a good, broad, knowledge of all such games, and so a greater chance of knowing how to play any given game, or at least knowing enough about a similar game in order to be able to play well.

Game
Social.
Techniques: *Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Hidden insult.*
Knowledge of, and skill at playing a game such as Chess or Hnefatafl. As a start, this gives a broad knowledge of tactics and strategy which can be applied to any board game. Actual knowledge of a specific board game is covered with a technique specialisation, at a cost of 2.

The simplest way to find the winner for a game, is for both opponents to roll their skill, and the highest roll wins. If it is desired to play out the game in more detail, then proceed as follows.

Each opponent makes a skill check each turn of the game. If one exceeds the other by five or more, then they gain an advantage. Each advantage gained gives +3 to the skill check next turn. On gaining the fourth advantage, the player is considered the winner. If the player with the advantage looses a turn, then they loose a level of advantage.

Guile (Talent)
Talents, Social.
Techniques: *Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Disguise, Misdirection, Cold reading, Hidden insult.*
Guile allows a character to use and understand social methods of deception, through lying, body language and actions. A character can lie by making an opposed *Will x guile* against the target's *Empathy x guile*. Success means that the target is fooled, though the attempt may be modified by circumstances based on how probably the lie is.

Will is generally used when trying to hide a character's own emotions, *empathy* to understand another's and *intelligence* to think quickly when inventing a believable story.

Disguise
The character can disguise either themselves or another person by using *guile*. Make an intelligenceguile check.

Fast talk
When trying to invent a plausible story quickly, then an *Intelligence x guile* check can often be called for, against the same for the target. If the target finds the story plausible, then opposed *empathy* and will checks may still be necessary in order to hide the lie.

Taunt
Make someone mad. Opposed with *will*.

Gunnery
Military.
Tech levels: 5+
The *gunnery* skill covers the use of very large vehicle mounted or emplacement weapons, such as artillery and battleship main guns. Whereas *Heavy weapons* covers "barely man portable in a Hollywood action film" weapons, Gunnery is only for the really big weapons which often require several crew members to operate. Will often use *Intelligence*, since doing the maths to plot the trajectory is generally more important than quick reflexes.

Guns
Combat, Firearms.
Tech levels: 5+
Techniques: *Gun fu, Quick load, Quick draw, Multiple targets, Sharp shooter, Controlled fire, Improved automatic fire, Selective fire, Triple shot, Fire on the run, Awkward shot, Two guns, Marksman, Sniper.*
The use and handling of pistols, revolvers, SMGs, shotguns, rifles, carbines and the like. Heavier weapons such as light machine guns and rocket launchers come under *Heavy Weapons*, but can default to *Guns*.

If using a *Pistol*, then you use *Guns* with *Dexterity*. When using a *Rifle*, you may opt to use *Perception* instead. Add-ons to rifles such as underslung grenade launchers which would normally use the *Heavy Weapons* skill, may be used with the *Guns* skill and *Perception*, but only if they're an add-on.

At short range, you may normally add the attack bonus of the weapon to your attack roll unless you are making a *snapshot*.

Handicraft
Craft.

The making of baskets, embroidery and other similar village hand crafts not covered by other professional skills. It is generally seen as the province of women.

Heavy weapons
Combat, Firearms, Vehicle.
Defaults to: Guns
Tech levels: 5+
Techniques: *Quick load, Multiple targets, Sharp shooter, Controlled fire, Improved automatic fire, Selective fire, Fire on the run, Awkward shot, Concentrated fire, Heavy fire, Following fire.*
This skill provides you with knowledge of how to use heavy weapons such as vehicle mounted machine guns, grenade launchers, anti-tank weapons and mortars. Most non-man portable weapons fall into this category. Always uses *Perception* when firing weapons.

Very large weapons (naval guns, tank guns, starship mounted particle accelerators) come under the *Gunnery* skill. If it requires more maths than judgement, then it's probably *Gunnery*.

Heraldry (Knowledge)
Lore, Legal.

Knowledge of heraldic arms, flags and other symbols. A person skilled in heraldry can recognise nobles, understand and describe the code of heraldic arms, and make guesses as to who someone is allied with based on their coat of arms. Based on intelligence.

Area knowledge may be substituted, though all rolls are halved and it can only be used for recognition.

Example difficulties
10 - *Recognise a major personality based on their arms, such as a principle member of the royal family, or a major duke or earl. Recognise that someone belongs to a major noble house.*
20 - *Recognise a very important person, such as a duke or earl, or a secondary member of the royal family.*
30 - *Recognise an important land owner, such as a powerful baron.*
40 - *Recognise a baron or other low ranking land owner.*
50 - *Recognise someone really obscure.*

Herbalism (Knowledge)
Lore, Occult, Household.
Knowledge of herbs and their properties. Can be used to recognise, collect and prepare herbs and plants for use in remedies, poisons and potions. Based on intelligence.

History (Knowledge)
Academic.
Defaults to: Educated
Techniques: *Historian (*).*
Specialisations (Historian): *English History, The Enlightenment, Warfare, The Civil War.*

The study of historical events. As standard, it gives a knowledge of a broad range of recorded history without specialisation in any one area. Most people will know more about their own culture than others, so there's a +10 or +20 increase to the difficulty to know the history of cultures outside your own (note that some historical events, such as who built the pyramids, is popular knowledge even in non-Middle Eastern cultures).

There are many techniques which allow you to specialise in a period or culture. These are 4 points each. Specialisations might be in a culture, time period or theme.

Intelligence analysis
Military.
You have been trained to analyse intelligence data in order to understand what it means. You can look at troop movements or supply movements for example and determine what the enemy is planning.

Intrigue
Social.
Defaults to: Guile
Techniques: *Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Hidden insult.*
The skill of dealing with the intrigues of a political arena. With it, it is possible to find out relationships within the arena, and to obtain information from people, or even to spread information without it being obvious that the plotter is trying to spread information.

Law (Knowledge)
Academic, Business.
Knowledge of the legal system, including how it works, what the laws are, and how to bend or avoid them. The Law is an incredibly complicated subject, and as such it may be necessary to purchase specialisations. Each specialisation costs 4 points.

Leadership
Social, Military.
Defaults to: Charm
Techniques: *Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Hidden insult.*
With this skill the character can organise people into working together effectively as a team. If two or more people are working on the same task, then as long as it's sensible for them to be able to work together, a *leader* can give them a bonus.

On a success, everyone gets a bonus equal to the most skilled person's skill score.

Leadership can also be used to take command in a situation, either to bluff or to raise morale.

Example difficulties
10 - *Base difficulty for a leader and team who are used to working with each other.*
+10 - *The team don't know each other.*
+10 - *The leader doesn't know the team.*

Legends (Knowledge)
Lore.
Knowledge of legends and stories of heroes, places and artefacts. This skill provides knowledge of the stories about these subjects. Whether the stories are real or not will depend on the setting.

Lip reading
Social.
Techniques: *Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Hidden insult.*
The skill of reading lips. Each 10 rolled gives an equivalent point of language skill. There may be penalties for distance, or partial visibility.

Marketing
Business.
Techniques: *Propaganda.*
Marketing, advertising and public relations skills.

Mathematics (Knowledge)
Academic.
Tech levels: 3+
Techniques: *Mathematician (*).*
Specialisations (Mathematician): *Applied Maths, Pure Maths, Probability, Cryptography, Geometry, Set theory.*
Mathematics is the knowledge of advanced mathematics. Simple arithmetic is considered to be basic intelligence. Mathematics covers geometry, algebra, set theory, probability and other branches of mathematics. Most children with a Western education will have some knowledge of Mathematics after leaving school, and it comes under the *Educated* advantage.

You may purchase *specialisations* in Mathematics at a cost of 4 per specialisation.

Mechanics
Technical.
Defaults to: Engineering
Techniques: *Mechanic (*).*
Familiarities (Mechanic):
This is the skill of repairing and building mechanical machines, such as car engines, power generators, guns and clockwork. It is not the skill used for designing new machines from scratch (use *Engineering* for that), but is the skill needed by car mechanics or engineers on ships and other vehicles.

Generally, this skill focuses on machines which have physical moving parts. You will know how to plug electronic components together, but they are black boxes as far as this skill is concerned. Fixing broken machines will often require tools. Not having the necessary tools will make it harder. Not having any tools may make your task at fixing impossible.

Medicine (Knowledge)
Academic.
Requires: First aid-2, Science-2
Tech levels: 4+
Techniques: *Medic (*).*
Specialisations (Medic): *Diagnosis, Poisons, Disease, Cybernetics, Bio-warfare.*
The skill of diagnosing illnesses, and knowing what to do to cure an illness. Provides knowledge of the currently available drugs and how best to make use of them. Whilst first aid is focused on basic wounds (mostly cuts and bruises) and tends to be quite simple in its solutions, medicine provides a wide range of knowledge about how the body works, what drugs are available, and how best to diagnose illness and injuries.

If suitable drugs are available, then *Medicine* can be used in place of *First aid* to help someone recover from wounds. Before the weekly check, one *stun* is always recovered. A bonus is gained equal to the *Medicine* skill for each TL beyond 6 when the healing roll is made.

You may purchase *specialisations* in Medicine at a cost of 4 per specialisation. Examples include Surgery, Diseases, Bio-warfare, Neuro-Surgery etc.

Meditation
Occult.
Meditation is the ability to put your mind at rest, being able to relax and clear your mind of random thoughts. It normally doesn't serve much purpose, though may be useful to deal with fear or pain. You can spend a minute to try and overcome some fear. Every 5 points rolled on **Will** x **Meditation** gives you a +1 bonus to your next fear check.

Meditation may also help resist mental attacks in a fantasy/horror setting.

Melee
Combat, Melee, Armed melee.
Defaults to: Brawl
Techniques: *Combat reflexes, Reflex dodge, Opportunity attack, Improved damage, Multiple attacks, Finesse, Acrobatic attack, Single weapon fighting, Acrobatic dodge, Shield fighting, Shield wall, Shielded attack, Reliable defence, Spear fighting, Spear wall, Defensive reach, Chain fighting, Great weapon fighting,*

Great blow, Finishing blow, Two weapon fighting, Combined attack.

This is the skill of fighting with melee a weapon. It can be used with pretty much any standard weapon type, including blades, spears, shields and clubs. Particularly exotic weapons may require *Techniques* to be able to use them effectively. *Melee* is normally used with *Dexterity*. Small or improvised weapons such as knives and daggers use the *Brawl* skill.

Military affairs (Knowledge)
Military.
Defaults to: Administration
With this skill you have knowledge of how a military operates, how to recognise the various ranks, and the correct etiquette to use when dealing with those ranks. When dealing with military bureacracy, it may be used instead of *Administration*.

Generally, most enlisted personnel will have 1 or 2 levels in this, any more is unnecessary unless you are wanting to game the system, or try and second guess how military operations are planned.

Mining
Outdoor.
Covers being able to locate new mines, and to construct and work them safely. There will be familiarities for different types of mines, but these aren't covered here.

Musician
Artistic.
Tech levels: 1+
The skill of playing musical instruments, whether they are a drum, a flute or a harp.

Example difficulties
15 - *Play without sending people running for cover*
20 - *Play in tune with others*
30 - *Play very well*

Naturopathy
Academic.
Tech levels: Up to TL 20
Specialisations (Naturopath):
Naturopathy is the study and practise of *alternative medicine*, and can be used in place of the *Medicine* and *Surgery* skills with the difference that it has little or no effect. Despite being a *Knowledge* skill, it is based on *Empathy* when used. If you need to convince someone of its effectiveness, use this skill against their *Science*.

If used in place of *Medicine*, on a roll of 20 treat as if the *Medicine* skill had been used. Otherwise, it has no effect, though the patient may feel better for a short while.

If used in place of *Surgery*, on a roll of 20 treat as if the *Surgery* skill was used, but halve the roll. The fumble chance is increased by +1 per 10 difficulty, and a

fumble means that something has gone horribly wrong. Otherwise, there is no effect.

Specialisations in this skill are possible.

Occult (Knowledge)
Lore, Occult.
Knowledge of how to summon and deal with demons and other supernatural entities such as ghosts and angels. In the real world, such knowledge doesn't provide any special powers or abilities apart from possibly the ability to con people out of their money, though in a horror or fantasy setting where such creatures are real, it may be of far greater use.

Palaeontology (Knowledge)
Academic, Science.
Tech levels: 5+
Techniques: *Palaeontologist (*), Scientist (*).*
Specialisations (Palaeontologist): *Ancient life, Paleozoic, Mesozoic, Cenozoic.*
A science which investigates ancient life. It includes the finding, examination and care of fossils, and knowledge of ancient lifeforms. Specialisations may be purchased for particular types of life, or periods of time, at a cost of 4 points each.

Perform
Social, Artistic.
Defaults to: Charm
Techniques: *Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Hidden insult, Passionate speaker, Poet.*
A skill which covers many forms of social skills, including oratory, poetry and singing. It may be used to rouse a crowd, invent some poetry on the spot, or remember a poem or song well enough to recite or sing it.

