

FuRPIG

A Fantasy Role Playing Game

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1. Introduction and Acknowledgments

These rules are a formalization and expansion of the Fantasy Role Playing system used in a campaign run for several years in Maynard, Massachusetts. **FuRPiG** is privately published and distributed by the authors. It was never our intent to develop a commercially salable game, nor is that our purpose here. Rather, we have enjoyed facets of a number of systems, and adopted the parts which suited us from many systems. In addition, we have found that the realism and playability we desired required a number of innovations of our own. Therefore, the reader will find that **FuRPiG** has elements borrowed from commercially available gaming systems. We wish to acknowledge the importance and contributions of the following games, amongst others: RuneQuest, Basic Role Playing, Worlds of Wonder, Boshido, Swordbearer, SuperWorld, Dungeons and Dragons, The Fantasy Trip, and High Fantasy. Further, we recommend that anyone intending to run a campaign based on these notes purchase and familiarize themselves with a couple of these systems.

In addition, for those intending to run ElfQuest campaigns using **FuRPiG** (as described in chapter 1), we recommend acquiring the ElfQuest role playing game from Chaosium. We understand that WaRP Graphics worked closely with Chaosium to insure that their world was well described. The world of “the Jack” described in chapter 1 was designed by Earl Wajenberg and is part of a larger universe of discourse. The discipline of patharchy described in chapter 5 is part of that universe, as well. Most of the details relating to the Jack and their adaptation into **FuRPiG** are his work.

In addition, we would like to thank Dave Scheifler, Cathy Bence, and Stan Rabinowitz, who have made available the documentation of the magic system they have developed for the campaigns Dave has run. Dave deserves especial credit, as the masterful way he runs his campaigns and the innovations he has introduced have been the source of much enjoyment as well as inspiration for this work.

Parts of the section describing weapons are based directly on the descriptions in George Cameron Stone’s “A Glossary of the Construction Decoration and Use of Arms and Armor.” Any errors in interpretation are, no doubt, the fault of the authors, and not of Mr. Stone.

1.1 What is Fantasy Role Playing?

FuRPiG is what has come to be called a Fantasy Role Playing Game, (FRPG) and it is perhaps well to explain just what that means. A quick explanation is that it is an adult version of Cowboys and Indians, which is descended from the adult version of toy soldiers. For the past few decades, a growing number of grown-ups have been playing with toy soldiers and admitting it. These enthusiasts tend to call their soldiers *miniatures* and have spent a lot of effort making their play accurate simulations of actual battles. The first adult to publicly admit to this hobby was H. G. Wells. The field has been dominated by Napoleonic, classical Greeks and Romans, and knights, although every era’s warriors are represented. Given the similarity between the worlds of fantasy literature and Classical and Medieval times, it was perhaps inevitable that magic and personal heroism would be introduced. In fact, the great-grandfather of all Fantasy Role Playing games is a set of miniatures rules for medieval knights called Chain Mail.

In FRPGs, the emphasis shifted from the strategy and tactics of whole armies to the heroism and adventures of small bands of swordsmen and sorcerers. The rule sets are all basically devoted to settling the disputes that used to start with the exchange “Bang! Bang! You’re dead!” — “Am not!” A fantasy campaign is run by a referee, often called the Game Master (GM), or something similar. The GM is responsible for constructing a fantasy world and scenario for a group of players, each controlling one or more characters. It should not be thought that the GM holds all the reins in the game. Just as many an author has noted that his characters have taken on a life of their own and escaped his control, so faced with a half a dozen to a dozen player characters, and a stable-full of his own non-player characters, (NPCs) the GM seldom has the control he’d like to. The games are open-ended, having no final goal or victory condition. There are thus no winners or losers. In this FRPGs resemble some of the computer and arcade games, such as Space Invaders, in which the computer has infinite resources, and the goal is to postpone defeat as long as

possible. FRPGs are, on the whole, more optimistic, and the odds are less overwhelming. I believe this open-endedness is the reason that both types of games are as addictive as they have proven to be. Success in an FRPG is measured by the acquisition of loot and experience, which is often measured in experience points. Experience points are arranged into levels, and as a character attains higher and higher levels, their capabilities increase. In other systems, such as **FuRPiG**, characters are improved directly, by increasing their skills or attributes, rather than through experience points and levels.

1.2 What is FuRPiG in particular?

So far, what has been said applies to all FRPG games. However, there are two major trends amongst games and players. One group emphasizes the game playing aspects of the games. In such campaigns, the acquisition of gold and experience and competition with the other players and the game master are the major rewards. In the other type the emphasis is on the role playing aspect. Here, keeping in character and the interactive story aspects of the game are dominant. The system presented here is of the latter type.

The major considerations in designing **FuRPiG** are realism and playability. To be playable, the mechanics of role playing games must be simple enough to be unobtrusive. This way, the development of the story line or adventure is not detracted from. These requirements clearly reflect the type of game that emphasizes the role playing aspects, rather than the gaming aspects of FRPG systems. If you are more of a gamester, you may prefer one of the other systems.

Two basic types of quantities—attributes and skills, define the capabilities of characters in this system. Attributes describe the basic physical and mental properties of the character. They are numbers generally in the range of 5 to 25. Skills represent special learned abilities known by the character. They are measured in percentages from 0% to 100% (100% is nearly unattainable). In addition to these, characters have hit points, psi points and nerve points.

In all of these, **FuRPiG** is much like any other FRPG system. In **FuRPiG**, however, the attributes of a character are used much less frequently during play than in most other systems. **FuRPiG** relies heavily on the skills a character possesses. In addition, the most frequently performed actions (using skills and attributes) have been made as simple as possible. The most time consuming bookkeeping is handled before or after actual play.

2. Character Attributes

Characters have ten attributes in **FuRPiG**, six physical and four psychological. They are Strength, Endurance, Speed, Agility, Size, Appearance, Intelligence, Psyche, Luck, and Nerve. For the most part, these are similar to the attributes found in other games.

Average or normal is considered to be 10. Since almost all player characters and most non-player characters are adventurers by profession, or otherwise somewhat extraordinary, the actual average one encounters while playing is somewhat higher, around 12 or so for a beginning character. Thus although the average man on the street has an average of 100 total attribute points, player characters start with about 120 total points, and can potentially grow to over 250.

2.1 Strength (STR)

Strength serves several functions. It determines how likely one is to succeed at feats of strength, contributes to one's initial skill and learn rates for a number of physical and martial skills, and determines the damage bonus for striking and thrown weapons. A player can lift an object if its **SIZ** is less than or equal to his **STR**. (One **SIZ** point is equal to 20 lb.) In order to lift more, an hysterical strength roll must be made (see the section on patharchy). A similar roll can be used to overcome a stronger foe in a contest of pure strength such as a tug-of-war or arm wrestling.

2.2 Endurance (END)

Endurance, which is similar to many games' constitution attribute, is a measure of how hardy a character is. It determines the number of points of damage a character can endure (his hit points), as well as how likely he is to be knocked down or unconscious by an individual blow.

2.3 Speed (SPD)

Speed is a measure of how fast the character is, independent of how deft or accurate he is. Many games have one dexterity attribute that combines the **FuRPiG** attributes of speed and agility. Speed is used to determine the order in which characters may act in combat. It also contributes to the initial skill level and learn rate for a number of skills.

Speed determines how far a character can move in a combat round. The basic measure of movement is a character's walking speed.

Table 2-1 chart lists the walking speeds in inches per 6-second melee round for various ranges of **SPD**, as well the rough equivalent in both kilometers and miles per hour.

SPD	Walking Speed			Run	Sprint
0 - 9	3"/r	2 mph	3.5 kph	6"/r	12"/r
10-19	6"/r	4 mph	7 kph	12"/r	24"/r
20-29	9"/r	6 mph	10.5 kph	18"/r	36"/r
30-39	12"/r	8 mph	14 kph	24"/r	48"/r
40-49	15"/r	10 mph	17.5 kph	30"/r	60"/r
50-59	18"/r	12 mph	21 kph	36"/r	72"/r
60-69	21"/r	14 mph	24.5 kph	42"/r	84"/r
70-79	24"/r	16 mph	28 kph	48"/r	96"/r
80-89	36"/r	18 mph	30.5 kph	54"/r	108"/r

Table 2-1: Movement rates based on SPD

A character can move at his walking speed and still perform an action in the same round. He can run at twice his walking speed indefinitely. In addition, characters may sprint, moving at 4 times walking speed for one round and 3 times walking speed for 2 more.

2.4 Agility (AGL)

Agility is a measure of a character's coordination or deftness. Other games sometimes combine speed and agility into a single dexterity attribute. Agility contributes to the initial skill level and learn rate of a large number of physical skills. Agility is also used fairly often as a saving throw in order to let characters perform feats like landing on their feet after a fall or catching falling objects.

2.5 Size (SIZ)

Size is more a measure of a character's mass than either his height or girth. Each point of size corresponds to 20 pounds. Players should establish with the GM what the physique of their character is at creation time. SIZ is used mostly passively to determine such things as how hard a character is to lift or carry, or how much damage he will do when he falls on something or someone.

2.6 Appearance (APP)

Appearance is just that. It is how the character appears to others. It is used to determine the initial skill and learn rate of a very limited number of skills, such as seduction. At the GM's discretion, it may affect acting or persuasion rolls.

2.7 Intelligence (INT)

Intelligence is a measure of a character's ability to reason logically. It is used to determine the initial skill level and learn rate for a large number of skills. It often happens that the question is raised as to whether a character will think of or know something that the player knows. This happens because the knowledge is fairly modern, or involves the player being able to "see behind the scenery," as it were. These issues are resolved by idea rolls, which are usually intelligence saving throws, although they may be PSY saving throws.

Note to GMs: It can be quite difficult to achieve the right balance in using saving throws based on INT or any of the three non-physical attributes. On the one hand, when players successfully make a legitimate roll, you must be sure not to withhold the information to which they are entitled. On the other, you don't want to have everybody constantly making rolls such that they are never surprised.

2.8 Psyche (PSY)

Psyche is a grab-bag attribute. It lumps together all the more mysterious powers of the mind, both normal and paranormal. Since it includes the character's psychic potential, PSY is used to determine the number of psi points available to magicians, yogis or martial artists (and practitioners of patharchy in the Jack). It is also the non-discursive, right-brained or holistic side of the character's mind, the non-verbal and non-rational aspects of "intelligence." It thus contributes to the initial skill level and learn rate of a number of magical, mystical, and artistic skills. One result of this is that musicians make good magicians, since both skills are based on the same attribute.

2.9 Luck (LUC)

Luck is just that. It is the character’s luck, independent of any other skill or attribute. It is used only for luck saving throws and to determine the initial skill and learn rate of a very limited number of skills, such as gambling.

2.10 Nerve (NRV)

Nerve measures your ability to govern your own thoughts and emotions. It is the mental equivalent of END. The GM will ask you to make NRV rolls to keep control under psychic attacks, or under mental torture, or when exposed to the incredibly beautiful, ugly, or strange. It controls the number of points of mental damage a character can sustain (their nerve points).

2.11 Attribute Rolls

A character’s attributes are the foundation on which his whole existence in **FuRPiG** is built. They are the raw material of which the character is made. They therefore do not enter into the immediate play of the game as often as the skills the character may learn. There are, however, times when a pure attribute is all that is needed to perform a task. In these cases, an attribute roll or saving throw is used to determine if the character succeeded.

Attribute rolls are made using percentile dice (also called d100). The character multiplies their attribute by a number determined by the GM, and then the player must roll that number or less in order to succeed. The range of multipliers is typically 1 to 5. For hard rolls, a multiplier of 1 is used, for moderate 3, and for easy rolls 5. In these rules, saving throws will be listed in a format such as “END×3 roll” meaning that the character’s endurance times three must be rolled. Attribute rolls can be based on both the base attributes and working attributes (see below).

2.12 Initial Attribute Points

Many games establish a character’s attributes randomly. Others allow a player to choose them. Game masters should feel free to use either method for **FuRPiG**. The recommended method is a mixture of both.

First, a player must determine the character’s base attributes. This is done by throwing four six-sided dice (called d6 in gaming terms) and using the highest three for each attribute but SIZ, which is the lowest three of four d6 (see Table 2-2).

Attribute	Dice Roll	Range	Average	
STR	High 3 of 4d6	3-18	12.4	(Can lift 250 lb.)
END	High 3 of 4d6	3-18	12.4	
SPD	High 3 of 4d6	3-18	12.4	(Walks at 4 mph.)
AGL	High 3 of 4d6	3-18	12.4	
SIZ	Low 3 of 4d6	3-18	8.6	(Weighs 170 lb.)
INT	High 3 of 4d6	3-18	12.4	
PSY	High 3 of 4d6	3-18	12.4	
LUC	High 3 of 4d6	3-18	12.4	
APP	High 3 of 4d6	3-18	12.4	
NRV	High 3 of 4d6	3-18	12.4	
Total		30-180	120.2	

Table 2-2: Initial Attributes for Human Characters

Once the player has made the appropriate rolls, he may rebalance the character to a degree. A total of five points can be reallocated from any attribute or attributes to other attributes. The results of this process are the base attributes of the character. If the character is human, they are also his working attributes.

If he is not human, his working attributes are determined by multiplying each attribute by the modifier listed for his race. See Table 2-3

	Human	Elf	Dwarf	Giant	Centaur	Halfling
STR	1	0.8	2	10	5	0.8
END	1	1.2	1.5	4	2	1.5
SPD	1	1.2	0.8	0.5	2	1.2
AGL	1	1.5	1	0.3	0.7	1.2
SIZ	1	0.8	0.8	20	10	0.4
INT	1	1	1	0.6	0.8	1
PSY	1	1.5	0.8	0.8	0.8	1
LUC	1	1.3	1	0.8	1	1
APP	1	1.5	0.8	0.7	1	1
NRV	1	1.3	1.1	0.9	1.1	1.1

Table 2-3: Racial Attribute Modifiers (Examples)

A base attribute is always in the 3 to 36 range and must start in the 3 to 18 range. A working attribute is the base attribute times the racial modifier (which is always 1 for ordinary humans). An initial attribute is a character's first working attribute.

As a character learns new skills, he will be able to increase his attributes some, however no attribute can ever be raised to more than twice its initial value.

An alternative method for generating characters would be to have the player start with the average number of attribute points (120 in the case of humans) and allocate them as he sees fit, so long as he stays within the range allowed. Alternatively, the GM could allow the player to shift more or less than the standard 5 points. Whatever method the GM chooses, it should first be uniform for all players.

2.13 An Example of Character Creation

For example Milo the Halfling was created as follows. First, the player threw 4 six-sided dice. They came up 3, 1, 4, and 4. The highest three d6 are therefore 3, 4, and 4, so Milo starts with a **base strength** of 11. The STR modifier for halflings is 0.8, so Milo's working strength is 8.8, which rounds to 9. Table 2-4 shows the results for each of Milo's attributes.

Attribute	4d6 rolled	High (low) 3 of 4d6	Base Attribute	Racial Multiplier	Working Attribute
STR	3, 1, 4, 4	3, 4, 4	11	0.8	9
END	2, 1, 6, 2	2, 6, 2	10	1.5	15
SPD	3, 1, 1, 1	3, 1, 1	5	1.2	6
AGL	5, 6, 4, 1	5, 6, 4	15	1.2	18
SIZ	2, 5, 4, 6	2, 5, 4	11	0.4	4
INT	4, 1, 3, 1	4, 1, 3	8	1	8
PSY	2, 4, 1, 1	2, 4, 1	7	1	7
LUC	6, 3, 3, 6	6, 3, 6	15	1	15
APP	5, 2, 2, 3	5, 2, 3	10	1	10
NRV	4, 5, 2, 3	4, 5, 3	12	1	12
Total			104		104

Table 2-4: Milo the Halfling - Dice rolls

Milo’s player may now redistribute a total of 5 base attribute points. Since at 80 lb., Milo is still rather large for a Halfling (average being more like 60 lb.) he chooses to subtract 4 points from base SIZ. Additionally, he feels he can afford to reduce his LUC by one. This gives him the maximum of 5 points to move. He uses these to raise his END and SPD.

Table 2-5 summarizes these modifications.

Attribute	Base Rolled	Points Subtracted	Points Added	Initial Base	Racial Multiplier	Initial Working
STR	11			11	0.8	9
END	10		+2	12	1.5	18
SPD	5		+3	8	1.2	10
AGL	15			15	1.2	18
SIZ	11	-4		7	0.4	3
INT	8			8	1	8
PSY	7			7	1	7
LUC	15	-1		14	1	14
APP	10			10	1	10
NRV	12			12	1	12
Total	104	-5	+5	104		109

Table 2-5: Milo the Halfling - Redistributed attributes

With these new working attributes, Milo will have 18 hit points and a learn rate of 4 for any skills based on END, AGL, or both such as thrown and missile weapons, pocket picking, and fishing. On the other hand his learn rate for skills based on PSY, such as many psychic and magical skills is only 2.

2.14 Increasing attributes

Attribute points can be increased over time, but never beyond twice the initial value.

Each time a character succeeds at an attribute saving throw with a multiplier of 3 or less, for instance the END×3 roll to continue fighting after one’s hit points go negative, he gets an opportunity to increase that attribute. It is handled essentially as if the character had succeeded with a skill based solely on that attribute. At the end of the session, the character throws percentile dice. If the number thrown exceeds 3 times the **base** attribute, his attribute goes up by a point. Again, this is one point of base attribute. After any session in which a character rolls a perfect 00 on a skill roll, his skill automatically goes up by his learn rate.

2.15 Other characteristics - Hit points, Psi points, and Nerve points

There are three characteristics derived from a character’s attributes. They are hit points, psi points and nerve points. They represent the resources a character has for combat and magic. Hit points are used to measure how severely a character has been injured in combat, and psi, how much energy has been expended performing magic, martial arts and patharchy. Nerve points are “mental hit points.”

2.15.1 Hit points

The number of hit points a character has when he is completely uninjured is equal to his endurance (END) plus any Bonus Hit Points he might earn. As he is injured, this number goes down. In most FRPGs a character dies when his hit points go to zero, or go below zero. This is not the case in **FuRPiG**. Instead zero hit points is the point below which a person’s body can not heal itself, the point at which he is mortally injured. To die, a character must lose more than twice as many hit points as he had to start with when he was in perfect health.

For example, a character such as Milo the Halfling with an END of 18 has 18 hit points when he is in perfect health. So long as his hit points are in the range 0 - 17, he will heal naturally, at one point per day. From -1 to -18 hit points, he is mortally injured and will deteriorate at one point per day until he is dead. If his hit points go below -18, he is dead immediately.

When a character is mortally injured (has negative hit points), there are special limitations on his behavior. First, in combat, every round in which a character takes damage leaving him with negative hit points, he must roll against his base endurance (END×3 roll) to keep from collapsing. Second, once he has collapsed or combat is over and he is no longer fighting, he must make an END×3 roll to keep from passing out. This normally is done as soon as actual combat is over, however it may be postponed by the GM if he feels that the *heat of battle* continues beyond that point. It must still be made once the intense activity has subsided. Both of these rolls become END×1 if the blow was critical. Finally, each day that his hit points are negative he must make an END×3 roll to see if he is incapacitated for that day.

Bonus Hit Points are awarded at the GM's discretion to characters that have been particularly valiant in battle. No more than one bonus HP may be awarded to a character in a single session and they should only be given to characters who continue to fight against extreme odds right up to "Death's door". A good guideline is that they should only be awarded to characters who choose to continue to fight for a significant amount of time (more than just one round) while their hit points are closer to the point of death than to zero. Additionally, Bonus hit points should not exceed the characters END, in fact in most cases they are expected to be significantly less.

Note to GMs: Characters injured "to Death's door", should almost always be given the opportunity to flee or surrender. Bonus points are thus a reward for taking voluntary risks with the character's life. Naturally, if the characters were warned in advance that the enemy give no quarter, and take no prisoners, this need not apply. But in that case bonus points should be awarded to the character who fights at death's door.

FuRPiG allows for both magical and natural healing. The skill of healing is used by physicians, and is listed in the section on skills. Healing is also a magical skill, covered with the other magical spells.

2.15.2 Psi points

The number of psi points available to a character in FuRPiG is equal to his PSY. This number determines the number of spells he can cast each day. Each spell has a cost in psi associated with it. The use of psi for magic spell casting is described in detail in the section on Magic. Psi is also used in psychic skills, in patharchy in the Jack world, and in martial arts to determine how often one can use these skills.

Psi points are regained during periods of inactivity at a rate such that they are all recovered in eight hours or whatever is the normal sleep period of the character's race.

2.15.3 Nerve points

Your maximum number of nerve points is equal to your NRV. Nerve points are abbreviated "NRV points". You take NRV damage for failing NRV rolls or for extreme experiences. You recover NRV points over a night's sleep. If you are negative on NRV points, you recover one point each night. If you are positive, you recover all the points in a single night. If you go to your negative maximum on NRV points, you crack up. Your character will not be useful unless given some form of mental healing or a very long rest.

Make NRV rolls just as you would make END rolls. If you fail a NRV roll, your choices are limited to freezing in place or going berserk with fear, rage, or ecstasy as the situation suggests. This lasts for one round (in combat) or a short period of time (out of combat). If you critically fail a NRV roll, it takes you an additional 1d10 rounds (in combat) or until the situation changes (out of combat) to recover control. If you make a critical hit on your NRV roll, this situation is never going to rattle you.

If you lose more than ten nerve points at once, or go negative, or take critical NRV damage, you must make a NRV roll. If you succeed, you keep your wits about you and proceed (outwardly) as if nothing had

happened (though of course you now have fewer nerve points). If you fail, your actions in the next round are limited to freezing in place and doing nothing or going berserk with fear, rage, or ecstasy as the situation suggests.

3. Skills

There are three kinds of actions that a character may perform. First, there are those that he can always succeed at. For instance, a player may declare that his character is going to say something. There is little doubt that he can, in fact, speak the words. Secondly, there are those actions that can be performed by any character who has enough of a certain attribute. For example, to keep from passing out from mortal wounds requires endurance. For these actions, a player must make a saving throw against the appropriate attribute. Finally, there are actions that require a certain amount of skill. Examples of this are such things as sword fighting, casting magical spells, healing one's fellows, and lock picking. These are controlled by a character's skills.

In **FuRPiG**, numbers between 0 and 100 represents skills. In practice, a 100 is rarely, if ever, attained. It represents the skill of a perfect master. There can only be one perfect master of a given skill at a time. Thus, in normal play, skills can be treated as numbers from 0 to 99. In general, these numbers represent the percentage chance of success a character has in using that skill. A character can have many skills at a time. However, due to limitations of time and resources, the more skills a character tries to study, the less thoroughly he will know each subject.

3.1 Using a Skill - Success rolls

In order to use a skill, the player must roll a number from 00 to 99 on percentile dice. Percentile dice are a pair of ten or twenty sided dice, usually of different colors. One die represents the tens digit, and the other the ones digit. There are five possible outcomes:

- Critical Miss - An extremely high roll. The exact value is based on the character's skill. Consider your skill level as XY%. A critical miss is 9X% or higher.
- Miss - A number greater than the player's skill. The user does not succeed.
- Qualified Hit - A number equal to the player's skill. Qualified hits are an opening for creativity in interpreting dice by GMs or players. Then can be treated as ordinary hits if desired.
- Hit. If the number rolled was less than the character's skill, the outcome is success.
- Critical Hit - An extremely low roll. The exact value is based on the character's skill. Consider your skill level as XY%. A critical hit is 0X% or lower.

On any individual roll, a character's chance of success may exceed 99% due to several different modifiers. These modifiers could be situational (e.g. attacking from successful ambush), racial (the character's racial modifier for strength may be >>1) or enhanced by using another skill (using a hysterical skill). In these cases, if the chance of success is >100%, a roll of 99 is still a miss but not a critical one and the chance of critical hit increases. Treat critical hit for the perfect master in a skill as if his skill level is 200%. A perfect master is someone having a skill 100% before modifiers.

3.2 Learning Skills

Learning a skill is more complicated than using it. Skills are used all through a session of play, learning of skills is done outside of actual play. How he wishes to handle this is up to the GM. It may be done before, after, or between sessions of play. The only restriction is that learning from experience (see below) is calculated only once per character between sessions. (A session is assumed to be 3-5 successive hours of play. If all-day games are played, we recommend that one or more logical break points (real world meal breaks, for instance) be used to break the day into roughly 4-hour sessions for the purpose of experience.)

There are three ways in which a character may increase his knowledge of a skill: practical experience, training and extraordinary skill rolls. The rate at which he learns by each of these is controlled by the attributes that are required for that skill.

Every skill depends on one or more attributes, which are called its requisite attributes. Requisite attributes determine the character's learn rate for the skill. The higher the requisite attributes, the greater the learn rate in that skill. Several skills and their requisite attributes are listed in the tables at the end of this rule set. The tables are not intended to be exhaustive. GMs should feel free to add their own skills and to establish a reasonable set of requisite attributes.

The learn rate for a skill is equal to the average of its requisite attributes divided by 5, rounding to the nearest whole number. For example, knife fighting depends on speed and agility. A human character with SPD 15 and AGL 12 learns to fight in steps of 3% $[(15 + 12) / (2 \times 5) = 27 / 10 = 3]$.

3.2.1 Learning by Experience

One may attempt to increase one's skill via experience after any session in which that skill was successfully used. This may only be done once per session of play, generally immediately after.

3.2.2 Study

Learning by training is done by having a character study the skill for one week. There is no maximum number of times that this can be done per session, but of course the same amount of time must pass for all characters. A skill can be increased by training so long as the current skill level is less than 10 times the current learn rate for that skill. As one's learn rate increases, the amount of training one can get in a skill increases. To increase your skill beyond the limits of training, you must learn from experience.

3.2.3 Making the Learn Roll

In both of these cases, the attempt is made the same way. Percentile dice are thrown against the character's current skill level. If the dice are higher than the current skill, the attempt was successful, and the character's skill goes up by his learn rate. As in all percentile throws in **FuRPiG**, 00 is low and 99 is high. A skill can not be raised above 99 by any of these methods. In the case of training, there are learn rate bonuses and penalties possible. They are summarized in the Table 3-1.

Cause	Amount
Taught by the perfect master (Skill = 100)	+2
Taught by a master (Skill > 90)	+1
Taught by a superior (Skill > own)	0
No teacher (from books or such)	-1

Table 3-1: Learn Rate Penalties and Bonuses for Training

Note: Learn rate and bonuses or penalties may be modified by the teacher's Teacher skill roll.

Perfect mastery, or a 100% skill can only be achieved in two ways. If there is a perfect master of the skill, a character with a 99 can become the new perfect master by besting him at it after declaring that that is his intention. If there is no perfect master, deific intervention is required. This can happen in two ways, either the character is inventing a new skill, or the perfect master has died. In either case the character must be a 99% master of the skill (or a related one if he is inventing a new skill), must invoke a deity, and must be considered worthy by that deity. (The criteria for worthiness are up to the GM).

3.2.4 Perfect Hit

The final way to learn a skill is with an extraordinary skill roll. If a character rolls a perfect 00 on a skill roll, his skill immediately goes up by his learn rate. In the unlikely event that a character rolls a perfect hit more than once in a session, the skill goes up each time.

A perfect hit does not count towards learning the roll by experience, since the character already has essentially made the learn roll and gotten the boost. However, another successful roll in that session allows a character to try to make a Learn Roll.

3.3 Innate Skills

Innate skills are skills that everybody has. Every character is assumed to have some level of skill just from the experience of living day-to-day. The initial level is based upon the attributes used to compute the learn rate in the skill. For example, using Milo the Halfling created in chapter 1, Milo's initial skill level in the Spear skill will be

$$\text{ROUND}(\text{AGL} / 5) * 3 \quad \text{ROUND} (18 / 5) * 3 \quad 2 * 3 \quad 12\%$$

Milo's initial skill level in the Ad Hoc Club skill will be

$$\text{ROUND} ((\text{STR} + \text{AGL}) / (5 * 2)) * 5 \quad \text{ROUND} ((9 + 18) / 10) * 5 \quad 3 * 5 \quad 15\%$$

After the character is created, it improves at the innate skill just like any other skill it learns. Assuming that Milo successfully uses his Spear skill during play by rolling a 12 or less, he'll be able to make a learn roll at the end of the session. If he rolls greater than a 12, he has learned how to use his spear better, and his Spear skill goes up by his learn rate [$\text{ROUND}(\text{AGL} / 5)$], from 12% to 16%

The innate skills are listed in Table 3-2.

3.4 Initial Skills

When a character is created in **FuRPiG**, he starts with some skills. Every character has minimum competence in innate skills, determined by his learn rate for those skills. In addition, a player gets 400 points that may be distributed among as many or few skills as he sees fit. No skill may be increased by more than his learn rate for that skill times 20. No more than a total of 200 points may be allocated to weapons, magical, and patharchic skills.

3.5 Acquiring a New Skill

A character can acquire new skills in two ways: with training, and on his own. Acquiring a new skill through training is done in precisely the same way that existing skills are improved through training, except that since the character's current skill is 00, his roll is guaranteed to succeed. Acquiring a new skill on one's own is similar. In a circumstance which the GM agrees is reasonable, the character attempts to use the skill, using his learn rate as his chance of success. If he succeeds, he is eligible to improve the skill by experience at the end of the session. Again, since his skill is 00, it is guaranteed that he will improve by his learn rate.

Note to GMs: It is not, in general acceptable for characters to continually attempt to use skills they don't have merely in hopes of acquiring them.

3.6 Perfect Mastery and Special Skills

A perfect master in martial Arts and certain other skills (*GM discretion*) may develop patharchic skill (out of the blue, in situations like rolling a 00) for personal use. These patharchic skills are to be used in conjunction with the "perfect" skill and can not be taught to others. In practice the perfect master doesn't know it as a separate skill, just as further development of his mastery in the "perfected" skill. For example: Hysterical Agility could be developed in conjunction with "perfect" mastery of Karate, or Truth Seeing with the "perfect" mastery of Gambling.

Skill	Attributes	Initial Skill Level
Acting	INT, PSY	3×Learn Rate
Ad Hoc Club	STR, AGL	5×Learn Rate
Ad Hoc Small Projectile	AGL	7×Learn Rate
Anesthesia	PSY	1×Learn Rate
Body Language	INT, PSY	9×Learn Rate for very familiar species
Brawling	AGL, END, STR	5×Learn Rate
Climbing	AGL, END, STR	3×Learn Rate
Cooking	INT, PSY	5×Learn Rate
Detect Danger	INT, PSY	15%
Driving	AGL, PSY, SPD	5×Learn Rate (in period)
Erotics	AGL, END, PSY	3×Learn Rate (unless asexual)
First Aid (by species)	AGL, INT, PSY	30%
Foraging	INT, PSY	5×Learn Rate (in Jack)
General Information (by region)	INT, PSY	7×Learn Rate
Haggling	INT, PSY	3×Learn Rate
Hyperesthesia	PSY	1×Learn Rate
Hysterical Hyperesthesia	PSY	1×Learn Rate
Hysterical Speed	PSY	1×Learn Rate
Hysterical Strength	PSY	1×Learn Rate
Identify Machine	INT, PSY	5×Learn Rate (in Jack)
Jack Navigating	INT, PSY	9xLearn Rage (Jack natives only)
Knives	SPD, AGL	5×Learn Rate
Language	INT, PSY	n×Learn Rate in common tongue
Literacy	INT	5×Learn Rate (in Jack)
Numeracy	INT	5×Learn Rate (in Jack)
Persuasion	INT, PSY	5×Learn Rate
Pilot or Drive	AGL, PSY, SPD	5xLearn Rate (Natives of suitable settings)
Probe I	PSY	5×Learn Rate (Deryni-only)
Recoilless Pistol (gyrojets, lasers, stunguns, blasters, etc.)	AGL	3×Learn Rate
Recoilless Rifle (gyrojets, lasers,, etc.)	AGL	5×Learn Rate
Riding	AGL, END, STR	5×Learn Rate (Natives of rural areas only)
Shields I	PSY	3×Learn Rate (Deryni-only)
Shields, Small	STR, AGL	3×Learn Rate
Spear	AGL	3×Learn Rate
Spot Hidden	INT, PSY	5×Learn Rate

Table 3-2: Innate Skills

4. Combat

Characters in combat take turns attempting to strike each other. Combat happens in 6-second rounds. Within a combat round, turns are taken in order of descending character SPD. Within SPDs, different types of weapons are handled in order, based on range. (See Table 4-1). If two or more characters have the same SPD and weapon type, they roll percentile dice, and the player who throws lowest goes first. A higher SPD character who wishes to, may postpone his turn until lower SPD characters have taken their turns. After a player has declared his action, but before any rolls are actually made, any higher SPD character that is postponing his turn may take his turn. If at any time all remaining characters choose to postpone their turn, the round ends. A character may also postpone his action until the next round. Doing so does not give the character two actions in the second round; rather it temporarily boosts the character's SPD by 50% both for determining the order of combat and for any SPD saving throws made in that round. This tactic is not cumulative. A character may not postpone for more than one round and thereby get more than a 50% boost.

Order	Description
1	Missile weapons and magic
2	Pole weapons in or against charge attacks, and thrown weapons
3	Close contact weapons

Table 4-1: Order of combat by weapon type

4.1 Combat Sequence

During a round, a character may perform one of a number of options. Some of these limit the other things he may do during that round. The number of options listed here is fairly small, and should not be taken to be exhaustive. GMs will need to establish guidelines for other actions, and use their best judgment when players suggest innovations.

Each turn, a player may choose to:

- Attack

The character may attack an enemy (or ally, if he is that sort). This option covers an attack in a round during which the attacker does not move at more than his walking speed. The process of resolving combat is described immediately after this list, but in brief, the attacker rolls against his skill with his weapon, and the defender rolls against his. A hit occurs when the attacker succeeds and the defender fails.

It is possible for a character to attack more than one foe at a time. The exact mechanics are dependent upon the type of weapon used. There are three types of multiple attacks: divide damage, divide chance, and divide either. Ranged weapons (missile weapons, magic, and energy projectors) either divide the chance of hitting or divide the damage done, depending on the weapon used. For striking weapons (e.g. swords, clubs, hand-to-hand), the player decides whether to divide the chance or the damage at his own discretion. Some weapons do not permit multiple attacks.

- Charge Attack or Run

A charge attack is one in which the attacker moves at more than his walking speed before striking his opponent. Certain weapons (specifically pole weapons) do double damage when used in or against a charge attack. Other weapons have lowered probabilities of success when used while charging. Still others, such as bows, may not be used while charging or running. A character who is within the range of an enemy's close contact weapon is considered engaged, and may not charge or run.

- **Defend**

If a character chooses this option, he reduces his opponents' attack chances by 20%. He has then used up his turn for that round. A character can defend before his turn by declaring that he is doing so during the attack against him. He may still roll defensively.

- **Change Weapons**

This option represents an orderly changing of weapons, resheathing (reholstering etc.) the original weapon. The GM may not require the use of this option if the character drops their current weapon, and the new weapon is easily available. May not be chosen if the character has already rolled defensively this round.

- **Stand Up**

May not be chosen if the character has already rolled defensively this round. If a character's hit points have gone negative, he must make a END×3 roll in order to stand.

- **Fall to the Ground**

The character may roll defensively this round, either before or after dropping to the ground. This is used primarily to avoid missile fire and thrown weapons. Shots at a character falling to the ground get both the prone and moving modifiers. If you are on the ground because you chose this option, you may use it again next round.

- **Cast a Magic Spell**

The character may not do anything else this round, even roll defensively.

Allow "primed" combat spells with specific triggers.

- **Disengage or Retreat**

The character may roll defensively this round, either before or after retreating. A retreat moves the character at his walking speed. A character that is within the reach of an enemy's close contact weapon is considered engaged. He must disengage before he can move more than his own height/length.

- **Cut and Run**

This option is similar to disengage/retreat. It may be chosen only if the character is willing to leave himself open to attacks. He may attack (someone other than his current foe), run or sprint, but may not roll defensively at all during the round, nor may he charge attack.

4.2 Attacks

The procedure for determining the success and failure of an attack are described in the following two sections. Before playing, you should be sure that you fully understand them, both because it is important that combat proceed quickly, and because the use of other skills will at times resemble combat. (For instance, in picking a lock you attack, and the lock "defends".) Combat is the most complicated procedure used during the actual playing of **FuRPiG**, and mastery of it should make play move quickly and enjoyably.

4.2.1 Multiple Attacks

As explained above, multiple attacks can be made in a round within certain constraints. It is not normally possible to attack with more than one weapon in a round. Not all weapons can be used in multiple attacks.

Ranged weapons whose effects can easily be divided such as magical or energy projections, automatic or scatter gunfire and the like, can also be used to attack multiple targets. In this case, no special skill is

needed. The damage is merely divided amongst the various targets, and a normal attack roll is made for each target.

For ranged weapons whose effects can not be divided, such as non-repeating missiles and thrown weapons, multiple attacks may be made, so long as the weapon can be fired that often. (A heavy crossbow can't be fired rapidly for instance.) Since the damage is indivisible, the chance to hit is divided. The sum of the chances for all of the attacks is equal to the character's skill with the weapon.

Striking weapons, pole weapons, and close contact weapons can be used to attack more than one foe using either of the two techniques if the targets of the attacks can all be struck from one position without moving. The attacker can move before or after the attacks, but not between the attacks, except by rotating to face a different direction. First, the player moves into a position from which all of the targets can be struck. Next he rolls his attacks dividing either the chance to hit, or the amount of damage done. The division need not be even. This same procedure may also be used for multiple defenses.

4.2.2 Mechanics of an attack

The steps in an attack are:

4.2.2.1 Attacker Throws Against Weapon Skill

The player makes a success roll against his skill with the weapon he is using. The success roll is modified by the conditions listed in Table 4-2.

Condition	Modifier
Point blank (engaged) missile fire	+40%
Surprise / from behind	+30%
Firing missile down at prone target	+20%
Size of target ≥ 15	+20%
Attacker aimed last round (didn't fire)	+20%
Missile target prone	-10%
Target in partial cover	-10%
Using Non-mass-produced ammunition (gun)	-10%
Missile target moving	-15%
Target chose "defend"	-20%
Attacker drew weapon this round	-20%
Size of target ≤ 1	-20%
Firing missile in unfamiliar gravity	-20%
Firing missile and moving in the same round	-30%
Combat is in the dark	-30%
Opponent is invisible	-40%

Table 4-2: Additions and subtractions to to-hit rolls

If a character had an aimed shot in one turn, and the target has maintained a steady course or stood still, the GM may rule that the character has an aimed shot on the next round as well.

4.2.2.2 Head Shots

Successful head shots where the target's head is size ≤ 1 are to be considered critical hits. This assumes that the target has a head to begin with.

4.2.2.3 Defender Throws Against Weapon Skill

The parry or dodge is handled similarly to attack. The character throws against his skill with the weapon or shield he is defending with, or his agility (an $AGL \times 1$ saving throw) if he is unarmed. Some weapons are inappropriate for use in defense against other weapons (a dagger against a battle ax), in which case the throw is against $\frac{1}{2}$ the character's skill.

A thrown weapon can be parried; first subtract the 20% for a target smaller than SIZ 1, and then divide by 2 for an inappropriate weapon. (The subtract is always made first). If a thrown weapon is dodged the roll is AGL/2. No additional penalty applies because of the SIZ of the projectile. Missiles can be parried or dodged as well, but with further penalties. First, only shields or the Karate or Aikido skills can be used to parry a missile. Second, for anything faster than an arrow, Karate and Aikido only allow missiles to be parried if the character is holding something which will be interposed to take the damage. (Sorry, no catching bullets.) Subtract the 20% penalty for SIZ < 1, and then divide by 2 for inappropriate parry apply to dodging missiles.

4.2.2.4 Effects of Critical and Perfect Hits

The following table shows the interactions of critical hits and misses on the part of the attacker and defender. A perfect hit is a roll of 00.

Attacker					
Defender	Critical Miss	Miss	Hit	Critical Hit	Perfect Hit
Critically Fails	Both Fumble	Defender Fumbles	Defender Hit and Stunned	Defender Hit and KO'd	Defender gets Max. Damage and KO'd
Fails	Attacker Fumbles	-	Hit	Defender Hit and Stunned	Defender Hit and KO'd
Parries	Attacker Stunned	-	-	Hit	Defender Hit and Stunned
Critically Parries	Attacker KO'd	- Stunned	-	-	Hit
Perfectly Parries	Attacker gets Max. Damage and KO'd	Attacker KO'd	Attacker Stunned	-	-

Table 4-3: Critical and Perfect Interactions

With a critical hit, a character can be knocked down or knocked out without going negative. In addition, with a perfect hit a character can be killed in one blow. When “stunned” is listed, any damage done by the blow is calculated and then the character stunned must make a **base** END saving throw. If the character has negative hit points, it is an END×1, otherwise it is an ordinary END×3 roll. If he fails, he falls and must make a second saving throw (with the same multiplier) to avoid unconsciousness.

Whenever either side fumbles, they roll percentile dice and compare the result to Table 4-4.

Die Roll	Effect
00 - 14	Drops Weapon
15 - 24	Wild shot/blow, no defense
25 - 74	Wide open, no defense
75 - 84	Wild shot/blow, no defense
85 - 99	Weapon damaged

Table 4-4: Fumbles - Effects of Critical Misses

4.2.2.5 Magical Protections Thrown Against Chance of Success

Any magical protections are thrown more or less as if they were additional defensive rolls. Critical miss of a magical protection results in it going critical. See the magic rules for effect.

4.2.2.6 Damage Bonus (per weapon)

If the attack succeeded and the defense failed, damage is thrown for the weapon used. (See weapon Table 18-1) For physical combat see also Table 18-10 for strength bonuses.

4.2.2.7 Armor Absorbs Some Damage

The protective value of the defender's armor is subtracted from the total damage. Armor generally can absorb between 1 and 5 points of damage. Damage to the armor is not calculated. It is assumed the characters keep their armor in good repair, or that the GM takes it away, or reduces its effectiveness if they do not.

However, characters may attack the shield or armor itself. The attack is made at -20%, due to the size of the target. Any damage that can't be absorbed by the armor is taken by the armor, rather than by the character. Any successful attack does a minimum of one point damage to the armor. Every point of damage removes one point of the armor's ability to absorb damage.

4.2.2.8 Remaining Damage is Subtracted From Hit Points

The character's current hit points are decremented by the damage that got through the armor, if any. Remember that in **FuRPiG** a character does not die immediately if his hit points go negative.

4.2.2.9 If Necessary an END Roll is Made Against Falling

A character is required to make an END roll against falling if one of the following conditions apply:

- The character received a critical hit.
- The character takes at least 10 points of damage (after protections).
- The character hit points are negative after any damage.

If all three condition are in effect the character is knocked unconscious (no saving throw). If any 2 of the conditions apply and END×1 roll is made. If only one of the conditions is in effect an END×3 roll is made.

Results of the END roll:

Critical Hit	The character will not fall down while combat lasts.
Critical Miss	The character is knocked unconscious.
Normal Success	The character remains standing.
Normal Failure	An AGL roll is needed to determine the outcome of the fall.

4.2.2.10 If Necessary an AGL Roll is Made For The Fall

Since the character is now falling due to failing an END roll, an AGL roll must be made. If the previous roll was an END×3 roll, the character must make an AGL×2 roll. If the previous roll was an END×1 roll, the character must make an AGL×1 roll.

Results of the AGL roll:

Critical Hit	The character ends up in the position of choice. (standing, kneeling, prone, etc.)
Critical Miss	The character takes 1d6 of damage (no benefit from armor), and prone and unable to defend.
Normal Success	The character is in a fighting crouch.
Normal Failure	The character is prone and unable to defend.

4.2.2.11 Waking Up From Unconsciousness

Waking up from unconsciousness requires a END×1 roll. A success means you wake up somewhat woozy. A critical hit you are wide-awake. This endurance roll does not count against going up in your endurance ability.

4.3 Weapon Skills

There are five major categories of weapons in **FuRPiG**:

1. Shields
2. Striking weapons - Close contact weapons
3. Striking weapons - Pole weapons
4. Ranged weapons - Throwing weapons
5. Ranged weapons - Missile weapons

In order to understand the use of weapon skills in **FuRPiG** it is necessary to understand the concept of a familiar weapon. Each of the major categories listed above is divided into a number of weapon families each of which corresponds to a weapons skill. Expertise in a skill does not apply equally to all of the weapons in the family. Rather, when a character learns a weapon skill, it must be with one of the specific weapons in a family, and the character is considered to be familiar with that weapon. Familiar weapons may be used at the full skill level. Other weapons in the family are unfamiliar and are used at half the skill.

There are two ways to handle learning the new weapon. The choice of which applies is up to the GM.

- If the weapon is closely related, once you have successfully used the weapon, it is used at your full skill level, just like the old weapon. For example, say you have a skill level of 80% in Sword and are familiar with a Falchion. If you pick up a Great Sword, you use it the first time at a skill level of 40%. Because the Great Sword is closely related to the Falchion (both are Cutting Swords), once you've succeeded in using the weapon and succeeded in a learn roll, your skill level in using the Great Sword is also 80%. Essentially, all you need to do was become familiar with the weight and balance of the new weapon. All the reflexes you learned before apply.
- If the weapons are not closely related, you start at half the skill of the old weapon, and treat the new weapon as a new skill. Continuing with the example above, if you pick up a Foil, it is a Thrusting Sword. Little or none of the skills you learned with the Falchion will apply. You start at a skill level of 40%. If you succeed in using the weapon and then succeed in a learn roll, you go up by your learn rate.