The mood of the audience can be affected with either song, poetry or oratory. The performer matches their skill roll against the will of the audience. If the audience can be treated as a *crowd*, take the average will and roll once for the whole audience (a vocal few will tend to lead the silent majority). Success by the performer will mean the crowd listens to what the performer says, and will think about it, though their opinion isn't shifted greatly. For each full 10 the performer beats the will of the crowd, the crowd's mood is shifted one category.

When singing or reciting poetry, the mood of the audience can be shifted, sometimes considerably. This can be done subtly, though it takes an evening of performance to carry it out.

A more direct way to sway an audience is through oratory. This is quicker and more direct then by choice of song, but is also pretty blatant.

Example difficulties
10 - *Sing without inflicting pain on listeners. Less than this may get the character forcibly removed from the stage.*
20 - *Sing well enough to impress the audience, though not in a way that will be particularly remembered.*
30 - *Sing very well. The singer will be well received, and probably kept around for more of the same. The mood of the audience can be shifted subtly.*
40 - *The singer will be spoken of for months to come, and people will be most eager to please. The mood of the audience can be shifted noticeably.*
50 - *All others will be compared (probably unfavourably) to the singer, who will be heralded as a master of their art. The singer pretty much has control over the mood of the audience.*

Pilot
Vehicle.
Techniques: *Aircraft familiarity, Hotshot pilot, Top gun.*
Familiarities (Aircraft familiarity):
The skill of piloting a powered aircraft. When you first take this skill, chose one free familiarity. Other familiarities need to be purchased. Includes all forms of aircraft piloting, including powered planes, helicopters and gliders.

Piloting skill may be used to fire direct fire weapons which are mounted to fire directly ahead. Your *Dexterity* is not capped to the *Agility* of the aircraft when firing. Turreted weapons use *Heavy weapons* or (very rarely) *Gunnery* skill.

Air combat requires a mixture of manoeuvre and shooting. Make opposed *Dexterity x Pilot* checks to gain the advantage each turn. If you have two levels of success in your favour, then you can shoot at half skill. If you have three or more levels, then you can shoot at full skill. The target always gets to dodge with their full *Dexterity x Pilot* (though capped by the aircraft's *Agility*).

Example difficulties
10 - *Land in ideal conditions.*
20 - *Land on an aircraft carrier. Includes difficulties for moving deck and shortness.*
+10 - *Land quickly without taking time to line up properly.*
+5 - *Land on a short runway or narrow runway.*
+10 - *Flying close to the ground, within 50m.*
+20 - *Fly really close to the ground, within 10m.*

Politics (Knowledge)
Academic, Business.
Knowledge of political systems and how to take advantage of them. It may provide some knowledge of the current political groups of your culture, but this is really covered by *Current affairs*, and any knowledge provided by *Politics* will be more long term and theoretical.

Religion (Knowledge)
Academic.
Defaults to: Educated
Techniques: *Religion (*).*
Specialisations (Religion): *Christianity, Anglican, Islam, Norse, Wicca.*
You have a good knowledge of Religion, in all its varied forms. If you default, you only have knowledge of those religions common to your culture, otherwise this skill covers all the world's religions. Unless you buy a specialisation however, then those religions outside of your cultural experience will be harder to know about.

Research
Academic.
Defaults to: Any Academic skill, Educated
The skill of being able to find information in books, on a computer system, or in any other knowledge source which doesn't require interaction with people (beyond standard dealing with librarians etc). Regardless of the roll, if the information doesn't exist in the knowledge store being searched, then you will fail (though success on the roll will mean that you know that the information isn't there).

It generally takes an hour to perform a search. Halve this time if everything is electronically indexed. Information will be found quicker if you make a good or better success.

If you fail, you can keep on trying. For each extra hour spent looking, add +1 to your next roll, up to +5. After this, add +5 for each extra day. If you only succeeded because of the bonus, you can't get better than a *moderate* success.

Example difficulties
10 - *Find some relatively common item of information. Basic information about a well known place or person.*
20 - *Find some uncommon item of information.*
30 - *Find a rare item of information.*
+5 - *If searching a large library (1 million books or more).*
+10 - *If searching a massive library (10 million books or more).*
x2 - *The library isn't indexed or well structured.*
x 1/2 - *The library is very well indexed. Using Google to search the internet is an example of this.*

Ride
Rural.
Techniques: *Mounted combat, Mounted archery.*
The ability to ride, normally a horse. A different skill is needed for different types of animals (horses and ponies would be the same skill, a Griffin another skill). As well as enabling you to remain mounted, it grants a bonus to combat skills when mounted if the relevant techniques are known.

Science (Knowledge)
Academic.
Tech levels: 4+
Techniques: *Scientist (*).*
Specialisations (Scientist): *Physics, Chemistry, Biology.*
Science covers basic scientific knowledge, logical reasoning and baloney detection. Most Western schools will teach *science* to some degree. The skill provides basic knowledge of the various sciences, an understanding of the philosophy of science, and the ability to tell the difference between a scientific theory and dodgy pseudo-science.

All scientists will have *Science* to a greater or lesser degree, as will those in science based professions such as engineering or mathematics.

You may purchase *specialisations* in Science at a cost of 4 per specialisation. Example specialisations include Physics, Chemistry, Quantum Mechanics, Biochemistry, Biology, Astrophysics etc.

Scrounging
Craft.
Being able to turn useless scrap into something useful. Used with intelligence. Covers finding, planning and building, though skills such as *carpentry* or *blacksmith* may be needed as well.

Security systems
Technical, Military, Criminal.
You have been trained in deploying (and countering) security systems such as burglar alarms, electronic door locks, motion sensors, cameras and the like. With this skill, you now what sort of systems are available for use, and how to best deploy them to maximise their effectiveness. You can also make guesses as to how an existing security system is set up, and how best to disable or avoid it.

Signal intelligence
Technical, Military.
Tech levels: 6+
You have been trained in the use of both communications and sensor systems. Anyone can talk into a microphone or watch a radar display, but you have in-depth knowledge of how such things actually work, and how best to interpret data from them. You have been trained in the use of electronic warfare, how to get the best range out of communications gear, how to interpret poor quality signals, and how to make best use of signals intelligence.

This has some overlap with *Electronics operation*, but is more a profession rather than a single skill and covers a lot of the theory in both intelligence and counter-intelligence.

Sleight (Talent)
Talents, Criminal.
Techniques: *Juggling, Legerdemain, Pick pocket.*
Sleight of hand, from filching items on a market stall, to picking someone's pockets. Can also be used for anything which requires a great deal of fine dexterity.

Speak language (Language)
Language.
The ability to speak a language. Every character starts with a score of 4 in speaking their own language. This skill is rarely rolled, but instead gives an indication of the character's grasp of a language.

Stealth (Talent)
Talents, Criminal.
Techniques: *Ambush, Combat ambush, Sudden death, Silent running.*
Moving quietly, hiding, and generally not being seen or heard. Based on agility for moving quietly, or perception for finding somewhere to hide.

Strategy
Military.
Unlike *Tactics*, which is concerned with small scale skirmishes, military strategy provides knowledge and experience of running a war, including making most effective use of troops, logistics and knowledge of large scale tactics.

Streetwise
Criminal, Investigation.
Defaults to: Guile
Techniques: *Shadowing.*
Streetwise is similar to *Politics*, though is more suited to life amongst the criminal classes. With it, comes knowledge of how to survive on the street, how to gain the trust of those who live on the wrong side of the law, as well as how to find them in the first place.

Surgery (Knowledge)
Academic.
Defaults to: Medicine
Requires: Medicine-2
Tech levels: 4+
Techniques: *Surgeon (*).*
Specialisations (Surgeon): *Neurosurgery, Bones, Heart, Bullet wounds.*
You are trained in being a surgeon, and are capable of operating on people using modern medical techniques. Specialisations in this skill are possible.

Survival

Outdoor, Military.

Techniques: *Direction sense, Hiking, Arctic survival, Desert survival, Jungle survival.*

With this skill, you are capable of surviving on many different types of terrain by foraging and hunting. There is a single skill, which covers all terrain types, though a number of techniques are needed to survive in harsh environments without penalty. *Survival* also covers tracking, finding shelter and travelling safely and quickly.

On coastal lands (where it is possible to fish), plains, woodlands and low mountain regions, the basic skill will suffice. In desert, Arctic or jungle environments, then a technique is required. High mountains may count as Arctic, swamps may count as coastal or jungle, depending on the exact environment.

Foraging

When foraging for food, it takes four hours for each roll. Each five over the difficulty allows enough food to be found for another two people. If more food is found than is needed, then the forager has the option of stopping early as soon as enough food has been found. Assume that food is found at a consistent rate through the time period.

Hunting

Similar to foraging, it takes four hours for each attempt to hunt game. Success indicates that suitable game has been found, and relevant combat skills are required to actually kill the animal. In this case, game is large game animals, such as deer.

Navigation

Anyone with any survival skill can navigate by use of the sun and stars. This is unaffected by the terrain type and difficulty of surviving in that terrain. When attempting to navigate, use the character's highest survival skill.

Tracking

Survival can be used to track others by their footprints and other signs. It is possible to estimate the type of animal, their number and how long it has been since the tracks were made. Of course, it can be used to track people as well.

Example difficulties
10 - *Base difficulty for woodland, plains or coastal regions.*
20 - *Base difficulty for mountain, swamp or jungle.*
30 - *Base difficulty for desert or Arctic regions.*
+0 - *Find a suitable shelter*
+0 - *Forage for food for one person*
-10 - *Good conditions*
+10 - *Poor conditions*
+20 - *Very poor conditions (e.g. winter)*
15 - *Accurately determine direction, time of day or night according to the position of sun, moon or stars.*

Tactics

Combat, Military.

Techniques: *Surprise attack, Tactical move.*

Tactics, strategy and leadership when planning and fighting a battle involving small groups. It can be used to choose a suitable site for battle, to determine weaknesses in the enemy's strategy and defences, and to plan the logistics of travel and supply.

Teach

Social, Academic.

Techniques: *Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Hidden insult.*

The ability to teach another person, and train them in the use of a skill. See the Campaign section for details on training.

Theology (Knowledge)

Academic.

Defaults to: Religion
Tech levels: 2+

The theory of religion, used by people who want to understand the why and how of religious beliefs. In many cultures doing this too critically can lead to charges of heresy, thought good use of this skill will enable the character to argue effectively and *safely* with others.

Throw (Talent)

Talents, Combat, Missile.

Techniques: *Greater range, Fire into melee, Deadly shot, Spear catching, Improved spear catching.*

This is the ranged attack equivalent of the brawl skill, and is used for throwing rocks, spears, knives, axes etc at distance targets. The talent is perception based. For hurled improvised weapons, short range is considered to be four times strength, medium twice this, and long range twice medium.

This skill can also be used to catch items. When trying to catch an item, throw is dexterity based.

Torture

Criminal, Investigation, Military.

This is the art of applying pain to someone in order to get them to cooperate.

Trade

Social, Business.

Defaults to: Guile

Techniques: *Carousing, Etiquette, Intimidation, Fashion, High fashion, Scandalous fashion, Hidden insult.*

Covers a multitude of skills involved with trading, including bartering, and having some clue as to the value of goods.

Vetinary (Knowledge)
Academic, Animal.
Defaults to: First aid
First aid for animals. The *first aid* skill may be substituted, though it takes twice as long, and no wounds and no more than one stun can be healed immediately, regardless of the roll.

Techniques

Techniques represent specialist training in a particular use of a skill. They can provide a bonus in certain situations, or allow you to perform an action which wouldn't otherwise be possible.

> **Designer's Notes**
> **Optional techniques**
>
> Techniques can be viewed as an optional part of the game system. They add a lot of flavour and detail to the skill system, and provide a means to differentiate between characters who simply have raw talent (high attributes and basic skill) and those how are highly trained (high skill with a lot of techniques). However, there can be quite a few to keep track of.
>
> If you wish a simpler system, then ignoring techniques is perfectly possible without causing major problems. Adding them in later is also possible, simply by allowing players to start purchasing them.

The standard techniques are available below.

Academic Techniques

The Academic techniques cover the sciences and other areas of knowledge. Generally, each is a specialisation within a subject - so the *Physics* skill will have techniques for *Nuclear Physics*, *Relativity* etc.

Summary

Anthropologist (*) (4; Anthropology) - *Specialisations in anthropology.*
Astronomer (*) (4; Astronomy) - *Specialist in astronomy.*
Ecologist (*) (4; Ecology) - *Specialist in ecology.*
Historian (*) (4; History) - *Specialisations in History.*
Mathematician (*) (4; Mathematics) - *Specialist in mathematics*
Medic (*) (4; Medicine) - *Specialisations in medicine.*
Occultist (*) (4; Specialisation in the Occult.) - *Ghost hunting*
Palaeontologist (*) (4; Palaeontology) - *Specialisation in palaeontology.*
Religion (*) (4; Religion) - *Specialisation in a religion.*
Scientist (*) (4; Science) - *Specialisation in Science.*
Surgeon (*) (4; Surgery) - *Specialisations in surgery.*

Descriptions

Anthropologist (*) (Cost 4): *Anthropology.*
You have studied a particular branch of *Anthropology* in depth, and have one or more specialisations in it.

Each time you take this technique, you gain another specialisation of your choice.

Biological: You study the biological evolution of humans.

Cultural: You study the cultures of humanity.

Linguistic: You study the evolution and development of human language.

Social: You study the development and history of human societies.

Astronomer (*) (Cost 4): *Astronomy.*
You have a specialisation in *Astronomy*, which makes it easier to know details about your specific subject. You make take this technique multiple times, each with a different specialisation. The ones listed below are examples only, others are possible.

Solar system: You have a specialist knowledge of our solar system.

Extra solar planets: You have a specialist knowledge of finding and knowing about extra solar planets.

Galaxies: Your specialisation is in galaxies.

Infrared: You are a specialist in infra-red astronomy.

Ecologist (*) (Cost 4): *Ecology.*
You have studied a particular branch of *Ecology* in depth, and have one or more specialisations in it. Each time you take this technique, you gain another specialisation of your choice.

Zoology: You study the ecology of animals in great depth.

Botany: You have a specialisation in plants.

Rain Forests: Your area of expertise is rain forests.

Global Warming: You study the effects of global warming on existing ecologies.

Historian (*) (Cost 4): *History.*
You have studied a particular branch of *History* in depth, and have one or more specialisations in it. Each time you take this technique, you gain another specialisation of your choice.

English History: You are a student of English History. This is a broad specialisation, covering all periods from the dark ages onwards.

The Enlightenment: You have studied the Enlightenment period in great depth.

Warfare: You are an historian of warfare, and have a detailed knowledge of wars and battles.

The Civil War: You have a specialisation in the Civil War, covering the events leading up to it, the battles, politics and people and the events up until the Restoration.

Mathematician (*) (Cost 4): *Mathematics.*
You are a specialist in a single branch of maths. You may purchase this technique several times, each time with a different specialisation. The specialisations listed below are only examples, you may select others.

Applied Maths: You are specialised in the area of applied maths, and now how it applies to real world processes.

Pure Maths: You are specialised in the purer aspects of mathematical theory.

Probability: You are specialised in probability theory.

Cryptography: You are specialised in the use and breaking of cyphers, as well as other aspects of cryptographic theory.

Geometry: The mathematics of shapes, including two, three and higher dimensional mathematics.

Set theory: A specialisation in set theory.

Medic (*) (Cost 4): *Medicine.*
These are examples of specialisations in the *Medicine* skill.

Diagnosis: You are especially experienced at diagnosing the cause of a patient's illness or injury based on knowledge of the symptoms.

Poisons: You have specific knowledge of poisons, including both on how to cure them, and how to administer them.

Disease: You have specific knowledge of diseases and how they effect people. You are skilled at curing them (at least those there are cures for), and for plotting the spread of them through a population.

Cybernetics: You are specialised in cybernetics.

Bio-warfare: You are a specialist in bio-warfare.

Occultist (*) (Cost 4): *Specialisation in the Occult..*
You have specialised in one or more areas of the *Occult*. Whenever you buy this technique, choose a specialisation.

Investigation: You know the tricks of the trade when it comes to investigating occult and paranormal occurrences.

Demonology: You know much about demons and possession.

Ghosts: You know a lot about ghosts.

Pagan: You have studied occult rituals and mythology which has pagan origins.

Christian: You have studied occult rituals and mythology which has Christian origins.

Tarot: You have studied Tarot cards, and know how to use and interpret them.

Palaeontologist (*) (Cost 4): *Palaeontology.*
You are specialised in a branch of palaeontology. Specialisations can be a period in time, or by taxonomy. Some examples are given below.

Ancient life: The period before the appearance of abundant fossils.

Paleozoic: Early fossils, from the Burgess Shale up until large marine and land animals.

Mesozoic: Pretty much the dinosaur period

Cenozoic: The era after the end of the dinosaurs to the present.

Religion (*) (Cost 4): *Religion.*
You have specialised in knowledge of a particular religion. You have a good understanding of the mythology, rituals and common beliefs of that religion.

1. You have specialised in Christianity. This is a broad specialisation that covers all types of Christianity.

2. You have specialised in a particular branch of Christianity. This level of detail would be common for most people within a religion.

3. You have specialised in Islam in its many varied forms.

4. You have specialised in the religions of the pagan Norse.

5. You have specialised in modern witchcraft.

Scientist (*) (Cost 4): *Science.*
You are specialised in a branch of science. There are many different branches of science, far too many to list here.

Physics: Physics is a branch of *Science*, concerned with forces and motion, energy and matter at the smallest and largest scales.

Chemistry: Chemistry is a branch of *Science*, concerned with chemicals and elements, and how they interact with each other. Knowledge of mixing, identifying and researching chemical substances is gained through use of this technique.

Biology: Biology is a particular branch of *Science*, and covers the study of living things, including genetics and evolution. This is one example of a *Science* specialisation.

Surgeon (*) (Cost 4): *Surgery.*

You are a specialist in one or more areas of surgery. Examples of surgery specialisations are given below, but there are many more possibilities.

Neurosurgery: Your area of specialisation is the brain, and performing operations on it.

Bones: You are specialised in fixing and replacing broken bones.

Heart: You are specialised in heart operations.

Bullet wounds: You have much experience in surgery to remove bullets and deal with gunshot wounds.

Combat Techniques

These techniques are for general use in combat. Techniques specific to firearms or melee weapons are listed separately later.

Summary

Ambush (2; Stealth) - *Ignore unsuspecting foe's armour.*
  Combat ambush (4; Stealth) - *Ambush someone in the middle of combat.*
    Sudden death (8; Stealth) - *Ambush anyone even if they can see you.*
Blind fighting (4; Awareness)
Brute force (4; Brawl) - *Can use strength when making an attack.*
Close combat (2; Brawl) - *Ignore grappling penalty.*
  Unarmed combat (4; Brawl) - *Reduces the risk of free strikes.*
  Out of reach (4; Brawl) - *Ignore some reach penalties.*
  Disabling hold (4; Brawl) - *Cause pain when grappling.*
Combat reflexes (2; Brawl) - *Best melee skill adds to initiative.*
  Reflex dodge (4; Melee) - *Increases base chance to be hit.*
  Opportunity attack (4; Brawl) - *Do not have to declare manoeuvres.*
    Improved damage (6; Melee) - *Do more damage in your attacks.*
      Multiple attacks (8; Melee) - *Extra attacks each round.*
Hard to kill (2; Brawl) - *Bonus to staying alive.*
  Only stunned (4; Brawl) - *Shrug off stuns.*
  Ignore pain (4; Brawl) - *Reduce injury penalty.*
    Tough (4; Brawl) - *Bonus to soak.*
Lightly equipped (4; Athletics) - *Gain a bonus if lightly equipped.*
Surprise attack (2; Tactics) - *Gain bonus in a surprise attack.*
  Tactical move (4; Tactics) - *Initiative is based on skill.*

Descriptions

Ambush (Cost 2): *Stealth.*

Allows the character to make an attack against an unsuspecting target, bypassing armour. If an attack is made with the *brawl* skill against a target who is both unware of the attack and also not in combat, then the attack ignores all armour. If the target is wearing fully enclosed armour, and the attacker couldn't possibly get through the soak normally, then the *Ambush* has no effect. If the armour grants a vitals bonus, then each point of bonus raises the attack difficulty by +5.

An *ambush* is a slow attack, and the ambusher is considered to be using the *focused stance*. May be combined with other techniques and/or manoeuvres.

Blind fighting (Cost 4): *Awareness.*

You are trained to fight in conditions where vision is restricted. Gain a +1 bonus to Perception for every four points of *Awareness* when it is used to cap skills in darkness. Automatic.

Brute force (Cost 4): *Brawl.*

When making an attack roll, you may use *strength* instead of agility. However, doing so uses up one defence slot and you may not use the *defensive stance*.

Close combat (Cost 2): *Brawl.*

When attempting a grapple or trip attack, you can ignore the *free strike* against you caused by such an attack (though still suffer strikes caused by reach or attacking an armed foe for example).

Combat ambush (Cost 4): *Stealth.*
Prerequisites: Ambush.

As for *Ambush*, but may be performed at any time the defender is not aware of the attacker (even if the defender is in combat).

Combat reflexes (Cost 2): *Brawl, Melee.*

You have a bonus to your *initiative* equal to your best of *Brawl* and *Melee*.

Disabling hold (Cost 4): *Brawl.*
Prerequisites: Close combat.

When performing a grapple manoeuvre, you can apply pain to the target through knowledge of pressure points which helps to disable them quickly. Any time you succeed at a *grab*, or succeed at improving the *grab*, the foe suffers an extra -1 penalty to *Agility* and *Dexterity* for every full 4 points of *Brawl* skill that you have.

Hard to kill (Cost 2): *Brawl.*

You gain a bonus equal to your *Brawl* skill to checks to remain conscious and alive because of being fatally wounded or stunned. This applies all the time, even when not using this skill.

Secondly, you get the option to re-roll any soak rolls you make, at the cost of one fatigue. A single soak test can only be re-rolled once, and you may take the highest of the two rolls.

Ignore pain (Cost 4): *Brawl.*
Prerequisites: Hard to kill.
You may reduce the penalty to actions caused by wounds and stuns (not fatigue) by one level each, so being fatally wounded will give a -25 penalty.

At a *Brawl* of 8+, the penalty is reduced by two levels for each of wounds and stuns.

Improved damage (Cost 6): *Melee, Brawl.*
Prerequisites: Opportunity attack.
Automatic technique which allows you to focus your attacks in order to cause maximum harm to your foe. You may add half your *Brawl* or *Melee* skill (whichever is being used to attack) to any damage done for all brawl and melee attacks.

Lightly equipped (Cost 4): *Athletics.*
You have trained to take advantage of the flexibility being unencumbered offers you. If you have not wearing clothing or armour which gives ability caps (even if they don't affect you) or penalties, and you are *unencumbered*, then you gain a bonus to melee, brawl and athletics equal to your *Athletics* skill.

Multiple attacks (Cost 8): *Melee, Brawl.*
Prerequisites: Improved damage.
Aggressive stance. You may attack multiple times each round with a penalty of -15 per extra attack to all attacks. The maximum number of attacks you can make is one per four levels of skill (so 2 attacks, or 1 extra attack, at level 8). When declaring use of this technique, the first attack is fast, the second slow and the third is normal.

Only stunned (Cost 4): *Brawl.*
Prerequisites: Hard to kill.
At any point, you may spend a full round to heal any stuns that you currently have. Make a *Health* check, and every 5 that you roll cures you of a single stun level. However, you gain one level of *Exhaustion*. The *Health* check is not affected by any penalties. You can only do this once for any set of stuns.

Opportunity attack (Cost 4): *Brawl, Melee.*
Prerequisites: Combat reflexes.
Your training enables you to take advantage of opportunities as they present themselves, rather than having to plan ahead. You no longer have to declare combat manouevres which require a *good* success (though you still need to make a *good* success, and need to meet other requirements such as stance). If you have a *brawl* of 8 or higher, you no longer need to pre-declare manouevres needing an *excellent* success.

Out of reach (Cost 4): *Brawl.*
Prerequisites: Close combat.
You have some experience fighting against opponents who have a greater reach than you. For every four points of *Brawl* skill, you may ignore one point of reach of the defender's weapon when making an attack. This can never give you a bonus, but may reduce the penalties you suffer for attacking someone with a longer reach.

Reflex dodge (Cost 4): *Melee, Brawl.*
Prerequisites: Combat reflexes.
Automatic technique which raises the base target number to hit you by your best melee skill whenever you defend against an attack (i.e., it raises your minimum defence roll, but not the defence roll itself). If you don't declare a defence against that attack, then your base defence is unmodified.

Sudden death (Cost 8): *Stealth.*
Prerequisites: Combat ambush.
As for *Ambush*, but applies whenever your target is not defending against your attack, even if they are aware of you. May be used with either an *aggressive* or a *normal* stance.

Surprise attack (Cost 2): *Tactics.*
When you have surprise against someone, you gain a bonus equal to your *Tactics* to all brawl and melee attack, defence and damage rolls. For ranged attacks, you have a bonus to your attack roll.

Secondly, you may exert yourself to gain the initiative. When you come to declare your actions for the round, you can gain a level of fatigue and double your initiative score for that round, changing both when you have to declare and when you act.

Tactical move (Cost 4): *Tactics.*
Prerequisites: Surprise attack.
You are highly trained in combat, and can understand and react to events much better than people who don't have your training. When determining initiative, you may use your *Agility x Tactics* instead of *Agility x 4*.

You may also ignore a fumbled initiative roll, simply treating the result as a '1' rather than inaction in the first round.

Tough (Cost 4): *Brawl.*
Prerequisites: Ignore pain.
You gain a bonus to your basic soak against *mixed* and *stun* damage equal to your *Strength*. This applies all the time, even when not using this skill.