4.3.1 Shields

Shields do not inflict damage; they neutralize it. Shields have a maximum amount of damage that they can block, any done beyond that gets through to the wielder.

4.3.1.1 Light Shields, Heavy Shields - STR, AGL

Targets Large shields with an arm strap and handle (7 pt)

Bucklers Small hand-held shields (5 pt)

Newly created characters are familiar with bucklers at 3 times their learn rate.

4.3.2 Close Contact Weapons

4.3.2.1 Clubs - Bashing Weapons - AGL, STR

A club is a crushing weapon. It doesn't matter which side of a club you lead with. Clubs range in weight from 1 to 10 kg (3 to 20 lb.). (A 10 kg club is **Huge**.) There are:

Ordinary Clubs Relatively evenly balanced

Maces Somewhat top-heavy

War-sledges	Extremely top-heavy (Thor-style hammer)
“ad hoc clubs”	Sticks, chairs, crowbars, etc. You may be familiar with a particular ad hoc club (e.g. a crowbar), but not with ad hoc clubs in general. Minimum STR for ad hoc clubs is determined by the GM, on analogy to the other kinds of club.

Newly created characters are familiar with an “ad hoc club” of their choice at 5 times their learn rate.

4.3.2.2 Staves - Fighting Sticks - AGL, STR

A staff is a fighting stick. You attack with both side and ends. There are:

Quarterstaves	About two meters long
Batons	About half a meter to a meter

Knives - Small Cutting and Thrusting Weapons - AGL, SPD

A knife is a cutting or stabbing weapon. You attack with point or edge. There are:

Knives	Point and edge
Daggers	Point only

Newly created characters are familiar with knife at 5 times their learn rate.

4.3.2.3 Swords

A sword is a cutting or thrusting weapon, larger than a knife and smaller than a pole weapon. You attack with point or edge. The average sword weighs one or two kg (3 to 5 lb.). Swords are designed to be used one of three ways, cutting, thrusting or both. **FuRPiG** puts all swords into twelve species (in three genera).

4.3.2.3.1 Swords - Cutting Weapons - AGL, STR

Swords designed only to cut usually have curved blades, are rarely double-edged, but often have a false edge.

Cutting swords:

Shamshir	Curved Persian saber (scimitar). Purely for cutting.
Falchions	Broad curved blade widest near the point, in which the back joins the tip in a concave curve.
Great Swords	Two-handed, double-edged blade. Generally too long or heavy to thrust with.
Claymores	Scottish two-handed sword of the 15 th and 16 th centuries. (About the height of a man.)

4.3.2.3.2 Swords - Thrusting Weapons - AGL, STR

Swords designed solely for thrusting are always straight. In cross-section they are often triangular or diamond shaped. Some older ones had the same cross section as a lens. Grooves are used in many to reduce weight without reducing strength.

Thrusting swords:

Small Swords	Triangular blade only used for thrusting. Last form of the rapier.
Sabers	Single-edged, slightly curved blade. Intended mainly for cutting, but is also effective for thrusting.

Estocs	Long, narrow, quadrangular blade intended solely for thrusting. 13 th to 17 th centuries.
Foils	Light square blade with a button on the end. Formerly any rebated (dull, blunted) weapon.

4.3.2.3.3 Swords - Cutting and Thrusting Weapons - AGL, STR

Swords intended for both cutting and thrusting are never as effective for either as the specialized types. They are either straight and usually double-edged, or slightly curved.

Cutting and thrusting:

Short Swords	Short (1/2m) with a very wide blade.
Bastard Swords	Long, straight-bladed sword of the 15 th and 16 th century. Plain cross guard, long grip, rounded pommel. (does extra damage two-handed)
Broadswords	Straight, wide single-edged blade. Military sword of the 17 th century, and weapon of the common people.
Rapiers	Designed for thrusting, elaborate guard. Early rapiers were double edged and could be used for cutting as well as thrusting, though better adapted for thrusting. Evolved into small swords. Civil sword of the 17 th century.

4.3.2.4 Axes - Hacking Weapons - AGL, STR

An axe is a chopping weapon. You attack with the edge. There are:

Hand Axes	One-handed, weighing 1 or 2 Kg (3 - 5 lb.)
Battle Axes	Large, two-handed
War Hammers	T-shaped, with a spike at one end

4.3.2.5 Whips - Flexible Weapons - AGL, SPD

The whip is a basically unique weapon. Whips are continuously flexible.

4.3.2.6 Flails - Partially Flexible Weapons - AGL, STR

Unlike whips, flails are stiff in part. There are:

Chain Flails	e.g. the morning-star
Jointed Flails	Two unequal sized sticks joined together
Nunchaku	Light-weight equal-length jointed flails

4.3.3 Pole Weapons

Pole weapons are long weapons such as spears, pikes and halberds. All pole weapons have two advantages. First, attacks with them are resolved before other striking weapons. Second, they do additional damage when used in or against charge attacks.

4.3.3.1 Spears - Long Thrusting Weapons - AGL

A spear is a long, thrusting weapon. You attack with the point.

Lances	Long, used by horsemen, can't be thrown
Spears	The ordinary stabbing/thrusting weapon

Newly created characters are familiar with spear at 3 times their learn rate.

4.3.3.2 Pole-Arms - Long Hacking Weapons - AGL, STR

A pole-arm is a long, chopping weapon. You attack with the edge. There are:

Halberds & Pole-axes	Long ax-shaped weapon
Pikes	With sword-shaped blades
Lucerne Hammers	Cross-shaped, like war-hammers with long handles and cross-bars.

4.3.4 Throwing Weapons

4.3.4.1 Projectiles - Hand Thrown Weapons - AGL

A projectile is a weapon you launch by hand. It may crush, pierce, or chop. There are:

Small Ad Hoc	Rocks, ashtrays, etc. - one-handed
Large Ad Hoc	Boulders, chairs, etc. - two-handed
Spear	Javelins - intended for throwing
Darts/Knives	Small knives, darts etc. designed for throwing (shuriken, properly called)
Throwable Knives	Heavier balanced knives
Bowie Knives	Larger knives which fly point first
Axes	Small balanced hand axes (tomahawks)
African Throwing Knives	Large multi-bladed
Throwing Stars	Sha-ken ("shuriken")
Boomerangs	Non-returning

There is a strength bonus for thrown weapons, it is $\frac{1}{2}$ the normal strength bonus. Roll your normal strength bonus and divide the results by 2.

Newly created characters have a skill of 7 times their learn rate and are familiar with a "small ad hoc projectile" of their choice.

4.3.4.2 Slings - Throwing Devices - AGL

This category includes any device for launching a projectile. Bolas are included because the action of launching one is so similar to the action of using a sling. There are:

Slings Proper	As used by David
Bolas	Two or more weights connected by cords
Spear Throwers	Stick, strap, or both used with spears

4.3.5 Missile Weapons

4.3.5.1 Bows - Bows And Arrows - AGL

This category includes bows per se and hand catapults ("sling shots"). There are:

Light Bows	Target and light hunting
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Medium Bows	Real weapon
Long & Composite Bows	Real weapon
Compound Bows	Modern bow augmented with pulleys
Hand Catapults	“Slingshot”

4.3.5.2 Guns and Crossbows - Two Handed Missile Weapons - AGL

This category includes all two-handed missile-launchers. These weapons occur at different technical levels; not all of them exist in every campaign. There are:

Light Crossbows	Lightest crossbow that is a true weapon. (There are lighter ones used only for small game.)
Heavy Crossbows	Cocked by crank
Super-heavy Crossbow	Unusable by most normal men
High-tech Crossbow	Steel bow - special gearing
Crossbow Cannon	Siege engine - often mounted
Pellet Crossbows	Fires a ball rather than quarrels
Repeating Crossbows	Light automatic crossbows
Shotguns	Unrifled, fires multiple pellets
.22 Rifles	Rifled barrel, single pellet small caliber
3030 Rifles	Rifled barrel, single pellet medium caliber
Elephant Guns	Rifled barrel, single pellet large caliber
Magnetic Rifles	Fires ferrous bullets magnetically
Sleepdart Rifles	Fires fast acting anesthetic darts (recoilless)
Gyrojet Rifles	”Rocket guns“ (recoilless)
Gyrojet Shotguns	“Rocket guns” (recoilless)
Laser Rifles	Pulsed, not continuous (recoilless)

Newly created characters have a skill of 5 times their learn rate in gun and are familiar with recoilless guns (gyrojets, lasers, etc.).

Note: this implies that all recoilless guns are treated as the same for the purposes of determining familiarity.

Crossbows have a minimum strength. A light crossbow can be fired every other round by characters with that minimum strength, and every round by characters with more than twice the minimum strength. Heavy crossbows have a crank, and are every three rounds (two rounds to crank, one to fire) by characters with at least minimum strength. At twice minimum strength, the crank is unneeded and the weapon may be fired every other round. At three times minimum, the crossbow may be fired and cocked the same round. Firing and cocking a crossbow in the same round incurs the penalty for readying and firing the same round.

4.3.5.3 Pistols - Hand Held Guns - AGL

This category includes all one-handed missile-launchers. These weapons occur at different technical levels; not all of them exist in every campaign. There are:

Crossbow Pistols	Must be “readied” every round.
.22 Pistol	Single shot, small caliber
Cap & Ball Pistols	Single shot, paper cartridges
.38 Pistol	Single shot, medium caliber
.45 Pistol	Single shot, large caliber
.357 Pistol	Single shot, large caliber
.44 Magnum	Single shot, Hand cannon
Magnetic Pistols	Silent, works in a vacuum
Sleepdart Pistols	Fast acting anesthetic (recoilless)
Gyrojets	Hand-held rocket-launcher (recoilless)
Sonic Stun-guns	Short distance, area affect (recoilless)
Laser Pistols	Pulsed, not continuous (recoilless)
Blasters	A plasma- or ion-gun (recoilless)

Newly created characters have a skill of 3 times their learn rate in gun and are familiar with recoilless pistols (gyrojets, lasers, stun-guns, blasters, etc.).

Note: As with guns, this implies that all recoilless pistols are treated the same for purposes of familiarity.

4.4 Combat Skills

4.4.1 Brawling - AGL, END, STR

This skill lets you do your damage bonus + 1d6 HP with every blow. You must be in reach of your victim to use it. Use either multiple attack method. To defend against brawlers, you must successfully use the Brawling, Karate, or Aikido skills, or you may make an AGL×1 or SPD×1 roll. Newly created characters start with 5 times their learn rate.

4.4.2 Karate (et al) - AGL, PSY, SPD, Cost = 1/use (attack) or 1/10% (defense)

This skill is like brawling, except that the damage bonus is based on the sum of STR + AGL, instead of on STR, at the cost of one point of psi per successful attack roll. You must be within reach of your victim to use Karate. Use either multiple attack method. To defend against karate, you must successfully use the Karate, or Aikido skills, or you may make an AGL×1 or SPD×1 or Brawling roll at -10%.

There are several defensive uses of Karate. It can be used on a per attack basis, to subtract up to 20% from any attack on a character who knows Karate, at a cost of 1 psi point per 10%. Karate can be used to parry thrown weapons. Reduce the chance to parry the object by 20% for a target smaller than SIZ 1, and then divide the result by 2 for an inappropriate weapon. Finally, missiles can also be parried with Karate (or Aikido), with the same penalties as apply to thrown weapons. Missiles faster than an arrow, can only be parried if the character is holding something that will be interposed to take the damage. (Sorry, no catching bullets.)

4.4.3 Aikido (et al) - AGL, PSY, SPD, Cost = 1/use (attack) or ¹/10% (defense)

This skill may only be used against a character who is actively attacking. Aikido may be used defensively in the same manner as Karate, with the same costs, penalties, and effects. Additionally, you may attack with Aikido. A successful attack causes the opponent to be thrown 2d6 feet, and to take 1d6 plus half his own damage bonus as damage. You must be within reach of your victim to use Aikido. Use either multiple attack method. To defend against Aikido, you must successfully use the Aikido skill, or you may make an AGL×1 or SPD×1 or Karate or Brawling roll at -10%.

4.5 Master’s Privileges

When a player’s skill level reaches 90% in selected Combat skills (*GM’s discretion*), the player gains the ability to learn the Advanced Combat Skills in conjunction with this master level skill. When the player’s skill level reaches 99%, the player gets two attacks with this skill. (*GM’s discretion*) This is independent of the Two Weapon’s skill in the Advanced Combat Skill, if the player had the Two Weapons skill he/she would get a third attack and the third attack could be with a different weapon. 99% skill level gets you 2 attacks in the same weapon unless the player has a 99% in a second Combat skill; then the 2 can be combined, one attack with each skill.

Note: “Combat Skills” are skills that can be used one or more times per round. Skills that take rounds of preparation such as complex spells or weapons that take significant time to reload (e.g. heavy crossbows for most players) do not get 2 attacks in one round no matter what the player’s skill level is.

4.6 Advanced Combat Skills

The skills in this section are for player characters who are at master level in a combat skill (≥ 90% skill level). This lets them learn these master skills. It lets a master learn a skill to reduce the penalties for difficult situations or to do extraordinary attacks.

4.6.1 Fast Draw - AGL, SPD

This skill lets you draw any weapon of a certain family, and use it as if it were readied the same round. When you learn the skill, you must choose a specific family of weapons. If you wish to fast draw weapons from two families, you must take each as a separate skill.

On critical miss, throw d100. On 00-69, the weapon is thrown 1d6 meters. Use Table 4-5 to determine direction with a d8. Any throw in the range 70-99 will result in hitting oneself with the weapon. 97 and 98 are stun self, and 99 KO self.

- Perfect hit +15% to hit on attack
- Critical hit +10% to hit on attack
- Critical miss 70% throw weapon, 30% hit self
- Perfect miss Damage weapon and KO self

Roll	Direction	Roll	Direction
1	forward	5	backward
2	forward right	6	backward left
3	right	7	left
4	backward right	8	forward left

Table 4-5: Thrown weapon Direction

4.6.2 Two Weapons - AGL, SPD

This skill allows you to use two weapons simultaneously. A success using this skill allows the character to make two attacks at full damage with the full chance of success in the same round. The families of the two weapons must be chosen when the skill is taken. As with fast draw, this skill must be treated as two separate skills if it is to be used with different sets of weapons. If the two weapons chosen for this skill are the same weapon, a successful throw will allow that weapon to be used twice in a round without dividing either the chance of attack or the damage.

A weapon must be able to be used in a multiple attack normally (either by dividing the damage or the success rate) in order to be used with the two weapons skill.

A perfect miss causes the weapon to be lost. Use Table 4-5 to determine direction with a d8.

Perfect hit	-15% to the parries against the two attacks
Critical hit	-10% to the parries against the two attacks
Critical miss	No attacks - wide open
Perfect miss	Throw Weapon & No attacks - wide open

4.6.3 Hit Smaller Targets - AGL

A success using this skill adds 10% to hit targets of size ≤ 1 .

Perfect hit	extra 10% to the attack
Critical hit	extra 5% to the attack
Critical miss	Miss
Perfect miss	Critical Miss

4.6.4 Hit a Moving Missile Target - AGL

A success using this skill adds 10% to hit a moving target.

Perfect hit	extra 10% to the attack
Critical hit	extra 5% to the attack
Critical miss	Miss
Perfect miss	Critical Miss

4.6.5 Firing Missile and Moving - AGL

A success using this skill adds 10% to fire a missile and move in the same round.

Perfect hit	extra 10% to the attack
Critical hit	extra 5% to the attack
Critical miss	Miss
Perfect miss	Critical Miss

4.6.6 Attack in Different Environment - AGL, PSY

A success using this skill removes the penalty to hit targets with projectile weapons in an unfamiliar environment. If the player has been successful with this skill, then, at the end of a game session, the player becomes familiar with this environment. Examples are differing gravity, high winds, a cylinder world (which has a noticeable coriolis effect).

Perfect hit	extra 10% to the attack
Critical hit	immediately familiar with this gravity
Critical miss	Miss
Perfect miss	Critical Miss

5. Skill Lists

5.1 General Skills

As one might expect, this section is devoted to miscellaneous skills.

5.1.1 Art - AGL, INT, PSY

This skill lets you make pictures, statues, photographs. Roll once per work. -20% for an unfamiliar medium (e.g. engraving for a painter); -40% for an unfamiliar art (e.g. sculpture for a painter). Failure means an inadequate or unsalable work.

Critical success Skill increases 2%; double monetary value of work
 Critical failure Skill decreases 2%

5.1.2 Cooking - INT, PSY

This skill lets you prepare a good meal. Roll once per meal. Newly created characters start with 5 times their learn rate. +20% for easy stuff (peanut butter sandwiches, boiled eggs); -20% for trying unfamiliar cuisine. Failure means an unpleasant meal, but one that can be choked down.

Critical success Stretch food by 1 day; skill increases 2%
 Critical failure Food inedible

5.1.3 Dancing - AGL, END, PSY

This skill lets you dance competently in any given style. Roll once per dance. -20% for a new dance in a familiar style (e.g. Foxtrot when you know how to waltz); -40% for a dance in an unfamiliar style (e.g. Balinese when you know European ballroom dancing). Failure means an inadequate performance.

Critical success Skill increases 2%
 Critical failure Fall or trip partner

5.1.4 Music - AGL, PSY

This skill lets you sing or play an instrument. Roll once per performance. -20% for an unfamiliar instrument with the same fingering (e.g. cello for a violinist); -40% for a new instrument (e.g. cello for a clarinetist). Failure means an inadequate performance.

Critical success Skill increases 2%
 Critical failure Damage instrument / go hoarse

5.1.5 Crafts:

The following skills let you make serviceable objects of the appropriate sort. Roll for each object. To make particularly beautiful objects, you must also make an Art roll or be working from a good pattern made by someone else. Failure means an unusable object.

Craft	Attributes	Craft	Attributes
Armoring	AGL, INT, STR	Leather Work	AGL, INT
Bowery	AGL, INT	Pottery	AGL, INT
Cabinetry	AGL, INT	Smithing	AGL, INT, STR
Carpentry	INT, STR	Tailoring	AGL, INT
Glass-blowing	AGL, INT	Wainwright	AGL, INT, STR
Jewelry	AGL, INT		

Table 5-1: Crafts (Examples)

Critical success Skill increase 2%; double monetary value of work
 Critical failure Damage tools

5.2 Rural Skills

This section covers the skills of the great outdoors.

5.2.1 Camping - INT, PSY

This skill gives you the ability to find or make shelter, and to navigate in the wilderness. (Natives of the Jack do not have the second part of this skill.) Roll once per encampment. +20% for familiar territory; -20% for unfamiliar climate (temperate forest for a jungle hunter).

Critical success Player gets to make up campsite, with GM approval
 Critical failure Get lost

5.2.2 Climbing - AGL, END, STR

This skill lets you climb trees, walls, mountains. It also lets you use climbing equipment and shepherd the unskilled. Roll once per climb. Failure means you cannot get higher. Newly created characters start with 3 times their learn rate. +20% for easy climbs; -20% for hard ones.

Critical success Skill increases 2%
 Critical failure Fall

5.2.3 Fishing - AGL, END

This skill lets you know the places, baits, gear, etc. for fishing. Roll once per expedition. +20% for familiar territory; -20% for unfamiliar waters (tropical seas for a trout fisherman) or for unfamiliar technique (net fishing for a rod-and-reel fisherman).

Critical success Double catch; skill increases 2%
 Critical failure Fall in

5.2.4 Foraging - INT, PSY

This skill lets you locate plants and animals in the wild, especially edible or medicinal ones. Success means you found one day's rations for the party. Roll once per day. +20% for familiar territory; -20% for unfamiliar climate (temperate forest for a jungle hunter) or large party: forager ratio (more than 3 : 1). In the Jack, newly created characters start with 5 times their learn rate.

Critical success Double catch; skill increases 2%
 Critical failure Get lost

5.2.5 Hunting

Play Hunting by combining the Foraging and Tracking skills with a weapon skill or Trapping skill.

5.2.6 Jack Navigating - INT, PSY

This skill lets you find your way on the inner surface of a cylinder, with sunlamps in the way. Roll once per trip. -20% for a foreign pod; -30% for a foreign pod and no map. Jack natives start with 9 times their learn rate.

Critical success 20% to 50% off transit time
 Critical failure Get lost

5.2.7 Riding - AGL, END, STR

This skill lets you ride AND STEER a broken mount. (Almost anyone can just hang on.) It also lets you steer an animal-drawn vehicle. Roll once per ride. Failure means you lose control of the mount but do not fall off. +20% for using your family-owned beasts or for having Animal Mastery; -20% for using beasts of

a different but related species; -30% for using strange beasts. Natives of rural settings start with 5 times their learn rate.

Critical success Skill increases 2%
 Critical failure Fall off; roll AGL to avoid 1d6 HP damage

5.2.8 Swimming - END, STR

This skill lets you swim. Roll once per swim. Failure means you splash and choke noisily instead of doing what you wanted. +20% if you are just trying to float or keep head above water; -20% for adverse conditions. Characters with an adjusted Swim of zero or less must make an AGL roll to avoid 2d6 HP damage.

Critical success Skill increases 2%
 Critical failure Roll END to avoid 2d6 HP damage (negative HP = drowning)

5.2.9 Tracking - INT, PSY

This skill lets you identify and follow animal tracks in countryside or forest. Roll once per quarry. Failure means you lose the trail. +20% for good conditions (over wet sand or snow); -20% for adverse conditions (in town, over rock)

Critical success Free item of information about quarry
 Critical failure Get lost

5.2.10 Trapping - AGL, INT

This skill lets you make various kinds of traps for animals. +20% if you have Animal Mastery for that species. This skill does not apply to the burglar-alarm-style traps used against thieves; those are built with the Engineering and similar skills.

Critical success +20% to catch something; Detect Trap at -20%
 Critical failure Trap yourself

5.3 Basic Academic Skills

This section covers the skills necessary for obtaining a higher education. GM's should make sure that characters that wish to have skills from among the sciences have first developed some of these basic skills.

5.3.1 General Information (by region) - INT, PSY

This skill gives you geographical and social information about a region with which you are familiar. Newly created characters start with 7 times their learn rate. +20% if you are in a "street-wise" profession (e.g. police, peddler, beggar); -20% for partial familiarity.

Critical success Free item of information
 Critical failure Believe erroneous information

5.3.2 Literacy - INT

This skill lets you read in your native tongue. +20% for very simple messages like street signs; -20% for especially convoluted writing or obscure literary allusions. If your skill is 50% or higher, your partial success range is N% to N-10%. In the Jack, newly created characters start with 5 times their learn rate.

Critical success Skill increases 2%
 Critical failure Misunderstand

5.3.3 Numeracy - INT

This skill lets you do arithmetic and simple algebra in your head. It lets you appreciate mathematical niceties like orders of magnitude, exponential growth and decay, surface-to-volume ratios, and inverse-square laws, though it doesn't let you calculate them. +20% if the problem is really simple (simple

addition); -20% if the problem is elaborate (multiple operations or more than eight or ten numbers involved). In the Jack, newly created characters start with 5 times their learn rate.

Critical success Skill increases 2%
 Critical failure Skill decreases 2%

5.4 Academic Skills

The following and similar skills let you answer questions about the skill topic. +20% for elementary matters (e.g. Newton's 2nd law in physics); -20% for questions in different but related areas (e.g. xenology of Teldai to a student of Ragaij).

Skill	Attributes
Biology (Native)	INT
Chemistry	INT
Ecology	INT
History	INT
Mathematics	INT
Meteorology	INT, PSY
Philosophy	INT, PSY
Physical Science	INT
Planetary Science	INT, PSY
Religions (by religion)	INT, PSY
Xenology (by species)	INT

Table 5-2: Academic Skills

Critical success Free item of information, skill increases 2%
 Critical failure Believe erroneous information

5.5 Medical Skills

This section covers both medical science and folklore. In some campaigns, characters may need to specify the nature of their medical knowledge. This will primarily affect whom one may learn from, but may have other effects, depending on GM judgment.

Note: If two medically skilled characters work together as doctor and nurse, they can save each other from critical failures. The patient heals according to the “doctor’s” skill. But if either the “doctor” or the “nurse” makes a critical failure, the other can nullify it by making a (non-critical) success on their own medical skill. Otherwise, multiple healers give the patient several chances to get better, but also several chances for critical failure.

Note: Most medical skills have disadvantages associated with their use on dissimilar species. In these cases, after any session in which the skill has been used on a dissimilar species, an experience roll may be made in order to reduce the disadvantage for that species (and any species similar to it). The roll is made against the skill minus the current disadvantage. If a higher number is rolled, the disadvantage is reduced by the character’s learn rate for the skill. This roll is separate from the experience roll for the skill itself. The same disadvantage applies to all medical skills.

Note: Humans, neo-beasts, Hierowesch, Teldai, and Terran mammals are similar species for medical purposes. Naza and Ragaij have no similar species in the Jack.

5.5.1 Doctor (by species) - AGL, INT, PSY

This skill lets you diagnose, prescribe for, and treat patients of the species in question. Roll once per patient per day, and heal 1d6 for each patient you treat. -20% if the patient is a dissimilar species; -20% or

-30% under adverse or extremely adverse circumstances. This skill takes long enough that it can not be during combat.

Critical success Do 2d6 HP healing
Critical failure Do 1d6 HP damage

5.5.2 First Aid (by species) - AGL, INT, PSY

This skill lets you treat wounds, burns, poison, broken limbs, and do CPR or equivalent things. Roll once per patient per day. Under your care, a character with negative hit points will stop deteriorating and a character with zero or positive hit points will improve at 2 HP per day. -20% if the patients of a dissimilar species. -20% or -30% under adverse or extremely adverse circumstances. Everyone starts with a minimum 30% in this skill.

Critical success Do 1d6 HP healing
Critical failure Do 1d6 HP damage

5.5.3 Veterinary - AGL, INT, PSY

This skill is the same as the Doctor skill, but applied to farm animals and pets. -20% to practice on a human.

Critical success Do 2d6 HP healing
Critical failure Do 1d6 HP damage

5.5.4 Herbalist - INT

Herbalists grow and supply medicinal plants and make recommendations on herbal cures and diet. Success at this skill means you have the medicine or the advice needed for a given occasion. Herbalists do not work across species AT ALL.

Critical success Do one First Aid success.
Critical failure Do 1 HP damage with wrong medicine/advice

5.5.5 Pharmacist - INT

Pharmacists prepare and supply medicine, usually under doctors' orders. They also know First Aid. -20% to prescribe medicine without a doctor's advice. Success at this skill means you have the medicine needed for a given occasion, or can do First Aid, or can prescribe. Pharmacists do not work across species AT ALL.

Critical success Do 1d6 healing
Critical failure Do 1d6 damage with wrong medicine/advice

5.6 Human Relations Skills

This section covers the various skills of personal interaction

5.6.1 Acting - INT, PSY

This skill lets you act on stage, feign attitudes, and lie convincingly. Newly created characters start with 3 times their learn rate. "Defend" against Acting with Truth-Seeing (see patharchy table).

Critical success free successful Diplomacy roll (use ASAP)
Critical failure victim guesses the truth or is hostile

5.6.2 Courtier - INT, PSY

If you succeed at this skill, the GM tells you the probable reaction of an NPC in your "court" (any small hierarchical society) to a proposed action. Or the GM might tell you which NPC in the court would be most/least favorable to the proposed action. -20% for courts you are poorly acquainted with.

Critical success free 2nd piece of information
 Critical failure believe an erroneous piece of information

5.6.3 Persuasion - INT, PSY

Use this skill to persuade NPCs to do or believe something they would not spontaneously do or believe. Newly created characters start with 5 times their learn rate. +20% if you use it on a friend or under favorable circumstances. -20% if you use it on a foe or under unfavorable circumstances. NPCs “defend” against Persuasion with their own Persuasion.

Critical success Make permanent friend (or enemy if desired)
 Critical failure Make permanent enemy (or friend if not desired)

5.6.4 Diplomacy - INT, PSY

This skill is like Persuasion, but also gives you knowledge of ceremonial procedures, official responsibilities, and legal loopholes, useful in persuading on more formal occasions.

Critical success Make permanent friend (or enemy if desired)
 Critical failure Make permanent enemy (or friend if not desired)

5.6.5 Leadership - INT, PSY

This skill is like Persuasion, but applies to groups, not individuals.

Critical success Skill increases 2%, become incumbent leader
 Critical failure Lose the regard of your followers

5.6.6 Squad leader - INT, PSY

This skill lets you plan battle tactics for 3 to 15 men. Roll once per battle. It also lets you rally your troops if the tide turns against you, or control troops if they threaten to start pillaging, etc., against your will. Roll once per occasion.

Critical success your side is +40% to hit
 Critical failure your side is -40% to hit

Note: Diplomacy, Leadership, Persuasion, and Squad leader admit of competition between two different leaders. If both win their skill rolls, NPCs will follow their incumbent leader. If neither or both are incumbent leaders and both win their skill rolls, the NPCs divide loyalties in proportion to the two leaders’ skill levels; e.g. if the leaders have skills at 30% and 60%, the second leader wins the loyalty of twice as many NPCs. Players should use other characters’ skill rolls as guidelines for their role playing, but are not obliged to be persuaded.

5.6.7 Seduction - APP, INT, PSY

This skill entices the target into doing things for you in return for romantic/erotic favors. The favors generally both precede and follow the services rendered. In fact, the services rendered are often further romantic/erotic encounters. The target must be in the market for your (at least apparent) sex and race. The GM may impose modifiers for predisposition (three weeks at sea, habitual playboy, or hopeless romantic) or indisposition (faithful husband/wife/monk/nun, naturally chaste, too old, or too young).

Critical success Target falls in love with you
 Critical failure Target is repelled by you

5.6.8 Teacher - INT, PSY

Make a Teacher roll whenever another character takes training from you. If you succeed, all your willing students for that session make a learning roll against their current skill minus 10%. If they make the learning roll, they go up an extra 1% in the skill. Students of Master Teachers go up an extra 2%.

Perfect hit	Teacher goes up 1% in taught skill and student gets -20% on learn roll and +2% on learn rate
Critical success	Students get -20% on learn roll and +2% on learn rate
Critical miss	Students go down 1% on skill unless they make learn roll
Perfect miss	Students go down 2% on skill unless they make learn

5.7 Economic Skills

This section covers the skills of the market place.

5.7.1 Assessment - INT

This skill gives you knowledge of the current worth of any goods or services in your field of interest you encounter. Craftsmen may use their craft skill to assess items within their craft. It does not work in a foreign milieu. -20% for a known but unfamiliar milieu. If, however, you have this skill in an old milieu, you can learn it at $4 \times$ your current learn rate in the new milieu until you match your old skill level.

Critical success	Know where you can sell/buy for 50% extra/off
Critical failure	Under- or over-estimate by factor of 3

5.7.2 Bribery - INT, LUC, PSY

This skill lets you know who is bribable and for how much. If you advise on bribery, the consequences fall on the person taking your advice. If you succeed, the bribee takes your money and delivers; if you fail, the bribee may refuse your money, or may take it and not deliver.

Critical success	Free advice or service from bribee
Critical failure	Hostility from bribee

5.7.3 Haggling - INT, PSY

This skill lets you buy for less or sell for more than the GM's "official" price. Roll percentiles to see how much. If you lose, roll percentiles to see how badly you get burned. If there is no "official" price, use the average of each party's first offer. Newly created characters start with 3 times their learn rate. -20% if you are ignorant about the market in question. "Defend" against Haggling with your own Haggling. A draw means no sale. You may substitute "live" haggling if you wish, but it's faster to roll dice.

Critical success	You get your first offer
Critical failure	He gets his first offer

5.8 Thieving Skills

This section covers the various arts of subterfuge and thievery.

Note: The following skills have what is called perfect usage (a Roll of 00): Ambush, Conceal, Pick Pocket, Stealth, Disguise, Distraction (see Section 6.6.4) and Glamour (see the section on Psychic Glamour 7.4.7 and Elven Glamour 15.2.8). It takes a perfect usage of Detect Danger to detect a perfect Ambush. It takes a perfect usage of Spot Hidden to detect the perfect use of the other skills listed above.

5.8.1 Ambush - AGL, INT

This skill lets you stage an ambush, alone or with a group. Your victims will not suspect your presence until you attack. If you succeed, your victims have no defense for the first round of the attack. Defend against Ambush with the Detect Danger skill.

Critical success +30% to hit in first round of attack
 Critical failure no defense in first round of attack

5.8.2 Conceal - INT

This skill lets you hide yourself or objects you can easily carry. This cannot be done with other people - that's Ambush. You cannot move while Concealing yourself - that's Stealth. This skill gives you the usual +30% advantage of surprise attack. Defend against Conceal with the Hidden skill.

Critical success guaranteed no detection for duration of hiding
 Critical failure no defense in first round of attack

5.8.3 Detect Danger INT, PSY

This skill lets you detect an ambush or trap. Everyone starts with a minimum 15% in this skill.

Critical success danger critically fails
 Critical failure danger critically succeeds

5.8.4 Disarm Trap - AGL, INT

This skill lets you disarm traps so long as you possess the requisite tools to do so.

Critical success Destroy trap or trap trapper
 Critical failure take maximum damage

5.8.5 Locksmith - AGL, INT

This skill lets you design, manufacture, repair, and PICK locks. When picking a lock, the lock "defends" with a percentage of its own (which theoretically represents the skill of its designer). Subtract 20% for a very unfamiliar kind of lock, or for extremely adverse conditions (e.g. approaching gunfire). This skill is not applicable if the lock is of a completely different technical level from the one you are trained for; cracking tumbler-locked safes does not help you bypass voiceprint readers, or vice versa.

Critical success Skill increases 2%; no signs of tampering
 Critical failure Lock hopelessly jammed; any alarms tripped

5.8.6 Pick Pocket - AGL

This skill lets you remove and plant small objects on people without detection. -20% if you and the victim are in motion. Defend against pickpockets with the Spot Hidden skill.

Critical success Undetected pick of a 2nd pocket on the victim
 Critical failure -30% to defend against the outraged victim

5.8.7 Spot Hidden - INT, PSY

This skill lets you detect hidden or inconspicuous objects. Newly created characters start with 5 times their learn rate.

Critical success Conceal or Stealth critically fails
 Critical failure Conceal or Stealth critically succeeds

5.8.8 Stealth - AGL, INT

This skill lets you move silently and inconspicuously. This skill cannot be done with other people - that's Ambush. You cannot carry conspicuous objects while using Stealth. This skill gives you the usual 30% advantage of surprise attack. Defend against Stealth with the Spot Hidden skill.

Critical success guaranteed no detection for duration of sneaking
 Critical failure -30% to defend against any form of attack

5.8.9 Disguise - INT, PSY

This skill lets you change your appearance with costumes, wigs, make-up, and similar aids. It also lets you assume accents and mannerisms. -10% to imitate a particular person. -20% to -40% to imitate the opposite sex. -40% to imitate a particular person before those acquainted with the original. Hi-tech masks, illusion, or cosmetic mutations may give positive modifiers at GM's discretion. Use Spot Hidden to penetrate Disguise.

Critical success Fool close acquaintances prepared for disguise
 Critical failure Actively attract attention

5.8.10 Stage Magic - AGL, INT

This skill lets you make objects and people appear and vanish, or seem to. It generally requires special props and preparation to carry off, but reasonably small objects can be manipulated without preparation, and reasonably portable props can be concealed about the person. Your tricks can be penetrated by another Stage Magic roll, or by a critical Spot Hidden, critical Patharchic Notice, or non-critical Holmesian Inference

Critical success get an extra learn roll
 Critical failure Make a loud and embarrassing flub, or damage props

5.8.11 Contortionist - AGL, INT

This skill lets you slither out of ropes or handcuffs, squeeze through implausibly narrow cracks, or hide in very small nooks. 20% and up for very difficult circumstances.

Critical success get an extra learn roll
 Critical failure take 1 HP damage from twisting something

5.9 Roistering Skills

This section covers the skills of taverns and public houses.

5.9.1 Drinking - END, SIZ

Skills requiring AGL or INT are -20% (or -40% if AGL and INT or more) or more, depending upon how drunk you are. This skill lets you waive the subtractions.

Critical success Pass for sober
 Critical failure Pass out

5.9.2 Gambling - INT, LUC, PSY

This skill determines your winnings at gambling. Use once per game. If you succeed, you increase your starting reserves; if you fail, you decrease your starting reserves. Roll percentiles to see by how much.

Critical success Maximum winnings
 Critical failure Broke

5.9.3 Erotics - AGL, END, PSY

This skill determines how entertaining you are as a sexual partner. It includes all forms of erotic body contact and is not limited to the act of intercourse. Newly created characters start with $3 \times$ their learn rate in this skill, unless they are asexual (e.g. robots).

Critical success Any special acrobatics you had in mind
 Critical failure Frustration of partner

5.10 Communications Skills

This section covers the skills necessary to communicate with other creatures. The skills in the section on Human relations are similar.

5.10.1 Animal Mastery (by species) - INT, PSY

This skill lets you tame or work with or generally cope with animals of a given species. Taming and training must be done out of gaming; roll once per week per animal. In gaming, roll once for each encounter with a strange animal. +20% for animals you have tamed and trained; -20% for when the animal is distracted or stressed. If your skill is 50% or higher, your partial success range is N% to N-10%.

Critical success Make permanent friend of animal
Critical failure Make permanent enemy of animal

5.10.2 Body Language (by species) - INT, PSY

This skill lets you read the emotional and silent semantic signals of another species - e.g. facial expressions, shrugs, nods, laughter, postures. It also lets you communicate on the same levels, within the limits of your anatomy. Newly created characters start with 9 times their learn rate for very familiar species (cats and dogs for a typical human). +20% for very simple signals; -20% for very subtle ones. If your skill is 50% or higher, your partial success range is N% to N-10%.

Critical success Skill increases 2%
Critical failure Misunderstand/misunderstood

5.10.3 Language (by language) - INT, PSY

This skill lets you use a foreign language. Reading, writing, speaking, and listening are presumed to advance together, but omit reading and writing if you do not have Literacy. Roll once per conversation. +20% for very simple messages like "Yes," "Hello," "Thanks"; -20% for unclear pronunciation, convoluted style, or obscure idioms. If your skill is 50% or higher, your partial success range is N% to N-10%.

Critical success Skill increases 2%
Critical failure Misunderstand/misunderstood

Note: In some campaigns, notably those in which there is a common tongue, newly created characters start with some number times their learn rate in the common tongue.

5.10.4 Talk to Robots (by protocol) - INT, PSY

This skill enhances your ability to use any machine designed to take verbal or written orders. Use this skill to order a machine to do something not routine, or when the machine says something obscure. Machines being what they are, there is no expanded partial success range for this skill.

Critical success Skill increases 2%
Critical failure Misunderstand/misunderstood

5.11 Machine-User Skills

The skills needed to handle various high technology devices are covered in this section.

5.11.1 Communications Equipment - INT

This skill lets you use a communications network. Roll once per call. Success means you get through. Failure means nothing happens or you get a wrong number. +20% for routine calls.

Critical success Free successful Communications roll (use ASAP)
Critical failure Damage equipment

5.11.2 Identify Machine - INT, PSY

This skill lets you identify machines and hi-tech materials you have never seen before. It also gives you information on the market value of the machine or the hi-tech materials. In the Jack, newly created characters start with 5 times their learn rate.

Critical success Free item of information about the machine

Critical failure Believe mistaken identity

5.11.3 Zero-G - AGL, INT, PSY

This skill lets you move easily in weightless conditions. Roll once per jump and once per elaborate maneuver. Characters without Zero-G must make an AGL roll to do anything except hoist themselves along a rope or ladder, or clump along in magnetic boots. They must also make an END roll against space sickness once per excursion into weightlessness.

Critical success Skill increases 2%

Critical failure 1d6 HP damage

Note: All typical Ragaij in the Jack have a minimum of 60% in Zero-G and can fly routinely in weightlessness without making skill or AGL rolls.

5.11.4 Pilot or Drive - AGL, PSY, SPD

These skills let you steer a vehicle in three or two dimensions. Having anything in these skills indicates enough training to be licensed; make the skill rolls for tricky maneuvers in those exciting chase scenes. For an unfamiliar vehicle (e.g. a British or Japanese car with the steering on the right), use half your skill until you make a critical hit or successful learn roll with the new vehicle. The GM may rule a vehicle to be too unfamiliar to give you any skill at all (e.g. a space shuttle, when you're trained to fly a single-propeller airplane). Newly created characters from suitable settings start with 5 times their learn rate in Drive.

Critical success Skill increases 2%

Critical failure Damage vehicle and maybe self

5.12 Technical Skills

This section covers the skills needed to understand and repair machines.

5.12.1 Engineering - INT, PSY

This skill lets you understand and design machines. Understanding machines is often necessary to repairing them, or trying to run them without specific training. If you take the Engineering skill, indicate what field of engineering you are familiar with — civic, electrical, automotive, astronomical, naval, etc. If you must operate outside your field, the GM will impose modifiers; -20% for closely related fields, -40% or more for less related.

Critical Hit Get an extra learn roll

Critical miss 1d6 hours or days of wasted time

5.12.2 Mechanician - INT, PSY

This skill lets you build and repair machines with moving parts. If you take the Mechanician skill, indicate what field you are familiar with, as with Engineering. However, the modifiers for working in unfamiliar fields are much smaller — 5% or 10% — and may be waived with a successful Engineering roll. The GM may also assign modifiers for simple (+20% or more) or complex (-20% or more) tasks.

Critical Hit Get an extra learn roll or become familiar with new field

Critical miss Break something

5.12.3 Electrician - INT, PSY

This skill lets you build and repair machines with no moving parts. If you take the Electrician skill, indicate what field you are familiar with, as with Engineering. However, the modifiers for working in unfamiliar fields are much smaller — 5% or 10% — and may be waived with a successful Engineering roll. The GM may also assign modifiers for simple (+20% or more) or complex (–20% or more) tasks.

Critical Hit Get an extra learn roll or become familiar with new field
 Critical miss Break something

5.12.4 Programming - INT, PSY

This skill lets you build and repair machines with no parts; i.e. software. In early hi-tech settings, you must be familiar with the languages or operating systems in question to avoid modifiers of -10% to -40%. Later hi-tech settings may be more user-friendly. (Then again, they may not.) Depending on the complexity of the program (*GM's decision*), writing and debugging it may take 2d6 minutes, 2d6 hours, 2d6 days, or 2d6 weeks. Several programmers may divide the time among them, if they all make their Programming rolls, but there are then an additional 1d6 time units added to the project unless one of the programmers succeeds at a skill roll such as Squad Leader or Leadership.

Critical Hit Halve the development time
 Critical miss Crash or hang system

5.12.5 Hacking - INT, PSY

This is combat Programming. You must gain access to the target system by some other method (e.g. using thievish skills), but once you have access, you use Hacking to gain information or start jobs you have no right to. The computer defends against Hacking by rolling $\text{INT} \times 5 + 20\%$. Every time a Hacking roll gets through, the computer loses 1d2 INT points. The computer must thereafter defend with its reduced INT. If the computer's defensive roll is within $\text{INT} \times 3$, it regains 1d2 INT points. When the computer's INT reaches zero, you may have your will with it. The system stays open to you until another programmer fixes it; you do not have to hack every time you use it. Use Talk to Robots to access data or start jobs, use Programming to introduce new programs.

Two hackers may struggle for control of the system by racing to see who defeats the system first. Each hacker battles the full INT of the system; points inflicted by one do not help the other. You can use Hacking to detect and analyze a previous Hacking job on your system. A second Hacking roll then counter-hacks the previous hacker; he must hack again to get access.

Critical hit Parried only by a defensive critical hit
 Critical miss Set off security alarms
 Prerequisites Programming

Note: You cannot succeed with Hacking on an AI, that is a computer with any PSY at all.

Trying to hack an AI is a great way to offend the AI seriously.

5.12.6 Spawn - INT, PSY, cost = 3 PSI points

No organic characters can learn Spawn, only robots and computers. Spawn allows the AI to create an “agent” or “demon,” a software entity with half the character's INT and one of the character's skills. For 5 psi points, the agent may have two skills. The agent is completely obedient to its creator unless it gets Hacked. Normally, the creator can read the agent's memories and processes at will whenever the two have access to each other. The agent has a PSY of zero. Its skills must be of a technical, academic, or combative nature, not interpersonal, artistic, or arcane.

Critical hit Grant one extra skill to the agent
 Critical miss Suffer 1d6 rounds of stun, lose 3 PSI points
 Prerequisites Programming

6. Patharchy

Patharchy is the art of using the mind's more exotic powers voluntarily. It does NOT involve psionics. You pay for the use of patharchic powers in psi. Your number of energy points is equal to your PSY. You recover points by sleeping; all points come back after 8 hours. If you go to zero, any patharchic powers in use at the time cut out and you faint. You have a 50% chance of taking 1 HP damage. You can be roused as from normal sleep, but you cannot do any patharchy and will faint again if you try (with 50% chance of 1 HP damage). This represents nervous exhaustion.