If you have a *Brawl* of 8+, then the bonus applies against wound damage as well.

Unarmed combat (Cost 4): *Brawl.*

Prerequisites: Close combat.

You have some experience fighting armed opponents using unarmed attacks. You may ignore the *free strike* caused by not using a martial weapon, though still suffer strikes due to reach or other circumstances.

Firearms Techniques

Summary

Concentrated fire (4; Heavy weapons) - *Very effective machine gun fire.*
Following fire (4; Heavy weapons) - *Skilled use of autocannons*
Gun fu (4; Guns) - *Use a pistol in close combat.*
Heavy fire (4; Heavy weapons) - *Precision shooting at large targets.*
Quick load (2; Firearms) - *Quickly load and fire a gun.*
   Quick draw (2; Guns) - *Quickly draw and fire a pistol.*
   Multiple targets (4; Firearms) - *Fire at multiple targets.*
   Sharp shooter (4; Firearms) - *Double the range increment of firearms.*
      Triple shot (6; Guns) - *Three precision shots.*
      Two guns (6; Guns) - *Fire two guns without penalty.*
      Marksman (6; Guns) - *Greater accuracy with aimed shots.*
         Sniper (8; Guns) - *Firing rifles very accurately at long range.*
   Controlled fire (4; Firearms) - *Fire controlled bursts at multiple targets.*
      Improved automatic fire (6; Firearms) - *Ignore range penalty with automatic fire.*
      Selective fire (6; Firearms) - *Select targets with automatic fire.*
   Fire on the run (4; Firearms) - *Firing whilst running.*
   Awkward shot (4; Firearms) - *Firing from awkward positions.*

Descriptions

Awkward shot (Cost 4): *Firearms.*
Prerequisites: Quick load.
You can ignore a level of penalty for firing from awkward positions (such as whilst hanging on a rope, clinging to a windowsill, or on an unstable platform).

Concentrated fire (Cost 4): *Heavy weapons.*
When using a *heavy weapon* to lay down automatic fire, damage bonus gained for hitting with multiple bullets can go above +10. The limit is raised by +5 for every 4 points of skill (e.g. +15 at 4, +20 at 8 etc).

Controlled fire (Cost 4): *Firearms.*
Prerequisites: Quick load.
When using automatic fire to shoot at a single target, you can fire subsequent bursts at different targets. All targets must be declared at the start of the round, and each extra target gives you a -10 penalty to all bursts fired. The number of extra targets you can fire at is equal to 1 per 4 levels of skill.

Fire on the run (Cost 4): *Firearms.*
Prerequisites: Quick load.
You can ignore the usual penalty of doubling target distance when firing a gun whilst running.

Following fire (Cost 4): *Heavy weapons.*
When using a fully automatic *vehicle scale* weapon you can keep multiple bursts on target over the course of the round, increasing the chance of hitting at extreme ranges.

Each success you make on hitting with a burst, gives you +1 effective bullet for the next burst at the same target. This bonus applies after reducing the number of bullets for range, but can never increase the number of bullets to more than is actually in the burst.

As long as a burst gains at least one success, then add the bonus from this burst, plus one for each success, to the next burst.

Gun fu (Cost 4): *Guns.*
You are trained in using a pistol effectively in close combat situations, mixing it effortlessly with open hand attacks. Whenever you use a pistol against targets within your combat move, you may use your *Agility* rather than *Dexterity*.

Heavy fire (Cost 4): *Heavy weapons.*
When using a *vehicle scale* weapon you can lay down an accurate burst of fire, increasing the *Size* of the weapon by +5 for purposes of what you can damage.

Improved automatic fire (Cost 6): *Firearms.*
Prerequisites: Controlled fire.
Using *automatic fire* against an area normally doubles the effective distance. With this technique, you can ignore this penalty.

Marksman (Cost 6): *Guns.*
Prerequisites: Sharp shooter.
With the *Marksman* technique you are specialised in firing accurately at long range, often with specialist sniper rifles. If you take an *aimed shot* with a *Rifle*, then you quarter the distance to the target (rather than thirding it).

Multiple targets (Cost 4): *Firearms.*
Prerequisites: Quick load.
When firing multiple shots (as single shots, not using automatic fire), you may split your shots between multiple targets. For every full four points of skill, you may fire at one additional target each round. Each extra target gives you a -10 penalty to all shots fired, and the targets must be declared at the start of the round.

Quick draw (Cost 2): *Guns.*
Prerequisites: Quick load.
You can draw and fire a pistol in the same round without any penalty, as long as it is readily available (e.g. in a holster or belt).

Quick load (Cost 2): *Firearms.*

You can change the cartridge on an auto loading gun quickly and reliably. Reduce the load time of a gun by 1, plus a further 1 per full 4 levels of skill.

Selective fire (Cost 6): *Firearms.*
Prerequisites: Controlled fire.
When using automatic fire against an area, the first target of each burst may be chosen from any of the available targets. Targets after that start from the nearest. That target is not selected a second time in the burst, even if they are the next nearest target.

Sharp shooter (Cost 4): *Firearms.*
Prerequisites: Quick load.
You are experienced with firing a gun accurately, and can double the range increment of your weapon when firing. This is separate from, and stacks with, the modifiers to the effective range for aiming or careful shots. Effectively, a careful shot is now effective out to four times the range, and an aimed shot out to six times.

Sniper (Cost 8): *Guns.*
Prerequisites: Marksman.
When making an aimed shot at medium or long range, you gain the attack bonus of the weapon, and reduce the fumble chance by your *Guns* skill. The fumble chance can be reduced to less than 1, removing all chance of fumbling.

Triple shot (Cost 6): *Guns.*
Prerequisites: Sharp shooter.
A technique involving three shots targeted at the target's vitals. It is a single attack which may be a *snapshot*, *normal* or *careful* shot. Only one *Triple shot* action may be made each round.

The effective distance to the target is tripled, and on success any wounds caused are tripled.

Two guns (Cost 6): *Guns.*
Prerequisites: Sharp shooter.
You can fire two guns at once without suffering the penalty of doubled distance. Both guns must be *Pistols*, and it must be possible to use both single handed.

Melee Techniques

The *Melee* skill covers a wide range of fighting styles and weapons, but assumes a relatively general knowledge of fighting. These techniques allow you to specialise in a particlar style of fighting suited for a culture or type of weapon.

Summary

Chain fighting (4; Melee) - *Better use of chain weapons.*
Crossbow accuracy (4; Bow) - *Fire a crossbow with greater accuracy.*
Crossbow reloading (2; Bow) - *Load and fire a crossbow quickly.*

Fast arrow (4; Bow) - *Load and fire a standard bow quickly*
  Rain of arrows (8; Bow) - *Fire multiple times with a bow.*
Finesse (2; Melee) - *+5 to attack, -5 to damage.*
  Acrobatic attack (4; Melee) - *Bonus when making performing a stunt.*
Fire into melee (4; Missile) - *Reduced fumble chance when firing into melee.*
  Deadly shot (8; Missile) - *Kill a target with a single shot.*
Great weapon fighting (2; Melee) - *Greater effectiveness.*
  Great blow (4; Melee) - *Get bonus to damage when aggressive.*
  Finishing blow (6; Melee) - *Increased chance of killing opponent.*
Greater range (2; Throw) - *Increase the range of thrown weapons.*
Improved aim (4; Bow) - *Reduced range penalties*
Improved pull (4; Bow) - *Extra damage with a standard bow*
Mounted combat (2; Ride) - *Bonuses when fighting from horseback*
  Mounted archery (4; Ride) - *Archery from horseback*
Shield fighting (2; Melee) - *The art of fighting with a shield.*
  Shielded attack (4; Melee) - *Gain a free defence.*
    Reliable defence (6; Melee) - *Re-roll defence and reduced wound penalties.*
Shield wall (4; Melee) - *Form a solid defensive wall of shields.*
Single weapon fighting (2; Melee) - *Use agility for defence.*
  Acrobatic dodge (4; Melee) - *Increases base soak.*
Spear catching (2; Throw) - *Catch a spear thrown at you*
  Improved spear catching (4; Throw) - *And throw it back again*
Spear fighting (2; Melee) - *Gain a +5 bonus against short weapons*
  Spear wall (4; Melee) - *Gain a bonus against mounted opponents.*
  Defensive reach (4; Melee) - *Ignore attack penalty if defensive.*
Two weapon fighting (2; Melee) - *Re-roll an attack or defence .*
  Combined attack (4; Melee) - *Re-roll damage rolls.*
    Two blades (6; Two weapons) - *Get to damage twice.*

Descriptions

Acrobatic attack (Cost 4): *Melee.*
Prerequisites: Finesse.
When performing a stunt before making an attack, the character can gain a bonus to the athletics roll equal to their *single weapon* skill. Automatic.

Acrobatic dodge (Cost 4): *Melee.*
Prerequisites: Single weapon fighting.
When defending against an attack with your *Melee* skill and using a single weapon, you have learnt to retreat from blows without losing ground, lessening the impact of the strike. You gain a bonus to your soak equal to your *Agility* (modified by encumbrance and armour).

Chain fighting (Cost 4): *Melee.*
You may reduce the fumble chance of chain weapons by your *Melee* score, to a minimum of one. When using the aggressive or defensive stances the bonus is +10 instead of +5.

Combined attack (Cost 4): *Melee.*
Prerequisites: Two weapon fighting.
When fighting with two single weapons, you may once per round re-roll an attack, defence or damage roll. You must keep the second roll even if it is worse.

Crossbow accuracy (Cost 4): *Bow.*
You may halve the effective range when firing a crossbow.

Crossbow reloading (Cost 2): *Bow.*
You can load a crossbow quickly, reducing it's reload time by one. If this reduces the time to zero, then you can load and fire in a single round, though your attack will be slow, and considered a snapshot. If the time is reduced to less than zero, then you can load and fire as a normal action.

Deadly shot (Cost 8): *Missile.*
Prerequisites: Fire into melee.
If you decide to use this technique when declaring your attack, then it enables you to shoot a person in their vitals, possibly killing them immediately. You must use the *focused stance*, and all range penalties are doubled. If you hit and do wounding damage, then the target must make a *Size* x *health* check against a difficulty of 10 + 5 x wounds caused, or immediately be fatally wounded.

Defensive reach (Cost 4): *Melee.*
Prerequisites: Spear fighting.
If you have the advantage of reach against all those attacking you this round, then penalties caused by making multiple defences can be ignored for your attacks. You still suffer them for defence. You must be using a longshaft weapon.

Fast arrow (Cost 4): *Bow.*
You are have sufficient practise with loading and firing a bow that you can do it quicker than normal. The usual load time of a bow is reduced by one. If this takes it below zero, then the bow can be loaded and fired as a normal action.

Finesse (Cost 2): *Melee.*
You can choose to attack with speed and finesse rather than power. You get a +5 bonus to your attack, roll, but a -5 penalty to your damage. You can only use this technique whilst wielding one handed blades.

Finishing blow (Cost 6): *Melee.*
Prerequisites: Great weapon fighting.
If you critically or fatally wound your foe when you strike with a great weapon, then must make a health check as if they were fatally wounded. Further, all such checks suffer a penalty equal to your *Melee* skill.

Fire into melee (Cost 4): *Missile.*
Your have practised difficult shots at moving and obscured targets, increasing your effectiveness when firing into the middle of a melee. If your fumble chance is increased due to such a shot, this increase is halved (round down).

Great blow (Cost 4): *Melee.*
Prerequisites: Great weapon fighting.
Whenever you use an aggressive stance with a great weapon, you gain a bonus to damage equal to your *Melee* skill.

Great weapon fighting (Cost 2): *Melee.*
When fighting with a *Great weapon*, your gain a +50% bonus to your size for purposes of damaging large opponents. Further, the level of success required for the melee manoeuvres *Improved damage*, *Knockdown* and *Massive damage* is reduced by one.

Greater range (Cost 2): *Throw.*
Your skill enables you to throw weapons more effectively, increasing their range. When throwing a weapon, increase your *Strength* by +1 for purposes of the maximum range of the attack. If your have a skill of 6 or more, then the bonus is +2. Automatic.

Improved aim (Cost 4): *Bow.*
You are exceptionally skilled at firing a standard bow (not a crossbow). If you are not firing a snapshot, then the effective range to the target is halved.

Improved pull (Cost 4): *Bow.*
Due to extensive training with firing a bow, you gain a +1 to your strength for purposes of using a standard bow (not a crossbow) for every four points of *Bow* skill.

Improved spear catching (Cost 4): *Throw.*
Prerequisites: Spear catching.
As for spear catching, plus the character can throw the spear the same round instead of their normal attack action, assuming they still have an attack left that round.

Mounted archery (Cost 4): *Ride.*
Prerequisites: Mounted combat.
A character with *mounted archery* does not suffer the doubling of effective range when using missile weapons from the back of a moving mount. Further, they do not have to make a *ride* roll in order to make a missile attack.

Mounted combat (Cost 2): *Ride.*
A character with *mounted combat* does not have to make a *ride* check whenever they attack from horseback. Further, they get a bonus equal to their *ride* skill which applies to melee attack, defence and damage rolls made when mounted.

Rain of arrows (Cost 8): *Bow.*
Prerequisites: Fast arrow.
You can load and fire multiple arrows a round with a standard bow (not a crossbow). For every four full points of skill that you have, you can fire a single arrow as a snapshot (e.g., at skill 8, you can fire two arrows, at 12 you can fire three).

Reliable defence (Cost 6): *Melee.*
Prerequisites: Shielded attack.
When defending with a shield you may re-roll a single defence each round. Further any penalties you suffer from wounds, stuns and fatigues are halved when making any defence checks with a shield.

Shield fighting (Cost 2): *Melee.*
When using a one handed weapon and a shield, the full attack, defence and damage bonus of the shield is added when fighting.

Shield wall (Cost 4): *Melee.*
When fighting alongside one or more others who know this technique, as long as you are all fighting using a weapon and shield combination then you grant a defence bonus to both your neighbours equal to your *Melee* skill. A bonus only gains the highest bonus if they gain one from multiple people in the shield wall. You do not gain or grant this bonus if fighting aggressively.

Shielded attack (Cost 4): *Melee.*
Prerequisites: Shield fighting.
When fighting with a shield you gain a free defence, allowing you to make two defences without penalty. The free defence is always made with your *Melee* skill.

Single weapon fighting (Cost 2): *Melee.*
When fighting with a single one-handed melee weapon, you may use *Agility* instead of *Dexterity* for defence. You still use the *Melee* skill, plus all the bonuses from defending with a weapon. If you are no more than lightly encumbered, then you may also use *Agility* for attack.

Spear catching (Cost 2): *Throw.*
If the character makes a good brawl defence roll to dodge a spear or javelin, and they have an empty hand, then they may catch the weapon with a dexterity x throw check of 20+. The catch attempt must be declared before the defence is made.

Spear fighting (Cost 2): *Melee.*
You are trained to take advantage of the extra reach that a longshaft weapon gives you. If you have a greater reach than your opponent, then you gain a +5 to attack and don't suffer any penalty to attack if fighting defensively.

Spear wall (Cost 4): *Melee.*
Prerequisites: Spear fighting.
If you are on foot and fighting against a mounted foe, then you gain a +5 bonus to attack and damage rolls against your opponent. Your opponent does not gain any attack bonuses for being mounted. You must be using a longshaft weapon to use this.

Two blades (Cost 6): *Two weapons.*
Prerequisites: Combined attack.
By declaring this technique with the aggressive stance, and losing one defence, you make a single attack which if it hits allows you to roll damage twice. The target suffers both damage rolls.

Two weapon fighting (Cost 2): *Melee.*

When fighting with two weapons (including shields) you may add half (round up) the attack, defence and damage of the secondary weapon.

Outdoor Techniques

Summary

Arctic survival (4; Survival)
Desert survival (4; Survival)
Direction sense (2; Survival)
Dog handler (2; Animal handling) - *Working with dogs.*
Falconry (4; Animal handling) - *Training of and hunting with raptors.*
Hiking (4; Survival)
Jungle survival (4; Survival)
Lion tamer (4; Animal handling) - *Working with dangerous animals.*
Snake charmer (4; Animal handling) - *Working with snakes.*

Descriptions

Arctic survival (Cost 4): *Survival.*
You have experience with surviving in arctic conditions. If you do not have this technique, then there is an additional -30 penalty when using the *Survival* skill in the arctic.

Desert survival (Cost 4): *Survival.*
You have experience with surviving in desert conditions. If you do not have this technique, then there is an additional -30 penalty when using the *Survival* skill in the desert.

Direction sense (Cost 2): *Survival, Navigation.*
You are an expert navigator, and halve all penalties due to bad circumstances when trying to determine position, or plotting a course.

Dog handler (Cost 2): *Animal handling.*
The training and caring of dogs, as well as knowledge of how to use them in hunting.

Falconry (Cost 4): *Animal handling.*
The training and caring of birds of prey, as well as knowledge of how to use them in hunting.

Hiking (Cost 4): *Survival.*
You are an experienced hiker, and can move across country at a faster pace. When walking long distances (using the overland movement rules), you can add your *survival* skill to their base movement.

Jungle survival (Cost 4): *Survival.*
You have experience with surviving in jungle conditions. If you do not have this technique, then there is an additional -20 penalty when using the *Survival* skill in the arctic.

Lion tamer (Cost 4): *Animal handling.*

The training and taming of lions, tigers and similar predatory mammals. May be taught in a circus or a zoo, though both give a different emphasis on how the knowledge is used.

Snake charmer (Cost 4): *Animal handling.*
Knowledge of how to work with and care for snakes, both in terms of keeping them for display or research (e.g. in a zoo) and also for entertainment (such as a street snake charmer).

Physical Techniques

Summary

Acrobatic talent (4; Athletics) - *Half athletics skill adds to other physical skills.*
Climbing (4; Athletics) - *Improved climbing.*
Gymnast (1; Athletics) - *Mastery of ballet.*
Juggling (1; Sleight) - *Experience with juggling.*
Legerdemain (1; Sleight) - *Sleight of hand tricks.*
Light Sleeper (4; Awareness)
Parachuting (2; Athletics) - *Safely using parachutes.*
Pick pocket (4; Sleight) - *Stealing items from a person.*
Running (4; Athletics) - *Run faster with less fatigue.*
  Sprinting (6; Athletics) - *Gain less fatigue when sprinting.*
Silent running (4; Stealth)
Sport (1; Athletics) - *Familiarity with a sport.*
Sure footed (4; Athletics)
Swimming (2; Athletics) - *You can swim.*
  Underwater swimming (4; Athletics) - *You can swim underwater.*
Zero gravity (2; Athletics) - *Zero-g experience.*

Descriptions

Acrobatic talent (Cost 4): *Athletics.*
Your aptitude with athletics enables you to perform better at other physical skills. All melee combat attack and defence rolls, as well as stealth, dance, swim and ride gain an automatic bonus equal to half (round down) of your *athletics* skill. With an *athletics* skill of 8 or more, the bonus is equal to your full skill.

Climbing (Cost 4): *Athletics.*
Double basic movement whilst climbing.

Gymnast (Cost 1+): *Athletics.*
You are a trained gymnast, able to perform impressive acts of agility and athletics. The higher the level you purchase this mastery at, the better trained you are.

Juggling (Cost 1+): *Sleight.*
You are adept at juggling, and can juggle a number of balls, clubs or other objects with relative ease. The higher the level you purchase this mastery at, the better trained you are.

Legerdemain (Cost 1+): *Sleight.*
You have mastered how to perform simple magical tricks such as card manipulation, making small objects disappear and the like. You may buy as many points of mastery in this technique as you like, up to your *Sleight* score.

Light Sleeper (Cost 4): *Awareness.*
The character is good at reacting to things when asleep. With this technique, awareness rolls are only halved when fully asleep, and unaffected if dozing. Automatic.

Parachuting (Cost 2): *Athletics.*
You have experience with free-falling and parachuting. It is a *very easy Agility x Athletics* check to land safely under ideal conditions. Half your skill roll and +1 fumble chance if you don't have this technique.

Pick pocket (Cost 4): *Sleight.*
You are adept at lifting items from a person without them noticing. Use your *Dexterity x Sleight* when making the attempt, generally against a static difficulty. If you don't have this technique, the base difficulty is the target's *Perception x Awareness*.

Running (Cost 4): *Athletics.*
You are an experienced long distance runner, and can add your *athletics* score to your total movement each round when running. You also gain less fatigue, and can increase the time between gaining fatigue by a multiple for every 4 points of *athletics* skill (x2 at 4, x3 at 8 etc). This technique does not affect sprinting.

Silent running (Cost 4): *Stealth.*
You can move twice as quickly as normal before receiving a penalty for trying to be stealthy.

Sport (Cost 1+): *Athletics.*
You are familiar with the rules of a given sport, and have experience with playing it. This technique should be taken once per sport you have experience with. Not having the technique means that you don't have knowledge of the rules (unless it's a very common game), and halve your skill roll when playing it.

Example sports would be football, cricket, squash, skiing, darts, snooker, bowling, badminton, rugby, golf, bicycling etc.

If you want to be really good at a particular sport, then this technique may be extended to higher levels, at Professional (4), Expert (6), Champion (8) and Master (10). Each lower level technique must be bought before the next can be. In a contest of skills between two people playing a sport, the one with the highest level technique has the advantage. Each rank lower a person is, increases their fumble chance by +1. Each rank higher, increases the chance of automatic success by +1 (e.g., on a '20', '19+', '18+' etc).

Sprinting (Cost 6): *Athletics.*

Prerequisites: Running.
You are an experienced sprinter, and gain fatigue only half as often as other people when sprinting.

Sure footed (Cost 4): *Athletics.*
The character has a good sense of balance, and gets a bonus to athletic rolls when balancing on narrow ledges or when on uneven or unsteady surfaces. In such situations, their agility attribute gets a +1 bonus.

Swimming (Cost 2): *Athletics.*
You have trained at swimming.

Underwater swimming (Cost 4): *Athletics.*
Prerequisites: Swimming.
You have trained at swimming underwater, and only have to make fatigue checks at twice the normal interval.

Zero gravity (Cost 2): *Athletics.*
You are experienced in operating in zero or micro gravity environments. You do not suffer space sickness and can ignore most penalties due to very low gravity environments.

Social Techniques

Summary

Brainwashing (4; Psychology) - *The art of altering personalities..*
Carousing (2; Social)
  Seduction (4; Charm)
  Flirt (4; Charm)
Cold reading (4; Guile)
Dancing (*) (2; Dance) - *Familiarity with a dance style.*
Disguise (2; Guile)
Etiquette (2; Social)
  Fashion (2; Social)
    High fashion (4; Social)
    Scandalous fashion (4; Social)
  Hidden insult (4; Social)
Intimidation (4; Social)
Misdirection (4; Guile) - *Distract someone to hide what you are doing.*
Passionate speaker (4; Perform)
Poet (4; Perform)
Propaganda (4; Psychology) - *Selling ideas to a population.*
Shadowing (4; Streetwise)

Descriptions

Brainwashing (Cost 4): *Psychology.*
You know how to alter a person's personality to make them think and act in a certain way. Outlawed in many civilised societies, it is however sometimes taught by religious cults, terrorist organisations and, it is rumoured, some black ops agencies within the government.

Carousing (Cost 2): *Social.*
The character is a party animal, and gets on very well with people in a party environment. Any circumstance penalties such as the character not being welcome, or people the character wants to talk to being busy, are halved.

Cold reading (Cost 4): *Guile.*
A *cold reading* is when you give a person the impression of knowing far more about them than you actually do. Generally, you start with vague statements which are refined based on the reactions of the target. When using this technique, make an *Empathy x Guile* check against either a base difficulty of 10 if the target is cooperative (or has no reason to be suspicious), or against their *Will x Guile* if they aren't.

On a *moderate* success, you don't make a fool of yourself, but aren't that impressive. On a *good* success, you can give the impression of knowing more than you should, and an *excellent* success is very impressive.

The difficulty is doubled if you don't have this technique. This technique is useful for conning people, but can be a useful interrogation technique as well.

Dancing (*) (Cost 2): *Dance.*
You have familiarity with a particular style of dance, and know the etiquette, motions and graces of this style.

Ballroom: You are familiar with the types of dances commonly used in high class ballroom dances.

Folk: Folk dancing gives knowledge of the types of dances performed in rural villages and the like, as well as the ability to dance them.

Erotic: You have skill in the art of erotic dancing, of the type often practised in strip joints or sex clubs.

Disco: You are familiar with modern disco dancing.

Ballet: You are a ballet dancer.

Disguise (Cost 2): *Guile.*
When trying to disguise yourself you may use either *Intelligence* or *Empathy*, and anyone trying to see through the disguise may only use *Empathy x Guile* to spot it. People only get a check to notice you if there is a good reason to do so (you don't have quite the right clothing, or you don't look like anyone they know).

The viewer gets half the original difficulty as a bonus, and even then only if you didn't have sufficient time to plan the disguise.

Etiquette (Cost 2): *Social.*
Etiquette is a knowledge of good manners and social behaviour whilst in polite company. A character with Etiquette automatically knows how to address someone of rank, how to flirt with a noble Lady without offending

her, how to behave at a joust or banquet and which fork to use with the dessert.

Without this technique, *intelligence* checks are required to avoid making a faux pas when in polite company, normally of moderate difficulty or higher.

Fashion (Cost 2): *Social.*
Prerequisites: Etiquette.
You know what the latest fashions are, and how to make best use of them in order to look *good*. With this technique you are very unlikely to wear something which is either out of date or would cause embarrassment (unless of course you don't have a choice).

When you get a chance to dress for the occassion, then you get a +1 to your attribute for social skills against those that would be impressed.