School/Skill	Attributes	School Minimum	Cost
<i>Hysterics</i>	PSY		
Strength	PSY	20%	2/rd
Speed	PSY	20%	2/rd
Anesthesia	PSY	20%	7/8hrs
Agility	PSY	30%	3/try
Endurance	PSY	30%	2/try
Hyperesthesia	PSY	40%	5/10min
<i>Mnemonics</i>	INT		
Total recall	INT	30%	2/try
Photographic memory	INT	35%	1/try
Phonographic memory	INT	35%	1/10min
Kinesthetic memory	AGL, INT	40%	1/5min
Amnesia	INT	50%	5/try
<i>Perception</i>	INT		
Notice	INT, PSY	10%	1/ hr
Speed Reading	INT, PSY	20%	1/10min
Speed Calculating	INT, PSY	30%	1 on fail
Metrics	INT, PSY	40%	2/use
Mimesis	INT, AGL	40%	5/day
Truth-Seeing	INT, PSY	50%	1/5min
Remote Diagnosis	INT	50%	1/hr
Character-Reading	INT, PSY	60%	1/5min
Holmesian Inference	INT	70%	1/hr
<i>Psychosomatics</i>	PSY		
Sleep Control	PSY	20%	0
Self-healing I	INT, PSY	30%	3/day
Self-healing II	INT, PSY	40%	2/try
Hibernation	INT, PSY	50%	5/try
<i>Moods</i>	PSY		
High Presence	NRV, PSY	20%	1/hr
Suppress	NRV, PSY	30%	1/try
Express	NRV, PSY	30%	1/try
<i>Suggestion</i>	INT, PSY		
Attention	INT, PSY	10%	2/try
Hypnosis	INT, PSY	20%	2/use
Distraction	INT, PSY	30%	4/try
Confession	INT, PSY	50%	1/10min
Command	INT, PSY	70%	2/try

Table 6-1: Patharchic Skills

There are six schools of patharchy. Each school is a skill that is analogous to one of the sciences or other academic disciplines. They allow you to answer questions (+20% for easy, and -20% for hard) about the

school or any of its skills. It also allows you to learn a set of related skills. In any session in which you are entitled to make an experience roll in one or more of the related skills, you are also entitled to make one in the school. When patharchy is bought in the process of character creation, each point spent on a school allows the character to also purchase one point of a skill in that school. Thus one might spend 30 points to get a 30% in Hysterics, and 15% in both Hysterical Strength and 15% in Hysterical Speed.

In the descriptions that follow, N% is your current level in the skill under discussion.

6.1 Hysterics

Hysterical Patharchy allows the character to voluntarily enter hysterical states in which he can “over-drive” himself, and perform feats beyond his normal ability. Berserkerang is an unscientific forerunner of this school.

Several hysterical skills allow you to double effective attributes. This enhances the attribute rolls as well as the skill rolls. Using Hysterics gives you +10% on any skill roll for a skill involving the doubled attribute. You can increase this to +20% if you are willing to spend twice the cost in psi points. This lets Hysterics be of immediate use to the beginner.

The learn rate for successful use of the enhanced skill is increased by one for each affected attribute. For example say you used hysterical strength and hysterical agility and then successfully used your sword. If you made a successful learn roll on your sword skill then you go up by your learn rate+2.

For the potentially damaging hysterical skills, make a skill roll when you turn them off. If you fail, you take 1d10 HP damage. If you ran them for more than ten rounds, you take 2d10 HP damage.

6.1.1 Hysterical Strength - PSY, cost = 2/round

This skill doubles your strength for as long as you use it. Calculate damage done and skill and STR rolls accordingly. When you turn off Hysterical Strength, roll against your skill to avoid taking 1d10 Damage. Newly created characters start with a skill equal to their learn rate.

Critical hit	Take no damage and do max. damage or win roll
Critical miss	2 HP damage and lose skill or STR roll
Prerequisite	20% in Hysterics

6.1.2 Hysterical Speed - PSY, cost = 2/round

This skill doubles your speed for as long as you use it. Calculate combat moves and skill and SPD rolls accordingly. When you turn off hysterical speed, roll against your skill to avoid taking 1d10 Damage. Newly created characters start with a skill equal to their learn rate.

Critical hit	Take no damage and do best move or win roll
Critical miss	2 HP damage and fail move, skill or SPD roll
Prerequisite	20% in Hysterics

6.1.3 Hysterical Anesthesia - PSY, cost = 7/8 hours

As long as you have Hysterical Anesthesia turned on, you will not be told if you take damage or if you fail endurance rolls. But the damage and failures take effect when you turn Hysterical Anesthesia off, whereon you may faint or die. Newly created characters start with a skill equal to their learn rate.

Critical hit	Increase skill 2%
Critical miss	Decrease skill 2%
Prerequisite	20% in Hysterics

6.1.4 Hysterical Agility - PSY, cost = 3/try

This skill doubles your agility for as long as you use it. Calculate skill and AGL rolls accordingly.

Critical hit	Win skill or AGL roll
Critical miss	Lose skill or AGL roll
Prerequisite	30% in Hysterics

6.1.5 Hysterical Endurance - PSY, cost = 2/try

This skill doubles your endurance for as long as you use it. Calculate skill and END rolls accordingly. When you turn off hysterical endurance, roll against your skill to avoid taking 1d10 Damage.

Critical hit	Take no damage and win skill or END roll
Critical miss	2 HP damage and lose skill or END roll
Prerequisite	30% in Hysterics

6.1.6 Hysterical Hyperesthesia - PSY, cost = 5/10 min

This skill gives you a second chance to use Spot Hidden for detecting faint signals, e.g. in poor light or listening for faint sounds. It does not help Spot Hidden penetrate noise or confusion. You cannot use it in conjunction with any other hysterical skill except Agility. Newly created characters start with a skill equal to their learn rate.

Critical hit	Increase skill 2%
Critical miss	Decrease skill 2%
Prerequisite	40% in Hysterics

6.2 Mnemonics

Mnemonic Patharchy is the discipline of voluntary control and enhancement of one's memory. These skill allow you double the training maximum for learning skills.

6.2.1 Total Recall - INT, cost = 2/try

If you succeed in a given effort to use this skill, you will be able to remember anything that ever happened to you, provided you consciously noticed it. Use of this skill doubles your training maximum for any academic skill with requisite attribute INT.

Critical hit	Increase skill 2%
Critical miss	Decrease skill 2%
Prerequisite	30% in Mnemonics

6.2.2 Photographic Memory - INT, cost = 1/try

If you succeed in a given effort to use this skill, you can take a mental "snapshot" or very short "movie shot" of what you see. You will be able to examine this mental image for things you had no time to notice when you took it, and can use it for Truth-Seeing and other perceptual skills. If you have a mediocre artistic ability, you can draw extremely accurate pictures of what you "photographed." If you can write, you can "photocopy" text. Use of this skill doubles your training maximum for skills requiring visualization such as Drawing, Engineering Design, and Carpentry.

You can edit a photographic memory by first using a visual arts skill and then using Photographic Memory again. The visual art could be Painting, Drawing, Sculpture, or Glamour, anything that requires the disciplined formation of mental images.

Critical hit	Increase skill 2%
Critical miss	Decrease skill 2%
Prerequisite	35% in Mnemonics

6.2.3 Phonographic Memory - INT, cost = 1/10 min

If you succeed in a given effort to use this skill, you can “tape” whatever you hear until you relax and turn the skill off. You will be able to examine this mental recording for things you had no time to notice when you took it, and can use it for Truth-Seeing and other perceptual skills. If you recite a conversation you have thus “taped” to a Truth-Seer, there is a chance equal to your skill level that the Truth-Seer will be able to hear the truth or falsity of the words you repeat. If you know how to act, you may add your acting and phonographic memory together for the Truth-Seer’s chance. Use of this skill doubles your training maximum for skills requiring hearing such as Languages and Music.

Critical hit	Increase skill 2%
Critical miss	Decrease skill 2%
Prerequisite	35% in Mnemonics

6.2.4 Kinesthetic Memory - INT, AGL, cost = 1/5 min

If you succeed in a given effort to use this skill, you can record any actions you perform until you relax and turn the skill off. You can then play these actions back at will. Possession of this skill doubles your training rate for any target skill for which AGL is a requisite attribute.

Critical hit	Increase skill 2% AND increase target skill 2%
Critical miss	Decrease skill 2% AND decrease target skill 2%
Prerequisite	40% in Mnemonics

6.2.5 Amnesia - INT, cost = 5/try

If you succeed in a given effort to use this skill, you can forget any given facts you choose. You must succeed twice (or get critical success) to forget the fact that you used Amnesia to forget. Using Amnesia, you can deny knowledge to a Truth-Seer and not be detected. You can undo Amnesia using Total Recall or another relevant Mnemonic skill.

Critical hit	Free chance to forget you used Amnesia this round
Critical miss	1d4 hours wandering in a daze
Prerequisite	50% in Mnemonics

6.3 Perception

Perceptive Patharchy allows a character to focus his attention, and thus to perceive levels of detail that would normally be beyond his ability.

6.3.1 Notice - INT, PSY, cost = 1/hr

This skill gives you a second chance to use Spot Hidden for noticing (with any sense) anything of interest. Notice lets you detect signals despite noise, e.g., a face in a crowd or a voice in a babble. It does not help you detect faint signals (e.g. see in dim light).

Critical hit	Increase skill 2%
Critical miss	Decrease skill 2%
Prerequisite	10% in Perception

6.3.2 Speed Reading - INT, Cost = 1/10 min

This skill lets you read printed matter at the rate of one page every three seconds. Success at Speed Reading also entitles you to make a learning roll for Literacy.

Critical hit	No cost
Critical miss	Confusion, no more speed-reading that day
Prerequisite	20% in Perception to learn Speed Reading, or work at half your learn rate until you reach 50%. You must also have at least 30% in Literacy.

6.3.3 Speed Calculating - INT, Cost = 1 on failing PSY× roll

This skill lets you perform arithmetic operations involving up to ten numbers in a single round. You can handle more numbers in more rounds. You can do algebraic operations involving up to five terms in a single round. You can handle more terms in more rounds. Success at Speed Calculating also entitles you to make a learning roll for Numeracy.

Critical hit	Extra learn roll, or handle twice the data
Critical miss	Confusion, no more speed-calculating that day
Prerequisites	30% in Perception to learn Speed Calculating, or work at half your learn rate until you reach 50%. You must also have at least 30% in Numeracy or Mathematics.

6.3.4 Metrics - INT, PSY, Cost = 2/use

Metrics lets you make quantitative judgments of distances (2%), times (2%), speeds (10%), forces and weights (5%), temperature differences (5%), illumination (10%), and any other physical properties appropriate to your character's sensorium. (The percentages in parentheses are the error margins on your estimates.) If you combine Metrics with Photographic, Phonographic, or Kinesthetic Memory, you can use Metrics on the appropriate memories instead of present sense data.

Critical hit	Fourfold precision on your readings
Critical miss	Confusion, no more metrics that day
Prerequisites	40% in Perception

6.3.5 Mimesis - AGL, INT, Cost = 5/day

Mimesis is based on the instinctive ability to copy the actions of others. When you train, Mimesis adds 1% to your learn rate. You can train simply by watching others use the skill in question. If you try to copy them as they work, you can make a second Mimesis roll for a second 1% added to your learn rate.

Mimesis can be applied to any skill that is essentially a public performance, e.g. Mechanician, Climbing, Acting, Music, combat skills. It cannot be applied to skills worked principally inside your head (at least not without telepathy), e.g. Literacy, Tracking, academic skills, patharchy skills.

Critical hit	Extra learn roll on this skill AND on target skill
Critical miss	Miss next learn roll on this skill AND on target skill

6.3.6 Truth-Seeing - INT, PSY, cost = 1/5 min

If you succeed in a given effort to use this skill, you can determine if someone is telling the truth or lying. You also know a lot about his general mood. You must have steady eye and voice contact with your target all during questioning, and you must talk to the target for one minute before you can start Truth-Seeing. You can do little but talk to your target while Truth-Seeing.

Critical hit	Increase skill 2%
Critical miss	Believe your mistaken reading
Prerequisite	50% in Perception

6.3.7 Remote Diagnosis - INT, cost = 1/hr

If you succeed in a given effort to use this skill, you can determine the state of health of your target. You can detect pain, fatigue, infection, allergy, poisoning, tumor, malnutrition, various kinds of organic damage, hormone imbalance, and fertility. Your initial certainty of your diagnosis is N%. You gain N% certainty for every minute of uninterrupted contact with the target. (N is your current skill level.)

Critical hit	Increase skill 2%
Critical miss	Believe your mistaken reading
Prerequisite	50% in Perception

6.3.8 Character-Reading - INT, PSY, cost = 1/5 min

On first encounter with a target, it gives you an estimate of your target's INT, PSY, social standing, mood, and potential degree of sympathy with your party. Your initial certainty of your reading is N%. You gain N% certainty of your reading for every minute of uninterrupted contact with the target. (N is your current skill level.)

Critical hit	Increase skill 2%
Critical miss	Believe your mistaken reading
Prerequisite	60% in Perception

6.3.9 Holmesian Inference - INT, cost = 1/hr

If you have it, you will be alerted N% of the time when events around you are suspicious. N% of the time, you will know something non-obvious about a character you encounter. (N is your current skill level.)

Critical hit	Increase skill 2%
Critical miss	Believe your mistaken inference
Prerequisite	70% in Perception

6.4 Psychosomatics

Psychosomatic Patharchy is a discipline by which practitioners can exert voluntary control over otherwise autonomic functions of their bodies.

6.4.1 Sleep Control - PSY, cost = 0

In controlled sleep, you fall asleep voluntarily and begin straight dreaming. You regain psi at 4 times normal speed (Normal is PSY/8 points/hr.) If you finish dreaming, you go into uninterrupted dreamless sleep. You may set the conditions for your awakening: at a certain time, at a certain signal, or naturally. You can determine NOT to awaken despite stimuli that would normally rouse you.

Critical hit	Increase skill 2%
Critical miss	Suffer one night of insomnia
Prerequisite	20% in Psychosomatics

6.4.2 Self-Healing I - INT, PSY, cost = 3/day

If you succeed in a given effort to use this skill, you can stop bleeding, cure shock, and purge your digestive tract voluntarily. This means you can stop yourself from losing hit points if you have gone into negative hit points and would otherwise be dying. You cannot start to heal until you are brought up to zero hit points. If you have Self-Healing, you will recover hit points at twice your normal rate. This can be thought of as an internal first aid skill.

Critical hit	Heal at thrice normal rate
Critical miss	2 HP damage
Prerequisite	30% in Psychosomatics

6.4.3 Self-Healing II - INT, PSY, cost = 2/try

If you succeed in a given effort to use this skill, can heal 1d6 of internal damage. This can be used once per day. This can be thought of as an internal doctoring skill.

Critical hit	Heal 6 points
Critical miss	do 1d6 HP damage
Prerequisite	40% in Psychosomatics

6.4.4 Hibernation - END, PSY, cost = 5/try

If you succeed in a given effort to use this skill, you can simulate death. You will appear not to breath your metabolic rate will be very slow, 1/50th of normal sleep. HP point and PSY point recovery will be at this

same rate. You can wake up on external cues as in Sleep Control. You will be aware of how much time has passed. If you critically fail, then methods for reviving comatose people need to be used. Someone could wake you via psychic means.

Critical hit	You can set your metabolic rate.
Critical miss	Comatose
Prerequisite	50% in Psychosomatics

6.5 Moods

Patharchy can also be used to exert voluntary control over one's moods.

6.5.1 High Presence - NRV, PSY, cost = 1/hr

If you succeed in a given effort to use this skill, you can double your persuasive skills (haggling, acting, etc.) until you relax and turn High Presence off. In addition, High Presence effectively doubles your APP.

Critical hit	Triple your persuasion
Critical miss	Hopelessly unconvincing
Prerequisite	20% in Moods

6.5.2 Suppress Mood - NRV, PSY, cost = 1/try

If you succeed in a given effort to use this skill, you can induce a state of calm, extroverted attention voluntarily, thus eliminating any fear, grief, boredom, or rage you may feel. (It also works against happiness, but it isn't often used that way.) This calm will convince anyone, including Truth-Seers, because it **is** genuine. This skill gives you a second chance to make a NRV roll and prevents you from being rattled during delicate tasks, e.g. picking a lock in the middle of a gunfight.

Critical hit	Increase skill 2%
Critical miss	Suffer 1d4 hours confusion (use no patharchy)
Prerequisite	30% in Moods

6.5.3 Express Mood - NRV, PSY, cost = 1/try

If you succeed in a given effort to use this skill, you can induce any emotion you select. It will convince anyone, including Truth-Seers, because it **IS** genuine. If you try to use Express Mood immediately after using Suppress Mood, your chance of success goes up 10%.

Critical hit	Increase skill 2%
Critical miss	Suffer 1d4 hours confusion (use no patharchy)
Prerequisite	30% in Moods

6.6 Suggestion

This patharchic school is used to affect the behavior of others by means of subtle cues and a very advanced understanding of psychology.

The targets for Suggestion skills must be the same species as yourself. AIs are not subject to Suggestion. The target may save against Suggestion with a hard (×1) PSY or NRV roll.

6.6.1 Lucid Dreaming - INT, PSY, cost = 2/night

Lets you clearly remember the contents of your dreams and, optionally, control them.

Critical hit	No cost, an extra learn roll
Critical miss	Insomnia
Prerequisite	10% in Suggestion

6.6.2 Attention - INT, PSY, cost = 2/try

If you succeed in using this skill, everyone in eyeshot will turn to you, stop talking, and listen to you. It is a way of gaining the floor.

Critical hit	Triple your persuasion
Critical miss	As if you had succeeded with Distraction
Prerequisite	10% in Suggestion

6.6.3 Hypnosis - INT, PSY, Cost = 2/use

With hypnosis, you can make a subject exhibit any Hysterical skill, Total Recall, Amnesia, Sleep Control, or Self-Healing I (so long as hit points are positive). With a second Hypnosis roll, you can plant post-hypnotic suggestions affecting actions, memory, and perception. The hypnotic subject must be willing to be hypnotized. You cannot hypnotize someone into harming self or loved ones. You cannot hypnotize during combat, but you can trigger post-hypnotic suggestions. There are bonuses and penalties for this skill; see Table 6-2

Description	Bonus
Hypnotize subject you have practiced with	+20%
Hypnotize close friend	+10%
Hypnotize stranger	-10%
Hypnotize subject unawares	-20%

Table 6-2: Hypnosis - bonuses and penalties

Critical hit	No cost, free post-hypnotic suggestion
Critical miss	You will never be able to hypnotize this subject
Prerequisite	20% in Suggestion

6.6.4 Distraction - INT, PSY, cost = 4/try

If you succeed in a given effort to use this skill, everyone in eyeshot will ignore you. You cannot speak to anyone or make eye contact while using Distraction. If your physical appearance is in anyway unusual, -20% (or -40%, if bizarre). If a target is looking for you, -20% for that target. The GM may add other modifiers for good or bad working conditions.

Note: If this skill used perfectly (a roll of 00) it takes the perfect usage of the skill Spot Hidden to detect it.

Critical hit	No one will even remember they saw you
Critical miss	As if you had succeeded with Attention
Prerequisite	30% in Suggestion

6.6.5 Confession - INT, PSY, cost = 1/10 min

If you succeed in a given effort to use this skill, your target will willingly answer questions on any topic. (The target may also lie.) You must converse and have eye contact with the target for at least five minutes before using Confession. You can only use Confession on one person at a time. +20% for friends; -20% for enemies or unfavorable surroundings.

Critical hit	Target becomes permanently trusting
Critical miss	Target becomes hostile
Prerequisite	50% in Suggestion

6.6.6 Command - INT, PSY, cost = 2/try

If you succeed in a given effort to use this skill, the target will obey one command instantly, without any option to wiggle through loopholes in the wording. You must have voice and eye contact with the target. +20% if you have conversed with the target for at least an hour at some time, or if the target is friendly; -20% if the target is hostile. The target can be more than one person.

Critical hit	You can give one free order
Critical miss	Target becomes hostile
Prerequisite	70% in Suggestion

6.7 Patharchic Knacks

These skills are rare and poorly understood forms of patharchy. They can't be taught. When you make a learn rate for a knack, also make a learn rate for appropriate school.

6.7.1 Hysteric Knacks

6.7.1.1 Shatter — PSY, cost = 3/try

This knack allows you to shatter objects. Typically the person doesn't know what they did. "I just hit it and it broke!"

Critical hit	Understood how it was done and how to repeat it
Critical miss	Shatter tool used or broken bones 1d6+2 damage

6.7.1.2 Leap — PSY, cost = 2/use

This knack allows you to make extraordinary leaps, usually in times of great stress. "The car was bearing down on me and I jumped and it went under me."

Critical hit	Make a AGL×1 roll to go up 1 AGL
Critical miss	Fall with 1d6 damage

6.7.2 Mnemonic Knacks

6.7.2.1 Regress — INT, cost = 2/try

This knack shows up in times of stress. It can be a great handicap but it has several useful side effects when used constructively:

- Going back to ages 2-10, learning new languages is easier +30%.
- You can recall details of earlier times with a normal INT×3 roll.
- Healing is faster at ages below 20; +2 hp/day

Critical hit	Can control what age regressed to and return to normal age
Critical miss	Stuck at a younger age

6.7.3 Perception Knacks

6.7.3.1 Intuit — INT, PSY, cost = 1/try

This knack is a thing of the moment. You look around know what button to push, which direction to go. It isn't explainable.

Critical hit	Make INT×1 roll to go up 1 point in INT
Critical miss	Make INT×1 roll not to go down 1 point in INT

6.7.4 Psychosomatic Knacks

6.7.4.1 Cat Nap — PSY, cost = none

This knack involves taking short naps of 20 minutes each where each success gets you the equivalent of 1 hour of sleep. If you took 3 cat naps during the day you would need only a 5 hours of rest that night.

- Critical hit Get 2 hours sleep in 1 nap
- Critical miss Fall into deep sleep 8hrs if not disturbed

6.7.5 Moods Knacks

6.7.5.1 Manic — NRV, PSY, cost = 1/use

The knack has you go through manic depressive cycles. There are times of great depression where you can't focus; your endurance is lowered by ½. There also are times of tremendous energy to get things done. You need no sleep, your endurance is doubled. The cycles are unpredictable. (*GM's discretion*)

- Critical hit Can control / repress the negative side of it
- Critical miss Make a NRV×1 to avoid suicide attempt

6.7.6 Suggestion Knacks

6.7.6.1 Healing Presence — PSY, cost = none

With this knack, just five minutes in your presence will cause the injured to heal at twice the normal rate that day. Longer exposure will cause the effect to last longer. See Table 6-3.

- Critical hit Cause person(s) near you to heal ×3 normal rate
- Critical miss Cause person(s) near you to heal ×1/3 normal rate

Time of Exposure	Duration of Effect
5 minutes	1 day
10 minutes	2 days
20 minutes	3 days
40 minutes	4 days
1 hour	5 days
1.5 hours	6 days
≥2 hours	1 week

Table 6-3: Effects of Healing Presence

6.7.6.2 Story Tell — PSY, cost = 2/try

This knack captivates your audience; they can lose all sense of time.

- Critical hit Gain loyal followers or believe the story is true
- Critical miss Get attacked

7. Psionics in the Jack World

In the future science of the universe of the Jack campaign, modern physics (quantum mechanics and relativity) was succeeded by combinatorial physics, which was in turn succeeded by psionics. In psionic theory, information and matter are unified in the same manner as matter and energy are unified in contemporary physics. One of the many things explained by this new theory is the persistent reports of psychic abilities amongst sentient beings. Also explained is the unreliable nature of these abilities. It turns out that the overwhelming amount of information that impinges on minds psionically actually inhibits the development of psionic abilities.

Psionic “powers” come in three major types in this world. First, there are the abilities of psionic machines. Secondly there are the abilities of sentient creatures enhanced with psionic machines. Finally there are purely natural psionic gifts or knacks. Artificial psionics (both purely mechanical and enhancements) is more systematic, reliable, and complete than natural psionics. Purely mechanical psionics can involve such things as time travel and faster-than-light travel which are beyond the capacities of living psionics. Such things will be treated as just another form of high level technology, indistinguishable from magic. This chapter will deal with naturally occurring knacks and gifts, and with powers acquired through the use of psionic machines.

7.1 General Skills

7.1.1 Vibes - PSY, Cost = 0

Vibes is a low-level psychic sensitivity. It lets you distinguish psilence and open psi. It lets you detect psychic actions, but not analyze them. On critical hits, you may analyze current actions, or detect past ones, or identify people as psychic. Vibes is a universal skill for psychics; you get it free at PSY×3.

Critical hit	Extra information
Critical miss	Completely mis-read the vibes
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	1% in any psychic ability

7.1.2 Ampsi - PSY, Cost = 1/try

This skill lets you use an ampsi (psychic amplifier). The ampsi can be anywhere within your TK range (same as sprint distance, using PSY for SPD), but there is a -10% modifier if the ampsi is not on your person. Using an ampsi lets you add +10% to your chance for making any other psychic skill roll. If you are familiar with the particular ampsi, you can add +20%. You become familiar with an ampsi by making a critical hit or a learning roll in a psychic skill while using the ampsi. More than one person can be familiar with the same ampsi; a person may be familiar with more than one ampsi

Perfect hit	No cost & +20% on the target skill
Critical hit	+10% on the target skill
Critical miss	Lose 3 psi points
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	1% in any psychic ability

7.2 Telepathic Skills

7.2.1 Telepathy - INT, PSY, Cost = 3/use

Telepathy has the concept of depth, and the depth of the contact is based on proficiency (See Table 7-2). Contact is always two-way; if you can read his mind, he can read yours, and just as deeply. See Table 7-1 for modifiers. To make telepathic contact, you must be within sense-shot of the target, or have a tracer on

it, or have contacted that target before. Clairvoyance counts as sense-shot. If any of these conditions apply, roll against Telepathy to make contact. Anyone in telepathic contact can hold the contact, provided they are telepathic. You do not have to roll to hold contact. But, if the previous holder had the contact at a deeper level than you can reach, the contact reduces to your best level. To read to a given depth requires a minimum competence in Telepathy. An ampsi can increase your chances of success, but not the depth of reading.

At skill level of 40% you can place telepathic tracers. A tracer is a residual telepathic contact. If you can put a tracer on your target, you have +20% on your chances of resuming contact. You must be in some form of telepathic contact to set a tracer. Use the same modifiers as for Telepathy. You can have double, triple, etc., tracers on the target; each extra tracer adds 10% to your contact chances. Psilence does not break a tracer, but you cannot make contact while you or your target are in psilence. If you have a tracer put on you, you need to be at the 60% level to detect it or break it.

- Perfect hit Go two levels deeper
- Critical hit Go one level deeper than your skill normally allows
- Critical miss Lose 3 psi points + roll PSY against stun
- Perfect miss Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.

Description	Bonus
Using a tracer	+20%
Using a familiar ampsi	+20%
Conscious cooperation of a telepath	+10%
Previous contactee in sense-shot	+10%
Using an unfamiliar ampsi	+10%
Each level between target level and your deepest possible	+5%
Conscious cooperation of a non-telepath	+5%
Partial cover of sense-shot	-5%
Each tracer active when starting new contact	-10%
Trying Verbal or Sensory-Motor telepathy across species	-10%
Previous contactee w/o sense-shot or tracer (first contact without sense-shot is impossible)	-20%
Maintain contact or trace through teleport/hyperdrive	-20%
Trying Verbal or Sensory-Motor telepathy across biospheres	-20%

Table 7-1: Telepathy Modifiers

Level of Experience	Level of Communication	Range	Defense
10%	Presence	1 meter/PSY point	psilencer
	Gives you the “we are not alone” feeling, and the rough location of any minds within range. Does not require sense-shot and can be used as a sense for deeper contact (made with a second roll).		
20%	Awareness	1 meter/PSY point	psilencer
	Tells you the state of consciousness of all minds in range: conscious, trance, dreaming, unconscious. Gives you the “I’m being watched” feeling, if you are being watched by a mind within range. If you roll 10% lower than your skill, you also know who they are, if you have ever contacted them before. Does not require sense-shot and can be used as a sense for deeper contact (made another roll).		
30%	Empathy	unlimited	roll PSY×1 or Suppress
	Lets you read the emotions of the target (and vice versa).		
40%	Verbal Thought	unlimited	roll PSY×1 or language
	Lets you read the verbalized thoughts of the target. If the target is thinking non-verbally or in a language you don’t know, you are out of luck. You can verbalize lies, but the underlying empathic contact will always give you away.		
50%	Sensory Images	unlimited	Trance or unconscious
	Lets you share sensory and motor experience with the target. This includes actively remembered or imagined sensory images. This may be confusing with other species. You can use this to guide the actions of a willing partner, but you cannot force an unwilling partner.		
60%	Conceptual Telepathy	unlimited	Trance or unconscious
	Lets you share ideas with the target. Language is no longer a barrier.		
70%	Conscious Memory	unlimited	Amnesia
	Lets you read the target’s conscious memories (and vice versa).		
80%	Unconscious Memory	unlimited	Amnesia
	Lets you read the target’s unconscious memories (and vice versa). The patharchic skill of Total Recall must be used in combination with Telepathy at this level (so as to read your own unconscious).		
90%	Id	unlimited	psilencer
	Lets you read the target’s unconscious emotions (and vice versa). The patharchic skill of Total Recall must be used in combination with Telepathy at this level.		

Table 7-2: Levels of Telepathy

7.2.2 Energy Transfer - INT, PSY, cost = 2/try + 1pt per PSY point transferred

Allows psionic energy to be transferred to a person. This corresponds to the Deryni skill of Transfer Energy/Strength except that it only allows the player to give energy to others. The two player must be in physical contact for the transfer to take place. This skill could also be used in conjunction with Bind and Trigger to make objects to give energy to others.

- Perfect hit No initial cost + 1/2pt per PSY point transferred
- Critical hit No initial cost
- Critical miss Lose 3 PSY points + roll PSY×2 against Stun
- Perfect miss Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
- Prerequisite 60% in Telepathy

7.2.3 Skill Swap - INT, PSY, Cost = 3/use

Skill Swap lets you use skills learned by your contactee, while contact endures. Thus you could fence like a master fencer if you were in contact with one and used Skill Swap. Since telepathy is always reciprocal, you can also use it to endow skills on the target.

Perfect hit	No cost + Critical Hit
Critical hit	Go up one learn rate in the borrowed skill
Critical miss	Go down one learn rate in the borrowed skill
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	80% in Telepathy

7.2.4 Power Burn - PSY, Cost = 1 to 3 /try

Power Burn (“Burn” for short) is combat telepathy. The rules for contact are the same as for normal telepathy, but you must also be within TK-range of the target. For every psi point you spend, the target loses 1d6 psi points. After any attack that leaves the target negative on psi points, the target must roll PSY×1 to avoid passing out. The target may parry with its own Burn skill, or with Telepathic Shield. A Shield stays up without further effort until broken down; you can break down a Shield with a roll of Burn-40%.

To prevent the target from recharging from Binding batteries or Energy Transfer, you can isolate the target by rolling Burn-20%. The target may break out by rolling Burn or by rolling Shield-40%; breaking out counts as the target’s attack for that round. A critical success at break out means the target is immune from isolation for the duration of combat. A critical failure at break out means the target has no chance of breaking out. Psilence stops combat but does not break isolation. Combatants left in isolation when combat ends cannot recharge except by sleeping, whereupon the isolation ends. Or someone with the Burn skill can break another’s isolation by establishing telepathic contact and rolling Burn-20%.

Critical hit	Add 1d6 to damage roll
Critical miss	Damage and isolate self
Prerequisite	99% Telepathy and 90% some TK skill

7.3 Clairvoyant Skills

7.3.1 Second Sight (“ordinary” clairvoyance) - INT, PSY, Cost = 3/use + 1/round

Clairvoyance lets you move your viewpoint out of your body and steer it around. The method of steering depends on the level of Second Sight. Second Sight includes hearing, but no other senses. You can see through opaque objects and in the dark. Clairvoyance at seek level is affected by the modifiers from Table 7-3. As in telepathy, you must have a certain minimum competence in Second Sight to pull certain tricks. An ampsi can increase your chance of success, but cannot increase your virtuosity.

Psilence limits clairvoyance — you cannot move your viewpoint into psilence, though you can station it outside the psilence and look in. You cannot see through darkness or opacity that is psilent.

Perfect hit	Automatic Tracer + No Cost
Critical hit	No Cost
Critical miss	Lose 3 psi points + roll PSY×3 against Stun (disoriented)
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	None

Description	Bonus
Target is very similar to other items	-10%
Never saw target	-10%
Seek general category of target	+10%
Previously touched target	+10%
Previously owned target	+10%
Previously used psi on target	+10%
Have token from target	+20%

Table 7-3: Modifiers of Clairvoyance at Seek Level

Experience	Name	Description
10%	Scan	Your viewpoint leaves your body, steered at will. You can “fly” at sprint speed, substituting PSY for SPD. You can also “flit” from place to place, so long as the destination is (1) within (second) sight, and (2) within 100 meters (200 m if you make a PSY roll, 1 km for critical PSY). You must always have a visual landmark to flit to. You can flit three times in a round.
20%	Trace	You can set a clairvoyance tracer on an object and then, at a later time, transfer your viewpoint directly to it. You will then know its surroundings, but get no information about distance or direction. You can’t move your viewpoint from the tracer. You can follow a telepathic tracer to a person. Psilence does not break a tracer, but you cannot use Second Sight while you or the target are in psilence. You cannot use Trace-level Second Sight to detect tracers, but if you learn that a tracer is on you, you can use Trace-level Second Sight to break it.
50%	Seek	You become aware of the direction and distance to the target. You can send your viewpoint out along that vector, as with Scan.
60%	Jump	You can move your viewpoint to the other end of a tracer, then start scanning from there.
70%	Detect Clairvoyance	You can detect the location of other clairvoyant viewpoints within “eyeshot.”
80%	Detect Tracer	You can detect tracers set on yourself or on other targets.
90%	Detect Psi	You can detect psychic activities and their residues. After some experience, you can recognize the distinguishing qualities of the race and individual involved and the talent used.

Table 7-4: Levels of Second Sight

7.3.2 Clairtelligence - INT, PSY, Cost = 3/use

This skill lets you add taste, touch, and smell to the sight and hearing of Second Sight.

Note: Non-humans with sensitive noses, like neo-dogs, may have smell as part of normal Second Sight.

- Perfect hit No cost + Critical Hit
- Critical hit Add TK for a free session of Lunar Projection, if you have TK
- Critical miss Lose any clair. Contacts + suffer 1 round confusion
- Perfect miss Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
- Prerequisite Second Sight

7.3.3 Retrocognition - INT, PSY, Cost = 3/use + 1/round

This skill lets you send your Second Sight backward in time. You must be a Master to see back more than three times your own age. You can't move your viewpoint once it is established. If you have no specific time interval in mind, your viewpoint is usually drawn to recent dramatic events.

Perfect hit	No cost + Can resume contact from different viewpoint once
Critical hit	No Cost
Critical miss	Lose any clair. Contacts + suffer 1 round confusion
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	30% in Second Sight

7.3.4 Microclair - INT, PSY, Cost = 3/use + 1/round

This skill lets you use clairvoyance as microscopic vision. The target must be in normal eyeshot. You can see anything large enough to see under a light microscope.

Perfect hit	No cost + Can Zoom further in once
Critical hit	No Cost
Critical miss	Lose any clair. contacts + suffer 1 round confusion
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	Second Sight

7.3.5 Macroclair - INT, PSY, Cost = 3/use + 1/round

Lets you use clairvoyance as large-scale vision — as if there were many meters or kilometers between your eyes. Consequently, it looks as if the world shrinks. You can then flit about this shrunken world as easily as you did with Second Sight. You can use Macroclair and Second Sight together to throw your viewpoint to other planets. Other stars are out — unless you somehow know a psychic version of hyperdrive.

Perfect hit	No cost + Can zoom further out once
Critical hit	No Cost
Critical miss	Lose any clair. contacts + suffer 1 round confusion
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	Second Sight

7.3.6 Clairometry - INT, PSY, Cost = 3/use + 1/round

Lets you use clairvoyance to detect stimuli outside the normal human range — infrared, ultraviolet, electromagnetic fields, details too fine for Microclair, subjunctive mood, legal loopholes... You should pick one set of stimuli in which you are clairvoyant; you can't have them all under one skill.

Critical hit	No Cost
Critical miss	Lose any clair. contacts + suffer 1 round confusion
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	40% in Second Sight

7.3.7 Cyberclair - INT, PSY, Cost = 3/use + 1/round

Clairometry on computers. Lets you read the memories and processors of computers. You must know enough about the target so that you could, at leisure, get the information from a dump, hence very alien computers are unreadable. This is not computer telepathy, so it works on sentient and non-sentient machines alike. But a sentient machine with Vibes or other psychic skill will probably detect you and take measures against you.

Critical hit	No Cost
Critical miss	Lose any clair. contacts, + suffer 1 round confusion
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	40% in Second Sight, Programming

7.3.8 Analyze Psi - INT, PSY, Cost = 3/use + 1/rd

This skill lets you analyze psychic phenomena. It lets you know what skills/spells were used and how they were put together. Gathering information about a phenomenon requires spending psi points, but analyzing the information does not.

- Perfect hit No Cost
- Critical hit No initial cost
- Critical miss Lose 3 points and get confused about the subject
- Perfect miss Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
- Prerequisite 90% in Second Sight or Detect Psi

7.4 Telekinetic Skills

All TK skills have a limited range. Use Table 7-5.

PSY	Range
0 to 9	12 meters (6 inches)
10 to 19	24 meters (12 inches)
20 to 29	36 meters (18 inches)
30 to 39	48 meters (24 inches)
40 to 49	60 meters (30 inches)
50 to 59	72 meters (36 inches)
60 to 69	84 meters (42 inches)

Table 7-5: Telekinetic ranges

7.4.1 Levitation - AGL, PSY, Cost = 3/use + 1/round

Levitation is moving objects around at will. The target must be in sense-shot for you to steer it. Otherwise, it will settle slowly to the ground. You can levitate as much mass as you could lift with a STR equal to your PSY. If you try to levitate many things, or move them subtly, you must make AGL rolls, just as if you were moving them with your hands.

- Perfect hit No cost + Can do second action
- Critical hit No cost
- Critical miss Lose 3 psi points + roll PSY×3 against Stun
- Perfect miss Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
- Prerequisite None

7.4.2 Dicing - AGL, PSY, Cost = 3/use

Dicing is affecting the outcome of chance events such as dice rolls. The outcome must be in sense-shot for you to affect it. Especially detailed outcomes require Dicing -10% or Dicing -20%. Dicing is the reverse of brute force and cannot exert any noticeable strength.

- Perfect hit No cost + Can make second action
- Critical hit No cost + get perfect outcome
- Critical miss Lose 3 psi points + get the reverse of desired outcome
- Perfect miss Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
- Prerequisite None

7.4.3 Firekey (Maxwelling or Thermal TK) - AGL, PSY, Cost = 1/5000 cal

Firekey is heating or cooling the target. 1 point is enough to freeze 250 cc (8 oz) water at room temperature; 3 points is enough to boil the same, or do 1d6 damage, or kindle flammables; 4 points is enough to change the temperature of 100 cubic meters of air (120 kg, a large room) by one degree Centigrade.

Perfect hit	No cost or triple the effect
Critical hit	Double the effect, or half the cost, your choice
Critical miss	The effect occurs at a random location in your range
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	50% Dicing

7.4.4 Temper - AGL, PSY, Cost = 1/30 kg

Temper lets you change the viscosity or rigidity of objects. The classic example is softening metal so you can bend a spoon. You can also use it to strengthen metal, to soften or strengthen stone, to create jellied water, etc. The effect only lasts as long as you spend PSI points to maintain it, unless you use Bind, Trigger or Pattern. You cannot go so far as changing state; that is, you cannot create solid water or liquid stone.

Perfect hit	No cost and double the effect
Critical hit	No cost or double the effect, your choice
Critical miss	Lose 3 psi points and get the opposite reaction
Perfect miss	Critical miss + stunned for 1d6 rounds
Prerequisite	60% Dicing, some Levitation

7.4.5 Windkey (Turbulence TK) - AGL, PSY, Cost = 1/30 kg

Windkey lets you direct currents in the air (or other fluid) within your TK range. This lets you create drafts or dust devils, nullify turbulence, create pockets of calm and so forth. Combined with Foresight, it might be used for larger-scale weather control.

Critical hit	No cost and double the effect
Critical miss	Lose 3 psi points and get the opposite effect
Prerequisite	60% Dicing, Chemistry or Physical Science

7.4.6 Alchemy (Chemical TK) - AGL, PSY, Cost = 1/30 kg

Alchemy lets you force unnatural reactions. It's useful for controlling suffocation, dehydration, starvation, poisoning, tear gas, chemical explosives, and so forth.

Perfect hit	No cost or triple the effect
Critical hit	Get psi points back or double effect, your choice
Critical miss	Lose 3 psi points and get the wrong reaction
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	60% Dicing, Chemistry or Physical Science

7.4.7 Glamour (Waveform TK) - AGL, PSY, Cost = 3 to 10/use + 1/round

Glamour lets you manipulate light and sound. The illusions it produces are detectable by mechanical means. There are six levels of Glamour and they are cumulative, so you need only roll once per target. With all forms of Glamour, the illusion ceases as soon as you turn your attention to anything else requiring dice rolls.

Glamour costs 3 psi points if the illusion fits in a sphere of 2 meters diameter, or is a sound no louder than a voice. The cost goes up in proportion to the magnitude of the illusion until a thunderclap or an image filling the TK range costs 10 points.

Use the Bind, Trigger, or Pattern skills for lasting effects. If you are sensitive to sounds or radiations beyond the normal range, either through senses or extra-senses, you can do glamour in those ranges. (See Table 7-6)

- Perfect hit Get 2/3 the cost back
- Critical hit Get half the cost back
- Critical miss Lose psi points; air ripples or background sounds warble
- Perfect miss Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
- Prerequisite 50% Levitation or Dicing, 50% Second Sight

Level of Experience	Description
10%	<p>Muffle/Amplify lets you make sounds softer or louder. 3 points lets you silence a conversational voice entirely.</p> <p>Magnification lets you adjust the apparent size of the target's image.</p>
20%	<p>Toning lets you change the timbre of a sound, for example to disguise a voice. You cannot change the content of the sound - e.g., you cannot turn the word "No" into "Yes."</p> <p>Shape lets you warp the target's image slightly - to disguise one face as another, fake or hide changes of contour. It cannot change colors, or grossly change apparent position.</p>
40%	<p>Invisibility lets you route light around the target completely. If you make yourself invisible, you should either use your clairvoyance or leave a partial leak in front of your eyes, to see out.</p>
50%	<p>Voicing lets you create any sound you imagine.</p>
60%	<p>Phantoms lets you create images of nonexistent objects that you imagine or displace images from the target's position.</p>
70%	<p>Were-light lets you create luminous shapes or cast regions of darkness. If you want more than a 50-watt glow (or anti-glow), you must pay more psi points, in direct proportion to the increase of the effect.</p>

Table 7-6: Levels of Glamour

Note: If this skill used perfectly (a roll of 00) it takes a perfect usage of Spot Hidden to detect it.

7.4.8 Coil (Cybernetic TK) - AGL, PSY, Cost = 3/use & 1/round

Lets you twiddle the tiny amounts of energy that represent data in a computer or other signaling system. The key word is "tiny"; you can't turn yourself into a radio beacon. If you want to see what you're doing, you should also have Cyberclair.

- Perfect hit No cost and +20% to Coil this machine at a future date
- Critical hit Get psi points back, or +20% to Coil this machine at a future date
- Critical miss Lose psi points and take -10% to try again on same machine
- Perfect miss Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
- Prerequisite 50% Levitation or Dicing, Cyberclair recommended

7.4.9 Fleshkey (Metabolic TK) - AGL, PSY, Cost = 1/HP (or 3/use)

Fleshkey can heal, harm (by shock), stun, rouse from stun, or put to sleep (3 points each). -30% if you are not touching the target.

If you are a Master of Fleshkey (90%), you can metamorphose yourself or others at 10 kg/day. In other words, it takes a week to completely metamorphose a 70-kg character. It also takes a day to add or remove 10 kg. (To add mass, the materials must be eaten.) Metamorphosis does not change basic metabolism or gene code. You cannot change an oxygen-breather into a hydrogen-breather. Masters can change gene code, but that is a separate operation, requiring a knowledge of genetics.

Masters can also “feed” on any organic material, using Fleshkey. You must touch the target, flesh to flesh, but you do not spend psi points. Instead, you take a maximum of 3d6 HP from the target and allocate them to yourself as psi points or hit points, as you wish. TK feeding can be done peaceably with plucked fruit or cooked meat (even if it is not biologically compatible), or offensively, to living creatures, who take damage. In either case, the target ends up looking rather burnt.

Perfect hit	Double rate of action + cost only 1/use
Critical hit	Double rate of action, or cost only 1/use
Critical miss	Lose psi points and take your own damaging effect
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	30% Levitation or Dicing, 30% Second Sight or Telepathy

7.4.10 Ectoplastic TK - AGL, PSY, Cost = 1/attribute point

Lets you change the physical properties of the surrounding fluid medium (usually air) to make a solid object, called an ectoplast. Ectoplasts have negligible weight unless conjured from a dense medium. To make inanimate ectoplasts, you must have Clairvoyance; to make animate ones, you must have Telepathy.

Ectoplasts cost one psi point per attribute point. Weapons cost an additional point per hit point of maximum damage. Skills for animate realizations cost one psi point per 10% of skill. In the case of APP, the cost is one psi point for each point difference from 10.

You can use the Ectoplastics skill to modify or enhance your creations in later sessions. -40% to modify someone else’s ectoplast.

Inanimate objects have no attributes other than APP and END. To create a mechanism (e.g. wristwatch or raygun), you must make the skill rolls you would have to make to manufacture it. Animate objects cannot exceed their creator in INT, PSY, or other mental properties such as skills.

Ectoplastic TK includes a Binding, so the ectoplasts can endure without your attention. You can destroy them (-20% destroy someone else’s creation), or they can be destroyed by force. When their hit points reach zero, they cease. They cannot go negative.

Psilence destroys inanimate ectoplasts but not living ones. If a living ectoplast stays around, eating, it begins to acquire SIZ and a negative hit-point range, and slowly stops being an ectoplast. It must stay around long enough to eat its proper weight to fully incarnate. If someone successfully uses Ectoplastic TK to dispel a partially incarnate ectoplast, it must roll within 3 x its negative hit-point range to survive. If it dies, the corpse may dissolve into slime. No matter what its shape, a former ectoplast has the metabolism and gene code of its maker.

Perfect hit	Instill triple dose of attributes at no extra cost
Critical hit	Instill double dose of attributes at no extra cost
Critical miss	Lose psi points and produce a mass of clear slime
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	PSY of 25, 30% in Levitation or Dicing, 30% in Second Sight or Telepathy

7.5 Meta-Psi Skills

7.5.1 Self - AGL, PSY, Cost = 1/try

Acts like “point-blank range” for TK and gives you advantages for TK skills used on your own body. If you succeed on the Selfing roll, you can pretend that your PSY is twice its real value, and roll the associated

TK skill with a +20%. The doubled PSY assists Levitation and Dicing; the +20% assists everything. The target MUST be your own body.

Perfect hit	Run self-target skill as if at PSY×4, with +40%
Critical hit	Run self-target skill as if at PSY×3, with +30%
Critical miss	Run self-target skill as if at half PSY, with -20%
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	50% Levitation or Dicing

7.5.2 Bind- AGL, PSY, Cost = 1/STR pt or 3/use + cost of object task

Bind makes a psychic effect permanent. Roll the psychic skill in question, then roll for Binding to make it permanent. Bind lets levitation act as a psychic “glue” to fix one object in position relative to another. (The two need not touch.) The bond can be broken by a pull stronger than the bond, or by rolling Bind against the Bind skill of the maker of the bond.

Use Bind to make psychic batteries, and to recharge batteries, Triggers, and Patterns. You can always break a bond you made yourself and recover the psi points. If you are a Master Binder, you can reclaim the psi points from other people’s bonds if you overcome their Bind skill.

You can Bind any psychic act to last indefinitely provided it is “passive”, and does not continually work on the surroundings. Examples:

- Bound Levitation can hold an object in position relative to another object, but it cannot maintain motion relative to another object.
- Bound Dicing can be used to “load” dice or their equivalents to come up the same way each time, but it must always be the same physical outcome, not one tailored to context.
- Bound Glamour can produce a still picture, or a permanently disguised face or voice, but not a permanent moving picture.
- Bound Maxwelling can hold heat in or out of an object, but cannot let heat flow in or out of the object (so it will feel room-temperature while the Binding lasts).
- Bound Alchemy can make the target into a catalyst or prevent a reaction, but it cannot make a reaction run indefinitely or run “uphill” so that the products have more energy than the reactants.
- Bound Telepathy amounts to “thought writing”. Anyone attempting telepathic contact with the “inscribed” object gets the recorded thoughts, but no further link to the mind of the author.
- Bound Clairvoyance establishes a tracer from the Bound target to another target. Any clairvoyant noticing the tracer can follow it. By adding Bound Glamour, you can create a spy-eye, with the “camera” at the tracer target and the “screen” at the Binding target.

Perfect hit	Get twice the effect and pay half the price
Critical hit	Get twice the effect or pay half the price
Critical miss	Lose psi points + drop all TK activity
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	90% in any telekinetic skill

7.5.3 Trigger - AGL, PSY, Cost = 3/use + cost of object task

Lets you delay the effect of a psychics roll until a given condition is met - for example, make a door open when the proper word is spoken. To make it work more than once, you must do multiple Triggers. The Trigger itself lasts indefinitely until triggered, but once triggered it runs down when its energy is exhausted. The Trigger is also destroyed if its target is destroyed, or if it is unset by another Trigger roll against the Trigger skill of its maker. (You can always unset your own Triggers and reclaim the psi points. If you are a Master Trigger-maker, you can reclaim the psi points from the Triggers of others that you have unset.)

If borderline conditions occur, the GM rolls against an “INT” of 3 to see if your Trigger “understands” what happened. If you want a smarter Trigger, add one psi pt for each added INT point, up to your own INT as a maximum.

Perfect hit	Get back 3 psi points + ½ cost of object task
Critical hit	Get back 3 psi points
Critical miss	Lose psi points + trigger task on the spot
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	Telepathy, 30% in Bind

7.5.4 Pattern - AGL, PSY, Cost = 5/use + cost of object tasks

Like Trigger, but the Pattern loops and branches according to varying conditions. It may include many psychic tasks. If the Pattern “hangs,” it runs down in 2d6 rounds. You can buy more “INT” or “PSY” for the Pattern, at one psi pt per attribute point, with your own INT and PSY as maxima.

Perfect hit	Get back 5 psi points + ½ cost of object task
Critical hit	Get back 5 psi points
Critical miss	Lose psi points + trigger all the component tasks at once
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	50% in Trigger

7.5.5 Astral Action - AGL, PSY, Cost = 5/use

So called because of its resemblance to Astral Projection. It lets you use your TK skills on objects not within sense-shot but rather within second sight. The same range limits apply, but are measured from the Second Sight viewpoint. You cannot project an astral body as with true Astral Projection.

Perfect hit	No cost + use any other TK or Clair. Skills
Critical hit	Get back 2 points + use any other TK or Clair. Skills
Critical miss	Lose psi points + suffer 1 round confusion
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	90% in TK or Dicing and 90% Second Sight

7.5.6 Mediation - AGL, PSY, Cost = 5/use

This skill lets you use TK on objects not in sense-shot, sensed only through some external aid, such as a TV camera. The same range limits apply, but are measured from the apparent viewpoint provided by the instrument.

Perfect hit	No Cost + use any other TK skills free
Critical hit	Get back 2 points + use any other TK skills free
Critical miss	TK operates from where you really are
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	90% in a TK skill

7.6 Psionic Defensive Skills

All the defensive psychic skills are partially telekinetic. Therefore, they can be included in Trigger or Pattern “spells.”

7.6.1 Telepathy Shield - INT, PSY, Cost = 3/use

Shield prevents telepathy. When you are shielded, you can neither make nor receive telepathic contact, though you can feel any attempted contact. The Shield stays up until you take it down with a second shield roll (which costs nothing).

You can use Shield to hide from Presence and Awareness Telepathy. When you reach 90%, you can lower your shield part way, exposing only the upper levels of your mind (e.g. everything down to Verbal but no deeper). When you reach 99%, you can open your shield at any one level.

Critical hit	No cost
Critical miss	Lose 3 psi points
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	Some TK skill, 50% in a telepathic skill or 90% in Vibes

7.6.2 Clairvoyance Cloak - INT, PSY, Cost = 3/use

Cloak prevents clairvoyance. When you are cloaked, you can neither use nor be found by clairvoyance. The Cloak covers your person and can be extended to cover your entire TK range. It stays up until you take it down with a second cloak roll (which costs nothing).

Cloak affects clairvoyance just as psilence does. A clairvoyant viewpoint can stand outside the Cloak and look in, but it goes blind on entering the Cloak. Clairvoyant tracers cannot be made or used on a Cloaked target.

Critical hit	No cost
Critical miss	Lose 3 psi points
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	Some TK skill, 50% in a clairvoyant skill or 90% in Vibes

7.6.3 Telekinetic Block - AGL, PSY, Cost = 3/use

Block prevents telekinesis. When you put up a Block, you can neither use nor be affected by TK. The Block covers your person and can be extended to cover your entire TK range. It stays up until you take it down with a second block roll (which costs nothing).

Since all the defensive psychic skills are partially telekinetic in nature, the TK Block itself can be pierced by a strong, determined, and lucky telekinetic. To pierce a Block, the telekinetic must roll within half its skill level and spend 3 extra psi points. The blocker can make this even more expensive; if the blocker spends N points on the block, the piercer must spend N points to break it. The piercer can only roll once against any given block.

Critical hit	No cost
Critical miss	Lose 3 psi points
Perfect miss	Critical miss + make a NRV×1 roll or take 1d6 Nerve damage.
Prerequisite	50% in a TK skill, some clairvoyant skill or 90% in Vibes

7.7 Hex Skills

In the far future science of the universe of the Jack campaign, psionics is superseded by Hexalogue physics and then Monologue Physics. As the understanding of the universe progresses things get simpler.

“Hex powers” are very high-level psychic skills that usually appear only in cultures with hexalogue technology. They are expensive and have high prerequisites; they are not intended to be common; they are near the limits of human ability (at least in non-magical worlds).

Hexalogue physics and technology are next in line after psionic technology. Monologue physics (pantope-level technology) is next and last.

Highly talented psychics working in a hexa-tech environment may begin learning to manipulate it at the hexa-tech level of detail. However, since this level is even subtler than the psionic one, their manipulations are fewer in number.

These skills are hard to use stealthily. Every character within the user’s TK range will feel something, provided they have Vibes, Detect Psi, or a similar sensitivity. They will not even have to roll. With

experience, they can extract more information from the feeling — race and identity of the user, then which power is used. They do not, however, feel the distance or direction.

These signals can be blocked by anything that will cloak clairvoyance. Of course, the same agency may preclude the use of the hex power...

In addition, the telekinetic hex powers tend to diffract light. (This is also true of some pieces of early or malfunctioning hexalogue technology.) The user and target of hex TK show a thin, wavering line of rainbow coloring around the edges. Their shadows show the same effect, dimmer but more diffused. When they move, trailing edges diffract even worse. +20% on a Spot Hidden to notice this effect, +40% when the subject moves.

Critical misses and hopper jaunts produce great roiling waves of diffraction that die out in a round or so. Hopper jaunts into or out of air also produce a hearty cracking noise.

Since the diffraction effects are not luminous, they can be hidden by darkness. They can also be hidden by Glamour. The bang of a hopper jaunt can be hidden by Glamour, or by additional bits of machinery worked into the hopper.

7.7.1 Hex Telepathy — INT, PSY, Cost = 7/use

Normal Telepathy cannot work across time or continua. Hex Telepathy does not have this limitation. Hex Telepathy is vulnerable to psilence and Shields. Hex Telepathy must be voluntary at both ends — both parties must make a successful Telepathy roll for anything deeper than Presence- or Awareness-level telepathy, although the receiver can just use non-hex telepathy. This means both parties must be telepaths.

When you make telepathic contact across hyperspace or across time, you contact the target in the “co-relative present.” That is, if it has been 35 hours since you had any contact with the target, by your clock, you will contact the target 35 hours later by ITS clock, even if that clock is “now” in another continuum or a past or future era. Other than that, the two are identical.

Critical hit	No cost
Critical miss	Lose 7 points + suffer 2d6 rounds of stun
Prerequisite	99% in Telepathy

7.7.2 Hex Clairvoyance — INT, PSY, Cost = 7/use + 2/rd

Normal Second Sight cannot work across time or continua. Hex Clairvoyance (sometimes “Third Sight”) does not have this limitation. However, Hex Clairvoyance can only reach tracers the clairvoyant has left in the other era or continuum; nor can the viewpoint leave the tracer.

You can also use Hex Clairvoyance to look into hyperspace. (Roll against NRV the first several times you try this; if you fail, you recoil in shock and are stunned for 1d6 rounds.) Once you are a Master in Hex Clairvoyance, you can start developing Hex versions of clairvoyant skills.

You can detect and destroy Hex Clairvoyance tracers just as you can the tracers of non-hex clairvoyance. But even non-psychics can notice hex tracers in use because the object bearing the tracer acquires a thin rainbow aura. The non-psychic can then destroy the tracer by destroying the object or getting the services of a qualified clairvoyant.

Hex tracers across time or hyperspace use the co-relative present, just as Hex Telepathy does.

Critical hit	No cost
Critical miss	Lose 7 points + suffer 2d6 rounds of stun
Prerequisite	99% in any clairvoyant skill

7.7.3 “If” Sense — INT, PSY, Cost = 7/use + 2/rnd

When you contemplate choosing among a well-defined array of possible actions, If Sense lets you rank them according to general properties such as danger, relevance or interest. However, it can be “jammed” by too many exciting possibilities (in which case the roll fails and you lose no psi points).

Critical hit	No cost
Critical miss	Lost 7 points + suffer 2d6 rounds of stun
Prerequisite	99% in any clairvoyant skill

7.7.4 Hex Glamour — AGL, PSY, Cost = 7/use + 2/rd

Hex Glamour lets you manipulate not only light and sound but also other broadcast stimuli, i.e.:

- Any other physical radiations you can detect psychically
- Broad-band illusions, with aspects like mass, radar, faster than light propagation (e.g. radio waves or tachyonic fields you pick up by Clairometry)
- Psi-components of normal light and sound, so you can cast glamour that will fool Second and (sometimes) Third Sight.
- Psi-signals generally, so you can fool Vibes, Detect Psi, and other forms of clairvoyance.

Critical hit	No cost
Critical miss	Lose 7 points + suffer 2d6 rounds of stun
Prerequisite	99% in Glamour

7.7.5 Hexing — AGL, PSY, Cost = 9/use + 3/attribute-pt

Hexing is Patterned Dicing, plus any Telepathy, Clairvoyance, and Dicing-based TK prerequisites that you may want to include. However, the Hex also has its own INT and PSY, up to your own as a maximum, and does not run down because it generates its own psi points just as a character does. For every three PSY points you instill in a Hex, your own psi point capacity goes down by one. It stays down until the Hex is destroyed. You can destroy your own Hexes by rolling Hex+20%; you can destroy another’s Hex by rolling against his Hex skill as in combat.

Critical hit	Half cost
Critical miss	Lose all psi points + pass out
Prerequisite	99% in Dicing

7.7.6 Entroping I — AGL, PSY, Cost = 7/use + 2/rd

Entroping I allows you to speed up or slow down the timeflow for objects in your TK range, including yourself. A speeded character either gets its SPD attribute raised up to 50% (e.g. 15 goes to 22) or gets two turns per round, the second turn coming at the end of the round; the choice is up to the Entroper and depends on how fast the speeding is; twice normal is the maximum.

Slowing down can take the target all the way into stasis. If you cast yourself into stasis, you can be broken out technologically or by another Entroper beating you in Entroping “combat.”

For both speeding and slowing, the 2 psi points per round are measured according to the Entroper’s subjective time.

Critical hit	Get 5 points back
Critical miss	Lose 7 points
Prerequisite	90% in Hexing or 99% in Maxwellling

7.7.7 Entroping II — AGL, PSY, Cost = 7/use + 2/rd

Entroping II allows you to reverse the timeflow for objects in your TK range, NOT including yourself (because of feedback problems). This is not time travel; you merely cause a local sequence of events to

unhappen in reverse order. If the sequence is interfered with, it works backward to a different beginning without paradox. The reversal happens at the normal rate; if you want it to move faster or slower, you must also use Entroping I.

If all the original pieces are no longer in your TK range, the effect will seek out substitutes. Light and air are seldom a problem. The effect might, however, try to substitute a pebble for a bullet in the reversal. Roll Spot Hidden to notice such problems arising; roll $AGL \times 1$ to adjust the effect without stopping it.

Critical hit Get 5 points back
 Critical miss Lose 7 points
 Prerequisite 90% in Entroping I

7.7.8 Intangibility — AGL, PSY, Cost = 9/use

Intangibility allows you to be touched only by the objects you select — e.g. usually the floor and the ambient air. You can thus walk through walls and ignore ropes, projectiles, etc. The effect lasts until you drop it, lose consciousness, or have to make an END, AGL or NRV roll.

When you reach 90% in Intangibility, you can cast the effect on other objects, up to the maximum SIZ equal to your PSY. It lasts as long as the target in your TK range, unless you use Bind, Trigger, or Pattern. The effect can be parried by another Intangibility roll.

A $PSY \times 1$ roll lets the target of Intangibility or Bilocation resist the effect, but it does not gain any ability in the skill.

Critical hit No cost
 Critical miss Lose 9 points + suffer 2d6 rounds stun, 1 HP damage
 Prerequisite 90% in Hexing

7.7.9 Bilocation — AGL, PSY, Cost = 9/use

Lets you be in two places at once. The two loci move out of each other as if each were intangible and moved out of a statue of itself. Each locus is the same character; you gain no extra actions per round, no extra hit points. Damage done at either locus appears on the other. Clothes and personal effects bilocate as well.

The effect lasts until you drop it, lose consciousness, or have to make an END, AGL or NRV roll. You can end the effect by re-merging the two loci, or by simply dropping one. It will disappear. If the effect ends because of a saving roll, the more endangered locus vanishes unless the saving roll critically failed.

When you reach 90% in Bilocation, you can cast the effect on other objects, up to the maximum SIZ equal to your PSY. It lasts as long as both objects are in your TK range, unless you use Bind, Trigger, or Pattern. The effect can be parried by another Bilocation roll.

A $PSY \times 1$ roll lets the target of Intangibility or Bilocation resist the effect, but it does not gain any ability in the skill.

Critical hit No cost, or take a third locus
 Critical miss Lose 9 points + suffer 2d6 rounds stun, 1 HP damage
 Prerequisite 90% in Intangibility

7.7.10 Hopper Maker — AGL, PSY, Cost = 9/day for 2d6 days

With a knowledge of hexalogue physics, it is possible to make a relatively simply device that a skilled psychic can Pattern and use to teleport with. This device works by mass tunnel effect and may resemble a belt or backpack, or be built into another vehicle. You can use advanced construction techniques to make it smaller; if you want it to carry more than a couple of people, you must make it larger. It requires power but does not need frequent recharging.

Any Hopper Maker is also a Hopper Pilot, with a +20% modifier for using hoppers it has made itself.

Critical hit No cost on last day, or make in one day
 Critical miss Hopper vanishes, lose all psi points + pass out
 Prerequisite 99% in Entroping II, some Intangibility, some Pattern

7.7.11 Hopper Pilot — AGL, PSY, Cost = all

Hopper Pilot lets you drive a hopper to any point in sight or within Second Sight, provided it is within your TK range of the viewpoint. You can also use this skill to parry the efforts of other hopper pilots within TK range. If two hopper pilots make telepathic linkage, one can save the other from critical failure.

Critical hit Retain 3 psi points
 Critical miss Go randomly to deep space, lose all psi points + pass out
 Prerequisite 99% in Dicing, some 2nd Sight OR 99% in 2nd Sight, some Dicing

7.7.12 Telestrike (“Salimar’s Brain Cocktail”) - AGL, PSY, Cost = 3/use

A form of telepathic attack, it lets you stun the target for 2d6 rounds. The target must be in TK range and in sense-shot. Its basic form is a random jab at the central nervous system, with results as suggested in the table below. Optionally, you can pull your punch and reduce the results to momentary confusion — the mental equivalent of kicking someone's shins under the table. If you are in telepathic contact with the target, you can take an “aimed shot” and determine the effect of the strike for yourself, provided you are in contact at the appropriate level:

Presence	spatial disorientation
Awareness	Grogginess
Empathy	panic, ecstasy, or berserk rage, by predisposition
Verbal	Aphasia
Sensory	partial paralysis or loss of a sense
Conceptual	all trains of thought derailed
Conscious Memory	Amnesia
Unconscious Memory	flashback, with consequent confusion & distress
Id	delusion, usually phobic or paranoid

Critical hit Knockout OR "aimed shot" OR no cost
 Critical miss Stunned for 1 round, lose 3 psi points
 Prerequisite Any forms of telepathy and TK

7.8 Monologue Skills

7.8.1 Background - INT, PSY, Cost = 5 off psi points capacity/use

Background gives the user instant knowledge of the languages, customs, public current events, and other background data of the people in the area, gathered over a radius of about 50 kilometers (30 miles). This knowledge lies in the back of your mind and only comes forward as needed; data you never use vanishes from unconscious memory when you leave the area. Note that the cost diminishes your CAPACITY of psi points, not just your current stock. So if you have a PSY of 20, one use of Background diminishes your psi point capacity to 15. You regain points of capacity one at a time with every full sleep you get, so that in five days you are back to normal.

Critical hit No cost
 Critical miss Lose 5 psi points off capacity
 Prerequisite 99% Telepathy and 90% any clairvoyant skill or knack

7.8.2 Broadcast Telepathy - INT, PSY, cost = 3/use + 2/level below Awareness

Establishes telepathic contact with every mind within range. (Range is 1 meter per pt PSY.)

As with normal telepathy, contact is mutual. Unlike normal telepathy, you must try harder to deepen the contact. Verbal, for instance, costs 7 points. Minds come in and out of contact as they move in and out of range. There is a lot of potential for confusion and a lot of need for concentration here, as when trying to talk and listen in a crowd. Contactees do not typically “hear” each other, though, just the broadcaster.

Critical hit No cost; no problems focusing
 Critical miss Stunned; unable to use telepathic skills until you sleep
 Prerequisite 90% in Telepathy

7.8.3 Telepathy Filter - AGL, PSY, cost = 3/use

A refinement of Shield, Filter lets you Shield each telepathic contact independently. Thus, you could limit contact A to the verbal level, while letting contact B go to the conceptual level at the same time, and keeping C, D, and E on “hold” at the Awareness level.

Critical hit No cost; get an extra learn roll
 Critical miss Stunned; unable to use telepathic skills until you sleep
 Prerequisite 90% in Shield

7.8.4 Telepathy Cryption - AGL, PSY, cost = 3/use

A refinement of Shield, Cryption sets up a “private telepathy zone.” No one but you can contact or be contacted inside it. But you cannot reach outside it, either. Since telepathy takes at least two, this skill is pretty useless unless you also have Atune to let others in. If you set up two or more physically separate Cryption zones, telepathy works between them unhindered, but still does not extend outside them.

Critical hit No cost; get an extra learn roll
 Critical miss Stunned; unable to use telepathic skills until you sleep
 Prerequisite 90% in Shield

7.8.5 Clairvoyance Veil - AGL, PSY, cost = 3/use

A refinement of Cloak, Veil sets up a “private clairvoyance zone.” No one but you can use clairvoyance inside it, but you cannot use clairvoyance outside it, either. If you set up two or more physically separate Veil zones, you can use clairvoyance in either unhindered, but still not use viewpoints outside them, except to steer them blindly.

Critical hit No cost; get an extra learn roll
 Critical miss Stunned; unable to use clairvoyant skills until you sleep
 Prerequisite 90% in Cloak

7.8.6 TK Partition - AGL, PSY, cost = 3/use

A refinement of Block, Partition sets up a “private TK zone.” No one but you can use TK inside it, but you cannot use TK outside it, either. If you set up two or more physically separate partitions, you can use TK in either unhindered, but still not work outside them.

Critical hit No cost; get an extra learn roll
 Critical miss Stunned; unable to use TK skills until you sleep
 Prerequisite 90% in Block

7.8.7 Atune - AGL, PSY, cost = 3/use

Atune lets you admit others to your Cryptions, Veils, or Partitions. Both of you must be inside the zone, and no one can be Shielded or in psilence. The Atunement lasts until they leave the zone. While it lasts, they can use any relevant powers under the same limits you can.

Critical hit No cost; get an extra learn roll
 Critical miss All parties stunned; you are unable to use TK skills until you sleep
 Prerequisite 90% in Shield, Cloak, or Block

7.8.8 World-Spotting - INT, PSY, cost = 1/use

World-Spotting lets you feel the psionic characteristics of the continuum or realm you are in. You can therefore tell if you are home or not, or identify realms you have been in before.

At 50%, you begin to sense nearby openings into different realms (e.g. open omniports).

At 90%, you can guess how a new realm will affect the kind of psi you know.

At 99%, you begin to see how you can compensate for those effects.

Critical hit	Extra data on psi effects
Critical miss	Lose 3 psi points
Prerequisite	90% in a clairvoyance skill, travel experience

7.8.9 Incursion-Spotting - INT, PSY, cost = 1/use

Incursion-Spotting lets you identify things from foreign times or continua. With experience, you can come to recognize things as “much-traveled” and tell which realm or time an object or person comes from. (Note: After several years in one realm or time, living things usually lose their home signature and acquire the local one.)

At 50%, you also begin to sense nearby openings into different realms or times (e.g. omniports).

Critical hit	Extra data on target
Critical miss	Lose 3 psi points
Prerequisite	90% in a clairvoyance skill, travel experience

7.9 Knacks - Psionic Gifts

Psionic gifts are highly specialized talents which can occur naturally although they are typically only developed reliably in those individuals who are exposed for prolonged periods to psilence (see the section on psionic machines).

All gifts and knacks are “skills” so far as game mechanics go, but they cannot be taught. The characters may not realize they have a given gift, even though the player may be rolling dice for it.

7.9.1 Anticipation - PSY, SPD, AGL, cost = 1/use

Anticipation is very short range precognition. It allows parry or dodge rolls to be made against things too fast to parry and dodge in the normal way — laser bolts, bullets, etc. It also annuls an otherwise legitimate surprise modifier. It can be used as a Detect Danger skill for those dangers that will strike in the next melee round.

7.9.2 Astral Projection - PSY, Cost = 1/min

This skill allows one to send one’s astral self out into the astral plane or out into normal space, where it can appear at will as a luminous phantom of one’s body. One’s physical body remains in trance during astral projection.

Astral senses are very keen — darkness, cover, and Stealth and Conceal skills have no effect on Spot Hidden in the astral state. When making a Spot Hidden one may add one’s skill with Astral Projection to one’s Spot Hidden. (Remember that the chance of success can’t exceed 99 after all modifiers are applied unless the character is a perfect master, in which case 100 is the maximum.)

Telepathy and psychic hypnosis work normally between astral selves and between astral and physical selves. If one is hypnotized on the astral plane, one is trapped there until hypnosis is broken.

Astral projection costs one psi point per minute, unless one is trapped on the astral plane.

7.9.3 Detect Psi - INT, PSY, cost = 1/try

Psionics or magic subtly alters anything it is used on and the locale in which it is used. It is possible to detect this alteration and possibly the nature of the psionics that was used.

The chance of success is calculated from the character's skill level and Table 7-7, and dice thrown. If the die result is less than or equal to the chance of success, the detect has succeeded and the character knows that some form of magic was used. If the number is half the chance or less, the character knows which psychic power was used. A critical success reveals an extreme amount of detail. The exact information is up to the GM to determine.

Description	Bonus
Character has the power he's trying to detect	+10%
Character is touching the object tested	+10%
The power is being used at the moment	+10%
Power was used more than 10 minutes ago	-10%
Power was used more than 1 hour ago	-10%
Power was used more than 1 day ago	-10%
Power was used more than 1 week ago	-10%
Power was used more than 1 month ago	-10%
Power was used more than 1 year ago	-10%
Power was used more than 1 decade ago	-10%
Power was used more than 1 century ago	-10%

Table 7-7: Detect PSI - bonuses and penalties

7.9.4 Dowsing or Knack of Finding - PSY, LUC, cost = 1/try

A form of clairvoyance, very likely to operate unconsciously. It gives no information about the target except its direction.

Description	Bonus
Specific target very similar to other items	-10%
Never seen the target	-10%
Looking for a general category	+10%
Previously touched the target	+10%
Previously owned the target	+10%
Previously psychic contact with the target	+10%
Item has a Tracer on it	+10%
Holding "token" or target	+20%

Table 7-8: Dowsing - bonuses and penalties

7.9.5 Fire Casting - PSY, cost = SIZ of target

This is the ability to start small fires. The material ignited must be something that could be easily lit by normal means, such as dried leaves or cloth. This means that one can not light an animal's fur on fire for instance. The character must be able to see his target clearly. It costs one psi point per attempt to start a fire.

Larger fires can be started for a higher cost and a reduced chance of success. To ignite a lot of material at once requires 1 point for each point of SIZ ignited. Every SIZ point above one reduces the chance by 10%.

Fire Casting can also be used to create "cold" fire, which can be used as a source of light. Cold fires cost one point to create, and one point per round to maintain unless the creator is in physical contact with it.

Fire Casting can be used for combat, but that is not its primary purpose. When used in combat it acts as a 30-meter missile weapon. It does 1d4 damage per point expended. Every point after the first decreases the chance of success by 10%.

7.9.6 Flight - PSY, END, cost = SIZ

Flight is a skill that allows one to move at twice one’s normal speeds on foot. Thus one can fly for very short periods at twice one’s sprinting speed, and fly and act at twice one’s walking speed. A skill roll is made whenever a flier takes off or picks up additional cargo. In either case failure costs one psi point. Success costs either the SIZ of the flier and anything he is carrying or the SIZ of the new cargo. A failure when taking off causes a flier to lose his movement for that round. A failure when picking up additional cargo causes the flier to either drop the new cargo, or fall himself.

7.9.7 Foresight - INT, PSY, Cost = 1/use

This is a limited form of precognition; it lets the player make small additions to the history of the game world, with the result that the player is prepared for unexpected situations. For instance, suppose you stumble on someone in need of garlic to fend off a vampire or a blind date or something. You make a Foresight roll, succeed, pay the psi point and it “just so happens” that you have a garlic bulb here in your bag; it just seemed like a good idea to pack it this morning, though you couldn’t have said why at the time and hadn’t thought to mention it to anyone else.

You can also use Foresight to pick the right button on an unfamiliar console, or pick the right time and place to throw a note to the winds to have it delivered to the desired party, or fix or break a temperamental mechanism with a well-placed kick, etc. However, in these uses the GM may require a LUC roll (e.g. to see if there is any fortunate breeze) or may rule that no opportunity to use the Foresight exists (e.g. there is no button that will help).

- Critical hit No cost, or extra information
- Critical miss Lose 1 psi point, no Foresight for a day

7.9.8 Healing - PSY, END, cost = 1/try

Healing is done by transferring the energy of the healer to the patient. Healing is instantaneous and can be used in combat. Each successful healing cures nd6 of damage and costs the Healer 1 psi point and nd6 nerve points, where n is the Healer’s current learn rate in Healing. (The Knack of Healing involves more empathic contact with the patient than the TK skill Fleshkey.) Unlike mundane Doctor and First Aid skills, it can be used more than once per day on a given patient.

Description	Bonus
Unfamiliar target	1/2
Target is not of chosen biosphere	-10%
Target is not of chosen species	-10%
Target is a family member	+10%

Table 7-9: Heal - bonuses and penalties

7.9.9 Jaunt - AGL, PSY, Cost = 10/range

Jaunt is long-distance Warp, an approximation of teleportation. It lets you move to any place you could reach by a combination of Warp and Levitation. For every ten points you spend, you can Jaunt a distance equal to your TK range. For instance, if you could dredge up 50 psi points from somewhere, you could Jaunt five times your TK range in a single action. Limitations and penalties are the same as for Warp.

- Critical hit Pay no psi points, or penetrate solid barriers
- Critical miss Lose 10 psi points + stunned for 1d6 rounds

7.9.10 Kinetic Aura - AGL, PSY, Cost = variable

Kinetic Aura is a nonhuman form of TK, using an “aura” as a multi-purpose psychic organ. The aura extends a maximum of three meters from the body for a normal character. Whenever Kinetic Aura is used, the body and ambient air glow with a characteristic color. (Some races or species may share a common color.) The aura need not emanate from the whole body or to the maximum extent. Cost depends on the use made of the aura (See Table 7-10).

Critical hit No cost
Critical miss Lose 3 psi points

Cost	Name	Description
0 points	Glow	Use all or part of the body, the smallest area being about the size of a hand.
0 points	Control glow	Make a second Aura roll to keep from glowing when you use the aura in some other capacity; to decrease the size of the glow to, say, a finger or the eyes; to organize the glow into patterns or rhythms; to change the color.
1 point	Flare	The usual glow is rather dim in broad daylight. Flare is like a colored flashbulb.
1 point	Sense	The aura extends in misty tendrils and you feel surface contours, squeezing it through cracks 5 mm wide if necessary. Also acts as a Detect Psi.
3 points	Telekinesis	The aura extends in misty tendrils and manipulates solid objects. Use your PSY as the STR attribute.
5+ points	Shield	The aura contracts to a tight sheath around you, forming 5-point armor. You can buy extra points of armor at two psi points per armor point. When you take the shield down, you recover 1d6 psi points. For every seven points expended, you can recover another 1d6.
7 points	Fly	The aura extends in brilliant, vaguely wing-shaped lobes on either side and you take off. You can fly at twice sprint speed, using PSY for SPD.

Table 7-10: Kinetic Aura - Uses and Costs

7.9.11 Life Sense - INT, PSY, Cost = 3/use

This is a cross between telepathy and a kind of biological clairvoyance. It operates within a range proportional to the user’s PSY, just as low-level telepathy does. It does not permit tracers. It gives you more information the better you get at it (See Table 7-11).

Level of Experience	Name	Description
01%	Presence	Lets you detect the presence of living things, including mindless ones. Even plants and soil bacteria show up.
10%	Health	In terms of game mechanics, lets you know roughly what fraction of its hit points the target has left.
20%	Pain	If the target is at all sentient, lets you know how much pain it may be in. (Pleasure doesn't register.)
30%	Race	Lets you identify race by the "feel" of the life-force. Useful for penetrating disguises.
40%	Life Cycle	Tells you what stage of development the target is at: immature, mature, senescent; infertile, fertile, pregnant; pupating, hibernating, etc.
50%	Identity	Lets you detect the presence of individuals you have previously met. Even MORE useful for penetrating disguises.
60%	Consciousness	Tells you the state of consciousness of the target: mindless, dreamless sleep, dreaming, trance, waking, mystical states.
70%	Empathy	Acts the same as normal telepathic empathy, but only within range limits.
80%	Sanity	In terms of game mechanics, lets you know roughly what fraction of its nerve points the target has left.
90%	Personality	In terms of game mechanics, gives you a rough idea of the mental attributes of the target (7INT, PSY and NRV). Also lets you know if the target is psychic.

Table 7-11: Levels of the Knack of Life Sense

7.9.12 Luck or Charmed Life - PSY, Cost = 0

Just as Sensitivity is natural, untrained telesthesia, Luck is natural, untrained telekinesis. It cannot be taught. Like the Sensitive, the Lucky does not pay for each use of the skill, but has only half the number of psi points his PSY attribute entitles him to. Just as the Sensitive cannot learn telesthetic skills until becoming a Master Sensitive, so the Lucky cannot learn any telekinetic skills until reaching 90% Luck.

Luck only affects random events within the subject's PSY range (determined as for any other telekinetic power). It operates according to the character's desires, even though the character often doesn't know he's Lucky.

Luck lets you:

- Win games of chance, like cards, dice, and roulette. (If you realize that it would be dangerous to win, it lets you lose.)
- Put a -30% modifier on the chance of being struck by anyone working within PSY range. In other words, it offers some protection against fists, knives, or a point-blank gun, but not against a sniper.
- Land safely or as safely as may be when falling great heights, or into masses of dangerous objects. (E.g. fall out of a plane and only break your nose, fall into the snake pit and miss the snakes.)
- Walk safely past traps or through mine fields or their equivalents, as long as you realize the danger exists. (Roll Detect Danger if you weren't explicitly told.)

- Push the right (or at least the harmless) button on a piece of unfamiliar machinery.

Luck differs from the LUC attribute in its range limitations and in its much greater intensity.

Critical hit Increase psi point quota by one (up to normal maximum)
 Critical miss Lose 2 psi points
 Prerequisite None

7.9.13 Mind Speech - PSY, INT, Cost = 0 or 1

Mind speech is telepathy at the verbal level only. It communicates nothing but verbal thought, without emotions or concepts. Characters can lie in mindspeech, but only understand languages they understand in normal speech. Anyone can receive mind speech, but only a mindspeaker can utter it. It is relatively easy to use this at a low skill level. Each of the following adds 10% to the chances of success:

Description	Bonus
Can see target	+10%
Knows location of target	+10%
Target is awake	+10%
Target is of same biosphere	+10%
Target is of same species	+10%
Target is of same sub-species	+10%
Target can mind-speak	+10%
Target is well known	+10%
Target is a family member	+10%

Table 7-12: Mind speech - bonuses and penalties

Mind speaking over long distances or to selected parties lessens the chance of success. Every 100 yards (about 4 feet on the board/table at normal scales) of distance between the mind speaker and the target subtracts 5% from the chance of success. If the character is trying to mind speak either to a single individual or to everyone in a locale, there is no penalty. If, however, he is attempting to mind speak to a specific group of people, each individual in that group lessens the chance of success by 5%. If the roll fails, but would have succeeded if not for this modifier, everyone in the area receives the message.

It is possible to “defend against” an attempt to mind speak, to shut out the mind speech. To do this the target rolls against his own mind speech skill. The mind speech succeeds only if the mind speaker succeeds and the target fails.

In simple one-to-one use there is no cost in psi. Mind speech to multiple people whether restricted or general, and defending against mind speech each cost 1 point.

7.9.14 Pain Casting, PSY, Cost = 3/use

This power allows a character to cause another to feel as if they were harmed without doing any actual damage. Pain casting is used as a skill. Each success costs three psi and does either 1d6 or 1d8 of “pseudo damage”, depending on whether there was physical contact (which does the greater damage).

Pseudo-damage heals at 5 hit points per day, even if the target is negative. Other than that, it acts exactly the same as normal damage and the target must make the same END rolls against it. If the target takes fatal pseudo-damage, it does not die but goes insane; all pseudo-damage vanishes but all nerve points go too and stay at zero. The target goes raving or catatonic as the GM deems appropriate. The only cure is healing by a psychic healer; the healer cures nerve points rather than hit points. All the nerve points must be healed before the target can recover.

Description	Bonus
Attacker is touching target	+10%
Attacker is in telepathic contact with target	+10%
Attacker doesn't have eye contact	-10%

Table 7-13: Pain casting - bonuses and penalties

The attacker must have some kind of contact with the target. Either telepathy, touch, or sight. The only way to “parry” Pain Casting is with Healing.

7.9.15 Psychic Hypnosis - PSY, INT, Cost = 3/win, 1/loss

This skill allows one to cause a creature or person to go into a trance. While they are entranced, victims will be highly suggestible. This works like mundane Hypnosis except that the target goes into a trance instantly, whether it trusts you or not. The target defends against you with a NRV roll if it is unwilling or unsuspecting. You spend three points for a success, one point for a failure. You must have telepathic or sense-shot contact with the target. Use the same modifiers as for Paincast.

7.9.16 Sensitivity - PSY, Cost = 0

Sensitivity is not strictly a skill, although it improves with practice just as a skill does. It cannot be taught; the character must be “born” with it. It does not cost psi points to use. However, the Sensitive is initially limited to half the normal maximum number of psi points. If your PSY attribute would entitle you to 15 points, you only have eight. Sensitive cannot learn any other telepathic or clairvoyant skill until they reach 90% in Sensitivity.

Roll within Sensitivity to do:

- Detect Psi — detect psychic activity or residue within your PSY range and recognize familiar varieties of psi.
- Awareness Telepathy — detect minds within your PSY range, identify familiar ones, recognize state of consciousness, and determine if they are aware of you.
- Anticipation — use short-range precognition to react within one round, so as to dodge gunfire, hidden traps, and the like.

Roll within one half of Sensitivity to do:

- Knack of Finding — determine direction of the object you seek.
- Foresight — use semi-conscious precognition to “just happen” to be prepared for an otherwise unforeseen occasion.
- Spontaneous Data — receive intuitions in the form of hints from the GM. The GM must initiate Spontaneous Data.

Critical hit Increase psi point quota by one (up to normal maximum)
 Critical miss Lose 2 psi points
 Prerequisite None

7.9.17 Race Memory - INT, PSY, Cost = 1/use

A form of retrocognitive telepathy. It lets you read the conscious memories of minds in the past. There is a -5% every time you read the same target, so particular targets get “used up.” Race Memory is mistaken for reincarnation and mediumship, or else represents reincarnation and mediumship, depending on the metaphysics the GM uses. Use the following modifiers:

Description	Bonus
Target mind is your contemporary.	-40%
Target is a different species.	-20%
Target is no longer but WAS your contemporary.	-20%
Target is of a different biosphere.	-20%
You have no specific individual in mind.	-20%
Each intervening millennium.	-10%
Reading the same target.	-5%
You are at the location where the memory happened.	+10%
You are in the home of the target mind.	+10%
You have lived a year in the home of the target mind.	+10%
Target is an ancestor within seven generations.	+10%
Target is a kinsman.	+10%
Target is psychic.	+10%
Target is telepathic.	+10%
Target has the Race Memory skill.	+10%
You have long-time personal possession of the target.	+20%

Table 7-14: Racial Memory Modifiers

7.9.18 Tongues - PSY, INT, cost = 1/use

Tongues conveys only the meaning of a deliberate utterance. Tongues works across species barriers and even with conscious machines. There must be some sensory signal, but it needn't be verbal; it can be flashing light, coded tapping, sign language or any other stimulus to which one is sensitive.

Tongues does not work from one medium to another. Therefore it doesn't work on written messages, telecommunications, or recordings. But it is distance independent, so it works fine on loud howls and yodeling heard from miles away.

Tongues is always two-way. It works on everyone in sense-shot.

7.9.19 Tools - PSY, AGL, Cost = 1/use

Tools allows one to use a tool in any way that particular tool was ever used. A freshly made tool is therefore useless. To use Tools, one must physically grasp the tool or be in a position to use it. A success roll costs 1 psi point and allows the tool to be used until it is put down. When the tool is put down, the abilities gained through the knack are lost unless the character has Mnemonics such as Total Recall or Kinesthetic Memory; then they can roll against the Mnemonics skill to gain 1% in the Tools skill.

7.9.20 Touch Telepathy - INT, PSY, Cost = 1/use

An alien form of telepathy. It costs less but requires flesh-to-flesh contact between communicants. It is otherwise identical to human telepathy.

7.9.21 Warp - AGL, PSY, Cost = 5/use

Nonhuman in origin, though perhaps teachable to humans. Warp lets you distort your body. It requires mechanical resistance for "traction," so its two main uses are squeezing through cracks and slipping tracelessly through snares and out of ropes. A seal must be watertight to defeat a Warper, and even then a critical hit will see you through.

Warping is fast. You begin and end the warp in a single action. When warping, you cannot move further than half your walking distance. You must have room to resume your normal shape; if you don't, you bounce back to your starting position and take 1d6 damage, regardless of armor.

To carry a passenger or cargo totaling more than half your SIZ, you must pay another 5 psi points. You cannot carry more than your own mass. You must also start and finish the warp carrying the passengers or cargo.

Critical hit No cost, or penetrate watertight barrier
 Critical miss Lose 5 psi points, take 16d damage regardless of armor

7.10 Masters' Privileges

Once you reach 90% in a psychic skill, you do not lose psi points on non-critical failures, even if the skill is listed as “try” rather than “use”. Penalties for critical failures remain unaltered.

Once you reach 90%, you can make a PSY×3 roll at each use of the skill. If you make the roll, you do not have to pay the first 3 points. This PSY roll may not be used to increase PSY attribute.

7.11 Psionic Devices

There are only a few mechanical devices that directly affect the psychic powers of living minds. These devices work with equal effectiveness for all species of a given biosphere (e.g. humans, androids, neo-beasts, eo-beasts), but often have reduced effectiveness on species of other biospheres or on sentient machines. The more specialized and sophisticated the device, the likelier it is to be biosphere-specific.

7.11.1 Psilencer - invented late 24th century

A psilencer produces “psilence” in a defined region. “Psilence” is a condition that inhibits psychic operations. People in psilence cannot use their psychic talents, nor can they be contacted telepathically. Objects in psilence cannot be affected by telekinesis, even if the telekinetic stands outside the psilence, in “open psi.” Clairvoyant viewpoints cannot receive in psilence, though they can stand outside and look in. They can be steered (blindly) though psilence until they come out into open psi.

Psychics can generally feel the difference between psilence and open psi, even if they are strictly telekinetic, with no sensitive talents. This is the Vibes skill.

7.11.2 Psi Opener - invented late 24th century

A psi opener overrides a psilencer to restore open psi in its area of operation. You can have bubbles of open psi within areas of psilence. People in these bubbles can then use their psychic powers. People and objects in these bubbles are also open to psychic influence from other bubbles or from outside, regardless of the intervening psilence. Psilencers and psi openers organize into a hierarchy. In human technology, this is usually as follows (See Table 7-15).

Some people can ignore psilence, in part or in whole. This ability is called “psilence piercing,” or “psi-piercing,” or just “piercing.” Known psi-piercing clairvoyants are very unpopular, and psi-piercing telepaths are worse. Psi-piercing telekinetics are least unpopular, though still far from popular. Psi-piercers pay for their power, not only in bad reputation, but in abnormal psychic performance and sometimes in organic brain dysfunction.

Device	Description
Stage I Psilencer	Used as personal psilencers (fixed 2-meter radius) or domestic psilencers (house by house or room by room).
Stage I Psi Opener	Overrides a stage I psilencer.
Stage II Psilencer	Overrides a stage I psi opener. Used for riot control, and in high security and high-risk areas. Often built with adjustable size and shape of range. Must be inside its operating range.
Stage II Psi Opener	Overrides a stage II psilencer. Possession usually requires a license.
Stage III Conditioner	May psilence or open psi. May be located outside its operating range. May be used against another conditioner. Using a conditioner is a technical skill possessed by most mindsmiths.

Table 7-15: Hierarchy of Psilencers and Psi Openers

7.11.3 Ampsi - invented late 24th century

An ampsi is a general-purpose psychic tool. All the early psi machines were crude, single-function ampsies. An ampsi does not add psychic power or skill, but makes it easier to turn on what psychic skills you have. [Game translation — it doesn't store psi points or boost levels on skills that have levels, but it gives you +10% or so on making your skill roll.] See the Ampsi skill 7.1.2, page 51.