Flirt (Cost 4): *Charm.*
Prerequisites: Carousing.
Flirt with a person in a socially acceptable manner. This allows the character to make a seduction attempt in polite company, even if the spouse of the enticed is present, without other people really being sure about what is going on. In a court situation, flirting can be common and acceptable, as long as it doesn't actually lead to anything.

Hidden insult (Cost 4): *Social.*
Prerequisites: Etiquette.
Insult someone in a way that is polite and difficult to respond to. If done cleverly, the target of the insult may not even be sure that they have been insulted, which makes it doubly difficult for them to respond.

Both insulter and target make an *Intelligence* based *Guile* check. If the insulter wins, the target is at a disadvantage for the rest of the scene (-1 to *Empathy* and *Intelligence* when dealing with the insulter). If the check fails, then nothing happens unless the target also has this technique, in which case a witty reply means that the insulter is at a disadvantage.

High fashion (Cost 4): *Social.*
Prerequisites: Fashion.
You are at the cutting edge of fashion, always one step ahead of the crowd. When amongst those that would consider themselves *fashionable*, then any that try to compete against you socially do not get the benefits of the *Fashion* technique, unless they also have *High Fashion*.

Intimidation (Cost 4): *Social.*
Being able to scare people, either with threats of simple physical violence, or by more subtle means. Can either be based on *Strength* or *Empathy*. When making an intimidation check, make an opposed roll against the target's *Will* (modified by any traits). Each level of success will shift the target's level of cooperation up by a category.

Misdirection (Cost 4): *Guile.*
Distract someone so they don't notice something you are doing, such as performing a magic trick, trying to slip out of bonds, or fiddling with computer controls.

Passionate speaker (Cost 4): *Perform.*
You are a gifted orator, and gain a +1 to your *empathy* when giving a speech.

Poet (Cost 4): *Perform.*
You are a skilled poet, having the skill to invent new poems with wit and speed. Gain a +1 intelligence bonus when composing poetry.

Propaganda (Cost 4): *Psychology, Marketing.*
You are skilled in the art of persuading entire populations of an idea.

Scandalous fashion (Cost 4): *Social.*
Prerequisites: Fashion.
You are on the bleeding edge of fashion, somehow managing to wear what on others would be scandalous but pulling it off with such style and grace that it actually looks good. This technique does not confer any direct bonus, but you will gain a reputation since your clothing style will be the talk of the town for a while to come.

If you are female, and have the *Good looking* or *Sexy* advantage, then you get a further +1 bonus if trying to seduce or attract someone. It's probably not so much what you're wearing, but what you're not wearing that draws attention.

Seduction (Cost 4): *Charm.*
Prerequisites: Carousing.
You are good at sweet talking people into going to bed with you. When making a first impression, the reaction you get is normally limited by how much time you get to convince the other person to like you.

If you have *Seduction*, then every four levels of skill means that you can get one better reaction level in a short period of time. This greatly improves the odds of them allowing you to continue flirting with them.

Shadowing (Cost 4): *Streetwise.*
You are trained in following people without being noticed in an urban environment. Unlike pure stealth, where you try not to be seen at all, *shadowing* is about not being noticed. If you have this technique, you may use *Streetwise* instead of *Stealth* or *Awareness* to shadow someone or to spot someone shadowing you.

If you have this technique, and your target doesn't, then you only need to make a skill check if the target is specifically checking to see if they are being followed, or if the situation is difficult. If somebody is following you, and they don't have this technique, then they must use the lowest of their *Stealth* and *Streetwise*.

Technical Techniques

Summary

Cryptanalysis (4; Computing)
Engineer (*) (4; Engineering) - *Engineering specialisation.*
Mechanic (*) (4; Mechanics) - *Mechanics specialisation.*
Scripting (2; Computing)
   Programming (4; Computing)
System administration (4; Computing)
  Computer intrusion (4; Computing)
  Computer forensics (4; Computing)
  Computer security (4; Computing)

Descriptions

Computer forensics (Cost 4): *Computing.*
Prerequisites: System administration.
You have experience with examining computer systems for hidden or deleted files, examining logs for signs of messages or other evidence. You can also use this knowledge to hide information on a system so that it cannot be retrieved. Note that though encrypted information can be found, you may not be able to decrypt it.

Computer intrusion (Cost 4): *Computing.*
Prerequisites: System administration.
Knowledge of how to break security on computer systems, gain passwords and otherwise compromise a system's security. If you have this technique, then you can halve the difficulty of any tasks related to trying to compromise the security of a computer system.

Computer security (Cost 4): *Computing.*
Prerequisites: System administration.
Knowledge of how to secure a computer network.

Cryptanalysis (Cost 4): *Computing.*
Prerequisites: Cryptography.
Knowledge of encryption and decryption software and methodology. Experience with such makes it much easier when trying to access encrypted data. This technique covers practical experience of using cryptographic software, not necessarily the theory.

Engineer (*) (Cost 4): *Engineering.*
You are specialised in an engineering discipline. This is a generic specialisation for the Engineering skill. You can take this as many times as you want, each time with a different specialisation.

You can specialise in a branch (civic, electrical, mechanical) or a topic area (aircraft, boats, computers, communication, cars, power plants, nuclear power, medical systems, etc).

Mechanic (*) (Cost 4): *Mechanics.*
This is a specific specialisation of *Mechanics.* You are skilled in diagnosing and repairing certain types of machines. A specialisation might be *cars, internal combustion engines, clockwork, planes* etc.

Programming (Cost 4): *Computing.*
Prerequisites: Scripting.
Knowledge of and experience with programming a computer system. With this, it is possible to design and write complex software products.

Scripting (Cost 2): *Computing.*
The ability to write simple scripts to automate tasks on a computer. Scripts are simple programs that can make life a lot easier. Working on large software projects requires *Programming* however.

System administration (Cost 4): *Computing.*
Provides experience in the maintenance and design of a particular type of computer system. Allows networks to be configured and optimised, users to be managed and file systems and services to be configured.

Without this technique, you will find it very hard to perform any type of computer administration, and the difficulty of any such tasks is doubled.

Vehicle Techniques

Summary

Aircraft familiarity (2; Pilot) - *Familiarity with aircraft.*
Driving familiarity (2; Drive) - *Familiarity with a type of vehicle.*
High speed driving (4; Drive) - *Driving fast and safe.*
Hotshot pilot (4; Pilot) - *Skilled piloting.*
Ice driving (4; Drive) - *Driving on ice.*
Off-road driving (4; Drive) - *Driving in off-road conditions.*
Stunt driver (4; Drive) - *Skilled piloting.*
Top gun (6; Pilot) - *Combat piloting.*

Descriptions

Aircraft familiarity (Cost 2): *Pilot.*
This technique needs to be taken to be familiar with a class of aircraft. You may take one of these for free when first buying the *Pilot* skill, but all others must be purchased.

Glider: You are familiar with gliders and similar unpowered aircraft.

Light aircraft: You are familiar with light propeller aircraft such as a Cessna or Piper.

Large aircraft: You have experience with flying large aircraft such as cargo planes or jumbo jets.

Passenger jet: You have experience with flying small passenger jets, such as a Learjet.

VTOL: You are familiar with VTOL aircraft. You need to be familiar with VTOL aircraft in order to avoid penalties when trying to make use of their VTOL capability.

Supersonic: You have experience with flying aircraft at supersonic speeds.

Aerospace: You have experience with flying aircraft at very high altitudes where the atmosphere is incredibly thin. You require this familiarity to properly control aircraft in such conditions.

Fighter Jet: You are familiar with flying fighter jets in combat situations.

Helicopter: You are familiar with piloting helicopters.

If you lack familiarity, then the fumble chance is raised by +1 per 10 difficulty and you can never get better than a moderate success. You can only use other techniques when driving a vehicle you are familiar with.

Driving familiarity (Cost 2): *Drive.*
This technique needs to be taken to be familiar with a class of vehicles for the purposes of driving them.

Car: You are familiar with driving a typical modern small passenger car.

Truck: Large 4-wheeled vehicle light commercial vehicles such as vans and trucks or military vehicles such as the HMMWV.

HGV: You are familiar with driving large lorries, and do not suffer a penalty when doing so.

Tracked: You are familiar with driving tanks, half trucks and other vehicles which use tracks. You do not suffer the familiarity penalty when driving such vehicles.

Motorbike: You are familiar with riding motorbikes and similar small unbalanced powered personal vehicles.

Buggy: You have experience with driving small powered vehicles such as go-carts, dune buggies or trikes. Anything which is little more than an engine with a seat and basic controls is covered by this.

If you lack familiarity, then the fumble chance is raised by +1 per 10 difficulty and you can never get better than a moderate success. You can only use other techniques when driving a vehicle you are familiar with.

High speed driving (Cost 4): *Drive.*
You have been trained in driving fast in dangerous situations, such as along winding roads and whilst avoiding obstacles. Reduce the difficulty increase for each level of speed by 5 points.

Can only be used if you are *familiar* with the type of vehicle.

Hotshot pilot (Cost 4): *Pilot.*
Add +1 to the effective *Agility* of your aircraft when you are flying it. Only applies if you are familiar with the aircraft you are flying.

Ice driving (Cost 4): *Drive.*
You have extensive experience with driving on ice. Halve all extra difficulties for driving on ice (only +5 normally, plus each speed step adds an extra +5 when on ice).

Can only be used if you are *familiar* with the type of vehicle.

Off-road driving (Cost 4): *Drive.*
You are experienced with driving in off-road conditions. You can reduce the penalty for driving in *difficult* or *unsuitable* terrain by one level.

Can only be used if you are *familiar* with the type of vehicle.

Stunt driver (Cost 4): *Drive.*
Add +1 to the effective *Agility* of your vehicle when you are driving it. Only applies if you are familiar with the vehicle.

Top gun (Cost 6): *Pilot.*
Prerequisites: Hostshot pilot.
You are skilled at dogfighting in aircraft. When trying to manoeuvre for a clear shot, you can fire at half skill with a single success, and full skill with two or more successes.

Improvement

A central facet of many RPGs is that a character can improve as the game progressions. This isn't a universal rule however, and it suits some type of fiction better than others. Much fantasy fiction revolves around a young, inexperienced hero with much untapped potential gaining that experience, and becoming a skilled champion in an infeasibly short period of time. Modern or science fiction tends to focus on already experienced characters who need to use their existing skills to survive. There are many examples which go against this trend, but it can be a useful distinction to make.

Heroic Experience

If, as a GM, you wish characters to improve rapidly in their skill sets, then it is suggested that experience is handed out at the end of each gaming session, possibly 1-3 points. Players can use this to improve their character's skills or techniques, at a maximum of 1 point on any single skill per session, and possibly limited to skills which could sensibly have improved.

This gives players a lot of control over what skills go up, and will tend to lead to PCs having a few high skills. Note that this does allow characters to go from totally untrained to professional level (4) in 10 game sessions - which may be only a few days or few weeks of game time.

Instead of placing experience onto a skill, the player may place it into a technique. There is no limit to how many experience points can be placed into a single technique at once, which can make it easier to buy techniques than to put up the skill.

Optionally, a point may be granted at the end of each story arc (or at dramatically appropriate moments) which may be spent on attributes. Attributes can be raised in the same way as skills - 1 point per level of attribute you are raising to. This shouldn't amount to more than a few points a year for young characters, or more than a point a year for more experienced characters.

Realistic Experience

Alternatively, it may be desired to opt for a slower approach to skill improvement that is somewhat more realistic. This allows characters to pick up experience during down time within the game, rather than from actual adventures.

Background Experience

Characters in a new area may pick up language and area lore skills if they don't already have them. If they have a skill less than 2, they *may* gain 1 XP towards these skills each week they have an opportunity to learn. If they have a skill of 2-3, then they *may* gain 1 XP each month.

Each week or month of game time, roll a d20, and on a 10+ you gain 1 XP towards the skill. Once the skill reaches 4, it won't improve in this way. This does assume that you are interacting with other people (in the case of language) or exploring (for area lore). If you aren't doing this at all, then no XP will be gained. If you are doing it in a limited way, then you need a 15+. If the have the *Tourist* advantage, then you gain a bonus to this roll.

It is reasonable to combine this advancement option with heroic experience. Doing so allows characters to focus on the skills that matter to their character concept, without sacrificing knowledge skills they would realistically be picking up.

Job Based Learning

Similar to *Background Experience*, it can be assumed that you will pick up knowledge related to a job. If you are performing full-time duties which require skill use, then you may pick up experience on the job. Many skills will have multiple skills associated with them, in which case choose the most appropriate, or the lowest skill.

Skill gain is similar to *Background Experience*, so you have a chance of gaining a point each week if your skill is less than two, or each month if it is less than four.

As before, you are limited to gaining a skill of 4 (professional level) in this way, and it should take about 16 months to get to this level.

It is possible for this experience to be put into familiarity or specialisation techniques.

Dedicated Training

It is always possible to gain skill through dedicated training in that skill. This requires finding a tutor, often paying them for their time. A training session takes a week for techniques, or if your current skill is less than four. For higher skills, it takes a month.