An ampsi becomes conditioned to the user. A familiar ampsi is much better than an unfamiliar one. [+20% after a critical hit or going up a learn rate in a psychic skill made while using it.] Several people can become familiar with the same ampsi.

7.11.4 Distorter or Psi Warper - invented late 24th century

These are spin-offs from psilencers. They misdirect psychic powers for users or targets in their range. Telepaths will read the wrong mind or to an insufficient depth. Clairvoyants will lose steering control on their viewpoints. Telekinetics will miss their targets (not usually a problem) or drop them, or break out in poltergeists. People with more than one talent may find themselves using the wrong talent.

Each distorter has its own random peculiarities. Some only screw up certain talents. If you hang around a distorter long enough, you can learn to work around it. Psychics can feel the presence of a distorter, but not nearly as easily as they can feel psilence and open psi.

[Game translation — a distorter has an N% chance of screwing up a player's psychics roll. To learn your way around a particular distorter, make a critical hit.]

7.11.5 Touch-Telepathy Patch - invented late 25th century

The touch-telepathy patch, or "telepatch," lets you establish telepathic contact by touching the patch with bare skin. There is no expenditure of nervous energy, nor do psilence or distorters affect contact. Sometimes contact can be made through thin layers of fabric. [50% chance.] Terran models work for all minds of Terran stock, and Simfolk. There are three major uses:

Use	Description
Machine Interface	This lets you control a machine just by touching the telepatch and using telepathy to at least the Verbal depth. It's the same as verbal control of the machine, but faster and silent. [Requires a Verbal telepathy roll each time, and on the first use an easy INT roll. No Psi points spent]
Private Telepathy	Several people may telepath on a "closed circuit" of telepatches by touching their telepatches and using telepathy. Contact is maintained as with normal telepathy. This may be done in psilence, so the participants are not open to psychic attack or spying. [Requires a telepathy roll by at least one person on the circuit, but costs no psi points.]
Prosthetics	A telepatch may be incorporated into an artificial limb. This is just a hi-tech bionic limb if it replaces a lost natural limb. But it may also be used for additional limbs and organs — "splice jobs" in slang. A splice job contains cybernetic controls accessed by the telepatch, so strapping on a splice job, or taking it off, is like having new centers plugged into your brain, or pulled out again. This is traumatic, especially for beginners. Splice jobs are illegal on several planets. [Make a NRV roll to avoid a "bad trip" reaction the first few times you use a given splice. The difficulty of the roll depends on how elaborate the splice is.]

Table 7-16: Advanced Psi Devices

7.11.6 Mind Screen - invented early 26th century

A mind screen is a psilencer than only inhibits telepathic talents. It is manufactured in the same stages as general psilencers. Most screens have a slight damping effect on clairvoyance and telekinesis as well. [-10% on clairvoyance, -5% on telekinesis.]

7.11.7 Adjustable Mind Screen - invented late 26th century

A further refinement on the mind screen, you can use it to permit limited telepathic contact, e.g. no deeper than verbal thought, or no deeper than empathy.

7.11.8 Telekinesis Block - invented early 26th century

A TK block is a psilencer than only inhibits telekinetic talents. It is manufactured in the same stages as general psilencers. Most blocks have a slight damping effect on telepathy and clairvoyance as well. [-5%]

7.11.9 Clairvoyance Cloak - invented early 26th century

A clair cloak is a psilencer that only inhibits clairvoyant talents. It is manufactured in the same stages as general psilencers. Most cloaks have a slight damping effect on telepathy and telekinesis as well. [-10% on telepathy, -5% on telekinesis.]

7.11.10 Scrambler - invented early 27th century

A scrambler is a variant on a distorter. Psychics outside a scrambler zone cannot use their talents on objects within the zone, just as with psilence. Psychics within a scrambler zone can use their talents on objects in the zone, but the external world is effectively psilenced. Talents can be used across zones, provided the zones in question have identical settings. The intervening "relative" psilence does not matter.

7.11.11 AψP (Artificial Psychic Personality) - early 26th century

A sentient but usually sub-sapient artificial intelligence with telepathic and mnemonic skills. It can act as a filter between two parties who want telepathic contact but wish to exclude sensitive topics from the contact. It can erase memories it acquires during contact. It can also be used as a psionic lie detector or translator. Some models also have forms of TK or clairvoyance.

7.11.12 Psionic Lie Detector - late 26th century

A non-sentient, quasi-telepathic computer/sensor suite, a deliberately stripped-down specialization of an A ψ P. It does sophisticated pattern recognition to interpret the target's empathic state. Successively refined models can:

- Detect flat lies
- Detect attempts to mislead or withhold without actual lying
- Work through standard Terran-tailored psilence
- Work on non-Terran intelligences
- Work with a good chance of not being noticed by a non-telepath (vs. a hard PSY roll)
- Work with a good chance of not being noticed by a telepath (vs. a hard PSY roll)

Range increases over time, but it is seldom useful to extend it beyond a few meters. Size decreases over time, from a thing the size of a suitcase to a thing the size of a hardback book.

7.11.13 Psionic Translator - late 26th century

A non-sentient, quasi-telepathic computer/sensor suite, a deliberately stripped-down specialization of an A ψ P. It establishes telepathic contact between users, strictly on the conceptual level. Successively refined models can:

- Establish contact with user-designated parties
- Establish contact automatically with all plausible parties
- Delay semanteme transfer to coordinate with spoken words (lip-synch)
- Work through standard Terran-tailored psilence
- Work on non-Terran intelligences
- Add expressiveness with a choked empathic bleed-over

Size decreases over time, from a thing the size of a hardback book to a thing the size of a deck of cards.

7.11.14 Mind Detector - late 26th century

Another non-sentient variation of the A ψ P, similar to the Lie Detector. Successively refined models can:

- Detect specified conscious individuals
- Detect conscious members of specified highly sentient races
- Work through standard Terran-tailored psilence
- Work with a good chance of not being noticed by a non-telepath (vs. a hard PSY roll)
- Work with a good chance of not being noticed by a telepath (vs. a hard PSY roll)
- Recognize state of consciousness in specified individuals
- Recognize state of consciousness in members of specified highly sentient races
- Recognize general consciousness

Range increases over time, from meters to cislunar distances. (Then resolution and tracking become issues.) Size decreases over time, from a thing the size of a suitcase to a thing the size of a hardback book.

7.11.15 Life-Form Detector - late 26th century

Another non-sentient variation of the AψP, based on clairvoyance rather than telepathy. Successively refined models can:

- Recognize specified individuals
- Recognize degree of consanguinity between specified individuals
- Classify new individuals by low-order taxa (e.g. “human”)
- Classify new individuals by high-order taxa (e.g. “vertebrate, species unknown”)
- Work through standard Terran-tailored psilence
- Give useful input to an autdoc
- Classify new individuals by specified biosphere (e.g. “Terran, phylum unknown”)
- Recognize carbon-based metabolism generally, and give metabolic details (e.g. “oxygen-water based, using the following amines, nucleotides, and sugars...”)

Range increases over time, from meters to cislunar distances. (Then resolution and tracking become issues.) Size decreases over time, from a thing the size of a suitcase to a thing the size of a hardback book.

7.11.16 Clair Beacon - early 25th century

A device that puts out a signal perceptible only to clairvoyance. Successively refined models can:

- Present the beacon as a point of colorless light
- Present the beacon as a globe of light, of selectable size and color, or a clairaudent tone
- Work around intervening opacity or Terran-tailored psilence
- Present complete audio-visual recorded messages
- Work through standard Terran-tailored psilence
- Bind a beacon to a solid object

Size decreases over time from a thing the size of a 4-liter bottle to a thing the size of a pen.

7.11.17 Pstatic-Caster - late 25th century

A device for putting an object in “static psilence” (or “pstatic,” pronounced “static” with the silent P understood from context). “Static psilence” is psilence maintained without a running psilencer. It is, in effect, “bound psilence.” An object carrying a pstatic charge is in skin-tight psilence.

Pstatic can be cast on living or inanimate objects, but metabolic action erodes it quickly in living things. (Robots count as inanimate; cyborgs are intermediate.) The pstatic can be removed with a psi-conditioner of similar or later vintage.

Successively refined models of pstatic-caster can cast pstatic:

- Lasting 3d6 hours (animate) or 3d6 days (inanimate)
- Affecting only TK or only ESP

- Lasting 5+2d6 days (animate) or 5+2d6 months (inanimate)

The first models include a room-sized framework holding the target.

Size decreases over time to a hand-held wand.

7.11.18 Pstymie / PDPS - late 25th century

This is a “psilence pill,” a drug, capable of holding a strong pstatic charge and lingering in the system for a long time. It lasts as long as an inanimate pstatic cast, in human bodies. (In the less human, more psychic bodies of other beings, such as elves, it may not last as long.) It can be administered orally, or by patch or injection. Its effects can be removed with a psi-conditioner of similar or later vintage.

It can be used as protection, in the treatment of psychic illness, as a judicial punishment for psychic crimes, or of course as a weapon. “Pstymie” is the commonest street name and pronounced “stymie” with the silent P understood from context. It is also called “Whammie-Jammer,” “Hex-Off,” and “Holy Water.” More formally, it is called “PDPS,” for “psionically deactivated polysaccharide,” though even that is not close to the full formal chemical name.

7.11.19 Psi Scanner - late 26th century

An automation of the Detect Psi skill. Successively refined models can:

- Detect psychic activity in range
- Locate psychic activity in range
- Identify species of psychic
- Identify individual psychics
- Identify psychic activity as TK or ESP
- Identify particular forms of TK and ESP

Range increases over time. Size decreases over time, from a thing the size of a washing machine to a pocket model.

7.11.20 Psi Charger - late 26th century

A device that produces free icons of suitable classes for living psychics. Successively refined models can:

- Recharge your personal psi points at a cost of 1d6 nerve points (minor migraine)
- Charge up a specially designed psi battery; generator charge wipes out any other charge in the battery (e.g. that you put in yourself); each use of the battery costs 1d6 nerve points
- Charge up a psi battery that only costs 1 nerve point to use
- Recharge your personal psi at a cost of only 1 nerve point
- Charge up any levitation-based battery, by suitable programming
- Charge up any object as a “telepathy”-based battery

Charging speed increases over time. Size decreases over time, from a 40-kg thing the size of a suitcase to a 7-kg thing the size of a hardback book.

7.11.21 Thoughtprinter - late 26th century

A technology for recording and duplicating telepathic transmissions. Telepathic messages can be re-duplicated indefinitely, readable in the same way as telepathic messages bound to any physical object by a living telepath. Successively refined models can copy:

- A verbal-depth message onto a standard medium, usually a card or length of tape
- A verbal-depth message onto any object
- A sensory-depth message
- “Active” messages that read themselves to non-telepaths a maximum of N times
- A memory-depth message
- “Active” messages that can run off psi-chargers or their batteries

Maximum message length increases with time. Size decreases with time. Its invention caused much talk of transferring and copying minds or memory-sets, but minds are more than their memories, and full memory sets are prohibitively long to write or read.

7.11.22 Spellprinter - late 26th century

A technology for recording and duplicating patterns, triggers, or bindings. These can now be re-duplicated indefinitely, allowing mass production of “charms.” Successively refined models can copy:

- A pattern onto a standard medium, usually a card
- A pattern onto any object
- An edit that can be copied over an existing pattern, for upgrades
- A pattern that works through standard Terran-tailored psilence
- A pattern that accepoints telepathic or clairvoyant cues
- A pattern that can run off psi-chargers or their batteries

7.11.23 Size and Appearance of Psi Devices

Ampsies, psilencers, and psi-openers (stage I) can all be made very small, and even combined into a single unit. This unit can be made to look like a ring, amulet, coronet, bracelet, brooch, belt buckle, calculator, credit card, wand, etc., and may or may not have clearly labeled controls, identifying its function. The controls need be no more than a four-position switch — ampsi, open psi, psilence, off. Distorters, too, may be very small.

Higher-stage conditioners are larger — the size of a paperback or hardback book — and require more elaborate controls.

7.11.24 Psionic Devices - Power Requirements

Ampsies, psilencers, psi-openers (stage I), and distorters do not require power sources, any more than do magnifying glasses, ear muffs, can openers, or fun-house mirrors. Neither do touch-telepathy patches or special function counter-psi devices. Higher-stage conditioners and scramblers have some small power requirements.

7.12 Psionic Illness

In a culture where many people have reliable psychic power, a few others have unreliable and uncontrolled powers that are more a curse than a blessing. The GM determines whether and how these diseases may be cured. Poltergeist and Haunting are the only ones that are at all common.

7.12.1 Haunting

Haunting is a form of involuntary retrocognition. It acts rather like an allergy. It is a reaction between a sensitive person and a particular stimulant. In haunting, the stimulant is a place or object with strong psychic impressions. These impressions usually have one of two origins:

Long association: A haunt-sensitive may see and hear specters of long-time residents of a place, engaged in their habitual activities. The specters may even respond when addressed, though never beyond inconsequential chit-chat. If pressed, they simply vanish.

Crisis: A haunt-sensitive may see and hear specters of people who suffered great trauma in a given place. These specters re-enact the trauma and never respond to the sensitive.

Specters are visible or audible and frequently both. It is not uncommon for them to be smellable. They are very rarely palpable, and this palpability is always an illusion. Specters are always physically harmless.

Specters may be of living people, though almost never when those people are present. They are equally likely to be of animals. More rarely, they may be of plants or inanimate objects. On rare occasions, specters are images of the future, not the past.

If a character is haunt-sensitive, they must make a PSY roll whenever entering a haunted place. If they succeed, they see specters, willy-nilly. They lose a psi point unless they succeed at a clairvoyance skill roll. If they have a phobia about ghosts, they have to make a NRV roll to avoid freezing or panic and the loss of some NRV points.

The GM may modify the PSY roll to represent the intensity of the haunting. Non-sensitives in the presence of a haunting in progress (a sensitive seeing specters) may also see the specters on a hard PSY roll.

7.12.2 Poltergeist, cost = 1/attack

Poltergeist is involuntary telekinesis. It's the acne of psychic illness, afflicting adolescents more often than anyone else. When the sufferer is under great emotional stress (as determined by the GM), the sufferer must make a roll against the "skill" of Poltergeist. If he makes the roll, objects within his TK range get levitated in a random manner for 1d6 rounds. The sufferer may make a hard PSY roll to suppress this, provided the character (as opposed to the player) knows that he has a Poltergeist.

7.12.3 Vampirism

This may or may not be the origin of the vampire legends; there are significant differences. The vampire sucks psychic energy (psi points), not blood. It has no native psi points, but is driven by a craving for psychic energy, which it can draw from others.

A vampire is not hampered by sunlight, but the craving usually starts shortly after retiring, and of course darkness is good cover for unpopular activities. A vampire has no supernormal powers, but the disease most often afflicts the psychically talented, and vampires develop new psychic and patharchic powers very easily. They are especially likely to develop hysterical strength and speed.

A vampire character must make a hard PSY roll once a week; a success means it is struck with the craving. Running out of psi points will always produce the craving. The vampire then loses one hit point every day until it dies, is cured, or starts sucking psi points.

To vampirize the victim, the vampire must achieve flesh-to-flesh contact. It then draws 1d6 psi points every round until the victim is drained or breaks away. If the vampire tries to drive the victim negative on psi points, the victim suffers 1 hit point every round and the vampire acquires 1 psi point. (Roll INT, PSY, or NRV for self-restraint on the part of a vampire that would not, in a cool moment, wish to harm the victim.)

The Craving goes away (temporarily) if the vampire reaches maximum psi points. However, a character may develop a taste for excess psi, and may use it to charge up batteries if the character knows Binding.

7.12.4 Therianthropy

This is the curse of turning into an animal periodically. The best known form is lycanthropy, turning into a wolf. The transformation is done by the production of an ectoplasmic envelope around the victim. Hence the animal form is always larger than the human one. Since ectoplasm is just psychically bound air, the two forms weigh the same and, in general, have the same attributes.

Depending on the severity of the case, the victim may or may not retain its human intellect and sanity during the transformation. In those cases where intellect and sanity are retained or regained, the victim may learn to control the transformation and eventually transform only voluntarily. In this case, the disease becomes a Knack, with the requisite attributes AGL & PSY.

The occasions for transformation are determined largely by subconscious expectations. For instance, a victim brought up on standard horror movies might transform only at the full of the moon. Victims generally lose the transformation after eight hours. Being knocked out or severely wounded may also destroy the transformation. The ectoplasmic envelope acts as 1 to 3 point armor. When the transformation ends, it turns white, melts, and evaporates entirely in a few seconds.

7.12.5 Doppelganger

In this disease, the victim produces an ectoplasmic double of itself. The double has all the skills, attributes, and memories of the original, up to the moment of its production. However, the double is motivated by the repressed parts of the victim's personality, the Shadow in terms of Jungian psychology. It thus has orientations, opinions, and motives that are usually the opposite of the original's. It generally has a keen desire to destroy and replace the original. The original must be very crazy for the doppelganger to be sane.

The doppelganger first organizes itself from a mist exuded from the victim's body during sleep. It starts with almost no mass, and with paper white skin. After a single meal, its coloring becomes normal. As it eats, the organic material in the food begins to replace the ectoplasm and it gains mass. When it reaches the mass of the original, it will be an independent organism.

If the doppelganger is destroyed, it will soon form all over again, until the disease is cured. On destruction, the doppelganger's body will, depending on its degree of materialization, (1) evaporate, (2) turn into a meringue-like froth of whipped protein, (3) lapse into slime, (4) leave a more or less solid corpse.

People who learn to control the doppelganger thereby become capable of Astral Projection.

7.12.6 Familiar or Fylgiar or Totem

This condition combines aspects of Doppelganger and Therianthropy, and may be a Knack rather than a disease, depending on how much control the victim or owner has over the familiar, and on the familiar's temperament.

A familiar is an animal-shaped phantom projected by its master. Its mind is an otherwise unconscious sector of its master's. It may be an insubstantial image or it may make an ectoplasmic materialization. When materialized, its END, AGL, and SPD are the same as the master's. Its INT and PSY are half the master's, and it thinks only in non-symbolic, concrete terms. Its STR is equal to the master's PSY. If it is "killed," it evaporates and cannot rematerialize until the master sleeps. Its "death" costs the master 2d6 psi points. When it is insubstantial, it may be publicly visible, visible only to its master, or visible to haunt-sensitives.

A familiar is generally no larger than a large dog and may be considerably smaller. It may appear as any animal species, usually one that the character is very fond of. (Since characters seldom express such preferences in the course of a game, the GM may choose a suitable animal the player is fond of.) It may appear as a miniature version of a large animal (e.g. horse or elephant). It may even appear as a child, gnome, or animated toy.

An uncontrolled familiar often prowls while the master sleeps, though it may also emerge (usually invisibly) during waking. It may act like a real animal, or act out the denied desires of its master. (This may echo in the master's dreams.) It may terrorize him as a bogey-beast (though without causing material damage). It may intervene in crisis to save the master. A controlled familiar will do all of the above, but can be prevented by the master, who enjoys a conceptual-level "telepathic" link with it. It will also obey the master's commands, within the limits of its INT and PSY. A controlled familiar, even when completely unmanifest, can commune with the master from within his mind, visible in the master's mind's eye.

8. Alternate Psionic Schools

These schools are variations on the current psychic schools. Learn rolls for students transferring from one school to another are modified by Table 8-1.

Roll Above	Until Skill is more than
skill + 30%	30%
skill + 20%	50%
skill + 10%	70%
normal learning rolls	≥71%

Table 8-1: Cross-Psionic School Learn rates

8.1 Aurics

In Aurics, no psychic effect can reach more than 3 meters from the psychic (4 meters or 2 meters for very high or low PSY attribute), unless the effect involves Binding or is amplified by the Extension skill (see below). This applies to clairvoyance as well as to TK. This applies to Telepathy unless you set a tracer on a given target.

In Aurics, no psychic effect can penetrate solid matter unless the effect is amplified by the Penetration skill (see below). At best, the effect can squeeze through a 5 mm crack. This applies to clairvoyance as well as TK. This applies to Telepathy unless you set a tracer on a given target.

In Aurics, the following knacks become skills:

Skill	Prerequisites
Kinetic Aura	None
Therianthropy	60% Kinetic Aura, 30% Telepathy
Doppelganger	60% Kinetic Aura, 30% Telepathy
Familiar	60% Kinetic Aura or 30% Therianthropy or Doppelganger, 30% Telepathy
Astral Projection	50% Telepathy, 50% Second Sight
Warp	75% Kinetic Aura
Jaunt	Warp

Table 8-2: Auric Psionic School Skills

In Aurics, the following skills become knacks:

- Dicing
- Firekey
- Windkey
- Alchemy
- Temper

In Aurics, the following skills have prerequisites:

Skill	Prerequisites
Second Sight	30% in Kinetic Aura
Telepathy	30% in Kinetic Aura
TK skills	substitute Kinetic Aura for Levitation in prerequisites

Table 8-3: Auric Psionic School Skills - Prerequisites

8.1.1 Extension - AGL, PSY, Cost = 1/try

Lets you use your aura at greater distances, up to your full TK range (your run distance, based on PSY rather than SPD).

Critical hit	No cost
Critical miss	Lose 1 psi point
Prerequisites	90% in Kinetic Aura

8.1.2 Penetration - AGL, PSY, Cost = 1/try

Lets you penetrate solid matter with your aura.

Critical hit	No cost
Critical miss	Lose 1 psi point
Prerequisites	90% in Kinetic Aura

8.2 Tesp

These people are variously known as “paleoceptives”, “time keepers”, “time sensitives”, and “tespers” (from Temporal Extrasensory Perception, TESP). Less flatteringly, they are called “necromancers”, “ghosters”, or “geisters”. “Tesper” is the nearest to a generic name.

The many names reflect the many schools (though all have the same game mechanics.) The divisiveness springs from one skill—Race-Memory or Mediumship or Regression, which is retrocognitive telepathy, interviewing ghosts, or past-life regression, depending on who you ask. Different religions and the tespers who belong to them get very passionate about this.

The upshot of TESP is that you gain several ESP knacks but you have to go through the exhausting process of being a Sensitive and you don’t always get Levitation, a very useful TK skill.

In TESP, there are two fundamental skills, Sensitivity and Dicing. Sensitivity is the more fundamental and you must have at least started training in Sensitivity before you can learn Dicing.

To start learning Sensitivity, you must succeed at a hard PSY roll before you can make a learn roll, for the first five training rolls. As soon as you acquire any Sensitivity skill, your psi point quota is cut in half and builds up only by critical hits. You cannot learn any other clairvoyant or telepathic skill until you reach 50% in Sensitivity. (Compare this to the 90% required for an untrained Knack of Sensitivity.)

In TESP, the following knacks become skills:

Skill	Prerequisites
Haunting	50% Sensitivity
Life Sense	30% Sensitivity
Paincast	30% Telepathy, some Dicing
Race Memory	Haunting, or 70% Sensitivity
Tongues	40% Telepathy
Tools	Skill-Swap and Retrocognition, or 70% Sensitivity
Vampire	90% Fleshkey or 80% Telepathy

Table 8-4: Tesp Psionic School Skills

In TESP, Levitation and Windkey become knacks. Tespers with the Knack of Levitation usually suffer from Poltergeist as well.

In TESP, the following skills change prerequisites:

Skill	Prerequisites
Second Sight	50% Sensitivity
Retrocognition	50% Sensitivity or 10% in Second Sight
Clairometry	20% Second Sight
Telepathy	50% Sensitivity
Empower	40% Telepathy
Skill-Swap	60% Telepathy
Shield	50% Sensitivity
Cloak	50% Sensitivity
TK skills	substitute Sensitivity for Telepathy or Second Sight

Table 8-5: Tesp Psionic School Skills - New Prerequisites

8.3 Thematic Psi

In Thematic Psi, you may use any psychic power under a single skill roll, but you can only use the power when it is applied to your chosen theme. Thematic magics usually have levels; the harder a given trick in that theme, the higher the level you must reach before you can do it.

There are many separate schools of Thematic Psi; players should select the theme and map out the levels with the GM when the character becomes dedicated to the theme. Note that the character is supposed to be dedicated to the theme — fascinated by it, making it a major part of their life. The character’s obsession with the theme is the channel that directs the psi.

8.3.1 Hawk Magic - PSY

An example of animal magic; magics for other species can be patterned off this. This theme includes a geas against harming a hawk except when fending off attacks on self, close kin or your own hawk, or as euthanasia. (A rather weak geas, but hawks play rough.) Violating the geas will cost you hit points in psychosomatic illness, the severity at the GM’s discretion. Characters with an animal magic should take Animal Mastery for that species and role-play a great interest in the species.

Easy	10%	Dowse for one of your hawks Sense mood Sense health Animal mastery (use to back up mundane Animal Mastery skill)
Moderate	30%	Summon one of your hawks telepathically Dowse for any familiar hawk Audit memory of one of your hawks Make your vision hawk-like
Tough	50%	Call (but not summon) any hawk in eyeshot Dowse for hawks generally Audit memory of any hawk immediately present See through your hawk’s eyes
Hard	70%	See through eyes of any hawk in eyeshot Heal hawks Project hawk familiar Do astral projection in hawk form Fly
Very Hard	90%	Turn into a hawk (humans being limited to Second-Order Glamour instead of Shape Shifting) Create a fertile hawk egg under your skin

8.3.2 Paper Magic - PSY

An example of a material as a psi theme. Suitable, perhaps, for a were-wasp, or, of course, a scholar, book collector or origami fancier.

Easy	10%	Write or draw by TK Dowse for author / title / subject Dowsing by paper dart Dowse for paper tag Remote reading
Moderate	30%	Unburn (or burn) Unshred (or shred)
Tough	50%	Long-range paper dart Hard paper (armor) Origami by TK
Hard	70%	Photography by TK Dictation by TK (you talk; the paper writes on itself) Dictation by telepathy (use Bound Telepathy on the paper)
Very Hard	90%	Dowse for The Answer, as long as it's written down Animate origami / cutout Enlarge origami / cutout Create origami / cutout / book familiar Create paper from vegetation / wood / scrap

8.3.3 Electric Magic - PSY

Electric magicians (“electromancers”? “electronurgists”?) are basically preternatural electricians, and have much the same abilities you might imagine of an electrician robot, only done by psi. Any character, organic or robot, taking Electric Magic should also take mundane Electrician and work hard at it

Easy	10%	Sense currents and E-M fields Dowse for electrical equipment Detect radar and radio waves
Moderate	30%	Start and stop electrical equipment Charge, magnetize, and induce currents in appropriate materials Create electric and magnetic fields “Glow” in the radio spectrum
Tough	50%	Do retrocog on electrical equipment Do psychic wiretap “Hear” radio broadcasts “See” radar Use Knack of Tools on electrical equipment
Hard	70%	Throw sparks Charge, magnetize and induce currents in inappropriate materials “Speak” in radio or on phone lines Cast radar glamour
Very Hard	90%	“See” or Send TV signals Use a “Knack of Repair” to divine how to fix electrical equipment Create ball lightning Display radio and TV with glamour Induce spontaneous repair

8.3.4 Flesh Magic - PSY

The theme of Flesh Magic is living bodies. Flesh mages have Fleshkey TK and Lifesense clairvoyance. At low levels, they can do telepathy only when touching the target; at higher levels, they need to touch for the initial contact only; at mastery, they can do it by sense-shot, like “normal.”

These mages can produce objects made from the materials of their bodies, or of similar bodies, the more similar, the easier. Assuming the mage is human(oid), we would have:

Basic	1%	Fleshkey Lifesense
Easy	10%	Make textiles woven of hair, ivory and bone artifacts, leather goods, dairy products, meat
Moderate	30%	Make horn artifacts, woolens Make “casts” (see below)
Tough	50%	Make eggs, feathers, tortoise-shell Make casts that don’t look like you Make “shapeskins” (see below)
Hard	70%	Make coral artifacts, pearls, silk, wax, honey Make casts or shapeskins of any mammal
Harder	80%	Make casts or shapeskins of any vertebrate
Very Hard	90%	Make wooden objects, cotton, fruit, wine, bread Make casts or shapeskins of any animal

Starting at the “moderate” level, the mage can produce a version of familiars, “casts.” The simplest form of cast is a duplicate of oneself. It is a hollow skin, magically inflated and animated, with a slit up the back where you exited. It lasts a full day, if not overused. If it has to exert itself, or as the end of the day approaches, it becomes somewhat withered in appearance. At the end of its span, it deflates, and the eyes, teeth and tongue disappear. Casts are tiring to produce.

As the mage advances, they can make casts that look like other people, or are smaller than themselves, then other mammals, then other vertebrates, then other animals.

Starting at the “tough” level, the mage can start making “shapeskins.” These are pelts or skins, disturbingly warm and slightly pulsating. Donning one transforms the wearer into a specific shape matching the hide. The further a shape is from your own, taxonomically, the harder it is to make a hide for it. Thus a humanoid mage can make disguises as other humans more easily than a wolf hide, which is easier than a bird.

8.4 Qui

The Quishonnes of Pharos, a planet in the Terraform Reach, have developed a school of psi based on “qui” a psionic artifact left over from the days of the Old Terraformers, prehuman aliens who once inhabited the Reach. (The name comes from the Chinese “chi,” the energy of magic, equivalent to mana or the Force.)

Qui is animate, in a way, rather like a yeast culture. Once a person or object has some, it tends to stick around. It grows, stimulated by use, and then dies down again in quiet times. To those who can detect it, qui appears like swirling masses of black smoke, which is nevertheless “invisible” or transparent, and often carries synesthetic overtones of chocolate, licorice, deep string tones, or velvet textures.

There are qui-based equivalents to all the “ordinary” psi skills and the hexalogue psi skills. The mechanics are identical, and there is no training penalty for crossing from one to another. However, characters with Second Sight, Detect Psi, or similar skills can detect the characteristic signature of a qui-user, with these

skills. Also, a qui-user with Binding can create a “battery” of pure qui, a qui reservoir, without using a material anchor.

8.4.1 Kenning - PSY, Cost = 0

Kenning is the skill of detecting qui. It is the first step in qui-based psi. Anyone with any psychic skills is likely to start kenning qui after simple exposure, after making some successful PSY rolls. If you have Second Sight or a similar ESP skill, you can immediately ken as part of that skill; you do not need a separate Kenning skill. Otherwise, you start learning kenning as a new skill. The GM may give modifiers for highly conspicuous or inconspicuous qui.

Perfect hit	Go up one learn rate
Critical hit	Go up one learn rate
Critical miss	One round of confusion
Perfect miss	1d6 rounds of confusion
Prerequisites	None

8.4.2 Counter-Qui - AGL, PSY, Cost = variable

Counter-Qui lets you create or resist psilence, Shields, Cloak, or Block. Resisting costs as much as erecting the barrier it attacks, or 7 points for a standard personal psilencer. (The attacked psilencer will heat and smoke.) A master (90+%) can strip ALL the qui out of an object or person; this leaves a qui-user unable to use any qui-specific skills, except Kenning; they can still use other psi skills. To defend against such an attack, use your own Counter-Qui, or Block, or psilence. Counter-Qui is limited to your TK range.

Perfect hit	No cost or double effect
Critical hit	No cost
Critical miss	Lose cost to no effect
Perfect miss	Lose cost, 1d6 rounds of confusion
Prerequisites	90% in some form of telekinesis

8.4.3 Qui Teleport I - AGL, PSY, Cost = variable

Transfers the cargo from one point to another almost instantaneously by whisking it through hyperspace. The two points must be within sense-shot, unless you use Tag, Mediation, or Astral Action. Make a Stealth roll to avoid a loud cracking noise when you teleport.

If there is a solid object in the way at the destination, the target and the object both take 1d6 damage. If the object weighs more than about a quarter of the target, the teleport fails (though both still take damage). If the object is smaller, the teleport succeeds and the small object goes flying off in a random direction.

Cost is proportional to the mass of the cargo and to distance. Pay 1 for each SIZ point, rounded to the nearest SIZ. For every 5 points you spend, you can teleport a distance equal to your TK range. Teleporting to a tag costs 5, regardless of distance.

So, if you weigh 160 lbs. (8 SIZ), it costs 13 to teleport yourself to a tag (8 for mass, 5 for the tag). If your TK range is 90 meters, it costs 10 to teleport a piece of paper to yourself from 100 meters away, 5 for each of two TK ranges, while the paper’s mass rounds to zero SIZ.

Perfect hit	No cost
Critical hit	No weight cost
Critical miss	Lose 5 psi points, cargo takes 1d6 damage
Perfect miss	Lose 5 psi points, stunned for 2d6 rounds, cargo takes 1d6 damage
Prerequisites	90% Levitation (plus Tracer-level Second Sight to set tags)

8.4.4 Qui Teleport Tag - AGL, PSY, Cost = 2/use

A Tag is the teleport equivalent of a clairvoyance tracer. You can teleport a tagged object, or teleport an object that is touching a tag, or teleport an object to a tag. Tagged qui teleports cost only 5 points,

regardless of the distance to the tag. However, Tag by itself will not let you teleport across time or hyperspace.

You can also use Tag to sense the presence of a Tag, or to feel if there is anything solid blocking a teleport to the Tag.

Perfect hit	No cost
Critical hit	No cost
Critical miss	Lose 2 psi points
Perfect miss	Lose 2 psi points, stunned
Prerequisites	50% Qui Teleport I

8.4.5 Qui Teleport II - AGL, PSY, Cost = 5/use

Cargo mass is limited to how much you can levitate. Range is within 10*PSY kilometers, or to a tag.

Perfect hit	No cost
Critical hit	No cost
Critical miss	Lose 5 psi points, stunned for one round
Perfect miss	Lose 5 psi points, stunned for 2d6 rounds
Prerequisites	90% Qui Teleport I, Tag

8.4.6 Vooram Drive - AGL, PSY, Cost = 5/use + 3/round

This lets you move an entire space ship at millions of times the speed of light (about a light-year per round, ~5 million c) — briefly. In transit, the ship can only be detected by hexalogue technology or better, or magic.

First, you must set up the drive mechanism—a swirling pattern of conductive wires, arranged in a tornado-like funnel, held in place by Bound Levitation. When the drive runs, the whole ship fills with qui (for those who can ken it) and a ball of swirling orange light appears in the mouth of the wire funnel.

The drive is fragile. The effect collapses if any psi is done nearby, even clairvoyant observation. You cannot do it while in telepathic rapport. You cannot recharge from a battery while doing it. Any patharchy has to be turned on before you start. Even having someone arrive or depart the vicinity often disrupts it (roll against 1*PSY to save).

You cannot see out of the qui-cloud. You can only aim and fire the drive, and keep it going for the length of time you feel is about right.

A critical failure disrupts the effect and leaves the ship floating in hyperspace (Note: NOT hyperSTATE) for 3d6 hours, after which it reappears at a random distance and direction, or somewhere the GM picks.

After using the drive, you are famished and must eat a huge meal or take 1d6 hit points of damage from exhaustion. After gorging, you must make an END roll to avoid falling asleep, unless circumstances are stimulating.

Perfect hit	Perfect aim, no hunger or fatigue
Critical hit	No hunger or fatigue
Critical miss	Lose 5 psi points, ship lost in hyperspace
Perfect miss	Lose 5 psi points, ship lost in hyperspace, driver knocked out
Prerequisites	90% Qui Teleport II

8.4.7 Margin Access - AGL, PSY, Cost = 3/use

This lets you move out of normal space, into the adjacent parts of hyperspace, or change orientation in hyperspace. You can take along anything or anyone you would be able to haul after you in zero gravity. By making delicate little test probings (requires a skill roll but no psi cost) in any of the dozen or so compass points of hyperspace, you can tell in advance if the way is clear, and if it includes “Margin,” a habitable

zone of breathable light, left over from the high technology of the Old Terraformers. If there is no Margin, you need vacuum gear to survive exposure to hyperspace.

Perfect hit	No cost, and take a look ahead into hyperspace
Critical hit	No cost, or take a look ahead into hyperspace
Critical miss	Lose 3 psi points, stunned
Perfect miss	Fall randomly into hyperspace
Prerequisites	90% Qui Teleport II

8.4.8 Ripway - AGL, PSY, Cost = all psi & nerve points + KO'd 3d6 minutes + 2 rounds fits

This is a form of teleportation that can take you absolutely anywhere you have left a teleport tag or a clairvoyance tracer, or have telepathic contact. It can cross time, interstellar space, or hyperspace. However, not only does it cost you all your psi and nerve points AND knock you out, you have a seizure when you wake up, and do yourself two rounds of Brawl damage unless restrained.

The loss of nerve points, the unconsciousness, and the seizure (but not the loss of psi points) apply to any passengers as well as to the teleporter. Computer equipment crashes. Other complicated equipment suffers analogous disordering. Do not use this method to transport hazardous materials.

Perfect hit	No unconsciousness, no seizure
Critical hit	No seizure
Critical miss	Pay cost, but no seizure
Perfect miss	Pay full cost, including seizure
Prerequisites	90% Vooram Drive

8.4.9 Kossel Bypass - AGL, PSY, Cost = 2d6 psi points + 2d6 nerve points

This is a form of teleportation that can take you anywhere within cislunar distances — that is, as far as a planet's moons. It is a refinement of Ripway, since it is much less wearing and still has a very useful range. Passengers pay no penalties, unlike Ripway passengers.

Perfect hit	No cost
Critical hit	No loss of nerve points
Critical miss	Pay cost, stunned
Perfect miss	Pay cost + 3d6 minutes unconsciousness
Prerequisites	90% Ripway

9. Faerie Skills

9.1 Shapeshifting Skills

These are “magical” fantasy skills, not strictly “psionic” skills.

9.1.1 Shapeshift — AGL, PSY, Cost = 3/use

This skill lets you assume any learned shape. To learn a shape, you must practice for a week. At the end of the week, make a Shapeshift roll. If you succeed, you have learned the shape. You may then make a learning roll to increase your Shapeshift skill. See Table 9-1 for modifiers.

Description	Bonus
Change to natural form	+20%
Minor shapeshift (e.g. haircolor or ½d6 APP) on natural form	+10%
Learn shape from a master	+10%
For each additional limb when learning a shape	-5%
Learn shape without a teacher	-10%
For each factor of two in the change of SIZ when learning	-10%
Change while moving or defending	-20%
For every 10 points change in APP when learning	-20%
For each added body (i.e. for turning into many things)	-40%

Table 9-1: Shapeshift Modifiers

Anything that inhibits psychokinesis inhibits Shapeshifting. Shapeshifting does not affect clothing or other articles you may be carrying. The change takes one round and constitutes the action for that round. Redistribute points of STR, SPD, AGL, and APP to suit the new shape. (If you are injured, you take the damage with you as you change.) You may also use the senses appropriate to that shape, e.g. hawk’s vision or hound’s hearing.

Critical hit No cost, or assume unlearned shape
 Critical miss Lose 3 psi points + suffer 1d6 rounds stun
 Prerequisite Shapeshift may be restricted to “magical” races

9.1.2 Copy Shape — AGL, PSY, Cost = 3/use

This skill lets you assume the shape of something else. The original must be in eyeshot for you to copy it successfully, even if you have assumed that shape before. You cannot use Second Sight as eyeshot. Use the same modifiers as for Shapeshift, but consider that you “learn” the shape on the spot.

Critical hit No cost, or add shape to learned repertoire
 Critical miss Lose 3 psi points + suffer 1d6 rounds stun
 Prerequisite 75% in Shapeshift

9.1.3 Ad Hoc Shape — AGL, PSY, Cost = 3/use

This skill lets you assume any shape you imagine. You do not need a week of practice or an original to copy from. Use the same modifiers as for Shapeshift, but consider that you “learn” the shape on the spot.

Critical hit No cost, or add shape to learned repertoire
 Critical miss Lose 3 psi points + suffer 1d6 rounds stun
 Prerequisite 90% in Shapeshift

9.1.4 Regenerate — AGL, PSY, Cost = 3/use + 1/HP healed

Lets you heal by Shapeshifting. Use the same modifiers as for Ad Hoc Shape. You may assume a new form or repair the old one, as you choose.

Critical hit	No cost
Critical miss	Lose 3 psi points + suffer 1d6 rounds stun
Prerequisite	75% in Ad Hoc Shape

9.1.5 Shapecast — AGL, PSY, Cost = 3/use

Lets you transform the shapes of other things. If the target is an unwilling shapeshifter, it may parry with its Shapeshift skill. If the target is a willing shapeshifter, add +20% to the Shapecast roll. If the target is inanimate, the resulting transformation will be inanimate (e.g. a corpse if you try for an animal). If the target is animate and you turn it into an inanimate form, the inanimate objects remain “cryptically alive”. The target can be successfully disenchanting or “get over it” in time by rolling once a week until it rolls within PSY×1. Use the same modifiers as for Shapeshift. See Table 9-1.

Critical hit	No cost
Critical miss	Lose 3 psi points + suffer 1d6 rounds stun
Prerequisite	90% in Shapeshift

9.2 Second-Order Glamour Skills

9.2.1 Second-Order Glamour — AGL, PSY, cost = 3/use

Tells the target “act as if you were something else.” On a mundane level, the result is hard to distinguish from Shapeshift or simply *creation ex nihilo*. However, Second-Order Glamour is vulnerable to psilence, TK Block or other forms of disenchantment, and can be detected as an ongoing activity by Detect Psi or similar skills. The GM may charge more or impose roll modifiers for extraordinary uses.

Use a no-cost Second-Order Glamour roll to “poke” at something to see if it is glamour, and of what order. A critical hit may give still more information.

Perfect hit	True Shapeshift or creation
Critical hit	“Third-Order Glamour” - effect is immune to disenchantment and psilence
Critical miss	Lose 3 psi points and produce an uncontrolled burst of special effects
Perfect miss	As for critical miss, but also roll END×3 against Stun
Prerequisite	90% in First-Order Glamour, and a strong Fay connection (Fay blood, taught by a Fay, etc.)

9.2.2 Ethereality — AGL, PSY, cost = 3/use

Uses Second-Order Glamour to make yourself or another target intangible. You can drop the intangibility at will.

Critical hit	No cost
Critical miss	Lose 3 psi points and roll END×3 against Stun
Prerequisite	50% in Second-Order Glamour

9.2.3 Faerie Flit — AGL, PSY, cost = 3/use

An application of Second-Order Glamour to transportation. It targets the distance to the destination and says “act as if you were shorter”; it targets the obstacles and says “act as if you weren’t there.” You can take passengers if they are linked to you physically (e.g. by rope or holding hands) or psychically (e.g. by TK or telepathy). It differs from teleportation in that it takes a noticeable (though short) time and can theoretically be interrupted or intercepted.

For a passenger, a Flit may resemble shooting through the air, or a short walk or ride through rushing, confusing, shadowy shapes, depending upon the style of the Flitter. Passengers that get separated in mid-

Flit show up randomly between the start and end points. Flits cannot move through time or across hyperspace.

Standard, unmodified Flits are to places the Flitter has been before. -30% to Flit using directions or a map; expect to zero in over several tries. +10% to +20% to Flit while in possession of a physical token of the destination, the exact value of the modifier depending upon the quality of the token.

To intercept a Flit, you must first somehow detect it; then use Flit -30%

Critical hit No cost, or make Flit in a single round
 Critical miss Get lost
 Prerequisite 50% in Second-Order Glamour

9.2.4 Witchwalking — AGL, PSY, cost = 3/use

An advanced form of Faerie Flit that can take you across time or continua. Taking passengers and using tokens is the same. A witchwalker can also search for an environment they have only heard a description of, but they must also expect to zero in over several tries.

Different places are better or worse for beginning a witchwalk (i.e. the GM adds a modifier to the roll). Use a no-cost Witchwalk roll to determine whether a place is very good, good, indifferent, bad or very bad as a take-off point.

During a witchwalk, surroundings generally reduce to a gray blur, save for a narrow path of nondescript surface, and even that is lacking if the witch-”walker” is actually flying the witch-winds or swimming the witch-currents. Passengers that get lost en route wander in a fog for several hours, then find themselves in a real place, but still severely lost; there is a middling chance they are in the same world they set out from.

Critical hit No cost, or make walk in a single round
 Critical miss Get lost
 Prerequisite 50% in Faerie Flit, plus GM discretion

9.3 Teleport Skills

9.3.1 Teleport — AGL, PSY, cost = 3/range

Transfers the target from one point to another instantaneously, without movement through the intervening space. For every 3 points you spend, you can teleport a distance equal to your TK range. The two points must be within sense-shot, unless you use Tag, Mediation, or Astral Action. You can teleport anything your PSY would let you lift with Levitation. Make a Stealth roll to avoid a loud cracking noise when you teleport.

If there is a solid object in the way at the destination, the target and the object both take 1d6 damage. If the object weighs more than about a quarter of the target, the teleport fails (though both still take damage). If the object is smaller, the teleport succeeds and the small object goes flying off in a random direction.

Critical hit No cost
 Critical miss Lose 3 psi points; target takes 1d6 damage
 Prerequisite Teleport may be restricted to certain races, e.g. djinn

9.3.2 Tag — AGL, PSY, cost = 1/use

A Tag is the teleport equivalent of a clairvoyance tracer. You can set a tag on a place and later teleport to the tag. You may teleport a tagged object or teleport things to or from the tag. Tagged teleports cost only 3 points, regardless of the distance to the tag. However, Tag will not let you teleport across time or hyperspace.

You can also use Tag to sense the presence of a Tag, destroy a Tag, or to feel if there is anything solid blocking a teleport to the Tag.

Critical hit No cost
Critical miss Lose 2 psi points
Prerequisite 50% in Teleport

9.3.3 Omniport — AGL, PSY, cost = 5/use

Lets you teleport to tags you have left in other times or continua. Omniport reaches the tag at the “co-relative present” moment. That is, if it has been 35 hours by your clock since you had contact with the tag (whatever era or world you or the tag are now in), you omniport to the tag 35 hours after that contact as measured by *its* clock.

Critical hit No cost
Critical miss Lose 5 psi points; target takes 1d6 damage
Prerequisite Hex Clairvoyance or equivalent, Tag and 90% in Teleport

10. Historical Magic

Other special-effects skills in FuRPiG are either science-fictional psionics or the high fantasy magic of myth and fairy tale. This section lists, as skills, those forms of magic that were and are actually believed in by historical peoples, mostly Medieval and Renaissance Europeans. The supposition here is that modern understanding of physical law is closer to the truth than is the Medieval, so that some of these people (alchemists and astrologers for instance) were doing magic when they thought they were doing science, and others (luck-casters, for instance) were unconsciously using their own magical energy when they thought they were doing "natural magic" using publicly known tricks for luck or fortune-telling.

Alchemy — INT, PSY, Cost = 3/use

The goal of alchemy is to "perfect" materials. Perfected metal is gold, or at least silver. Perfected flesh is young and healthy. Therefore, the twin goals of alchemy were the production of "philosopher's stone" (a powder to be mixed with molten base metal, turning it into gold) and of "elixir" or "panacea" (a universal health potion and rejuvenator). Alchemists pursue these goals using the apparatus of chemistry and strange tomes, cryptically written or even encrypted, and surrealistically illustrated, communicating procedures under cover of elaborate allegory.

Alchemy was practiced through the Middle Ages and Renaissance, into the Enlightenment period, throughout Europe and the Middle East, and there are Indian and Chinese equivalents. Unless they are rich, alchemists need patrons, who then expect results. Alchemists must also maneuver around each other, since they need to learn from each other but are also rivals for fame and the resources of patrons.

Though alchemists themselves do not necessarily realize it, there are two kinds of alchemy, medical and metallurgical.

- **Medical Alchemy**

A week of work produces 2d6 doses. A normal success produces a healing potion curing 2d6 per dose. A normal failure produces an innocuous mess. The rejuvenation produced by a critical hit works the subject back to physical age 20, or, if the subject is already at that point or younger, holds them at age 20 for the number of years left on the effect.

The alchemist can work toward other effects, as well, such as potions to induce sleep, sexual arousal, or fertility. (Or poisons, but these are easily obtainable by ordinary methods.)

Working on blood as a raw material, an alchemist can try for animation and the creation of a homunculus. This is part of the research program leading toward panacea and elixir. The homunculus strongly resembles the donor of the blood; mixing blood samples gives mixed results. A homunculus is a 1/12 scale miniature human form, floating in a container of special sustaining fluid, sleeping or gazing idly at the surroundings; it has no conscious mind or volition. Except for critical hits, it dies immediately on being removed from the sustaining fluid.

- **Metallurgical Alchemy**

A week of work produces 2d6 doses, to be mixed with molten base metal, usually lead. A normal success produces two pounds of alchemical silver from lead, per dose. A normal failure produces impure lead. Alchemical silver and gold are not "real" silver and gold by our standards; the alchemical effect gives base metal the proper color and hardness, but does not change density or chemical reactivity. However, it is very hard for a Medieval to distinguish gold from yellow lead.

The alchemist can work toward other effects, such as superior qualities for steel, or creating gemstones, or removing flaws from real gems.

10.1.1 Healing

Perfect hit	Elixir of life — a dose heals all current wounds and stops aging
Critical hit	Panacea — a dose heals 3d6 and does 16d years rejuvenation
Critical miss	Poison, a dose does 2d6 damage
Perfect miss	Produce poison fumes doing 2d6 damage to alchemist

10.1.2 Homunculi

Perfect hit	Homunculus is biddable and understands the creator's mother tongue
Critical hit	Homunculus wanders about in a daze, moved by idle curiosity, hunger, etc.
Critical miss	2 HP from blood loss
Perfect miss	5 HP from minor infection OR an UNbiddable homunculus

10.1.3 Transmutation

Perfect hit	14 doses producing gold from any base metal
Critical hit	2d6 doses producing gold from lead
Critical miss	Poisonous fumes (2d6) when mixed with molten metal
Perfect miss	Explosion (2d10) and poisonous fumes (2d6) during concoction

10.1.4 Astrology — INT, PSY, Cost = 3/use

Astrology is only the best-known, most prestigious, and most learned form of many schools of divination that give a number of coded clues rather than visions. Other examples are reading cards, tea-leaves, hand-writing, cloud shapes, or entrails. The game mechanics can be adapted to any of them.

There are four forms of astrology. A professional astrologer will know all of them:

- "General Predictions" — Weather, economic conditions, wars, plague, and social unrest for a given area and time.
- "Nativities" — Individual horoscopes like the ones in modern newspapers, only more specific, since they refer to your exact year, day, and hour of birth, not just your sun sign.
- "Elections" — Whether the stars are propitious for a proposed action.
- "Horary Questions" — General research into any question, based on any astrological factors available. This is the most ambitious form of astrology.

Casting a horoscope properly takes at least an hour, and may take days for horary questions. Assign negative modifiers for inexact information on dates and times. A success gives you accurate clues, though they may be hard to interpret. A failure leaves you as uncertain as you were.

In the Medieval period, astrology was legal and orthodox, but the clientele was usually limited to nobility, high clerics, and wealthy merchants. Certain questions were politically risky, such as efforts to predict the king's life expectancy, or to determine the legitimacy of heirs. In the Renaissance, with the advent of printing, lots of people could read up on astrology, there were more astrologers, and people of all social classes used them.

Critical hit	No cost
Critical miss	Lose 3 psi points for mistaken reading

10.1.5 Ceremonial Magic — INT, Cost = negotiable

A ceremonial magician uses a quasi-religious ceremony, invoking the names of God and of high angels, to conjure up and make demands of devils and lesser angels. "Black magic" of this type is workable only through devils and seeks disaster, disease, or death for the magician's enemies. "White magic," workable through either angels or devils, typically aims at divining the location of buried treasure, telling fortunes generally, or acquiring luck in gambling, politics, or romance.

Ceremonial magicians are typically learned, and deal in tomes describing their ceremonies and listing the names and reputations of the spirits they wish to contact. At a minimum, they read and speak Latin, and may also know Greek, Hebrew, and Arabic, astrology, a fair bit of philosophy and theology, plus the colorful, apocryphal fringes. (Despite this scholarly bent, they seldom seem to use their magic to acquire academic knowledge.)

The ceremony itself often takes a long time to prepare for — days of fasting and ceremonial purification, for instance — and requires one or a few participants. (Incidentally, it is the magicians who stand in the magic circles, to protect themselves from whatever they conjured.) The ceremony is almost always performed in secret, both to protect trade secrets and because the ceremony is frequently illegal or heretical.

In a low-SFX game, nothing particularly strange happens, or maybe someone begins "channeling" the invoked spirit; the goals of the ceremony are then met by apparently natural turns of fate. In a high-SFX game, something actually shows up and fireworks may ensue. The nature of the conjured being is up to the GM, including whether it is really constrained by the magicians' spells or is just playing along.

Ceremonial magicians tend to work in clandestine networks of eccentric scholarship, and in secret and intricately structured lodges and orders. They may have powerful noble or ecclesiastical patrons who make sure their illegal or heretical activities are tolerated in return for their services. They are drawn into intrigue and conspiracy generally.

Critical hit	No cost
Critical miss	It's come, but it won't leave

10.1.6 Channeling — PSY, Cost = 3/use

Channeling is temporary spirit possession by invitation. The channeler uses a ceremony to go into an ecstatic trance, during which the channeled being, called a "guide" or "control," uses the channeler's body. The channeler usually does this for petitioners, for whom the control typically answers questions, heals, or performs some other service, usually without leaving the site of the ceremony.

The nature of the ceremony is dictated by the channeler's taste and traditions. Experienced channelers can abbreviate the ceremony (-20%). It is common to use some traditional mind-altering substance (+20%).

The nature of the control is up to the GM — dissociated personality, ghost, nature spirit, demon, god, whatever. This need not match what the channelers or petitioners think the control is. Typically, a channeler has only one control, or at most a small number.

Normally, the channeler is oblivious during the trance, while the control is in charge. By making a PSY*3 roll, the channeler can become vaguely aware of what is going on.

Channelers may find themselves being taken over without invitation, or with controls who outstay their welcome, or otherwise being mis-used. To resist unwelcome controls, the channeler makes PSY rolls to attack and NRV rolls to defend, and takes damage in nerve points. The GM sets the difficulty levels to reflect the magnitude of the unwelcome control.

Channeling was not common in Medieval and Renaissance Europe, but it could be found in pre-Christian Europe (e.g. the Pythia at Delphi, channeling Apollo), and is a staple of modern Spiritualism, Voodoo, and the spiritual practices of many African and Southeast Asian cultures. Channeling may be treated as a skill, knack, or (with hostile controls) psychic disease, depending on setting.

Perfect hit	Elixir of life — a dose heals all current wounds and stops aging
Critical hit	No cost, friendly controller
Critical miss	Hostile controller
Prerequisites	Possibly initiation into a priesthood or wizardly order Produce poison fumes doing 2d6 damage to alchemist

10.1.7 Hedge Wizardry — INT, PSY, Cost = 0

Hedge wizards, also known as "cunning folk," "wise folk," and many other names, are expected to find lost objects, identify guilty parties, tell fortunes, and advise on how to improve one's luck. Their psychic talents are the same as those with the Sensitive Knack, and they can use the same mechanics. (Their telepathy, however, extends to the Empathy level.) They are generally born with the talent, then develop it through training and practice.

Hedge wizardry is a knack, not a skill; it cannot be taught. It often combines with other knacks and skills. Shamans (q.v.) are generally also hedge wizards. Witches and luck-casters (q.vv.) may also be hedge wizards. The local hedge wizard is also often a priest, a midwife, or a healer.

10.1.8 Luck-Casting — PSY, Cost = 1/use

Almost every culture has beliefs about good and bad luck. Here, luck is treated as the result of conscious or unconscious luck-casting. A successful cast of good luck means the target re-rolls the next failed AGL, PSY (for ideas), or LUC roll and uses the better of the two results. For a cast of bad luck, the target re-rolls the next successful AGL, PSY, or LUC roll and use the worse of the two results.

A lucky charm or ritual is a prop used by many voluntary luck-casters, who believe the power to reside in the charm or ritual, not in themselves. Without the charm or ritual, they are at -20% to cast.

Many uses of popular fortune-telling systems actually depend on a luck-cast to make the system generate the correct answer (cast on LUC), or lead the fortune-teller to the correct interpretation (cast on PSY).

Many instances of popular healing magic actually depend on a luck-cast made on behalf of the patient (cast on LUC).

Luck-casting is a knack, not a skill; it cannot be taught. It often combines with other knacks and skills. Hedge wizards, shamans, and witches can often cast good and bad luck voluntarily. Someone who casts luck involuntarily is a "mascot" (good luck) or a "jonah" or "jinx" (bad luck). The difference is only in how the luck-casting is role-played.

Perfect hit	Three turns of luck at no cost
Critical hit	Three turns of luck for 1 psi pt.
Critical miss	Luck of the opposite kind
Perfect miss	Three turns of luck of the opposite kind

10.1.9 Shamanism — PSY, Cost = 5 psi points + 3 nerve points / use

A shaman is proto-priest and proto-magician, standing between their community and the Unseen. The distinctive shamanistic power is a form of astral projection. The shaman can walk the mundane world visibly or invisibly, enter the dreams of others, and travel to arcane realms such as Faerie, the Dreamworld, and perhaps even the realms of the dead. In the mundane realm, their astral form is always impalpable. In other realms, it is always palpable and visible.

A shaman can learn fay-style Shapeshift, though it only applies to their astral body. They can also possess the bodies of animals. Both these practices are common among shamans with totem animals.

A shaman can remove others from their bodies while they sleep, though the unwilling can resist. If one resists being pulled from the body or to tries to return against the shaman's will, the two fight it out with PSY rolls, each roll costing 3 psi points. Neither can use psi batteries; the shaman's cannot be taken onto the astral plane, and the victim would have to wake to use theirs. If the victim wins a PSY roll and the shaman loses, the victim wakes as from a nightmare. The shaman can win the fight by pulling the astral body free of the physical and quickly taking it far away.

Some people just stumble into shamanism without any cultural support. They may become visionaries or psychic investigators. Professional shamans learn their trade through an apprenticeship system. They make it their business to learn the "politics" of the arcane neighborhood, to keep themselves and their clients on the good side of (or at least protected from) whatever spirits, fays, etc. are likely to drop by. Almost all professional shamans are also hedge wizards. Many are luck casters.

Shamanism was not common in Medieval and Renaissance Europe, but is common enough beyond it. The Druids had it. So, probably, did Norse priests and wizards. Even in Medieval Italy, there were the Benandante, clans of dream-walkers, in which the men regularly fought astral were-wolves while the women did business with the fays.

Perfect hit	No cost
Critical hit	No nerve point cost
Critical miss	Lose 5 psi points
Perfect miss	Lose 5 psi points + 5 nerve points, wake from nightmare
Prerequisites	Usually, an inborn gift and initiation by a senior shaman

10.1.10 Visionary Divination — PSY, Cost = 3/use

The classic form is gazing into a crystal ball, but a mirror, a faceted crystal, a shiny metal knob, a goblet of water, a flame, or even a bucket of water will do. Anything shiny and tricky to the eye. Each method has its own proper name. Dream clairvoyance can produce the same results, with the same mechanics. But the diviner has a favored prop or method and is at -20% if they use an unfamiliar one, or more if the prop is greatly unlike the familiar one.

A successful use produces 1d6 short views, no more than a few seconds each, bearing on the subject of the inquiry. They can be of past, present, or future, and are notorious for sometimes being ambiguous and misleading. This makes life easier for a GM trying to guess the future course of the plot. Only dream visions may include sound as well as sight, but they are just as hard to interpret.

Critical hit	Seven relatively unambiguous glimpses
Critical miss	No result and lose 3 psi points
Prerequisites	An inborn gift or some arcane background

10.1.11 Witchcraft — PSY, Cost = 1/HP

The witches of Renaissance folklore are supposed to sell themselves to the Devil in return for supernatural power. This power may include Hedge Wizardry, Luck-Casting, or Shamanism, but the witch-specific aspect of it is magically harming other people. This the witch does at the rate of one psi point per hit point of damage. The damage can take the form of "accidental" injury or various forms of illness, and may take a day or so to come about.

The famous witchly power of flight, on broomsticks or by other means, is actually part of Shamanism. Any familiar is a separate character, with separate powers and its own agenda.

Witchcraft is a knack, not a skill; it cannot be taught; one is endowed with it on becoming a witch.

Perfect hit	7 HP of damage
Critical hit	1d6 HP of damage
Critical miss	1d6 HP to self
Perfect miss	7 HP to self
Prerequisites	Pact with an evil spirit

11. Meta-Skills

The general master-level skills are sometimes called “meta-skills.” You cannot train in meta-skills or teach them; they can only be improved “in the field.” However, you can add one learn rate to a meta-skill whenever you roll 00 in its object skill. You get the first learn rate by rolling 00 in a skill you already have 99 in. You and the GM then decide on the appropriate meta-skill.

All meta-skills use the attributes of the object skill for learn rates and other statistics.

11.1.1 No Cost - object-skill attributes

Roll after an object skill that costs psi points. Cancels up to ten psi points of cost. You can roll several times at -10%, -20%, and so on, to save 10 psi points until you first miss.

Critical hit Extra learn roll
Critical miss Lose 1 nerve point

11.1.2 Go Critical - object-skill attributes

Roll *before* the object skill. Brings the object-skill roll up one level; that is:

- A critical miss becomes a plain miss
- A miss becomes a hit
- A hit becomes a critical hit (the commonest result)
- A critical hit becomes a perfect hit (00)
- A perfect hit yields two learn rates

The result of a perfect hit in Go Critical itself is to increase Go Critical one (or two) learn rates.

Critical hit Extra learn roll
Critical miss Lose 1 nerve point

11.1.3 Overwhelm - object-skill attributes

Roll after a critical hit (natural or by Go Critical) in an object-skill intended to be performed before others or to produce objects of beauty or display. Any observers will be awe-struck and lose 1d6 NRV points on first exposure, unless the skill is persuasive or coercive. If the skill is persuasive or coercive, the targets have the choice of giving in or losing 1d6 NRV points.

This skill is also called “Flabbergast,” after the wizard, Flabbergast the Electric Pink.

Critical hit Extra learn roll
Critical miss Lose 1 nerve point

11.1.4 Crossover - object-skill attributes

A successful Crossover roll gives you +50% on the roll for the related skill.

Object Skill	A Related Skill
French	Latin
Crossbow	Rifle
Drive	Pilot
Hysterical Speed	Hysterical Strength
Total Recall	Photographic Memory
Maxwelling/Fire Key	Temper

Crossover does NOT apply if the related skill has the object skill as a prerequisite.

Critical hit	Second learn roll in the related skill
Critical miss	Critical miss in the related skill

12. Adventuring in the Jack

Since the Jack campaign was used to play-test these rules, many examples in the rules are drawn from it, and thus there is a fair amount of Jack-specific information in the main body of the FuRPiG rule set. This appendix contains the remaining information pertaining to the Jack campaign.

12.1 Common Knowledge

You know that your world is a hollow, round-capped cylinder, a pod. This is immediately obvious whenever you are out of doors. You know the general layout of your own pod very well ... at a glance. You know that down is away from the axis. This is immediately obvious after a moderate hike. There is a good chance that someone once told you that the stars and sun (which you can see in the glass lakes) do not move, that the pod spins, and that this motion of the pod is what causes gravity. If you have no formal education and/or are stupid, this may not have sunk in. If it did sink in, you may also realize gravity lessens as you approach the axis.

12.1.1 History

You know the pod and the whole Jack was built by your glorious ancestors several generations ago. You probably heard that your ancestors came from the stars. If you have a bit of education, you may know they came from immense spherical bodies called “planets,” which spin and circle the stars. You may have seen pictures of planets and their surfaces. You may have heard that your ancestors lived on the outer surfaces and that the spinning did not cause the gravity, but that would have been very confusing unless you had some real education in physics.

You know that things used to be much better, that your ancestors were very rich and lived even better than the princes of the present day, but that there was “The War” and “The Fall,” leading to the present unsatisfactory state of things. You don’t really know anything more about the war, the collapse, or what your ancestors were doing out here, unless you have some formal historical education. You are very well informed about the political history of your own pod for the last generation. Anything beyond that is very murky to the uneducated.

12.1.2 Geography

You know your pod is one of six pods forming the Jack. You can see four of the other pods in the glass lakes. You can see them spin on their own axes and not move in relation to the stars, so this may have stimulated you to think about the motionless-stars theory. You know the other pods are inhabited; you have almost certainly seen travelers from other pods. You know the names of your pod and the others. Unless you are upper-class or a trader, you probably don’t know the details of government in any other pods, but you have a vague idea they are rather like your own.

If you go to the Concordate Church, you certainly know that the Bishop lives in Spantower, the capital city of North Pod. If you are Jewish, you know there are synagogues in the North, South, Port, and Starboard Pods. If you are Achel, you almost certainly went to school in South Pod. If you are Melior, you may know that there is an enclave of “pure Meliors” in West Pod.

You know there is a system of utility tunnels running under the ground. You know there is a tattered communications system. You have probably never seen either one.

12.1.3 Other Races

You know about the alien races, though you may not have met them all. You have almost certainly seen Teldai and may have Teldai acquaintances. You have probably not seen Hierowesch unless you live in the Port pod. If you live in the Port pod, they are your hereditary enemies. Otherwise, you know they are

rather fearsome and may know they have taken over half the Port pod. Chances are you have seen an occasional Naza or Ragaij, but you probably never spoke to one. You know of the semi-folk and probably have one or more of them as local pests whom you despise. (But you have a healthy respect for them on their own turf or in large numbers.)

You have certainly seen some of the robots and other high technology in operation, but you only have dealings with them if your social station is at least moderately high. Unless you are a technician, a scholar, or a dilettante, you know nothing of how they work. In general, you see enough bits of high technology in the course of a year that you will not automatically disbelieve a report of a new bit of it.

The neo-humans are everyday experience, though Eo-humans are the standard. You have almost certainly seen every breed at some time or another. Everyone knows that the Eo-humans are the originals and they designed the other breeds as improvements. The Eo-humans stress their priority and the neo-humans stress their alleged superiority.

If you are a non-human, you have certainly seen humans. Hierowesch have least social interaction with humans; Ragaij have rather more; Teldai and Naza, a great deal, only there are not very many Naza.

If you are non-human, especially a Naza, you will have a better idea of history than the common humans. You will know more about the war and the fall. If you are a Naza, you have a good chance of being well traveled. If you are a Ragaij, you have a much better understanding of the mechanics of the Jack than common humans. If you are a Teldai or a Naza, you have a good understanding of human cultures, but not as good as a human understanding.

12.1.4 Languages and education

Almost everyone in the Jack speaks at least two languages. Usually, one is Earthron and the other is a racial language. Eo-humans, Acroi, and Hobs have the greatest chance of being monoglot Earthron speakers. Low-ranking Hierowesch have the greatest chance of being monoglot Hanerowesch speakers.

If you are a high-ranking human, you probably know a great deal about Jack-wide politics and history. Also, someone probably tried hard, at one point, to explain to you the mechanics of the Jack and the high technology.

12.1.5 East-Pod Particulars

You know the geography of the pod well, and know where the Ragaij and Teldai live.

Prince Vaughn, who lives in Amsterdam, rules your pod. Jeffrey, Vaughn's grandfather, first used the title "prince". Luis, Vaughn's wife's grandfather immediately challenged it, and there was a lot of gang-warfare. After about four years of that, the two uneasily divided the pod between them, with Jeffrey getting Amsterdam and therefore coming out ahead. Vaughn's father, Edward, went on trading expeditions to the other pods when he was young, which often turned into raids or other kinds of adventures. Shortly before Jeffrey's death, Edward brought back a computer from South Pod. Everyone knows the computer acts as a sort of major domo in the palace, and many strange stories circulate about its degree of awareness, ambition, and power.

Edward defeated Nicholas, Vaughn's father-in-law, about forty years ago, eight years before Vaughn's birth. Since then, the pod has been unified. The common people firmly approve of this state of affairs, and even Barbara, the Duchess of Portage, heiress of the defeated Duke, is reasonably reconciled to it, though she and her partisans are always trying to raise their authority as near to Vaughn's as may be.

Vaughn is married to Barbara's younger sister, Francesca, and they seem to get along well enough. They have two daughters, aged seven and ten. The royalty and the Duchess have a stormy political life, a tranquil family life, and no romantic passions visible. They are all Eo-human, but like most such probably have bits of Sove, Melior, Acroi, etc., in their ancestry. Grandfather Jeffrey is rumored to have been half Levling or half Zenner.

Vaughn is a fairly popular ruler, having reduced taxation early in his reign. He purged the guard about ten years ago. The present cops are very loyal and reasonably honest.

A large part of East Dock is empty and dangerous. There is an old machine there, which has run amok and goes gunning for anyone who invades its turf. Rumors — coming mostly from Teldai — tell of a truck with a retinue of robots, guarding an open dump full of junk and a warehouse allegedly full of treasure.

12.2 Races of the Jack

The Jack contains members of the original human race, seven genetically altered human races, four races of aliens, five races of semi-intelligent animals (three of them genetically altered Earth animals), and a small population of intelligent machines. Ordinary humans are the majority.

12.2.1 Racial modifiers

Racial Modifiers for Neo-Human races							
	Zenner	Achel	Acroi	Melior	Hob	Levling	Sove
STR	1	1	1.5	1.2	0.8	0.8	0.8
END	1	1	1.5	1.2	1.2	0.9	0.9
SPD	1	1.6	1.2	1.2	1	1.3	1.2
AGL	1.5	1.5	1.2	1.2	1	1.5	1
SIZ	1	1	1.3	1	0.6	0.5	0.7
INT	1.2	1	1.2	1.2	1	0.8	1.5
PSY	1.3	1	0.8	1.2	1.2	1.6	0.9
LUC	1.5	1	1.2	1	1	1.2	1.2
APP	1.2	1.2	1.2	1.2	1	1.5	1
NRV	1.5	0.7	1.3	1.2	1.5	1	1

Racial Modifiers for Alien Races				
	Teldai	Naza	Ragajj	Hierowesch
STR	0.7	8	0.6	1.8
END	1.1	4	0.8	1.5
SPD	1.5	1	2.5	1.5
AGL	1.8	0.6	2	1
SIZ	0.2	10	0.2	1.8
INT	0.9	1.1	0.9	1
PSY	1.1	0.7	1.3	1
LUC	1.2	1	1	1
APP	1	1	1	1
NRV	1	1.5	0.8	1

Racial Modifiers for Semi-Folk							
	Neo-dog	Neo-cat	Pemnal	Cheza	Neo-ape	Neo-gorilla	
STR	0.8	0.5	0.8	0.8	1.5	4 (M)	2 (F)
END	1	0.7	1.2	1	1.2	2 (M)	1.5 (F)
SPD	1.1	2	1.3	1.2	1.2	1.2	
AGL	1	1.8	1.4	1	1.2	1.2	
SIZ	0.5	0.1	0.4	0.5	0.5	3 (M)	1.4 (F)
INT	0.6	0.6	0.4	0.8	0.7	0.9	
PSY	0.8	0.8	1.2	0.8	0.8	0.9	
LUC	1.2	1.2	1	1	1	0.8	
APP	1	1	1	1	1	1	
NRV	1.3	1.3	1	1	0.9	1.1	

(M) = Male (F) = Female

Table 12-1: Racial Modifiers JACK inhabitants

12.3 Racial descriptions

Each racial description includes a list of racial conversion factors; generate your character as if it were a normal human being (an eo-human), then multiply each attribute by the appropriate conversion factor. The result is modified attribute value that will be used in the game. Attributes of eo-humans and aliens must start in the 3 to 18 range. Attributes of neo-humans and neo-beasts must start in the 5 to 15 range.

12.3.1 Human races

In the early period of interstellar colonization, some colony worlds were settled by genetically altered human races (“neo-humans”). These different races can all interbreed, with each other and with eo-humans. Neo-humans have less genetic diversity than eo-humans. Members of any given race tend to have a strong “family resemblance” and fairly uniform abilities. This is reflected in the range for each attribute.

12.3.1.1 Eo-humans

The “dawn humans,” the original version of the human race, although most members of it now have a little genetic alteration of some sort in their family tree. Most humans in the Jack are apparently pure eo-human, but probably have ancestors from many other races. Specifically, the eo-humans of the Jack are north and west Caucasian.

Languages: Earthron

12.3.1.2 Zens or Zenners

They are drawn from oriental stock, slender, loose, and long-limbed. Their intelligence is high and their brain hemispheres are equally balanced, connected by a large corpus calosum. They are ambidextrous in coordination and ambivert in personality. They form part of the general human community, but usually marry within their own kind. 60% of them are Theravada Buddhists.

Languages: Earthron, Zennese

12.3.1.3 Achels or Hermitians

Achels (accent on second syllable) have pale skin, dark hair and eyes, and a marked “family resemblance” to each other. They are of medium height and slender build, double-jointed, with very fast reflexes. They are specialized for speed and hysterical abilities. If they do not receive the training to handle these things in early youth, they become hyperactive and twitchy. Hence they tend to remain in a ghetto of their own and marry their own kind.

Languages: Earthron, Achelero

12.3.1.4 Acroi or Giants or (archaic) Alphas

Acroi have light brown skin, straight black hair, and navy-blue eyes. The men stand about seven feet high, the women, six. They are strong and tough and pretty fast. Their intelligence is moderately high, but they have safeguards for mental stability that also preclude real genius. They are generally cheerful, intelligent, extroverts. They intermarry freely with eo-humans, so there are few, if any, pure Acroi in the Jack. But many people obviously have a large fraction of Acroi blood.

Languages: Earthron

12.3.1.5 Meliors

They have light brown skin, dark wavy hair, yellow eyes, and a strong “family resemblance.” They are just generally “improved” humans, strong, healthy, and intelligent, with a normally wide variety of personalities. They usually intermarry freely with the eo-humans, but there are some pure Meliors left in the Jack.

Languages: Earthron, Melioran

12.3.1.6 Hobs

They were not intended to be supermen. They are short (four to five feet high) stocky, with light brown skin and blond hair. Their intelligence is almost exactly average, their mental stability great, their endurance high, their strength reasonable. They intermarry as freely as the Acroi, so there are probably no pure-breeds left in the Jack.

Languages: Earthron

12.3.1.7 Levlings

Someone thought it would be a bright idea to make elves. Levlings are short (four to five feet high), fair and blond, with slender build and delicate beauty. There isn’t a lot of visible difference between the sexes when they’re clothed. They aren’t strong or tough, but they have long life spans (100 years average). Their brains are heavily right-hemisphere dominant, so they are usually left-handed. They are highly intuitive, with good spatial abilities and keen eyes for detail, especially social nuances. Yet they are not gregarious, in fact reclusive and introverted, with emotions hard to excite. They seldom intermarry.

Languages: Earthron, Levling

12.3.1.8 Soves

Like the Levlings, the Soves are short and slender, but they are light brown of skin, hair, and eyes. They are specialized for intellect, mostly of the left-hemispheric kind. They have excellent memories, long attention spans, and calm dispositions. They tend to marry among themselves, but intermarry more freely than the Levlings, Zens, or Achels. Like the Levlings, they often live to be 100.

Languages: Earthron, Sovian

12.3.2 Alien races

Of the dozen or so alien minorities that once lived in the Jack with humans, four are known to remain. Humans tend to use the alien names given below as singulars, plurals, and adjectives. In fact, these forms are singular.

12.3.2.1 Teldai

An arboreal race of “monkey people” massing about 15 kg, standing a meter high. They have four long limbs, all equipped with excellent hands - six fingers on the front pair, four on the back. They also have a long, prehensile tail. Their skins are naked and pale blue (though they see themselves as gray). They wear clothing as a rule, close and form fitting. Their heads are round, with large green or yellow cat-like eyes, a small, lipless mouth, and a row of four, thin, vertical slits on the upper lip which are the nostrils. Males have enormously bushy green eyebrows. They think humans are very ugly, at first. They live in forests and cultivate fruit trees and deenim, a fast-growing hardwood from their native world. This tree was originally brought to the Jack for good and fast-growing lumber. Most human/Teldai trade is still in lumber, but the Teldai also eat deenim leaves or drink deenim tea, since it is the only food now available on the Jack which supplies several vitamins necessary to them. At home, on Telna, they would never touch the stuff; it tastes wretched. They are faster and more agile than humans, but not nearly as strong. They can see into the infrared but cannot see blue or violet.

Languages: Darasi, Earthron

Abilities: hand-feet (AGL, SPD) tail (AGL, SPD) IR vision (PSY)

12.3.2.2 Hierowesch

The only carnivorous race in the Jack; all others are omnivorous, though the Teldai and the Ragaij have a fondness for fruit. The Hierowesch look like seven-foot tall bipedal dinosaurs, with large, blocky, cougar-like heads full of sharp teeth. They mass about 130 kg. Their bodies are covered with brown fur, paler on the belly and often spotted on the back. They wear belts and harnesses, but not clothes. They are much stronger than humans, and faster runners. They have short talons on their knuckles. The females have breasts; the males have black side-whiskers to their face-fur, and more spots on the back. Although carnivorous, they must consume various herbs from Hierow (home) and other planets, to meet their vitamin requirements. They prefer to make these into teas or meat-sauces but can gag them down if necessary. Their night-vision is better than ours, but they have essentially the same visual spectrum.

Languages: Hanerowesch, Earthron if met outside home territory

Abilities: fang (STR, AGL) talon (STR, AGL) night-vision (PSY)

12.3.2.3 Naza

They are huge (1000 kg) and roughly centauroid. They are three meters long and two and a half meters high, with four columnar, elephantine legs and four-fingered hands. They have no tails and no neck. The head is a dome rising from the shoulders. The mouth is wide, with the upper lip divided into four short, thick tendrils. On top of the head are four short eye-stalks, protected by two spike-like horns. The whole animal is leathery and gray. They usually wear clothes, flowing, colorful, and draped, but coarse to the human touch. They are massively strong, but not fast or agile. They are very independent of each other and of other races. However, they are not reclusive and wander a lot. There aren't many in the Jack, but they breed slowly and live long. The males are bigger and have a different voice timbre, but humans are apt to miss the difference. They have no odd dietary needs except for iron. They will sometimes drink straight blood, or put blood into their foods. Or sometimes they will just suck on a nail. The suns of Akon-naza are redder than Sol, so they can see some into the infrared, but they can also see violet.

Languages: Naza-ko (Hunsu-ko), Earthron

Abilities: IR vision (PSY)

12.3.2.4 Ragaij

A winged race from Ragau, massing 20 kg or less, with a wingspread of six meters. The wings are bat-like and attached to a rigid body about two feet long. Their thin legs are so long, they stand about five feet high. The feet are three-toed and webbed; they serve as rudders, since the Ragaij have no tails. Their arms are long, skinny, with three mutually opposable fingers. The whole animal is covered in auburn hair. The head bears a black beak, has no brow, but bulges backward to hold the brain and balance the beak. They like the mountainous end-caps for their low gravity and safety, but they also like high-calorie sweets and fruits. So they live in the mountains and fly down to their orchards in the foothills. They, too, have vitamin problems, which they solve by eating slukkis, small animals like scaly, six-legged weasels, and by using certain spices. They are the fastest race, and agile, but very weak. The sexes are indistinguishable to humans. Ragaij say they smell and sound different.

Languages: Threk'q'ki, Earthron

Abilities: flight (AGL, SPD) telescopic vision (PSY)

12.4 Semi-folk

These are animals which, whether by evolution or gene-tooling, have reached the borders of intelligence. Most have childlike intelligence, but some are brighter than average humans.

12.4.1 Neo-dogs

Gene-tooled for high intelligence and long life, they understand a great deal of Earthron. When tame, they are formidable guards; when feral, they form alarming packs, usually composed of normal dogs and vulps, with one or a few neo-dogs as leaders. Neo-dogs are a big breed, with short coats, floppy ears, and blocky heads. They come in a variety of colors but are distinguishable by their tiger-stripped coats.

Languages: Earthron, if tame

Abilities: fang (STR, AGL) smell (PSY×2) hear (PSY×2) hunt (INT+PSY)

12.4.2 Neo-cats

Gene-tooled for high intelligence and long life, they understand a great deal of Earthron and can almost-talk a bit. They make good spies, if there is a way to find out what they've seen. They are big, for cats, with short coats and blocky heads. They are distinguishable by their coats, which are two-colored, with a broad stripe down the back and up the tail. They may also have a second or third color on feet or belly.

Languages: Earthron, if tame

Abilities: claw (STR, AGL) climb (STR, AGL) hear (PSY×2) night vision (PSY×2) hunt (INT+PSY)

12.4.3 Neo-apes

Derived from chimps, gene-tooled for high intelligence, long life, and verbal ability. They understand Earthron as well as a young child might, and speak it at the same level. Apish voices have a distinctive, sound. They can be trained to use guns. Feral apes live in abandoned towns and generally don't use anything fancier than a spear. They speak poorly, or not at all. They are weaker than real chimps, stand almost erect on longer legs, and come in all the colors of human hair.

Languages: Earthron (childlike level)

12.4.4 Neo-gorillas

These are ordinary gorillas slightly adapted for enhanced intelligence and verbal ability. The only visible differences from eo-gorillas are longer thumbs and more developed legs. They live in a small village in the West Pod Wilderness, where they act as forest rangers. The males are substantially larger than the females.

Languages: Earthron

12.4.5 Pennals

A semi-intelligent race kept as pets/servants by humans. They are slender pink hereptoids about 1.5 meters long, 20 to 30 kg., with almost half the length being prehensile tail. They are often called “lizards.” They have six short limbs, each ending in a four-fingered hand with a thumb. They are semi-arboreal. The head is long-muzzled and low-browed with a horse-like mane of orange or lemon-yellow. They speak a few words of Earthron and seem to understand more, but their linguistic ability is inferior to that of the neo-beasts. They lose their language in a generation if they become feral. They are afraid to use guns, but they can be trained to handle bows, spears, and crossbows. They can see into the infrared and, when feral, often operate at night to raid and pilfer. Feral Pennals may live in forests, abandoned utility tunnels, etc.

Languages: Earthron (key words, speaking very terse)

Abilities: tail (STR, AGL) extra hands (STR, AGL) climb (STR, AGL) IR vision (PSY)

12.4.6 Cheza

A semi-intelligent race kept as pets/servants by the Naza, who think they look cute. Humans don't. They mass about 40 to 50 kg and stand about 125 cm, when erect. They look like very large sow-bugs (also called wood lice) with long regenerable feelers, beak-like mouths, and eyes on short jointed stalks, like a crab's. They have six limbs, tipped with claws. They can learn to use guns and speak a simple Naza-ko, with scraps of Earthron. Tame Cheza always have their shells brightly painted. Feral Cheza settle for natural brown. Feral Cheza do not lose their language as much as apes or Pennals. Because of the Cheza, “louse” is a fairly offensive insult among humans. It even offends Cheza.

Languages: pidgin Naza-ko, 20% chance Earthron key words

Abilities: extra hands (STR, AGL) shell-curl defense (5 HP) (SPD)

12.5 Robots and computers

Most of these are not open as player characters or even NPCs. Computers are usually sessile, installed in a building, using dumb robots or other remote sensors and effectors. Intelligent robots are all meter-high capsules the shape of a Contac™ pill. The top hemisphere bears four equally-spaced lenses. Below each eye is a port that projects an arm. Three of these arms are telescoping (1.5 meter max.), have no elbow, and end in a three-fingered hand. The fourth arm is telescoping, thinner, and possesses an elbow joint. It ends in a socket into which various tools can be fitted (including a three-fingered hand). The bottom hemisphere of the capsule bears three ports, projecting telescoping legs (1.5 meter max.), with no knees, ending in pads. These pads have variable friction; after building up speed, the robot can slide on them if the surface is reasonably smooth; in reverse, they can be made slightly sticky for surer footing. The robots' native color is refrigerator white, but most of them have highly individual paint jobs, which is how you tell them apart.

Languages: Earthron, standard AI protocol, most machine languages

Abilities: Total recall (85% min, no cost in psi) Mathematics (85% min)

As you will see below, even intelligent robots and computers have low INT and PSY. An AI character grows, not primarily by practicing a skill, but by discovering and incorporating pieces of hardware and software. Every new skill module gives the AI that skill at a minimum of 85% All robots and computers have the same physical attributes — no die rolls or player discretion allowed.

Attribute	
STR	12
END	25
SPD	50
AGL	30
AGL	5 (for learning)
SIZ	10
INT	0.6
PSY	0.6
LUC	1
APP	10
NRV	0.6

(Note: All Bold items are actual values not multipliers. Only INT, PSY and LUC are multipliers.

Table 12-2: Robot Attributes

Value in Marks	New Coins	Old Currency	In Circulation	Value in goods and Services
.01	Al	MAI		Bread
.05	Al	MAI		Bottle of wine
.10	Al	MAI		Unskilled day
.20	Al	MAI		Knife
.50	Ag	MAI		Skilled day, day's lodging, work clothes
1	Ag	MAI	Bill	Sword
5	Ag	MAG	Bill	Fine Suit
10	Au	MAG	Bill	Professional week
20	Au	MAG	Bill	Horse
50	Au	MAG	Bill	Shack
100	Au	MAu	Bill	Cottage
500		MAu	Bill	House
1000		MAu	Bill	"Magic" Armor
Recent Coins		"Ancient" Money		
Al	Aluminum	MAI		Macro-metalized Aluminum
Ag	Silver	MAG		Macro-metalized Silver
Au	Gold	MAu		Macro-metalized Gold
		Bill		Colored square plastic bills

Table 12-3: Jack - Monetary System

Item	Cost in Marks	Item	Cost in Marks
Light shield	0.75	Rapier	3
Heavy shield	1.50	Small sword	4
Cloth padding	1	Estoc	4
Boiled leather	2	Foil	0.50
Studded leather/Ring	4		
Scale	5	Hand axe	1
Chain	20	Battle axe	5
Banded armor	15	War hammer	4
Plate	20		
Banded nylon	100	Whip	1
Kevlar	150		
Ablative armor	300	Chain flail	4
Faraday armor	20	Jointed flail	5
Colloid armor	1000	Nunchaku	0.35
Macro-armor	2000		
Force shield	10,000	Spear	1
		Lance	3
Club	0.20		
Mace	3	Halberd	6
War-sledge	0.50	Pole Axe	6
Ad hoc club	-	Pike	6
		Lucerne hammer	6
Quarterstaff	0.35		
Baton	0.10	Rock	—
		Large rock	—
Knife	0.20	Throwing spear	1.50
Throwable knife	0.30	Dart/knife	0.30
Dagger	0.50	Throwable knife	0.30
Bowie Knife	1	Bowie knife	1
		Throwing axe	0.50
Saber	2	Throwing knife	N/A
Shamshir	3	Throwing star	0.10 ea.
Falchion	1		
Greatsword	8	Sling	0.05
Claymore	15	Bola	0.15
		Spear thrower	N/A
Shortsword	0.50		
Bastard sword	4	Light bow	0.50
Broadsword	1	Medium bow	1
		Long bow	1.50
		Compound bow	2
		Hand catapult	0.30
		Arrows	0.01 each

Table 12-4: Jack - Buy List

Item	Cost in Marks	Item	Cost in Marks
Light crossbow	1.50	HUMAN SERVICES	
Heavy crossbow	3	Scholars	2 /day
Hi-tech X-bow	10	Doctor	2 /day
Super crossbow	5	Lawyer	2 /day
X-bow cannon	20	Veterinary	1.50 /day
Pellet crossbow	2	Mindsmith	1.50 /day
Repeating crossbow	2.50	Animal trainer	1 /day
Quarrels	0.01 each	First Aid Kit	1 (low tech)
Shotgun	10	Doctor's Kit	10 (low tech)
Rifle	15	Herb/Medicine	0.10
Machine gun	50	TECHNICAL SERVICES	
Magnetic rifle	50	Gold	40 /oz
Sleepdart rifle	50	Silver	2 /oz
Gyrojet shotgun	5	Shoe horse	0.20
Laser rifle	200	Horse shoe	0.02 each
Crossbow pistol	0.50	Nails	0.02 /dozen
Cap and Ball pistol	2	Chain	0.50 /meter
Cap and Ball revolver	5	Repair wheel	0.20
Revolver	8	Mess kit	0.20
Semi-automatic	10	Padlock	0.20
Automatic	20	Dup. key	0.02
Magnetic pistol	30	Wagon	5
Sleepdart	30	Craft tools	10
Gyrojet	3	Vehicle repair, simple	3
Stun-gun	40	Robot repair, simple	7
Laser pistol	100	Recharge	0.10
Blaster	100		
Bullets	0.02 each		
Balls	0.01 /10		
Powder	0.10 /100 charges		
Caps	0.01 /10		

Table 12-4: Jack - Buy List (continued)

Item	Cost in Marks	Item	Cost in Marks
TRANSPORT and COMMUNICATION		ENTERTAINMENT	
Mount	20	Wine, from shop	0.05
Stabling	0.20/night	Meal	0.05
Coolie fare	0.02 (within cities)	Fine meal	0.25
Coach fare	0.10 (between cities)	Wine and dine	0.50
Caravaner	0.50 (between pods)		
Send message		LODGING	
w/in city	0.01	Inn night	.15
w/in pod	0.05	Hotel night	.50
between pods	0.50 (bring back reply)	Month's rent	3
Bicycle	5	Shack	50
Ground car	250	Cottage	100
Air car	500	House	500
Flying belt	200		
Air truck	1500	CLOTHING	
Ground	500	Work clothes	0.50
Sky cycle	500	Fine suit	5
Ground cycle	200	Boots	0.80
GENERAL SUPPLIES and SERVICES		Saddle	5
Knapsack		FOOD	
canvas	0.20	Day's ration	0.03
leather	0.50	Bread	0.01
Tent		Beer	0.02
for two	0.70		
for four	1.40		
Books	0.10		
Cheap rope	0.12 /30 m		
Climbing rope	0.50 /30 m		
Rope and grapple	1		
Torches	0.05		
Lantern	0.20		
Kerosene lantern.	0.50		
Bottles, pots,			
baskets	0.01 - 0.10		
Harness	0.50		

Table 12-4: Jack - Buy List (continued)

13. ElfQuest Rules for FuRPiG

This appendix is an extension to the **FuRPiG** role playing system that allows players to simulate the world of Wendy Pini's ElfQuest. Both this extension and **FuRPiG** as a whole are privately published and neither is intended as a commercial venture. The interpretations of Wendy's elves and world are wholly those of the authors and not endorsed by WaRP Graphics.

For those unfamiliar with ElfQuest, the authors strongly recommend the Pini's work in all its forms. To date it has been printed as a black and white comic book (from WaRP Graphics), a set of full color graphic novels (a Starblaze edition from Donning), a trade paperback novel (from Playboy), and several sets of role playing figures (from Ral Partha), a four color comic (from Marvel), and a fantasy role playing game (from Chaosium). We have heard that a movie is planned.

13.1 Generating Characters

Character attributes are established as normal in **FuRPiG** using the highest three out of four six sided dice (3 of 4d6) for all attributes except SIZ which is the lowest 3 of 4d6. A total of 5 points can be moved from any attribute(s) to any other(s) to establish the initial base attributes. The working attributes are derived from these by multiplying the base attributes by the number listed in the racial modifier Table 13-1. The table has both the modifiers for elves in general and special modifiers for members of four tribes of elves.