As for other methods of learning, roll a d20 to see if you gain any experience in the trained skill. For techniques or skills less than 4, the target is 10+. For skills up to 7, the target is 15+ and if your current skill is 8 or higher, the target is 20+.

If you are being taught by a trainer who actually has the *Teach* skill, then reduce the difficulty by the level of their skill.

Target	Condition
10+	Base target number if training in a technique, or in a skill which is currently less than 4.
15+	Base target number if skill is currently in the 4-7 range.
20+	Base target number if skill is currently 8+.
-X	-1 for each point of 'Teach' skill that the teacher has.
-5	If training facilities are of high quality, with lots of resources. Military training grounds would often qualify.
+3	For each point that the trainer's skill is lower than the student's.

When teaching a technique, the trainer must already know the technique. When teaching a skill, the trainer must have a skill of at least 4, and at least half the student's current skill otherwise training is not possible.

At the end of the training period, roll a simple d20 and on success 1 XP is gained towards the skill or technique. If the roll is 10 or more over the target difficulty, gain 2 XP instead.

Equipment

If you have made it this far, then you have a character and you know what they are capable of. The next stage is to work out what they *have*, in terms of equipment.

YAGS does not worry too much about exactly how much you have at character generation. It is assumed that unless you've purchased one of the *wealth* advantages, then everyone has roughly the same amount of resources available to them.

Starting Assumptions

> *Wealth is the product of man's capacity to think.*
> *-- Ayn Rand*

How much wealth you begin the game with is a complicated question, and if you want a complicated answer it is recommended that you have a look at **YAGS High Tech**, which covers what is available in the modern period in a lot more detail. However, for a quick idea of what you have, the following guidelines should suffice.

Your starting wealth is how much you have immediately available to buy things with, and is about equivalent to a month's salary. It is assumed that basic things, such as clothes, mobile phones or a set of tools for you job are assumed to be had for free, depending on the society in which you are based.

Unless the campaign suggests otherwise, you have a regular income of a similar amount *beyond* what you need to spend on rent and basic food. If you are in a campaign where it wouldn't make sense to be receiving this income (e.g., you are independent and your adventures are your full time profession), then any money you make has to be made in game.

TL 6

It is assumed that you have about $75 of funds available to spend, and have a small flat as a home, with a few sets of clothes. Your normal mode of transport is a bike.

If you are *wealthy* then you may have a house with a servant (depending on the exact period) and a car.

TL 7

It is assumed that you have about $500 of funds available to spend, and have a small flat as a home. Your normal mode of transport is a car.

If you are *wealthy* then you may have a good car, or several, and you probably own a house.

TL 8

It is assumed that you have about $2000 of funds available to spend, and have a small flat as a home. Your normal mode of transport is a car.

Finding What You Want

> *I'm sure that in 1985, plutonium is available in every corner drugstore, but in 1955, it's a little hard to come by.*
> *-- Dr Emmett Brown, Back to the Future*

If you want to buy something, then you need to have enough money to do so. It is not always just a case of wandering into the local supermarket and picking what you want off a shelf.

Availability

The chance of an item being available to purchase locally is based on its availability rating, which is a measure of how hard an item is to find. From late TL 8 onwards, many things are available over the internet, so in a sense even an ultra-rare item is available in a small village, though it may take a few days or weeks to deliver.

Availability	Where it can be found...
0	**Free.** Such items are as common as dirt, and include anything which can be pretty much picked up off the ground, such as sticks or stones. They are generally not included on equipment lists. They may still have a price, which reflects the trouble of someone going to pick the item up and sticking it in a shop.
1	**Common.** Commonly available items such as basic food or clothing. Such items are available in even small villages at standard cost.
2	**Uncommon.** Items which are uncommon may be hard to find in small villages - generally you need to go to a town or city to find them. However, in such places they are easy to find. Handguns, mobile phones and cars are examples of uncommon items.
3	**Rare** Generally found in larger towns or cities, rare items can be tricky to find unless you are willing to make a trip. They may also require a specialist shop which isn't available everywhere.
4	**Very rare** Found only in cities.
5	**Extremely rare** Found only in a few places in the world.

You may begin the game with anything that is uncommon or better. Rarer items may require the GM's permission first.

If you are trying to find a rare item, you may make an *Intelligence x Streetwise* check.

Legality

Some items are, if not outright illegal, somewhat shady in nature. Items marked as *illegal* cannot be bought through normal channels. Contacts with the criminal underworld or hefty bribes may be required.

Some items are merely *shady*. A shady item can be used for legal purposes, though a suspicious looking person who buys such an item might get reported to local law enforcement.

Finally, *restricted* items are legal, but only permitted to certain people. Knightly weapons and armour would be one example, which aren't permitted to be owned by non-nobles.

Technology

Some items require a certain level of technology before they become available. Every item has a *tech level* (TL) which denotes when the item was first introduced.

TL	Historical period
0	Stone age
1	Bronze age
2	Iron age
3	Medieval
4	Renaissance
5	Steam
6	Mechanical
7	Nuclear
8	Information
9	Microtech

The equipment lists given here only deal with *low tech* goods, up until tech level 3.

The technology levels assume a technology advancement similar to Western Europe. Advancement trees outside of this are not currently represented.

Equipment Lists

TL 6 - 1900 - 1945

Body Shield
Bullet proof armour from the Great War
Legality: 4; **TL:** 6; **Mass:** 18kg ; **Cost:** $1,200
Load: 18; **Soak:** +12; torso
Hv BP

A heavy metal vest designed to protect from bullets. It is quite effective, though incredibly heavy so not always practical to wear. It is also limited to protecting just the torso of the wearer.

Garand M1
Semi automatic infantry rifle.
Legality: 3; **TL:** 6; **Mass:** 4.5kg ; **Cost:** $350
Load: 4; **Str:** 3; **Reach:** 2; **Atk:** +7; **Dmg:** 27
Increment: 20m; **Range bands:** 450m / 700m / 2.1km
Capacity: 8; **RoF:** 5; **Recoil:** -5
Fi SA Lo-2

The first semi-automatic rifle to see large scale distribution, it was the standard rifle of the US army from 1936 to 1957.

Lantern, Paraffin
Paraffin fuelled lantern
Legality: 4; **TL:** 5; **Mass:** 1kg ; **Cost:** $5

Many lanterns of this period burn paraffin. First produced in the late 19th century, they were in common use throughout this period. A typical lamp will consume a litre of fuel a day and illuminate out to a distance of a few metres.

M1903 Springfield
Bolt action rifle.
Legality: 3; **TL:** 6; **Mass:** 4.5kg ; **Cost:** $350
Load: 4; **Str:** 3; **Reach:** 2; **Atk:** +8; **Dmg:** 27
Increment: 25m; **Range bands:** 550m / 900m / 2.7km
Capacity: 5; **RoF:** 2; **Recoil:** -10
Fi Lo-2

First adopted by the American army in 1903, this is a magazine fed bolt-action rifle which was widely used during WW1 and WW2. Even after it fell out of use amongst regular infantry, it continued to be used as a sniper weapon until the 1960s due to its effectiveness up to almost 1km.

It uses the .30-06 Springfield cartridge, or 7.62 x 63mm metric.

S&W .357 Magnum
Revolver.
Legality: 3; **TL:** 6; **Mass:** 1.5kg ; **Cost:** $20
Load: 1; **Str:** 3; **Reach:** 0; **Atk:** +4; **Dmg:** 22
Increment: 15m; **Range bands:** 80m / 160m / 800m
Capacity: 6; **RoF:** 3; **Recoil:** -4
Fi SA Lo-3

The .357 Magnum was a more powerful revolver than the model 10.

S&W Model 10
Revolver firing a .38sp round.
Legality: 3; **TL:** 6; **Mass:** 900g ; **Cost:** $20
Load: 1; **Str:** 2; **Reach:** 0; **Atk:** +4; **Dmg:** 18
Increment: 15m; **Range bands:** 60m / 120m / 600m
Capacity: 6; **RoF:** 3; **Recoil:** -3
Fi SA Lo-3

The Smith & Wesson 'Military & Police' revolver, is a typical six-shooter using the .38 Special round. It first went into production in 1899, and has consisted of several different models. It has been described as the most successful handgun of all time, and the most popular centre fire revolver of the 20th century.

Silk bulletproof vest
Bullet proof armour from the Great War
Legality: 4; **TL:** 6; **Mass:** 1kg ; **Cost:** $800
Load: 1; **Soak:** +6; torso arms
Li BP

Consisting of up to 30 layers of silk, these vests are capable of protecting you from a bullet. Thought they won't negate all damage, they can reduce it significantly.

Thompson SMG
.45 ACP sub-machine gun.
Legality: 2; **TL:** 6; **Mass:** 4.9kg ; **Cost:** $120
Load: 5; **Str:** 3; **Reach:** 1; **Atk:** +5; **Dmg:** 20
Increment: 15m; **Range bands:** 200m / 500m / 2km
Capacity: 20; **RoF:** 20; **Recoil:** -5
Fi Au Lo-2

The American light automatic weapon that entered service in 1921 and found fame when it was commonly used by American gangsters during the 20s. It was also used by allied troops during World War II. It remained in service until the early 70s.

It can take a 20 or 30 round detachable box magazine, or a 50 or 100 round drum magazine. A drum adds +1 or +2 *Load* to the weapon, and is unreliable, jamming on a roll of 1-2.

Torch
Electric powered torch
Legality: 4; **TL:** 6; **Mass:** 200g ; **Cost:** $2

Invented in 1899, the first torch was a battery and bulb wrapped in a paper tube. Illuminates about 10m and the batteries last about 5 hours. Until the 1920s, they could only produce light for a short time before needed to be 'rested' to allow the batteries to recover.

Walter PP
Semi-automatic pistol.
Legality: 3; **TL:** 6; **Mass:** 680g ; **Cost:** $20
Load: 1; **Str:** 2; **Reach:** 0; **Atk:** +4; **Dmg:** 18
Increment: 10m; **Range bands:** 50m / 100m / 400m
Capacity: 8; **RoF:** 5; **Recoil:** -3
Fi SA Lo-1

Introduced in 1929, it was closely followed by the PPK variant in 1931. The PPK is slightly lighter and more concealable, but has its magazine capacity reduced by 1.

Winchester Model 1897
Late 19th century 12G shotgun.
Legality: 2; **TL:** 6; **Mass:** 3.6kg ; **Cost:** $550
Load: 4; **Str:** 3; **Reach:** 3; **Atk:** +15; **Dmg:** 33
Increment: 10m; **Range bands:** 10m / 25m / 50m
Capacity: 5; **RoF:** 5; **Recoil:** -5
Li Fi SA Sg Lo-4

One of the most famous shotguns, the Winchester 1897 was used in both world wars as a trench weapon. It was available as both a civilian hunting weapon and for military use, but the basic statistics remain the same regardless of looks.

If using a solid slug rather than shot, it loses its *Cone* effect, does +5 damage and triples all ranges. The increment is doubled, but halve the attack bonus. Also lose the *light* effect and becomes *heavy*.

TL 7 - 1945 - 1980

AK-47
Soviet assualt rifle.
Legality: 3; **TL:** 7; **Mass:** 4.3kg ; **Cost:** $350
Load: 4; **Str:** 3; **Reach:** 2; **Atk:** +7; **Dmg:** 28
Increment: 25m; **Range bands:** 300m / 800m / 2.4km
Capacity: 30; **RoF:** 50; **Recoil:** -5
Fi Au SA Lo-2

The AK-47 is one of the most widely used assualt rifles. It is gas-operated, uses a 7.62 x 39mm round and has a reputation of being incredibly robust. It isn't very accurate at long ranges, but is designed to be good at the short ranges that most fire fights occur at.

It is possible to attach a 75 round drum magazine instead of the 30 round box magazine. Increase load by 1.

Beretta Model 92
Semi automatic pistol.
Legality: 2; **TL:** 7; **Mass:** 0.95kg ; **Cost:** $1,300
Load: 1; **Str:** 2; **Reach:** 0; **Atk:** +5; **Dmg:** 20
Increment: 10m; **Range bands:** 50m / 100m / 400m
Capacity: 15; **RoF:** 10; **Recoil:** -2
Fi SA Lo-1

Available from 1975, the Beretta was a reliable semi-automatic pistol in common use across the world.

Colt Python
Colt .357 Magnum revolver.
Legality: 2; **TL:** 7; **Mass:** 5kg ; **Cost:** $1,300
Load: 1; **Str:** 4; **Reach:** 0; **Atk:** +5; **Dmg:** 22
Increment: 15m; **Range bands:** 75m / 150m / 750m
Capacity: 6; **RoF:** 3; **Recoil:** -4
Fi SA Lo-3

A heavy revolver.

Dragunov SVD
Semi automatic sniper rifle.
Legality: 2; **TL:** 7; **Mass:** 4.3kg ; **Cost:** $3,500
Load: 4; **Str:** 4; **Reach:** 4; **Atk:** +9; **Dmg:** 39
Increment: 40m; **Range bands:** 700m / 1.4km / 2.8km
Capacity: 10; **RoF:** 5; **Recoil:** -10
Hv Fi Lo-2

This is a Russian gas operated rifle with a 10 round magazine. The SVD was very common in Russian forces, it being used by a designated marksman per platoon, rather than being reserved for specialist sniper units. It is lighter than many other sniper rifles, making it easier to use.