	High Ones	Pini Elves	Wolf Riders	Gliders	Go- Backs	Sun Folk	Preservers	Trolls
STR	0.8	0.8	0.8	0.8	0.8	0.8	0.2	1.7
END	1.2	1	1.2	1	1	1	0.5	1
SPD	1.2	1.5	1.5	1.5	1.5	1.2	2	0.8
AGL	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.2
SIZ	0.8	0.4	0.3	0.6	0.4	0.4	0.05	1.2
INT	1	0.8	0.8	0.8	0.8	1	0.1	0.5
PSY	1.5	1.2	1.2	1.5	1	1.2	0.8	0.3
LUC	1.3	1.3	1.3	1.3	1.3	1.3	1.2	0.6
APP	1.5	1.5	1.5	1.5	1.5	1.5	1.2	0.3
NRV	1.5	1.1	1.1	1.2	1	1.1	0.8	0.8

Table 13-1: Racial modifiers table for ElfQuest races

13.1.1 Recognition

Elves have a very special kind of love-at-first-sight called **Recognition**. In this game recognition is only simulated in a small way. The rest is left up to the players' role playing. The mechanism provided allows characters to establish who they Recognize. When each character is created, percentile dice are rolled. The result is the character's recognition number. Recognition occurs when two characters of opposite sex with the same recognition number meet for the first time. A character may not recognize more than one other person, so characters who are already recognized needn't check for further matches. Recognition imparts some specific imperatives to the characters, which are shown in the ElfQuest books and magazines. In addition, recognition affects the success rates of some of the psychic powers.

13.2 Elven Psychic Powers

Elves have a number of special psychic talents available to them. In **FuRPiG** terms each is a skill with PSY as a requisite attribute. The talents an elf has are determined when the character is created. The GM will need to establish a method for insuring that the powers are present in the proper proportions. The exact

nature of this will depend on the nature of the GM's campaign as the psychic powers vary quite a bit from tribe to tribe among the elves. For instance the Wolf Riders can almost all send, but few of the Go-Backs or Sun Folk have that ability. Apparently, all of the Gliders can fly, but very few have TK, whereas Rayak could use TK for centuries before he could fly. The following list reflects the authors' views of the prevalence of the various powers among all elves in general. (The rarest powers are listed last, the most common first.) Groups of powers that we feel are more less equally common have been separated from each other by blank lines.

Elven Psychic Powers	Requisite Attribute
Send	PSY
Heal	PSY
Detect Magic	PSY
Shape Tree/Plant	PSY
Flying	PSY
Start Fire	PSY
Shape Rock	PSY
Hypnosis	PSY
Shape Flesh	PSY
Telekinesis	PSY
Shape Shift	PSY
Astral Projection	PSY
Inflict Pain	PSY
Mind Read	PSY

Table 13-2: Elven psychic powers

One possible method for allocating talents would be as follows. The GM establishes which powers are prevalent in the tribe a character will come from, and in what proportions. The player (or GM for NPCs) then picks a power he wishes to have and throws percentile dice. If the result is less than or equal to the percentage of the tribe that has the power, they can have it. If not they may try for a different power. If all of the available powers are exhausted, then the character has no psychic talents. If the player is willing to take a talent as a latent power, the GM should increase the chance that he'll get it. If the player wishes a power that isn't known in his tribe or to have more than one power, the GM might allow it if he can throw a perfect 00.

Thus, suppose that the GM had ruled that for Wolf Riders, characters have a 90% chance of Send as well as one additional power chosen from the following list: Tree Shape 5%, Heal 5%, Detect Magic 10%, and that latent powers are twice as easy to get as ordinary powers. A player is building a Wolf Rider tries for Send, and gets it with a 56. Next he tries for a second power, starting with Heal first and throws a 27. Not good enough, so he tries again for Tree Shape and throws an 06. Finally he tries for Detect Magic, which he is willing to take as a latent and gets it with 20 exactly.

A player may allocate skill points to any talents he has, but may also leave the talent as latent. In this event he will need to develop the powers later. This is done in the following manner. In a circumstance where a character might reasonably (according to the GM) attempt to use the power, he makes the attempt using his learn rate as the chance of success. If he succeeds, he does not make an experience roll at the end of the session, rather he automatically take his learn rate as his skill level at the end of the session.

Note that a character is not necessarily aware that he has a the latent ability for a power despite the fact that the player knows it. If the character is determined to not be aware of his latent gift, the GM might reasonable require a LUC×3 roll before he is permitted to use it "reflexively".

13.2.1 Send - PSY, Cost = 0 or 1

Perhaps the most prevalent Elven psychic ability is sending, the ability to broadcast telepathic messages to other elves. Sending is quite common at low skill levels, and easy to do. Table 13-3 lists the circumstances that add to the success of an attempt to send.

Description	Bonus
Can see target	+10%
Knows location of target	+10%
Target is awake	+10%
Target is a Fay (elf, troll, preserver)	+10%
Target is a related species (wolf for wolf riders)	+10%
Target is an elf	+10%
Target can send	+10%
Target is well known (same tribe, previous telepathic contact)	+10%
Target is an immediate family member	+10%
Target is Recognized	+10%

Table 13-3: Send bonuses

Sending over long distances or to selected parties lessens the chance of success. Every 100 yards (about 4 feet on the board/table at normal scales) of distance between the sender and the target subtracts 5% from the chance of success. If the character is trying to send either to a single individual or to everyone in a locale, there is no penalty. If, however, he is attempting to send to a specific group of people, each individual in that group lessens the chance of success by 5%. If the roll fails, but would have succeeded if not for this modifier, everyone in the area receives the message.

It is possible to “defend against” an attempt to send, to shut out the sending. To do this the target rolls against his own send skill. The send succeeds only if the sender succeeds and the target fails.

In simple one-to-one use there is no cost in psi. Sends to multiple people whether restricted or general, and defends against sendings each cost 1 point.

Critical hit Increase skill by 1%
 Critical miss No Sending for 1d6 hours

13.2.2 Mind Read – PSY, Cost = target PSY (win) or 1 (lose)

In order to mind read, one must be able to send. Mind reading establishes two way (though asymmetrical) mental contact. Once the contact is established, the mind reader is in control and may seek out or present any information he wishes. A character who can send can defend against an attempt to mind read with the send skill. The mind reader must succeed and the target fail in order for an involuntary mind read to succeed.

Description	Bonus
Target is not conscious	-10%
Target is a neither Fay nor a related species	-10%
Target is not an elf	-10%
Target can't send	-10%
Target is not well known	-10%
Target is not in physical contact	-10%
Target is not in eye contact	-10%
Target is not relaxed	-10%
Target is an immediate family member	+10%
Target is Recognized	+10%
“On the surface”	+10%

Table 13-4: Mind read - bonuses and penalties

A successful Mind Read or defense against it has a psi point cost equal to the PSY of the target. A failure of either costs one point.

Critical hit No cost
 Critical miss No reading that mind today

13.2.3 Astral Projection – PSY, Cost = 1/min

This skill allows one to send one’s astral self out into the astral plane (as when Savah “goes out”) or out into normal space, where it will appear as a luminous phantom of one’s body. One’s physical body remains in trance during astral projection.

Astral senses are very keen — darkness, cover, and Stealth and Conceal skills have no effect on Spot Hidden in the astral state. When making a Spot Hidden one may add one’s skill with Astral Projection to one’s Spot Hidden. (Remember that the chance of success can’t exceed 99 after all modifiers are applied unless the character is a perfect master, in which case 100 is the maximum.) Any attempts to hide an astral phantom on the material plane is made at -30% due to the glow.

Sending, mind reading, and hypnosis work normally between astral selves and between astral and physical selves. If one is hypnotized on the astral plane, one is trapped there until hypnosis is broken.

Astral projection costs one psi point per minute, unless one is trapped on the astral plane.

Critical Success No cost
 Critical Failure No Astral Projection today or tomorrow

13.2.4 Hypnosis – PSY, Cost = target INT (win) or 1 (lose)

This skill allows one to cause a creature or person to go into a trance. While they are entranced, victims will be highly suggestible and have no volition. Eye contact is required. Every point of INT of the victim reduces the chance of success by 5%. Each successful use of Hypnosis costs as many psi as the target has INT points. Each failure costs one point.

Critical Success No cost
 Critical Failure No hypnotizing this person, ever

13.2.5 Inflict Pain – PSY, Cost = 3/use

This power allows a character to cause another to feel as if they were harmed with out doing any actual damage. Inflict Pain is used as a skill. Each success costs three psi and does either 1d6 or 1d8 of “pseudo damage”, depending on whether there was physical contact (which does the greater damage). Pseudo damage is completely independent of real damage and fatigue damage, but works similarly. Thus if a character’s pseudo-hit points are negative, he must save against collapsing and passing out, just as he would for real damage. Pseudo damage always heals at 5 points a day, even when a character’s pseudo hit points are negative. If a character takes twice as much pseudo damage as he has hit points, he doesn’t die, but rather is driven insane. The only cure for this is to be healed by a healer who is capable of sending. The cost of such a heal is one psi point more than an ordinary heal. All of the pseudo-hit points must be healed for the character to recover.

The following modifiers apply:

Description	Bonus
Attacker is touching target	+10%
Attacker is mind reading target	+10%
Attacker doesn’t have eye contact	-10%

Table 13-5: Inflict pain - bonuses and penalties

The attacker must have some kind of contact with the target. Either he must be Mind Reading, touching or seeing him. The only way to “parry” Inflict Pain is with Heal.

Critical Success No cost
 Critical Failure Take the pain yourself

13.2.6 Telekinesis – PSY, Cost = target SIZ

This skill allows one to move physical objects. The cost in psi is equal to the SIZ of the object or objects, and is paid each round. Each object costs at least one psi point. Thus several coins are much more expensive to carry separately than in a purse. The skill roll is made once to lift the objects, and need not be made again unless the objects are put down and picked up again. One can fly by telekinetically lifting oneself but it is much more economical to use the flight skill if one has it. The modifiers to the skill roll are:

Description	Bonus
Each point of SIZ of cargo	-5%
Every additional item in the cargo	-10%
Cargo is not in eyeshot	-10%
Cargo is in physical contact	+10%

Table 13-6: Telekinesis - bonuses and penalties

Critical Success No cost
 Critical Failure Lose 3 psi points and roll PSY×3 against stun

13.2.7 Start Fire – PSY, Cost = 1/try or 1/round (handfire)

This is the ability to start small fires. The material ignited must be something that could be easily lit by normal means, such as dried leaves or cloth. This means that one can not light an animal’s fur on fire for instance. The character must be able to see his target clearly. It costs one psi point per attempt to start a fire. Start Fire can also be used to create “cold” fire, which can be used as a source of light. Cold fires cost one point to create, and one point per round to maintain unless the creator is in physical contact with it.

Start Fire can be used for combat, but that is not its primary purpose. When used in combat, it causes 1d4 of damage, and is used as a 30 meter missile weapon. Any creature or person who is directly exposed to a fire, regardless of how it was started, will take 1d4 damage each round.

Critical Success No cost
 Critical Failure Lose 3 psi points

13.2.8 Flying – PSY, Cost = target SIZ

Flying is similar to Telekinesis, but the object moved is oneself. The cost in psi is lower, and the probability of success higher. In order to use flight, a roll is made against the character’s skill with flight. So long as the result is not a critical failure, the character may take off. The cost of flying is an amount of psi equal to the size of the flier and any objects he may be carrying. It is paid once when the skill roll is made, regardless of success or failure. A character may carry objects with him when he flies. The maximum SIZ of objects carried is equal to his skill as a percent times his STR. Thus a character with 30% in fly and an STR of 10 may carry 3 SIZ points. Naturally, one must be able to hold on to whatever is carried. Thus though a character with 90% and an STR of 20 can carry 18 SIZ points, he can carry six SIZ 3 elves only if they are in a basket or some other vessel. A technique for carrying many things is to use Telekinesis to hold some of them. If a character picks up something or somebody while flying, a new roll must be made and enough psi spent to cover the SIZ of the object.

Critical Success No cost
 Critical Failure Lose psi without result

13.2.9 Shape Rock – PSY, Cost = SIZ to SIZ + 2

This skill allows one to mold and shape rock. The cost in psi is based on both the size and amount of detail involved. There are three levels detail available. They are listed along with their cost in the Table 13-7

Description	Cost
Crude shaping - no holes created in the object	SIZ
Some detail - holes opened, pieces joined	SIZ+1
Extreme detail - special texture, sculpted detail	SIZ+2

Table 13-7: Shape rock - bonuses and penalties

Note: that a SIZ point of rock is about the size of a one gallon container, and a cubic foot of rock is about 9 SIZ points. Thus, in order to create a circular hole 2 feet across in a 4 inch rock wall one expends 10 points, as the area of such a hole is about 3.14 square feet, and therefore the volume is just over one cubic foot or 9 SIZ points and it cost one extra point to create the hole. Reducing the diameter of the hole to less than an inch would cost another 9 points.

Critical Success No cost
 Critical Failure Target rock shatters, lose psi points

13.2.10 Shape Tree/Plant – PSY, Cost = SIZ+

This skill allows a character to shape wood, trees and other plants in much the same way as Shape Rock is used on stone. Additionally, it can be used to accelerate the growth of plants or to grow plants in places where they could not normally survive.

Critical failure on any of the shaping skills means that the character will never be able to shape the particular object upon which the attempt was made. Each failure costs 1 psi point. The cost of successes is similar to that of shape rock. It costs one psi point per SIZ point of the object shaped. (Wood weighs between 2 and 3 SIZ per cubic foot, depending on how hard it is. Flesh and water are about 3 SIZ per cubic foot, and rock about 9.) Beyond that the following additional cost apply cumulatively:

Description	Cost
Pieces are joined or holes are created	+1
Extreme detail - specific textures or “carving”	+1
The SIZ is increased	+1
Structural changes - stronger, more flexible etc.	+1

Table 13-8: Shape wood - bonuses and penalties

Thus a bow might be made for anywhere between 1 and 4 points, depending on whether extra detail, SIZ or strength are added.

Critical Success No cost
 Critical Failure Target plant remains unchanged and cannot be Shaped in the future, lose 1 psi point

13.2.11 Shape Flesh – PSY, Cost = SIZ+

Like rocks and plants, animals are also subject to the shaping powers of the elves. Flesh shaping is more expensive and dangerous than either rock or plant shaping. Each successful use of Shape Flesh costs an amount of psi equal to the SIZ of the creature shaped. The following additional costs also apply.

Description	Cost
Creature is alive	+SIZ
SIZ is increased	+(extra SIZ)×2
Senses are enhanced	+5
Change is inheritable	+10
Whole new organs are added (e.g. gills)	+10

Table 13-9: Shape flesh - added costs

Table 13-10 lists the modifiers to the chance of success of a shape flesh:

Description	Bonus
Creature is Fay	+10%
Creature actively cooperates	+10%
Creature actively resists	-10%
Each point of SIZ increase involved	-10%

Table 13-10: Shape flesh - bonuses and penalties

Each failure decreases the END of the creature by 1 and does 1d6 damage, and costs the shaper 1 psi point. A critical failure is fatal to the creature. Shape Flesh can be defended against with Heal.

Critical Success No cost
 Critical Failure Patient is killed

13.2.12 Shape Shift – PSY, Cost = variable

Shape shifting is the ability to change one’s own shape, and thus similar to Shape Flesh, though harder and perhaps more dangerous. Each successful use of Shape Shift costs an amount of psi equal to the SIZ of the new shape. The following additional costs also apply:

Description	Cost
SIZ is changed	+(SIZ difference)×2
Senses are enhanced	+5
Whole new organs are added (e.g. gills)	+10

Table 13-11: Shape shift - added costs

Table 13-12 lists the modifiers to the chance of success of a

Description	Bonus
Desired shape is unfamiliar	1/2
Each point of SIZ change involved	-10%
Each hour since last in natural shape	-5%

Table 13-12: Shape shift - bonuses and penalties

Shape shifting has the concept of a familiar shape which works in a way similar to familiarity with weapons. When a character acquires the skill of Shape Shifting he is familiar only with his own natural shape. When assuming that shape, he has his normal percentage chance of success. When attempting to transform into an unfamiliar shape, his chance is only half that. If a character succeeds in transforming to an unfamiliar shape, and then succeeds at his experience roll, he becomes familiar with that shape, rather than increasing his skill. Any failure does 1d6 damage, and costs 1 psi point. Any critical failure decreases the character’s END by 1. A critical failure when assuming an unfamiliar shape is fatal. If a Healer is present, and can heal the shape shifter within 1 minute (10 rounds), the character will survive, but will be permanently transformed into the new shape and lose his Shape Shifting ability. A critical failure assuming a familiar shape cause the character to be permanently transformed, but to retain his Shape Shifting ability. That shape is now considered his natural shape. (If the shape he was attempting to assume was his natural shape, it is the shape he was leaving that he is stuck in.)

Critical Success No cost
 Critical Failure Lose 1 point of END

13.2.13 Heal – PSY, Cost = 1/try

Healing is a skill with which elves can magically cure the injuries of others. This is done by transferring the energy of the healer to the patient. It thus has costs both in psi and fatigue. Each successful cure restores 1d6 hit points of damage for the patient, and causes one point of fatigue damage to the healer. Every attempt, whether or not it is successful, costs 1 psi point.

Fatigue is damage which is normally temporary. So long as the healer's hit points are positive, all fatigue damage will be recovered in a single day. If the healer's hit points go down to zero or less, any fatigue points will become permanent, and will need to be healed either magically or by an ordinary doctor (assuming one can be found). Unlike the doctoring skill, Heal can be used more than once per day on the same patient.

Description	Bonus
Target is neither Fay nor a related species	-10%
Target is not an elf	-10%
Target is Recognized	+10%

Table 13-13: Heal - bonuses and penalties

Critical Success No fatigue damage
 Critical Failure Do 1d6 damage to target

13.2.14 Detect Magic – PSY, Cost = 1/try

Elven magic subtly alters anything it is used on and the locale in which it is used. The more magic is used, the more enchanted the area or object becomes. This has two major results in games turn. First, it is easier to magically manipulate things which are highly charged magically. Second, it is possible to detect the residue. The Detect Magic skill is used to detect the residue and possibly the nature of the magic that was used.

Description	Bonus
Character has the power he's trying to detect	+10%
Character is touching the object tested	+10%
The power is being used at the moment	+10%
Power was used more than 10 minutes ago	-10%
Power was used more than 1 hour ago	-10%
Power was used more than 1 day ago	-10%
Power was used more than 1 week ago	-10%
Power was used more than 1 year ago	-10%
Power was used more than 1 decade ago	-10%
Power was used more than 1 century ago	-10%

Table 13-14: Detect magic - bonuses and penalties

Detect magic is used much like any other skill, with one special difference. The chance of success is calculated from the character's skill level, Table 13-14, and dice thrown. If the die result is less than or equal to the chance of success, the detect has succeeded and the character knows that some form of magic was used. If the number is half the chance or less, the character knows which psychic power was used. A critical success reveals an extreme amount of detail. The exact information is up to the GM to determine.

Critical Success No cost
 Critical Failure Lose psi points, nothing detected

13.3 Animals and Monsters

Animals are created in the same manner as people. Only a small number of animals have been shown in ElfQuest. These comprise the first two sections of Table 13-15. Other possibilities suggested by the similarities between our world and that of ElfQuest are given in the later portion of the table.

Note: Since some of the animals involved have some sort of natural armor, a row has been added to list the number of points of armor suggested for them. This is not a multiplier.

	Wolf	Zwoot	Pony	Reindeer	Giant Bird	Saber Tooth	Woolly Mammoth	Bison
STR	1.2	3	2	1.3	0.6	1.5	30	10
END	1	1.5	1.2	1	0.8	1.5	10	1.5
SPD	2	2	2	2	1.5	1.2	0.4	0.6
AGL	1.5	0.5	0.6	0.8	1.5	1.2	0.2	0.3
SIZ	0.5	10	6	2	0.8	3	100	14
INT	0.2	0.1	0.1	0.1	0.1	0.2	0.1	0.1
PSY	0.4	0.2	0.2	0.2	0.1	0.3	0.2	0.2
LUC	1	0.5	0.8	0.8	0.5	0.8	0.5	0.5
APP	1	1	1	1	1	1	1	1
NRV	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8
Armor		1				0	2	1

	Giant Sloth	Boar	Giant Snake	Boreo-stracon	Bear	Woolly Rhino	Three Horn	Mastodon
STR	25	1.5	3	2	4	15	1.2	20
END	8	2	2	2	1.5	4	1	6
SPD	0.2	1.2	0.3	0.5	2	1.2	1.6	0.5
AGL	0.4	0.8	1.2	0.3	0.6	0.8	1.2	0.3
SIZ	80	1.2	1.5	3	6	25	2	50
INT	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1
PSY	0.2	0.2	0.2	0.2	0.2	0.2	0.3	0.2
LUC	0.5	0.5	0.3	0.5	0.8	0.5	0.4	0.5
APP	1	1	1	1	1	1	1	1
NRV	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8
Armor	1	1	2	5	1	3		2

Table 13-15: Racial Modifiers for Animals in ElfQuest

The animals listed here could mostly be found on earth during the Pliocene, about a million years ago. The Boreostracon is giant Glyptodont, a large relative of the armadillo. The Glyptodont shown in ElfQuest doesn't appear to have the mace-like spiked ball at the end of its tail of Boreostracon, and so may have been a different species. Giant sloths come in two varieties, Megatherium, one of the largest land animals to ever live (20 ft tall and heavier than a modern elephant) and his smaller cousin Mylodon. The one listed is Megatherium. "Three Horn" is a name the Wolf Riders might have called Synthetocerus, an odd looking deer-like creature with antlers and a third horn sprouting from its nose.

A possible set of multipliers for Mad Coil the Saber-Tooth/Snake monster might be something like:

STR	5
END	4
SPD	1.5
AGL	2.5
SIZ	5
INT	0.3
PSY	0.5
LUC	1
APP	0.1
NRV	1
Armor	3

Table 13-16: Mad Coil - possible attribute modifiers

These figures were derived by adding the numbers for the two animals, and allowing for a little extra coming from the magic that bound them together. Given the comparison to the statistics for the Bear, it may be that Mad Coil should be even tougher.

14. The World of Gwenedd

The world of Katherine Kurtz's Gwenedd resembles medieval Britain with the addition of a super-human race of magic wielders call the Deryni. Table 14-1 lists the attribute modifiers for the Deryni race.

Attribute	Multiplier
STR	1
END	1
SPD	1.2
AGL	1.1
SIZ	1
INT	1
PSY	1.5
LUC	1
APP	1.2
NRV	1.1

Table 14-1: Deryni Racial Attribute Modifiers

In addition to having somewhat heightened attributes, Deryni have a natural ability to work magic. (There is also another mutated race in Kurtz's world – apparently normal humans who can be granted Deryni magical powers, but who do not develop them naturally.)

Deryni magic is based on psionics, but uses a somewhat different system than psionics from “the Jack”. Since Deryni magic is psionic in nature, it can exist in worlds whose physical laws don't normally include magic, subject to the ruling of the GM. For instance, if a Deryni finds himself in the world of the Jack, he will retain all of his powers. He is, in the nomenclature of that world, just another type of neo-human with an unusual set of psionic talents. He can not, however teach those talents to natives of the Jack universe, as they haven't the necessary Deryni genetics (either the “full Deryni” gene or the “human who can assume Deryni powers” gene).

14.1 Deryni Skills

Each of the Deryni spells is represented in **FuRPiG** by a skill whose requisite attribute is PSY. Deryni spells differ from normal magic in that rather than being arranged into schools, they are arranged in a system of levels and prerequisites. Some spells are just more powerful or less expensive versions of their prerequisites. These spells are spoken of as being higher level versions and are designated with Roman numerals. An example is Nimbus II which is the second level of Nimbus I. Other spells are distinct from their prerequisites, such as Shiral Image, which also has Nimbus I as a prerequisite.

In order to learn all but a handful of spells, a character must have mastered its prerequisite, which is often a lower level version of the same spell. The way this works is as follows. When a character becomes a master of a particular Deryni Spell, that is when his skill with it is greater than 90%, he may learn the next level of the spell at his learn rate for that spell. This is done in one of two ways. Either the character may be taught the skill by one who already knows it, or he may attempt to learn it by making a PSY×1 roll. This roll can only be made once for each time the character succeeds in his experience roll for the lower level skill. Thus when a character first masters a skill at level 1, he may make a PSY roll. If that roll is successful, he has his learn rate in the 2nd level version of the same skill. If he fails, he may not roll again to learn the 2nd level skill until his 1st level skill goes up again.

When rolling against a higher level version of a skill (that is one designated with the Roman numeral II or higher), a roll which is a failure, but which would have succeeded had the roll been against the next lower level, is considered a success at the lower level. For example, if a character has 92% in Nimbus I, and 40% in Nimbus II, a roll of 50 against Nimbus II would be a failure, but since it is less than 92, the effect will be

that of Nimbus I. A 95, on the other hand would be a complete failure. A failure to cast a Shiral Image, however, would not result in a Nimbus I, even though that is its prerequisite, since Shiral Image is not merely a second level of Nimbus.

14.2 Spell hierarchy

Table 14-2 shows all of the Deryni spells organized so that spells are indented one level deeper than their prerequisites.

<p>Light Magic</p> <ul style="list-style-type: none"> - Nimbus I - Nimbus II - Hand Fire I - Hand Fire II - Start Fire I - Start Fire II - Wall of Fire - Energy Bolt I - Energy Bolt II - Energy Construct - Energy Creature - Shiral Image I - Shiral Image II - Illusion ?? - Shape change <p>Psychic Senses</p> <ul style="list-style-type: none"> - Probe I - Probe II - Probe III - Probe IV - Scrying I - Scrying II - Scrying III - Scrying IV - Truth Reading ?? - Rapport I ?? - Rapport II - Pre-established Rapport - Mind See I ?? - Mind See II - Transfer Energy/Strength - Diagnose - Mind Speech I ?? - Mind Speech II <p>Healing</p> <ul style="list-style-type: none"> - Heal I - Heal II - Heal III - Heal IV - Heal V - Heal VI 	<p>Coercive Magic</p> <ul style="list-style-type: none"> - Sleep I - Sleep II - Sleep III - Sleep IV - Suggestion I - Suggestion II – V - Mind Control I - Mind Control II – IX <p>Protections</p> <ul style="list-style-type: none"> - Shields I - Shields II - Wards I - Wards II - Wards III - Wards IV - Battle Wards - Challenge Circle - Defensive net - Wards Major <p>Telekinesis</p> <ul style="list-style-type: none"> - TK I - TK II - TK III - TK IV <p>Teleport</p> <ul style="list-style-type: none"> - Summon Object I (primed) - Summon Object II (un-primed) - Summon Object III (generic) - Summon Demon - Transport Object - Send Object - Send Self <p>Self Control</p> <ul style="list-style-type: none"> - Trance I - Trance II - Trance III - Ignore Pain - Banish Fatigue - Suppress Memory <p>Magical Mechanisms</p> <ul style="list-style-type: none"> - Enchant item
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Table 14-2: Deryni Spell levels

14.2.1 Light Magic

Much of the magic of the Deryni is accompanied by luminous effects in a color specific to the individual. When a character is created, the player may choose their identifying color or roll it in 1d8 using the Identifying Colors Table 14-3.

Die roll	color
1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Violet
7	White
8	Roll again

Table 14-3: Identifying Colors

Nimbus I, Cost – 1 point per success

Nimbus allows the character to create a halo of light all around himself or around part of his body. The halo will be of the character's *identifying color*.

Nimbus can also be used to make the energies involved in a spell visible. The color of the energy will be the identifying color of the person generating it, usually the caster of the spell.

Nimbus I costs one point of psi, which is paid when the skill is successfully rolled. Failure to throw a Nimbus I costs no psi.

Some spells normally are visible (such as all of the Light Spells). If a character wishes to perform the spell inconspicuously, he may be required to make a nimbus roll in order to suppress the light.

Starting Deryni have the Nimbus skill at their learn rate times 5.

Nimbus II, Cost – 0

Prerequisite – Nimbus I

Nimbus II allows a character to cast a Nimbus I spell without expending any psi. If the a Nimbus II roll fails, but the same roll would have succeeded if it had been a Nimbus I roll, the spell succeeds *as a Nimbus I*. That is, the nimbus is created, but it costs one point of psi.

Hand Fire I, Cost – 1 point per attempt

Prerequisite – Nimbus I

This spell allows a character to create a free-floating ball of light. A hand fire appears to be a fist-size globe of fire. If touched, the surface can barely be felt, and is in fact slightly cold.

A hand fire gives off about as much light as a small torch. In pitch darkness, it will illuminate a region of about 6 yards (3 game inches) in radius. Objects within that distance will be seen normally. Unconcealed objects between 6 and 12 yards (3 to 6 inches) can be seen with a successful Spot Hidden role. In shadow or on a moon-lit night, these distances are doubled. The caster can dim the hand fire at will to reduce these distances.

The hand fire is initially created in the palm of the caster's hand. It can then either be caused to hover in one place or to stay in a fixed position relative to the caster, for instance floating just above his shoulder.

It takes a small amount of attention to sustain a hand fire. Thus if the caster goes to sleep or is knocked out, the hand fire will go out. If the caster is knocked down or has his attention shattered in some other manner, an INT×3 roll is required to sustain the hand fire. Beyond this, so long as the caster has positive psi, the hand fire will continue to glow.

Hand Fire I costs 1 point of psi, which is expended when the skill roll is made. The cost is paid regardless of the success or failure of the roll.

Hand Fire II, Cost – 0

Prerequisite – Hand Fire I

Hand Fire II allows a character to create a hand fire (*see Hand Fire I*) without expending any psi.

Start Fire I, Cost – 1 per attempt

Prerequisite – Hand Fire I

Start Fire allows a character to light fires. Unlike Hand Fire, Start Fire requires actual fuel to burn. The fuel will be consumed and the fire will be normal in all regards, unless the Nimbus power is used to change its color to the identifying color of the caster.

Start Fire is typically used to start candles, tapers or kindling. It can not be used to ignite things like large logs directly. A reasonable rule of thumb is that if you can light it with a paper match, you can light it with Start Fire.

This spell is normally accompanied by a faint glow around the caster's hands. The glow can be suppressed with the nimbus spell.

Start Fire II, Cost – 0

Prerequisite – Start Fire I

Start Fire II allows characters to start fires without expending psi.

Wall of Fire, Cost – 5 per success

Prerequisite – Start Fire I

Wall of Fire creates a free standing wall of real fire. Fuel is not required. Any character coming in contact with the wall of fire will take 1d4 of damage and must make a LUC×1 roll to keep from having his clothes or other flammable accouterments from catching fire. In addition, in order to pass through a wall of fire, a character must make an END×1 saving throw. A miss means that the character was unable to get through and is still on the side where he started. A critical failure means that the character fell down within the wall of fire and will take 1d4 per round until he succeeds in standing and leaving.

Energy Bolt I, Cost – 2 points per d6

Prerequisite – Start Fire I

Energy Bolt lets a character channel his psi into a destructive bolt. An energy bolt is essentially a missile weapon with a 30 yard range, which does 1d6 damage and costs 2 points of psi. Extra damage can be done at the cost of 2 energy points per extra d6. Each extra d6 of damage decreases the chance of hitting by 10%.

Energy Bolt II, Cost – 1 point per d6

Prerequisite – Energy Bolt I

Energy Bolt II reduces the energy cost to 1 point per d6 of damage.

Energy Construct, Cost – 3 per success

Prerequisite – Energy Bolt I

Energy Construct allows a character to form quasi-solid objects such as swords or forks out of energy.

Energy Creature, Cost – 5 per success

Prerequisite – Energy Construct

Create animated creature of energy that is self-moving and possessed of a simple purpose

Shiral Image I, Cost – 1 per success

Prerequisite – Nimbus I

This skill allows a character to create a visible image inside a *shiral* crystal. A shiral is an amber-colored crystal which responds to the psychic touch of the Deryni. When probed, or held by a Deryni in a trance, shirals glow. Once they are glowing, the Shiral Image skill can be used to cause images to appear in them.

Shiral Image II, Cost – 0

Prerequisite – Shiral Image I

This skill allows the creation of shiral images without the expenditure of psi.

Illusion, Cost – 1 per human sized image or smaller (suggested)

Cast illusions, what else?

Shape change, Cost – 0

See 9.2.1, Second Order Glamour (suggested)

Prerequisite – Illusion

14.2.2 Psychic senses

Probe I, Cost – 1 per attempt

This is the ability to extend a character's senses, both to detect physical objects and other minds. At the first level, this requires that the subject be seen. Thus, on the physical level, this is not particularly useful *except* for verifying that purely visual illusions are not real. The mental aspect of this allows the detection of minds, their state of consciousness (awake, asleep, etc.) and the reception of mind speech.

Newly created Deryni start with 5 times their learn rate in Probe I.

Probe II, Cost – 0 or 1

Prerequisite – Probe I

Either Probe I with a cost of zero *or* the ability to probe unseen objects and minds. On the physical level, this does not allow probing below the surface of solids. It can be used as very limited dark-vision. On the mental level, this allows the detection of other minds through PSY/3 inches of wood or PSY/6 inches of rock.

Probe III, Cost – 0 or 1

Prerequisite – Probe II

Either Probe II without energy cost *or* the ability to probe into the depths of things. On the physical level, this allows the probing of locks and other mechanisms, or of the bodies of men or animals. This ability to see inside things can be blocked by PSY/3 feet of wood or PSY/6 feet of rock. On the mental level, the ability to detect minds without limitation as to the physical barriers.

Probe IV, Cost – 0

Prerequisite – Probe III

This spell works the same as Probe III, but without the energy cost.

Scrying I, Cost - 3

Prerequisite – Probe I

Scrying is the ability to obtain information about the past of an object. Scrying I allows a Deryni to read the emotional imprints left on objects by those who possessed them. There are bonuses and penalties on the skill roll based on the severity of the emotions and the time passed since the event.

Scrying II, Cost – 0 or 3

Prerequisite – Scrying I

Scrying I with no cost *or* the ability to sense specific events that have been experienced by an object or its possessor. Generally, the experiences will present themselves as visions.

Scrying III, Cost – 0 or 3

Prerequisite – Scrying II

Scry II without cost *or* the ability to detect the identity of the possessor of the object during the various events in its history.

Scrying IV, Cost – 0

Prerequisite – Scrying III

Scrying III with no energy cost.

Truth Reading, Cost – 1 point

This skill allows a character to determine whether a speaker is telling the truth. The character “hears” a superimposed voice telling the true version of what is being said.

Rapport I, Cost – 1 per success

Two-way telepathy. Both parties must have Deryni powers for full rapport. Information can be shared at any level. Shields can be used to isolate information that would normally be available at any given level. Table 14-4 lists the penalties for attempting rapport from various ranges. Every order of magnitude of distance reduces the chance by 20%.

Distance	modifier
contact	none
1 yard	-10%
10 yards	-30%
100 yards	-50%
1000 yards	-70%
etc.	

Table 14-4: Rapport I – penalties and bonuses

Rapport can be used to convey initial skill with a Deryni spell. During rapport, on a successful PSY×3 roll, a character can teach another a Deryni skill at 1/10th his own skill. It takes 1d6×10 rounds to do the teaching. The student must also make a PSY×3 roll or he will suffer a severe headache.

When Rapport is used on a human subject, only a surface level rapport is created. Thoughts which are verbalized by either party can be heard by the other.

Shields can be used to defend against an undesired rapport.

Rapport II, Cost – 0 or 1

Prerequisite – Rapport I

Rapport II allows the use of Rapport with no energy cost or at the cost of 1, but the modifier for distance is improved. Table 14-5 lists the modified penalties for attempting rapport from various ranges.

Distance	modifier
contact	none
1 yard	none
10 yards	-10%
100 yards	-30%
1000 yards	-50%
etc.	

Table 14-5: Rapport II – penalties and bonuses

Pre-established Rapport, Cost – 3

Prerequisite – Rapport I

This ability allows a character to set up a rapport that can be activated well beyond the normal distance limitations. In order to create pre-established rapport, two characters must first be in rapport.

Mind See I, Cost – 1 or 3

This skill allows a Deryni to look into the mind of another. The caster of the spell determines how deeply he will look and at what. Shields can be used to defend against Mind See. If the subject is an ordinary human, he will first need to be put into a trance. Mind See costs 1 point if the subject is willing and three points if he is not. No skill roll is needed between willing Deryni already in Rapport.

Mind See II, Cost – 0 or 1

Prerequisite – Mind See I

A one point Mind See at no cost or a three point Mind See for one energy point.

Transfer Energy/Strength, Cost – 1 point per failure

Prerequisite – Rapport

This spell allows the transfer of psi from one character to another. It can either be used between willing Deryni in rapport, or on a human or unwilling subject who is in a trance.

When used between willing subjects, the transfer can be in either direction. There is no cost for a successful transfer. The cost of a failure is paid by the character making the roll.

When used on an unwilling subject, the subject's shields, if any, must be overcome, even though he is already entranced. Once this is done, any spells cast by the caster will be paid for from the subject's psi unless the caster specifies otherwise.

When a character is reduced to 0 points of psi, he is rendered unconscious. He may be awakened by the normal methods (first aid and saving throws).

Diagnose, Cost – 1

Prerequisite – Rapport

This allows the caster to probe a character with whom he is in rapport and determine the state of their health. Diagnose provides much more information about the state of a character's health than a mere physical probe (*see Probe III*). A physical probe will reveal things like broken bones, wounds or other serious injuries. Diagnose will reveal the presence of disease and unhealthy organs.

Mind Speech I, Cost – 1 point per attempt

Mind Speech is projective telepathy – the ability to transmit thoughts to another. If the recipient succeeds at a normal psyche saving throw (PSY×3), they can recognize the sender (assuming they have been in mental contact before).

See 12.2.1, Send and 7.9.13, Mind Speech

Mind Speech II, Cost – 0

Prerequisite – Mind Speech I

Mind speech, but with no cost in psi.

14.2.3 Healing**Heal I, Cost – 1 point per attempt**

Healing cures 1d6 of damage for each point of energy expended. Physical contact and rapport are required.

Beginning characters may not have any skill in healing unless a teacher has been identified or the GM chooses to permit it. Healing for much of Deryni history was a lost art.

Heal can also be used to do damage. Causing damage is done at a 25% penalty, but otherwise works just like negative healing. Each attempt costs 1 point of energy, and inflicts 1d6 hit points.

A critical miss on Heal does damage. A critical miss on a negative heal does damage to the caster rather than to the victim. A critical success at either results in an additional d6 being done, but incurs no additional cost.

Heal II, Cost – 2 points per attempt

Prerequisite – Heal I

Heal II allows a character to heal using only rapport without requiring physical contact. Each 1d6 of healing costs 2 points of psi. Each attempted heal takes 1d4 rounds.

Heal III, Cost – 3 points per attempt

Prerequisite – Heal II

Heal III allows healing to be performed with only eye, touch, or probe contact. The cost of Heal III is 3 points per d6.

Heal IV, Cost – 0, 1 or 2 points per attempt

Prerequisite – Heal III

Heal IV reduces by 1 point per attempt the cost of healing. Thus full contact healing requires no energy, and a Heal III would cost 2 points.

Heal V, Cost – 0 or 1 point per attempt

Prerequisite – Heal IV

Heal IV further reduces the cost by 1. The cost can never be negative.

Heal VI, Cost – 0

Prerequisite – Heal V

Heal VI permits a Heal III to be done without cost.

14.2.4 Coercive Magic

Sleep I, Cost – 1 per attempt

Deryni sleep is not as powerful as the sleep spell in many other FRPGs. Sleep can only be used on one character at a time and requires physical and mental contact. Either rapport or probe can be used to provide the mental contact.

A victim is allowed a PSY×1 saving throw to avoid sleeping.

Sleep II, Cost – 0 or 1 per attempt

Prerequisite – Sleep I

Sleep II either enables Sleep to be cast without any cost in psi, *or* reduces the contact requirement. At a cost of 1 energy point Sleep II can be used on a subject with whom there is only physical or mental contact.

Sleep III, Cost – 0 or 1 per attempt

Prerequisite – Sleep II

Sleep III either enables Sleep II cast without cost *or* further reduces the contact requirement. At a cost of 1 point Sleep II can be used to sleep a character with whom there is eye contact or who can be caused to focus on a particular light source. Thus if the victim can be made to stare at a candle or at the glint off a ring, he can be slept.

Sleep IV, Cost – 0 per attempt

Prerequisite – Sleep III

Sleep IV allows all forms of Sleep to be used without energy cost.

Suggestion I Cost – 2

Prerequisite – Sleep I

Suggestion allows a character to plant one idea in the mind of another. Typical commands might be “forget you saw me” or “these aren’t the Deryni you’re looking for”. Suggestion I requires both physical and mental contact the same as Sleep I.

Suggestion II – V

Prerequisite – Suggestion n-1

Each level of suggestion does one of the following:

- Reduce the cost by one point of energy.
- Reduce the contact required from physical and mental contact to physical *or* mental contact.
- Reduce the contact require from mental or physical contact to eye contact (or focus).

Mind Control I, Cost – 3

Prerequisite – Suggestion I

Mind control allows a Deryni to control the mind of another. Mind Control I works only on animals and requires both physical and mental contact (either Probe or Rapport may be used). Mind Control I is typically used for calming horses and the like.

Mind Control II – IX, Cost – 3, 2, 1 or 0

Prerequisite – Mind Control n-1

Additional levels of Mind control can each do one of the following:

- Extend Mind Control to include humans and willing Deryni in addition to animals.
- Extend Mind Control to include unwilling Deryni in addition to animals and humans.
- Reduce the cost by one point of energy.
- Reduce the contact required from physical and mental contact to physical *or* mental contact.
- Reduce the contact required from mental or physical contact to eye contact (or focus).
- Trap the mind (soul) of the subject in their body after death.

14.2.5 Protections**Shields I, Cost – 1**

Shields are impenetrable mental barriers which Deryni use to keep others out of their minds entirely or out of part of it. Shields block all forms of telepathy: Rapport, Mind See, Mind Speak, and mental Probes. Most Deryni have shields up all the time. Rolls against the shield skill are made whenever a character wishes to change the level of shields he has up or when he is forced to make an END roll. When a Deryni is

completely shielded, he can neither use nor be affected by any mental powers. Thus he can neither be contacted by nor use Mind Speech. A mental probe will merely reveal the fact that his mind is shielded.

The Shield Level Table (Table 14-6) lists several levels that shields may be used at.

Mental Levels
Presence
Awareness
Mood
Verbal Thought
Sensory-Motor
Conceptual Thought
Conscious Memory
Unconscious Memory
Id

Table 14-6: Shield Levels

With Shields I, a character may select a mental level on which to erect his shields. He may select which things at that level are within the shields and which are not. Anything at a higher level will be outside of his shields, and anything at a lower level will be within the shields.

Newly created Deryni characters start with their learn rate times 3 in shields.

Shields II, Cost – 0 or 1

Prerequisite – Shields I

Shields II permit a character to establish shields with no energy cost or, at a cost of 1 point per level, extend the number of levels that are partially covered by the shields.

Wards I, Cost – 3

Prerequisite – Shields

Whereas Shields are purely mental in nature and are erected within the caster’s mind, Wards are external and can but used to protect against all forms of magical and physical influence. Wards I protect a region against all telepathic influence. No-one outside of the warded area may use Rapport, Mind See, Mind Speak, mental Probes, Suggestion or Mind Control against anyone within the wards.

The range for wards is 1 inch on the board or table top for every 10 PSY points, or fraction thereof. The scale in **FuRPiG** is 2 meters or 2 yards per board inch as appropriate to the milieu. For most medieval campaigns, English units seem more natural, so the Ward Range Table (Table 14-7) lists the ranges in board inches and game yards. GMs should feel free to use a metric scale if they are more comfortable with it. The extra 10% should make no difference given the accuracy with which players typically move figures and make measurements.

PSY	Range for figures	Range for characters
0-9	1 inch	2 yards
10-19	2 inches	4 yards
20-29	3 inches	6 yards
30-39	4 inches	8 yards
40-49	5 inches	10 yards
50-54	6 inches	12 yards

Table 14-7: Ward range Table

Wards II, Cost – 1 or 3

Prerequisite – Wards I

Wards II reduces the cost of Wards I from 3 points to 1 *or* increases the protection to include all magic except energy from spells such as Energy Bolt or Energy construct.

Wards III, Cost – 0, 1, or 3

Prerequisite – Wards II

Wards III reduces the cost of Wards II from 3 points to 1, *or* removes the cost of Wards I, *or* increases the protection to include magical energies. Low level energy such as sound and normal levels of visible light are not affected, only high levels such as energy bolts or constructs. Since these energies are similar to that projected by lasers and blasters, the GM may rule that they are also stopped, but he is not obliged to.

Wards IV, Cost – 0, 1, or 3

Prerequisites – Wards III

Wards IV reduces the cost of Wards III from 3 points to 1, *or* removes the cost of Wards II, *or* increases the protection to include solid objects.

Battle Wards, Cost – 3

Prerequisite – Wards II

Battle Wards, like Wards III, block everything up to and including magical energy. However, Battle wards are two-way, preventing magic from escaping the area as well as from entering it. They also differ in that two people must each cast the spell successfully in order for it to work.

Challenge Circle, Cost – 5

Prerequisite – Battle Wards

A challenge circle is like Battle Wards except that it is proof against solid objects, and it can not be taken down until all the people who cast one half of it are dead.

Defensive Net, Cost – 3

Prerequisite – Wards II

Defensive Net only stops energies and physical objects. It is localized – the size of a large shield – and can be created during combat. It cost 3 points of psi to create a Defensive net that will exist for one minute or during the *heat of battle*, (See section 2.15.1) whichever is longer. In order to parry with a defensive net an ordinary SPD roll (SPD×3) must be made.

Wards Major, Cost – 1

Prerequisite – Wards I

Wards Major completely protect an area from all outside influence, magical or mundane. Nothing but light and ordinary air will enter through a Ward Major. Casting a Ward Major requires a set of *wards*. A set of wards consists of 8 cubes, 4 white and 4 black, which have been enchanted.

14.2.6 Telekinesis

TK I, Cost – 1 per SIZ

TK I allows a character to exert a simple force telekinetically. This enables characters to “grab” small objects or parry weapons which move no faster than arrows. The range of TK is thrice that of wards, which makes it the equivalent of the walking distance for one melee round calculated based on PSY rather than SPD. The TK Range Table (Table 14-8) lists the range for various values of PSY. The SIZ of the objects a character may TK is limited to his STR or less.

PSY	Range for figures	Range for characters
0-9	3 in	6 yards
10-19	6 in	12 yards
20-29	9 in	18 yards
30-39	12 in	24 yards
40-49	15 in	30 yards
50-54	18 in	36 yards

Table 14-8: TK Range table

TK II, Cost – 1 per SIZ, 1 or 0

Prerequisite – TK I

TK II allows a character to manipulate objects as if he had a pair of invisible hands *or* reduces the cost of TK I. For any object with a SIZ greater than 1 the cost becomes 1, for objects of SIZ 1 or less there is no energy cost. TK II has the same range as TK I, and is also limited by the STR of the caster.

TK III, Cost – 1 per SIZ, 1 or 0

Prerequisite – TK II

TK III reduces the cost of a TK I to 0 *or* reduces the cost of TK II the same way TK II reduces the cost of TK I, *or* allows a character to set a simple trigger to activate a TK spell. Thus a character could cause a chain of office to strangle its wearer when a specific phrase is uttered. The action will only be performed once. If more than one activation is wanted, the Enchant spell must be used.

TK IV, Cost – 1 or 0

Prerequisite – TK III

TK IV reduces the cost of TK III the same way TK II reduces TK I *or* reduces the cost of TK II to 0.

14.2.7 Teleport

Summon Object I (primed), Cost – ??

Prerequisite – ??

Summon Object II (un-primed), Cost – ??

Prerequisite – ??

Summon Object III (generic), Cost – ??

Prerequisite – ??

Summon Demon, Cost – ??

Prerequisite – ??

Transport Object, Cost – ??

Prerequisite – ??

Send Object, Cost – ??

Prerequisite – ??

Send Self, Cost – ??

Prerequisite – ??

14.2.8 Self control**Trance I, Cost – 1 to activate**

The Trance spell, invented by Rhys Thurin, and thus sometimes called the “Thurin Technique”, enables a character to enter a light trance which heightens the senses and increases the ease of casting most Deryni magic. Trance I requires the use of a specific focus, an object which is always used when performing the spell. Any shiny object is usable, but a Shiral crystal gives a 10% bonus. If the specific focus isn't available, a similar object can be used at half the skill, much like an unfamiliar weapon. A totally different object can be used with an additional penalty of 10% (subtract after the skill is halved). Gaining experience with an unfamiliar focus will cause it to become familiar, again much like an unfamiliar weapon.

Trance I has a 1 minute casting time.

While in a trance, a Deryni may add up to his PSY in percentage points to his skill for 1 roll against any Deryni spell that he already knows at a cost of 1 energy point per 10 percentage points or fraction thereof. A character in a trance may not move faster than a walk and still remain in a trance.

The trance also increases the rate at which a Deryni heals and regains psi points. A character who has lost hit points and stays in a trance for at least one hour per day, has the opportunity to roll against his PSY×1 in order to regain one hit point in addition to the others he would normally gain or lose. So long as a Deryni stays in a trance, he will regain lost psi at twice the normal rate.

Trance II, Cost – 0, or 1 to activate

Prerequisite – Trance I

Trance II either removes the cost of Trance I *or* the requirement for a specific focus. Trance II can be cast in 3 melee rounds.

Trance III, Cost – 0

Prerequisite – Trance II

Trance III removes both the cost and the requirement for a specific focus. Trance III can be cast in 1 melee round.

Ignore Pain, Cost – ??

Prerequisite – ??

Banish Fatigue, Cost – ??

Prerequisite – ??

Suppress Memory, Cost – ??

Prerequisite – ??

14.2.9 Magical mechanisms

Enchant item

Prerequisite – ??

15. The World of Tolkien

These skills are an attempt to emulate the magic of Middle Earth as described J.R.R. Tolkien's Lord of the Rings. Only the magics of elves and lesser races are described. The powers of wizards and their peers and superiors must be hand-crafted by the GM.

For a meticulous and thorough game treatment of Tolkien's world, see "Middle Earth Role Playing," by Iron Crown Enterprises.

15.1 Character Classes

	Human	Elf	Dwarf	Giant	Halfling	Beorning (Bear)	Beorning (Human)
STR	1	0.8	2	10	0.8	6	1.5
END	1	1.2	1.5	4	1.5	2	1.5
SPD	1	1.2	0.8	0.5	1.2	2	2
AGL	1	1.5	1	0.3	1.2	0.6	1.3
SIZ	1	0.8	0.8	20	0.4	8	0.8
INT	1	1	1	0.6	1	1	1
PSY	1	1.5	0.8	0.8	1	1	1
LUC	1	1.3	1	0.8	1	1	1
APP	1	1.5	0.8	0.7	1	1	1
NRV	1	1.3	1.1	0.9	1.1	1	1

	Orcs	Urorks	Wargs	Eagles	Ents	Wizards
STR	0.7	1.2	1	1	20	1
END	1.2	1.4	1	1.2	20	4
SPD	1	1.2	1.5	2	1*	1.5
AGL	1	1	1	1.5	1	1.5
SIZ	0.7	0.9	0.8	0.2	15	1
INT	0.9	1	0.3	0.6	1	2
PSY	1	1	0.5	0.7	1.3	2.5
LUC	0.7	0.8	0.7	1	1	1.5
APP	0.3	0.5	1	1	1	1
NRV	1	1	0.5	0.7	1.4	1.3

* Note: Ents can not sprint.

Table 15-1: Tolkien Racial Attribute Modifiers

15.2 Elven Magic

Elves are the most magical race in Middle Earth — so magical that to them magic is not supernatural and even Galadriel said to Frodo and Sam, "... I do not clearly understand what they mean [by 'magic']; and they seem also to use the same word for the deceits of the Enemy." There are several bases for Elven magic.

15.2.1 Time

First, elves do not naturally die. If you live enormous lengths of time, you will get so good at some skills, your expertise may well seem magical to shorter-lived folk.

15.2.2 Natural Patharchy

Elves may also fall so easily into patharchy states that, for them, these are not clearly separate from just “trying harder.” Common forms of Elvish patharchy are:

15.2.3 Hysterics

Especially Hyperesthesia and Endurance, but seldom Strength. Elves are not as strong as Men, but they are much more sensitive and durable; see Legolas’s track record in his hunt across Rohan with Gimli and Strider. Hysterical Agility would enhance their awesome Stealth.

15.2.4 Perception

Especially Notice, Truth-Seeing, and Character Reading.

15.2.5 Psychosomatics

Their own sort, including a form of Sleep that lets Legolas march while he sleeps, and probably including a form of Self-Healing that outstrips human, does rejuvenation, and is really more than patharchy.

15.2.6 Moods

Particularly High Presence. This partly explains the super-human beauty of Elves.

15.2.7 Suggestion

Particularly Distraction. This too, aids in their elusiveness.

15.2.8 Elven Skills

15.2.8.1 Eldacur (“Elven Skill”) - PSY

“We put the thought of all that we love into all that we make.” (Book Two, Chapter 8, “Farewell to Lorien.”) This is the basis for much Elvish magic.

An elf with 90% or more in a skill may also have Eldacur in that skill. Eldacur psychically enhances the results of that skill. As with other meta-skills like Two Weapons or Quick Draw, you must apply Eldacur separately to each base skill. Eldacur in Singing has no relation to Eldacur in Smithing. Elves at a 99% skill level who roll a 00 in that skill acquire 1 learn rate in Eldacur.

Examples:

Hysterical Agility	Legolas’s snow-walking at Caradhras.
Cooking/Pharmacist	Lembas and miruvor
Weaving	Lorien cloaks
Chandler	Lorien ropes that come untied on command
Boatwright	Lorien boats that can ride waterfalls steerless
Smithing	Elven swords that gleam when orcs are near
Graving/Calligraphy	use of ithildin at Moria Gate
Singing	creating visible images of the song’s subject (but see also Glamour)

Table 15-2: Eldacur examples

Objects produced by Eldacur often gleam with faint white or pale bluish light, but NOT if this is contrary to their purpose.

Critical Success no cost in psi points
 Critical Failure cost and no effect, roll again to avoid failing base skill

15.2.8.2 Glamour - AGL, PSY, Cost = 1

Glamour lets an elf manipulate light and sound, or conjure light. Glamour is tied in with some Eldacur, usually in a minor way. The best isolated example is the nimbus that surrounded the elves led by Gildor. Elves use straight Glamour very little, except as a side-effect to the singing of their high bards.

Glamour may partly account for the super-human beauty of elves.

If a High Elf, an Eldar, pronounces you Elf-Friend, he very likely casts a very slight Glamour on you that only the subtle senses of High Elves or their like can detect. “I see you are an elf-friend; the light in your eyes and the ring in your voice tells it.” (Goldberry, Book One, Chapter 7, “In the House of Tom Bombadil.”) Their like include wizards, Nazgul, and perhaps men of Numenorean blood, who may not know what they are perceiving about you.

Note: If this skill is used perfectly (a roll of 00), it takes the perfect usage of the skill Spot Hidden to detect it.

Critical success pay no psi points, get double effect if desired
Critical failure lose psi points, air ripples, background noise warbles

15.2.8.3 Telepathy - INT, PSY, Cost = 3

See the descriptions under Psychic Skills. Elves often use telepathy down to the empathic level but seldom go deeper than that. This restriction may apply only to non-Elvish minds, or it may be elves are naturally private, or it may be that the elves of the Third Age seldom thought it safe to use, with Nazgul and evil Maiar about. Elves may have Shields I, as in the Deryni powers; if so, they generally shield Verbal level and deeper and seldom shield the Empathic level.

Galadriel is a redoubtable telepath, screening the minds of the Nine Walkers at their meeting in Lothlorien, reading Aragorn’s wish for aid from the Rangers, and shielding all Lorien from Sauron — though this last was done with the help of her Elven Ring.

Galadriel, Celeborn, Elrond, and Gandalf confer telepathically on the journey back from Minas Tirith to Lorien.

Legolas constantly receives telepathic intuitions about everything.

15.3 Dwarven Magic

Dwarves practice no magic besides their own version of Eldacur, Naugocur. This they use to make objects like the doors of Moria and Erebor, the magical toys of Dale at Bilbo’s farewell party, the moon-letters on Thror’s map, and perhaps the Arkenstone and mithril.

Given the charms that Thorin’s folk murmur over the buried troll-treasure, dwarves may BELIEVE they can work other magics, but there is no evidence that they really can.

15.4 Numenorean Magic

Numenoreans and their descendants are capable of their own version of Eldacur, Adanacur, and of Telepathy. Adanacur may explain the strength of the walls of Isengard. It is certainly involved with the Barrow blades that the hobbits use: Frodo sees his gleam red when he is on the “other side” with the Nazgul at Weathertop, and Merry’s blade was enchanted by a smith of Andor for the bane of the Witch-king. Faramir uses Telepathy or something like it to question Gollum.

16. The Races of Earth

This section contains racial modifiers for various classes of fays. There are a huge variety of fays, so this listing is a selection of examples, not a comprehensive catalog. It is designed for the fay mythology developed from “The Races of Earth,” but the modifiers can also be applied to fays from other fantasy settings.

16.1 High Elves

According to “The Races of Earth,” this race was formed from the undiluted blood of Time as it fell on the Heavenly Tree. They are the most magical of fay races. They look like humans, young, tall, slender, and beautiful. Some are inhumanly thin and delicate; some have pointed ears, or blankly shining eyes. They come in all the colors humans do, plus green, blue, snow white, and pitch black. They often excel in glamour and shapeshifting, so none of these details may be native to them. Their racial modifiers are compatible with those for elves of Middle Earth and for ElfQuest High Ones. Their modifiers could also be used for high-powered Nymphs (fay races derived from High Elves and specialized for affinity with a given theme, such as trees, water, or fire).

16.2 Middle Elves

These can be taken as hybrids of High Elves with humans or lesser fay breeds. They are much commoner than High Elves, and might be used as the Dark Elves of Middle Earth. Their modifiers could also be used for Nymphs (see above) or high-powered fays of the Latter Nations (races developed later in fay history, in the mythology of the "Races of Earth").

16.3 Low Elves, Goblins, and Generic Fays

This general category contains human-sized fays of many “normal” backgrounds. The distinction between an elf and a goblin, here, is esthetic; if it's pretty, it's an elf; if it's ugly, it's a goblin. The “Races of Earth” system includes “Wer-Houses” – clans of fays who can take animal forms. The human forms of were-beasts near human mass – e.g. wolves (werewolves), goats (fauns and satyrs), dolphins (merfolk) – would fit in this category.

16.4 Half-Elves

This category is for people who are on the uneasy border between human and fay. It is based on the modifiers for Deryni and can be used for other, similar wizard-races.

16.5 Dwarves

In “The Races of Earth,” this race was formed when the blood of Time fell on the earth. Dwarves are very clearly defined in fantasy literature -- short, strong, tough, bearded, and mineralogical. Female dwarves are generally rare to nonexistent. In the “Races of Earth” system, they exist but are rare (and not bearded). In some systems, dwarves are anti-magical to some degree, but the dwarves of Old Faerie, in the "Races of Earth" system, are magical immortals like other fays.

16.6 High Halflings

These are beautiful (or at least comely) fays in the size range of human children. Most of the elves of “ElfQuest” are in this category, as are many fays reported in traditional sources. The human forms of smallish Wer-Houses (cats, eagles, otters, foxes) could fall in this class.

16.7 Low Halflings and Hobgoblins

These are in the same mass-range as their High equivalents, but less exotic, fair, and magical. In fact, they can range down into the grotesque, in which case you have small goblins. Middle-Earth hobbits are a mortal variation on these.

16.8 Petty-Fays

Petty-fays are The Little People, sub-human in size. Some of them are winged; use AGL rolls for aerial manoeuvres. They vary from cute and pretty (pixies and fairies proper) to grotesque (boggarts, the smallest goblins, and “imps”). They tend to be highly magical, depending on it to supply deficiencies of mundane brain and brawn. The ones listed as “large” below are about the mass of a newborn infant, though often much taller and thinner. “Medium” petty-fays are about the size of a squirrel. “Small” ones are the size of a mouse or finch, and “tiny” ones are the size of a bee. Petty-fays may be the human or semi-human forms of very small Wer-Houses (e.g. mice, frogs, insects).

16.9 Greater Giants

A Greater Giant is about twice human height, and therefore eight times human mass. By simple extrapolation, he ought to be four times human strength, but if you build them on the same lines as Neanderthals (who were the same size as modern humans but twice the strength), you can give them eight times the strength. And it would hardly do to have a feeble giant. They may be the humanoid forms of very large Wer-Houses (whales or elephants). Or they could be very large thematic fays (like the nymphs).

16.10 Lesser Giants and Trolls

A Lesser Giant is about half again as tall as a human. Like their Greater kin, they are twice as strong as their size would imply. As with Low Elves and Goblins, the differences here are esthetic. Trolls are grotesque; giants are less so.

	High Elf	Middle Elf	Low Elf / Goblin	Half Elf	Dwarf	High Halfling	Low Halfling / Hobgoblin
STR	0.8	1.0	1.0	1.0	2.0	0.8	0.8
END	1.2	1.2	1.2	1.0	1.5	1.0	1.5
SPD	1.2	1.2	1.2	1.2	0.8	1.5	1.2
AGL	1.5	1.3	1.2	1.1	1.0	1.5	1.2
SIZ	0.8	1.0	1.0	1.0	0.8	0.4	0.4
INT	1.0	1.0	1.0	1.0	1.0	0.8	1.0
PSY	1.5	1.4	1.3	1.2	1.2	1.5	1.0
LUC	1.3	1.2	1.1	1.0	1.0	1.3	1.0
APP	1.5	1.4	1.3 - 0.8	1.2	0.8	1.5	1.0 - 0.8
NRV	1.0	1.0	1.1	1.1	1.1	1.5	1.1

	Large Petty-Fay	Medium Petty-Fay	Small Petty-Fay	Tiny Petty-Fay
STR	0.1	0.05	0.01	0.001
END	1.0	0.8	0.5	0.1
SPD	1.5	1.6	1.7	2.0
AGL	1.5	1.6	1.7	2.0
SIZ	0.05	0.01	0.001	0
INT	0.8	0.7	0.6	0.4
PSY	1.2	1.2	1.2	1.2
LUC	1.2	1.2	1.2	1.2
APP	1.2 - 0.6	1.2 - 0.6	1.2 - 0.6	1.2 - 0.6
NRV	1.0	1.0	1.0	1.0

	Greater Giant	Lesser Giant / Troll
STR	8.0	5.0
END	4.0	2.5
SPD	1.0	1.0
AGL	1.0	1.0
SIZ	8.0	3.4
INT	1.0	1.0
PSY	1.3	1.0
LUC	1.0	0.8
APP	1.0	1.0 - 0.6
NRV	0.7	0.9

17. Racial Modifier Lists

17.1 The Jack

Attribute	
STR	12
END	25
SPD	50
AGL	30
AGL	5 (for learning)
SIZ	10
INT	0.6
PSY	0.6
LUC	1
APP	10
NRV	0.6

Table 17-1: Robot Attributes

(Note: All **Bold** items are actual values not multipliers. Only INT, PSY and LUC are multipliers.

Racial Modifiers for Neo-Human races							
	Zenner	Achel	Acroi	Melior	Hob	Levling	Sove
STR	1	1	1.5	1.2	0.8	0.8	0.8
END	1	1	1.5	1.2	1.2	0.9	0.9
SPD	1	1.6	1.2	1.2	1	1.3	1.2
AGL	1.5	1.5	1.2	1.2	1	1.5	1
SIZ	1	1	1.3	1	0.6	0.5	0.7
INT	1.2	1	1.2	1.2	1	0.8	1.5
PSY	1.3	1	0.8	1.2	1.2	1.6	0.9
LUC	1.5	1	1.2	1	1	1.2	1.2
APP	1.2	1.2	1.2	1.2	1	1.5	1
NRV	1.5	0.7	1.3	1.2	1	1	1

Racial Modifiers for Alien Races				
	Teldai	Naza	Ragaij	Hierowesch
STR	0.7	8	0.6	1.8
END	1.1	4	0.8	1.5
SPD	1.5	1	2.5	1.5
AGL	1.8	0.6	2	1
SIZ	0.2	10	0.2	1.8
INT	0.9	1.1	0.9	1
PSY	1.1	0.7	1.3	1
LUC	1.2	1	1	1
APP	1	1	1	1
NRV	1	1.5	0.8	1

Racial Modifiers for Semi-Folk							
	Neo-dog	Neo-cat	Pemnal	Cheza	Neo-ape	Neo-gorilla	
STR	0.8	0.5	0.8	0.8	1.5	4 (M)	2 (F)
END	1	0.7	1.2	1	1.2	2 (M)	1.5 (F)
SPD	1.1	2	1.3	1.2	1.2	1.2	
AGL	1	1.8	1.4	1	1.2	1.2	
SIZ	0.5	0.1	0.4	0.5	0.5	3 (M)	1.4 (F)
INT	0.6	0.6	0.4	0.8	0.7	0.9	
PSY	0.8	0.8	1.2	0.8	0.8	0.9	
LUC	1.2	1.2	1	1	1	0.8	
APP	1	1	1	1	1	1	
NRV	1.3	1.3	1	1	0.9	1.1	

(M) = Male (F) = Female

Table 17-2: Racial Modifiers JACK inhabitants

17.2 ElfQuest

	High Ones	Pini Elves	Wolf Riders	Gliders	Go-Backs	Sun Folk	Preservers	Trolls
STR	0.8	0.8	0.8	0.8	0.8	0.8	0.2	1.7
END	1.2	1	1.2	1	1	1	0.5	1
SPD	1.2	1.5	1.5	1.5	1.5	1.2	2	0.8
AGL	1.5	1.5	1.5	1.5	1.5	1.5	1.5	1.2
SIZ	0.8	0.4	0.3	0.6	0.4	0.4	0.05	1.2
INT	1	0.8	0.8	0.8	0.8	1	0.1	0.5
PSY	1.5	1.2	1.2	1.5	1	1.2	0.8	0.3
LUC	1.3	1.3	1.3	1.3	1.3	1.3	1.2	0.6
APP	1.5	1.5	1.5	1.5	1.5	1.5	1.2	0.3
NRV	1.5	1.1	1.1	1.2	1	1.1	0.8	0.8

Table 17-3: Racial modifiers table for ElfQuest races

	Wolf	Zwoot	Pony	Reindeer	Giant Bird	Saber Tooth	Woolly Mammoth	Bison
STR	1.2	3	2	1.3	0.6	1.5	30	10
END	1	1.5	1.2	1	0.8	1.5	10	1.5
SPD	2	2	2	2	1.5	1.2	0.4	0.6
AGL	1.5	0.5	0.6	0.8	1.5	1.2	0.2	0.3
SIZ	0.5	10	6	2	0.8	3	100	14
INT	0.2	0.1	0.1	0.1	0.1	0.2	0.1	0.1
PSY	0.4	0.2	0.2	0.2	0.1	0.3	0.2	0.2
LUC	1	0.5	0.8	0.8	0.5	0.8	0.5	0.5
APP	1	1	1	1	1	1	1	1
NRV	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8
Armor		1				0	2	1

	Giant Sloth	Boar	Giant Snake	Boreo-stracon	Bear	Woolly Rhino	Three Horn	Mastodon
STR	25	1.5	3	2	4	15	1.2	20
END	8	2	2	2	1.5	4	1	6
SPD	0.2	1.2	0.3	0.5	2	1.2	1.6	0.5
AGL	0.4	0.8	1.2	0.3	0.6	0.8	1.2	0.3
SIZ	80	1.2	1.5	3	6	25	2	50
INT	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1
PSY	0.2	0.2	0.2	0.2	0.2	0.2	0.3	0.2
LUC	0.5	0.5	0.3	0.5	0.8	0.5	0.4	0.5
APP	1	1	1	1	1	1	1	1
NRV	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8
Armor	1	1	2	5	1	3		2

Table 17-4: Racial Modifiers for Animals in ElfQuest

Mad Coil	
STR	5
END	4
SPD	1.5
AGL	2.5
SIZ	5
INT	0.3
PSY	0.5
LUC	1
APP	0.1
NRV	1
Armor	3

Table 17-5: Mad Coil - possible attribute modifiers

17.3 The World of Gwenedd

Attribute	Multiplier
STR	1
END	1
SPD	1.2
AGL	1.1
SIZ	1
INT	1
PSY	1.5
LUC	1
APP	1.2
NRV	1.1

Table 17-6: Deryni Racial Attribute Modifiers

17.4 Tolkien

	Human	Elf	Dwarf	Giant	Halfling	Beorning (Bear)	Beorning (Human)
STR	1	0.8	2	10	0.8	6	1.5
END	1	1.2	1.5	4	1.5	2	1.5
SPD	1	1.2	0.8	0.5	1.2	2	2
AGL	1	1.5	1	0.3	1.2	0.6	1.3
SIZ	1	0.8	0.8	20	0.4	8	0.8
INT	1	1	1	0.6	1	1	1
PSY	1	1.5	0.8	0.8	1	1	1
LUC	1	1.3	1	0.8	1	1	1
APP	1	1.5	0.8	0.7	1	1	1
NRV	1	1.3	1.1	0.9	1.1	1	1

	Orcs	Urucs	Wargs	Eagles	Ents	Wizards
STR	0.7	1.2	1	1	20	1
END	1.2	1.4	1	1.2	20	4
SPD	1	1.2	1.5	2	1*	1.5
AGL	1	1	1	1.5	1	1.5
SIZ	0.7	0.9	0.8	0.2	15	1
INT	0.9	1	0.3	0.6	1	2
PSY	1	1	0.5	0.7	1.3	2.5
LUC	0.7	0.8	0.7	1	1	1.5
APP	0.3	0.5	1	1	1	1
NRV	1	1	0.5	0.7	1.4	1.3

* Note: Ents can not sprint.

Table 17-7: Tolkien Racial Attribute Modifiers

17.5 Hreme and Other Campaigns

	Elf	Panda	UnMan	Dwarf	Hero	RockMan	Giant
STR	0.6	2.0	2.5	1.2	1.4	15	80
END	1.0	2.0	2.0	1.5	1.5	5.0	20
SPD	1.3	1.5	1.2	1.2	1.0	1.0	0.5
AGL	1.5	1.0	0.8	2.0	1.3	0.5	0.2
SIZ	0.2	1.5	2.5	0.6	1.2	30	200
INT	0.8	0.8	0.5	1.2	0.8	0.6	0.4
PSY	1.2	1.2	0.3	0.6	0.6	0.2	0.1
LUC	1.2	1.0	0.6	1.0	1.5	0.4	0.2
APP	1.5	1.0	0.2	0.8	1.5	0.5	0.5
NRV	1.3	1.0	0.9	1.1	1.0	1.0	0.9

	Lizard	Wizard	UnDead	MiniLiz	Hyena	Eagle	Centaur
STR	2	0.8	1.2	1.5	1.2	0.6	5
END	3	1.2	1.2	1.7	1	0.8	2
SPD	0.8	1.2	0.7	1.1	2	1.5	2
AGL	1.2	1.5	1.4	0.8	1.5	1.5	0.7
SIZ	2	0.8	0.6	0.3	0.5	0.8	10
INT	1	1.2	0.8	0.5	0.2	0.1	0.8
PSY	0.7	2	0.4	1.2	0.4	0.1	0.8
LUC	0.8	1.3	0.6	0.9	1	0.5	1
APP	1	0.8	0.2	0.6	1	1	1
NRV	1	1.3	0.8	1	0.8	0.8	1.1

	Faun	Giant Bull	Giant Lion
STR	0.8	10	1.5
END	1.2	2	1.5
SPD	1.5	0.6	1.2
AGL	1.3	0.3	1.2
SIZ	0.5	14	3
INT	0.6	0.1	0.2
PSY	1	0.2	0.3
LUC	1.5	0.5	0.8
APP	1.2	1	1
NRV	1	0.8	0.8

Table 17-8: Creatures from Hreme and other Campaigns

17.6 Land of the Dinosaurs

	Allosaurus	Deinonychus	Tyrannosaurus Rex	Saber Tooth	Giant Snake	Satha (Lizard)
STR	15	2.5	30	1.5	3	2
END	8	3	10	1.5	2	1.6
SPD	1.2	1.5	0.8	1.2	0.3	1
AGL	1.5	1.5	1.5	1.2	1.2	1
SIZ	25	3.5	100	3	1.5	2
INT	0.1	0.1	0.1	0.2	0.1	1
PSY	0.1	0.1	0.1	0.3	0.2	1.2
LUC	0.3	0.3	0.3	0.8	0.3	1
APP	1	1	1	1	1	1
NRV	0.8	0.8	0.8	0.8	0.8	1.1

Table 17-9: Creatures from Land of the Dinosaurs

18. Tables

Weapon	Required Skill	Required Attribute	Minimum STR	Damage	Multiple Attack	Charge	Range (yd/m)
Light shield	shield	AGL, STR	4				
Heavy shield	shield	AGL, STR	10				
Club	club	AGL, STR	6,3	1d10	either	-20%	
Mace	club	AGL, STR	9,6	2d6	none	-20%	
War-sledge	club	AGL, STR	25,15	2d6+1	either	-20%	
Ad hoc club	club	AGL, STR	8,4	1d8	either	-20%	
Quarterstaff	staff	AGL, STR	8	1d12	either	-20%	
Baton	staff	AGL, STR	3	1d8	either	-20%	
Knife	knife	AGL, SPD	1	1d6	either	-20%	
Dagger	knife	AGL, SPD	1	1d8	/to hit	Def	
Saber	sword	AGL, STR	7	2d6	either	-20%	
Katana	sword	AGL, STR	7	2d6	either	-20%	
Shamshir	sword	AGL, STR	8	2d6	either	-20%	
Falchion	sword	AGL, STR	10	1d12	either	-20%	
Greatsword	sword	AGL, STR	22,15	2d8	either	Def	
Claymore	sword	AGL, STR	33,18	3d6	either	Def	
Shortsword	sword	AGL, STR	6	1d10	either	-20%	
Bastard sword	sword	AGL, STR	15,10	2d6+1	either	-20%	
Broadsword	sword	AGL, STR	10	2d6	either	-20%	
Rapier	sword	AGL, STR	4	2d6	/to hit	Def	
Small sword	sword	AGL, STR	3	2d6+1	/to hit	Def	
Estoc	sword	AGL, STR	3	2d6+1	/to hit	Def	
Foil	sword	AGL, STR	2	1d3	/to hit	-20%	
Hand axe	axe	AGL, STR	10	1d12	either	-20%	
Battle axe	axe	AGL, STR	25,16	2d8	either	-20%	
Hammer	axe	AGL, STR	12,9	2d6	none	-20%	
Whip	whip	AGL, SPD	8	1d10	/to hit	no	
Chain flail	flail	AGL, STR	12,4	2d6	either	-20%	
Jointed flail	flail	AGL, STR	21,8	2d6+1	either	-20%	
Nunchaku	flail	AGL, STR	10	2d6	either	-20%	
Spear	spear	AGL	10,5	1d12	/to hit	Att	
Lance	spear	AGL	15,8	2d6+1	none	Att	
Halberd	pole	AGL, STR	30,15	2d8	none	Att	
Pole Axe	pole	AGL, STR	30,15	2d8	none	Att	
Pike	pole	AGL, STR	25,15	2d6+1	none	Att	
Lucerne hammer	pole	AGL, STR	30,15	2d8	none	Att	
Rock	throw	AGL	3	1d3	/to hit	no	
Large Rock	throw	AGL	30,18	2d6	none	no	
Throwing spear	throw	AGL	12	1d10	none	no	30

Table 18-1: Weapon Statistics Table

Weapon	Required Skill	Required Attribute	Minimum STR	Damage	Multiple Attack	Charge	Range (yd/m)
Dart/knife	throw	AGL	3	1d4	/to hit	no	15
Throwable knife	throw	AGL	5	1d6	/to hit	no	15
Bowie knife	throw	AGL	7	1d8	/to hit	no	15
Throwing axe	throw	AGL	10,5	1d12	none	no	15
Throwing knife	throw	AGL	5	1d10	/to hit	no	15
Throwing star	throw	AGL	2	1d3	/to hit	no	20
Sling	sling	AGL	5	1d4	/to hit	no	20
Bola	sling	AGL	10	1d6	none	no	20
Spear thrower	sling	AGL	10	+1d6	none	no	+20
Light bow	bow	AGL	7	1d10	/to hit	no	30
Medium bow	bow	AGL	12	2d6	/to hit	no	100
Long bow	bow	AGL	15	3d6	/to hit	no	150
Compound bow	bow	AGL	15	2d10	/to hit	no	150
Hand catapult	bow	AGL	5	1d6	/to hit	no	30
Light crossbow	gun	AGL	12	2d8	none	-20%	30
Heavy crossbow	gun	AGL	15	3d6	none	-20%	100
Super crossbow	gun	AGL	20	3d8	none	-20%	100
Hi-tech X-bow	gun	AGL	15	3d10	none	-20%	100
Crossbow cannon	gun	AGL	40	6d6	none	-20%	200
Pellet crossbow	gun	AGL	12	1d12	none	-20%	50
Repeating X-bow	gun	AGL	15	2d6	/damage	-20%	20
Smooth Bore Long Gun	gun	AGL	15	3d6	/damage	-20%	50
Shotgun	gun	AGL	12	2d10	/damage	-20%	30
Rifle .22	gun	AGL	8	3d4	/to hit	-20%	50
Rifle 3030	gun	AGL	12	3d8	/to hit	-20%	100
Elephant Gun	gun	AGL	15	4d12	/to hit	-20%	75
Magnetic rifle	gun	AGL	12	3d8	/to hit	-20%	75
Gyrojet rifle	gun®	AGL	3	3d6	/damage	-20%	80
Sleepdart rifle	gun®	AGL	9	(1d8)	/to hit	-20%	50
Gyrojet shotgun	gun®	AGL	3	6d6	/damage	-20%	10-40
Laser rifle	gun®	AGL	3	4d4-4d10	/damage	-20%	100
Blaster rifle	gun®	AGL	1	1d10-4d10	/to hit	-20%	20-50
Crossbow pistol	pistol	AGL	10	2d8	/to hit	-20%	30
.22 pistol	pistol	AGL	6	2d6	/to hit	-20%	20
Cap and Ball pistol	pistol	AGL	4	3d4	/to hit	-20%	10
.38 pistol	pistol	AGL	8	3d6	/to hit	-20%	15
.45 pistol	pistol	AGL	10	3d8	/to hit	-20%	30
.357 pistol	pistol	AGL	10	3d10	/to hit	-20%	25
.44 Magnum	pistol	AGL	10, ≥15	3d12	/to hit	-20%	20, 30
Magnetic pistol	pistol	AGL	6	3d8	/to hit	-20%	30
Sleepdart	pistol®	AGL	4	(1d6)	/to hit	-20%	25
Gyrojet	pistol®	AGL	1	3d6	/to hit	-20%	5-40
Stun-gun	pistol®	AGL	1	stun vs. END	/damage	-20%	30
Laser pistol	pistol®	AGL	1	3d4-3d10	/damage	-20%	50
Blaster	pistol®	AGL	1	1d10-4d10	/to hit	-20%	10
Fist	brawl	AGL, STR		1d6	either	-20%	

Note: with a .44 Magnum pistol a strength ≥ 15 increases the range to 30 yards.

Table 18-1: Weapon Statistics Table (continued)

Legend:

®	Recoilless weapon, all recoilless pistols are treated the same, and all recoilless rifles are treated the same
Min STR:	(Minimum strength required) When two values are listed, the first is the STR required to use the weapon one handed, and the second two handed.
Damage	For weapons with damage listed in parentheses, it is for critical hits only otherwise no damage for that weapon.
Multiple Attack:	(Weapon use in multiple attacks)
/to hit	allows multiple attacks, dividing chance to hit among targets
/damage	allows multiple attacks, dividing damage done among targets
either	allows either type of multiple attack
none	allows no multiple attacks
Charge:	(Weapon use in or against charge attacks)
-20%	means the weapon is used at -20% while charging
Att	means the weapon does double damage when charging or charged
Def	means the weapon does double damage when charged
no	means the weapon may not be used while charging

SKILL	REQ ATTRIBUTES	SKILL	REQ ATTRIBUTES
Brawling	AGL, END, STR	General information	INT, PSY (by region)
Karate	AGL, PSY, SPD	Literacy	INT
Aikido	AGL, PSY, SPD	Numeracy	INT
Fast draw	AGL, SPD	Teacher	INT, PSY
Two weapons	AGL, SPD	Doctor	AGL, INT, PSY (by species)
Hit Small Target	AGL	First aid	AGL, INT, PSY
Hit Moving Target	AGL	Veterinary	AGL, INT, PSY
Fire Missile and Move	AGL	Herbalist	INT
Attack in Different Env.	AGL, PSY	Pharmacist	INT
Ambush	AGL, INT	Animal mastery	INT, PSY (by species)
Conceal	INT	Body language	INT, PSY (by species)
Detect danger	INT, PSY	Language	INT, PSY (by race)
Disarm trap	AGL, INT	Talk to robots	INT, PSY (by type)
Pick pocket	AGL	Comm. Equipment	INT
Spot hidden	INT, PSY	Identify Machine	INT, PSY
Stealth	AGL, INT	Zero-G	AGL, INT, PSY
Disguise	INT, PSY	Pilot or Drive	AGL, PSY, SPD
Stage Magic	AGL, INT	Engineering	INT, PSY
Contortionist	AGL, INT	Mechanician	INT, PSY
Acting	INT, PSY	Electrician	INT, PSY
Courtier	INT, PSY	Programming	INT, PSY
Persuasion	INT, PSY	Hacking	INT, PSY
Diplomacy	INT, PSY	Spawn	INT, PSY
Leadership	INT, PSY	Biology	INT (native)
Squad leader	INT, PSY	Ecology	INT
Seduction	APP, INT, PSY	History	INT
Drinking	END, SIZ	Mathematics	INT
Gambling	INT, LUC, PSY	Meteorology	INT, PSY
Erotics	AGL, END, PSY	Physical Sciences	INT
Art	AGL, INT, PSY	Religions	INT, PSY (by religion)
Cooking	INT, PSY	Xenology	INT (by species)
Dancing	AGL, END, PSY	Camping	INT, PSY
Music	AGL, PSY	Climbing	AGL, END, STR
Locksmith	AGL, INT	Fishing	AGL, END
Armoring	AGL, INT, STR	Foraging	INT, PSY
Bowery	AGL, INT	Jack Navigation.	INT, PSY
Cabinetry	AGL, INT	Riding	AGL, END, STR
Carpentry	INT, STR	Swimming	END, STR
Glass blowing	AGL, INT	Tracking	INT, PSY
Jewelry	AGL, PSY	Trapping	AGL, INT
Leather work	AGL, INT	Assessment	INT
Pottery	AGL, INT	Bribery	INT, LUC, PSY
Smithing	AGL, INT, STR	Haggling	INT, PSY
Tailoring	AGL, INT		
Wainwright	AGL, INT, STR		

Patharchy (see Table 18-3)

Table 18-2: Skill table

School/Skill	Attributes	School Minimum	Cost
<i>Hysterics</i>	PSY		
Strength	PSY	20%	2/rd
Speed	PSY	20%	2/rd
Anesthesia	PSY	20%	7/8hrs
Agility	PSY	30%	3/try
Endurance	PSY	30%	2/try
Hyperesthesia	PSY	40%	5/10min
<i>Mnemonics</i>	INT		
Total Recall	INT	30%	2/try
Photographic memory	INT	35%	1/try
Phonographic memory	INT	35%	1/10min
Kinesthetic memory	AGL, INT	40%	1/5min
Amnesia	INT	50%	5/try
<i>Perception</i>	INT		
Notice	INT, PSY	10%	1/hr
Speed Reading	INT, PSY	20%	1/10min
Speed Calculating	INT, PSY	30%	1 on fail
Metrics	INT, PSY	40%	2/use
Mimesis	AGL, INT	40%	5/day
Truth-Seeing	INT, PSY	50%	1/5min
Remote Diagnosis	INT	50%	1/hr
Character-Reading	INT, PSY	60%	1/5min
Holmesian Inference	INT	70%	1/hr
<i>Psychosomatics</i>	PSY		
Sleep Control	PSY	20%	0
Self-healing I	INT, PSY	30%	3/day
Self-healing II	INT, PSY	40%	2/try
Hibernation	INT, PSY	50%	5/try
<i>Moods</i>	PSY		
High Presence	NRV, PSY	20%	1/hr
Suppress	NRV, PSY	30%	1/try
Express	NRV, PSY	30%	1/try
<i>Suggestion</i>	INT, PSY		
Attention	INT, PSY	10%	2/try
Hypnosis	INT, PSY	20%	2/use
Distraction	INT, PSY	30%	4/try
Confession	INT, PSY	50%	1/10min
Command	INT, PSY	70%	2/try

Table 18-3: Patharchic Skills

Cause	Amount
Taught by the perfect master (Skill = 100)	+2
Taught by a master (Skill > 90)	+1
Taught by a superior (Skill > own)	0
No teacher (from books or such)	-1

Table 18-4: Learn Rate Penalties and Bonuses for Training

Note: A character can only improve a skill through training or study up to 10× the current learn rate for that skill. Improvement beyond that can only be acquired through experience.

Note: Learn rate and bonuses or penalties may be modified by the teacher’s Teacher skill roll.

Skill Level	Critical Hit	Critical Miss	
00-09	N/A	90-99	No critical hit
10-19	0	91-99	
20-29	0-1	92-99	
30-39	0-2	93-99	
40-49	0-3	94-99	
50-59	0-4	95-99	
60-69	0-5	96-99	
70-79	0-6	97-99	
80-89	0-7	98-99	
90-99	0-8	99	

Table 18-5: Critical Misses and Hits

Attacker Defender	Critical Miss	Miss	Hit	Critical Hit	Perfect Hit
Critically Fails Fails	Both Fumble	Defender Fumbles	Def. Hit + Stunned	Def. Hit + KO'd	Def. gets Max. Dam. + KO'd
	Attacker Fumbles	–	Hit	Def. Hit + KO'd	Def. Hit + KO'd
Parries	Attacker Stunned	–	–	Hit	Def. Hit + Stunned
	Attacker KO'd	–	–	–	Hit
Critically Parries Perfectly Parries	Att. gets Max. Dam + KO'd	Attacker KO'd	Attacker Stunned	–	–

- Fumble Character rolls on critical miss table
- No damage done
- Hit Normal damage done
- Stunned Character must save against falling unconsciousness
- KO'd Character goes unconscious automatically

Table 18-6: Critical and Perfect interactions

Whenever either side fumbles, they roll percentile dice and compare the result to the following table:

Die Roll	Effect
00 - 14	Drops Weapon
15 - 24	Wild shot/blow, no defense
25 - 74	Wide open, no defense
75 - 84	Wild shot/blow, no defense
85 - 99	Weapon damaged

Table 18-7: Fumbles - Effects of Critical Misses

Condition	Modifier
Point blank (engaged) missile fire	+40%
Surprise / from behind	+30%
Firing missile down at prone target	+20%
Size of target ≥ 15	+20%
Attacker aimed last round (didn't fire)	+20%
Missile target prone	-10%
Target in partial cover	-10%
Using Non-mass-produced ammunition (gun)	-10%
Missile target moving	-15%
Target chose "defend"	-20%
Attacker drew weapon this round	-20%
Size of target ≤ 1	-20%
Firing missile in unfamiliar gravity	-20%
Firing missile and moving in the same round	-30%
Combat is in the dark	-30%
Opponent is invisible	-40%

Table 18-8: Adds and Subtracts to-Hit Rolls

Name	Absorbs	SPD/AGL Penalty	Notes
Cloth	1	-1	
Boiled leather	2	-2	
Studded/Ring	3	-3	
Scale	4	-3	+5 for blasters
Chain	5	-2	+5 for blasters
Ablative	5	-1	lasers only
Banded	6	-4	+2 for blasters
Plate	7	-5	not jousting, +2 blaster
Banded nylon	7	-3	
Kevlar	8	-2	-5 for energy weapons
Colloid	9	-3	-5 for energy weapons
Macro-armor	10	-5	
FF - impact	11	-1	ineffective for lasers
FF - radiation	11	-1	-3 for blasters

Note: The SPD/AGL penalty is in terms of base SPD and AGL.

Table 18-9: Armor Table

Category	STR	Damage bonus	Weight lifted	
Sub-human	< 1	-5	<20 lb.	
	= 1	-4	20 lb.	
	= 2	-3	40 lb.	
Human	≤ 4	-2	80 lb.	
	≤ 8	-1	160 lb.	
	9 - 14	0	160 - 300	Normal
	≥ 15	+1d6	300 lb.	Athletes
	≥ 25	+2d6	500 lb.	Olympic athletes
Super-human	≥ 45	+3d6	900 lb.	
	≥ 85	+4d6	1700 lb.	Dracula
	≥ 150	+5d6	1.5 ton	“Frankenstein”
	≥ 250	+6d6	2.5 ton	
Supernatural	≥ 450	+7d6	4.5 ton	
	≥ 850	+8d6	8.5 ton	
	≥ 1500	+9d6	15 ton	
	≥ 2500	+10d6	25 ton	
Deific	≥ 4500	+11d6	45 ton	Olympians, Asgardians
	≥ 8500	+12d6	85 ton	
	≥ 15000	+13d6	150 ton	
	≥ 25000	+14d6	250 ton	

Table 18-10: Strength and Damage Bonuses

SPD	Walking speed		Run	Sprint	
0-9	3”/r	2 mph	3.5 kph	6”/r	12”/r
10-19	6”/r	4 mph	7 kph	12”/r	24”/r
20-29	9”/r	6 mph	10.5 kph	18”/r	36”/r
30-39	12”/r	8 mph	14 kph	24”/r	48”/r
40-49	15”/r	10 mph	17.5 kph	30”/r	60”/r
50-59	18”/r	12 mph	21 kph	36”/r	72”/r
60-69	21”/r	14 mph	24.5 kph	42”/r	84”/r
70-79	24”/r	16 mph	28 kph	48”/r	96”/r
80-89	36”/r	18 mph	30.5 kph	54”/r	108”/r

Table 18-11: Movement rates based on SPD

PSY	Range
0 to 9	12 meters (6 inches)
10 to 19	24 meters (12 inches)
20 to 29	36 meters (18 inches)
30 to 39	48 meters (24 inches)
40 to 49	60 meters (30 inches)
50 to 59	72 meters (36 inches)
60 to 69	84 meters (42 inches)

Table 18-12: Telekinetic ranges

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