It uses a 7.62x54mm round.

FN FAL 7.62
Light automatic rifle.
Legality: 2; **TL:** 7; **Mass:** 5kg ; **Cost:** $1,300
Load: 5; **Str:** 5; **Reach:** 3; **Atk:** +10; **Dmg:** 32
Increment: 40m; **Range bands:** 750m / 1.5km / 3.5km
Capacity: 20; **RoF:** 50; **Recoil:** -5
Fi Au SA Lo-2

A Belgium made light automatic rifle was first made in 1953, and has been a popular weapon since then. It is classed as a *battle rifle*, making it more suited to longer range situations than *assault rifles* such as the M16 or AK47. A larger capacity magazine of 30 rounds do exist.

K-15 Kevlar Vest
Bullet proof vest.
Legality: 3; **TL:** 7; **Mass:** 3kg ; **Cost:** $350
Load: 3; **Soak:** +7; torso
Li BP

Kevlar body armour first introduced in the late 1970s. Lighter and more effective than earlier types. Designed primarily to protect against firearms rather than melee attacks.

KBP AGS-17
Automatic grenade launcher.
Legality: 3; **TL:** 7; **Mass:** 31kg ; **Cost:** $35,000
Load: 35; **Str:** 6; **Reach:** 4; **Atk:** +5; **Dmg:** 40
Increment: 25m; **Range bands:** 50m / 500m / 2km
Capacity: 30; **RoF:** 30; **Recoil:** -10
Fi Au Lo-3 Ex-20

Russian infantry support weapon designed for use from a mount. It fires 30mm grenades on fully automatic, by default high explosive fragmentation grenades for use against soft targets. It was commonly used in Afganistan by Russian forces, often mounted on vehicles, including helicopters. Mass production began in 1971.

M-1951 Field Jacket
Bullet proof vest.
Legality: 3; **TL:** 7; **Mass:** 4kg ; **Cost:** $350
Load: 4; **Soak:** +4; torso
Li BP

Introduced in the 1950s, this example of bullet proof armour consisted of a nylon vest with fibre-reinforced plastic segments woven into it. In practice, they offered minimal protective value.

M16 A1
Fully automatic assualt rifle.
Legality: 3; **TL:** 7; **Mass:** 4kg ; **Cost:** $350
Load: 4; **Str:** 5; **Reach:** 2; **Atk:** +9; **Dmg:** 26
Increment: 30m; **Range bands:** 550m / 800m / 2.4km
Capacity: 30; **RoF:** 30; **Recoil:** -5
Fi Au SA TA Lo-2

The Colt M16 has been the standard weapon of the US military since the 1960s. Using a 5.56 x 45mm NATO round. It is more accurate than some of its contempories, however tends to be more fragile. The light round makes carrying large amounts of ammo easy, though doesn't have the stopping power of 7.62 caliber.

RPK
Soviet SAW.
Legality: 2; **TL:** 7; **Mass:** 5kg ; **Cost:** $350
Load: 5; **Str:** 6; **Reach:** 4; **Atk:** +8; **Dmg:** 29
Increment: 30m; **Range bands:** 400m / 1000m / 3km
Capacity: 100; **RoF:** 50; **Recoil:** -5
Fi Au Lo-2

Designed for the Soviet infantry as a Squad Automatic Weapon, the RPK is a light machine gun that uses the same ammunition as the AK-47, and can use the same magazines as that weapon as well. It is normally fitted with a bipod.

SPAS 12
Automatic shotgun.
Legality: 1; **TL:** 7; **Mass:** 5kg ; **Cost:** $1,300
Load: 5; **Str:** 4; **Reach:** 3; **Atk:** +12; **Dmg:** 27
Increment: 10m; **Range bands:** 10m / 40m / 80m
Capacity: 7; **RoF:** 5; **Recoil:** -5
Li Fi SA Sg Lo-6

A common semi-automatic combat shotgun used by the military and SWAT teams. It was manufactured by the Italian firearms company Franchi S.p.A.. Import of the weapon into the United States is banned.

It has the option of firing as a pump-action shotgun, which allows it to use low velocity rounds (such as tear gas cannisters and bean bag rounds). Rate of fire drops to 2 when used this way.

TL 8 - 1980 - 2020

AK-47
Soviet assualt rifle.
Legality: 3; **TL:** 7; **Mass:** 4.3kg ; **Cost:** $350
Load: 4; **Str:** 3; **Reach:** 2; **Atk:** +7; **Dmg:** 28
Increment: 25m; **Range bands:** 300m / 800m / 2.4km
Capacity: 30; **RoF:** 50; **Recoil:** -5
Fi Au SA Lo-2

The AK-47 is one of the most widely used assualt rifles. It is gas-operated, uses a 7.62 x 39mm round and has a reputation of being incredibly robust. It isn't very accurate at long ranges, but is designed to be good at the short ranges that most fire fights occur at.

It is possible to attach a 75 round drum magazine instead of the 30 round box magazine. Increase load by 1.

Beretta Model 92
Semi automatic pistol.
Legality: 2; **TL:** 7; **Mass:** 0.95kg ; **Cost:** $1,300
Load: 1; **Str:** 2; **Reach:** 0; **Atk:** +5; **Dmg:** 20
Increment: 10m; **Range bands:** 50m / 100m / 400m
Capacity: 15; **RoF:** 10; **Recoil:** -2
Fi SA Lo-1

Available from 1975, the Beretta was a reliable semi-automatic pistol in common use across the world.

Colt Python
Colt .357 Magnum revolver.
Legality: 2; **TL:** 7; **Mass:** 5kg ; **Cost:** $1,300
Load: 1; **Str:** 4; **Reach:** 0; **Atk:** +5; **Dmg:** 22
Increment: 15m; **Range bands:** 75m / 150m / 750m
Capacity: 6; **RoF:** 3; **Recoil:** -4
Fi SA Lo-3

A heavy revolver.

Dragunov SVD
Semi automatic sniper rifle.
Legality: 2; **TL:** 7; **Mass:** 4.3kg ; **Cost:** $3,500
Load: 4; **Str:** 4; **Reach:** 4; **Atk:** +9; **Dmg:** 39
Increment: 40m; **Range bands:** 700m / 1.4km / 2.8km
Capacity: 10; **RoF:** 5; **Recoil:** -10
Hv Fi Lo-2

This is a Russian gas operated rifle with a 10 round magazine. The SVD was very common in Russian forces, it being used by a designated marksman per platoon, rather than being reserved for specialist sniper units. It is lighter than many other sniper rifles, making it easier to use.

It uses a 7.62x54mm round.

FN FAL 7.62
Light automatic rifle.
Legality: 2; **TL:** 7; **Mass:** 5kg ; **Cost:** $1,300
Load: 5; **Str:** 5; **Reach:** 3; **Atk:** +10; **Dmg:** 32
Increment: 40m; **Range bands:** 750m / 1.5km / 3.5km
Capacity: 20; **RoF:** 50; **Recoil:** -5
Fi Au SA Lo-2

A Belgium made light automatic rifle was first made in 1953, and has been a popular weapon since then. It is classed as a *battle rifle*, making it more suited to longer range situations than *assault rifles* such as the M16 or AK47. A larger capacity magazine of 30 rounds do exist.

K-15 Kevlar Vest
Bullet proof vest.
Legality: 3; **TL:** 7; **Mass:** 3kg ; **Cost:** $350
Load: 3; **Soak:** +7; torso
Li BP

Kevlar body armour first introduced in the late 1970s. Lighter and more effective than earlier types. Designed primarily to protect against firearms rather than melee attacks.

KBP AGS-17
Automatic grenade launcher.
Legality: 3; **TL:** 7; **Mass:** 31kg ; **Cost:** $35,000
Load: 35; **Str:** 6; **Reach:** 4; **Atk:** +5; **Dmg:** 40
Increment: 25m; **Range bands:** 50m / 500m / 2km
Capacity: 30; **RoF:** 30; **Recoil:** -10
Fi Au Lo-3 Ex-20

Russian infantry support weapon designed for use from a mount. It fires 30mm grenades on fully automatic, by default high explosive fragmentation grenades for use against soft targets. It was commonly used in Afganistan by Russian forces, often mounted on vehicles, including helicopters. Mass production began in 1971.

M-1951 Field Jacket
Bullet proof vest.
Legality: 3; **TL:** 7; **Mass:** 4kg ; **Cost:** $350
Load: 4; **Soak:** +4; torso
Li BP

Introduced in the 1950s, this example of bullet proof armour consisted of a nylon vest with fibre-reinforced plastic segments woven into it. In practice, they offered minimal protective value.

M16 A1
Fully automatic assualt rifle.
Legality: 3; **TL:** 7; **Mass:** 4kg ; **Cost:** $350
Load: 4; **Str:** 5; **Reach:** 2; **Atk:** +9; **Dmg:** 26
Increment: 30m; **Range bands:** 550m / 800m / 2.4km
Capacity: 30; **RoF:** 30; **Recoil:** -5
Fi Au SA TA Lo-2

The Colt M16 has been the standard weapon of the US military since the 1960s. Using a 5.56 x 45mm NATO round. It is more accurate than some of its contempories, however tends to be more fragile. The light round makes carrying large amounts of ammo easy, though doesn't have the stopping power of 7.62 caliber.

RPK

Soviet SAW.
Legality: 2; **TL:** 7; **Mass:** 5kg ; **Cost:** $350
Load: 5; **Str:** 6; **Reach:** 4; **Atk:** +8; **Dmg:** 29
Increment: 30m; **Range bands:** 400m / 1000m / 3km
Capacity: 100; **RoF:** 50; **Recoil:** -5
Fi Au Lo-2

Designed for the Soviet infantry as a Squad Automatic Weapon, the RPK is a light machine gun that uses the same ammunition as the AK-47, and can use the same magazines as that weapon as well. It is normally fitted with a bipod.

SPAS 12

Automatic shotgun.
Legality: 1; **TL:** 7; **Mass:** 5kg ; **Cost:** $1,300
Load: 5; **Str:** 4; **Reach:** 3; **Atk:** +12; **Dmg:** 27
Increment: 10m; **Range bands:** 10m / 40m / 80m
Capacity: 7; **RoF:** 5; **Recoil:** -5
Li Fi SA Sg Lo-6

A common semi-automatic combat shotgun used by the military and SWAT teams. It was manufactured by the Italian firearms company Franchi S.p.A.. Import of the weapon into the United States is banned.

It has the option of firing as a pump-action shotgun, which allows it to use low velocity rounds (such as tear gas cannisters and bean bag rounds). Rate of fire drops to 2 when used this way.

Organisations

Most roleplaying games tend to be about a group of individuals who are working together for some common goal. They may be a group of people stranded in a village where strange things have started to happen, the only survivors of a plane crash in some distant wilderness, or soldiers stuck behind enemy lines during some war who are trying to get home.

Sometimes though, characters may not just be individuals, but members of a team that belongs to an organisation larger than themselves. They may be part of a police force, archaeologists on a dig or part of a special forces team running black ops missions for their government. In these latter situations, it can be useful to know something about the organisation that the characters are working for.

The simplest way to handle this is for the GM to determine the details of the organisation, often on a case-by-case basis. If you are special forces, then it is reasonable to assume that basic weapons, ammo and medical services are available to you once you get back to base. Likewise, if you are an academic on an archaeological dig, then you probably have access to basic resources from your university.

Sometimes though, it may be interesting to allow the organisation to be developed as a character, and by extension allow you as a player to have a say in what it provides.

If the GM is willing, and the players wish to, you can create an organisation that all players belong to. An organisation is for the entire group, and though the furthering of the organisation's goals may not be the focus of the campaign, they can be a long running part of the story.

Types of Organisations

The following are some possible types of organisations that you could belong to, though the possibilities aren't limited to what is given here.

Academic Institution

You all belong to, or are associated with, an academic institution such as a university. Such organisations can be well suited to horror or pulp action games. You may be archaeologists exploring long lost tombs, or students investigating the paranormal.

Academic institutions are rarely able to provide resources in the form of guns and ammo, but are generally capable of providing maps, leads and funding for expeditions, as well as having a wealth of specialists who can provide advice and services. They will often be on friendly terms with other institutions, providing a friendly base in foreign locations.

Mercenary Company

A mercenary company is any private group that fights for profit. Technically, they are illegal in the modern world, though *Private Military Companies* live in a legal grey area. They are often employed for security roles, but aren't permitted to initiate hostile action.

Such an organisation may be useful for military or semi-military campaigns, where you want a bit more flexibility than would normally be allowed if you were members of an actual military organisation. They can provide access to weapons and military equipment, and may have access to specialists who fill roles that player characters do not.

Successful mercenary groups tend to be rich, with contacts amongst those with political and legal influence, though relationships with actual military units is often quite poor.