

Omnificent Role-playing
*System*TM
STANDARD RULES

ORS™ Standard Rules

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Newton once wrote, “If I have seen further it is by standing on the shoulders of Giants”. ORS™ was inspired by a great many authors, movies and 27 years of role-playing. The ORS™ design team would like to give credit to those whose shoulders we stand upon, those gaming systems that have provided thousands of hours of enjoyment and comradeship. These include but are not limited to: D&D™, AD&D™, RMSS™, Ars Magica™, Boot Hill™, Deadlands™, Shadowrun™, StarWars™, GURPS™, Amber™ and MERP™. Although many of the terms and conventions may seem familiar, they are not identical, be sure to read the entire rule set carefully.

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Section I: Introduction

Omnificent Role-playing System (*ORSTTM*) is Dreamborn's complete role-playing system. *ORSTTM* is targeted towards gamers seeking the ultimate gaming experience. *ORSTTM* may be played by groups of two or more people.

A role-playing system is a cohesive set of rules for a group of people to take on the persona of imaginary beings in an imaginary world setting and interact with each other and the environment as determined by the world setting. The beings are called characters. The people are called players, one of which will be the game master (GM). A GM is omniscient and limited omnipotent, in that he knows all about the world setting and controls or determines every aspect of the game except the other players' characters.

This tome contains all the rules required by both GM and player for character creation, development, and resolution of a wide variety of actions and activities. Further information needed by the GM will be found in the *ORS GM's GuideTM*.

1 Philosophy of *ORSTTM*

As the name implies, the underlying philosophy of *ORSTTM* is a role-playing system that is unlimited in creative power. To accomplish this *ORSTTM* was designed with realism and playability as the two main guiding principles. The implementation of *ORSTTM* is tightly coupled with statistics and probability theory. *ORSTTM* has no predefined classes/professions, artificial level definitions or rigid magic systems. It is a level-less system that is skill based with character advancement based on skill usage, abilities, and traits.

In *ORSTTM* all player characters, non-player characters and monsters are created using the same procedure. Character generation is balanced, fair and contains no random elements. *ORSTTM* has no racial limitations whatsoever. Magic and spells have been seamlessly integrated within *ORSTTM* and is based solely on the character's abilities, traits, and skills.

All elements of *ORSTTM* have been designed for high fidelity play using a real-time event driven engine that is fully customizable, consistent, and intuitive. The *ORSTTM* software engine, hereafter referred to as Computer Augmented Role-Playing (*CARPTM*) is currently being developed and play tested. To fully experience *ORSTTM* requires the GM and in the future players to use *CARPTM* to facilitate the gaming experience. *CARPTM* allows the GM and players to immerse themselves in role-playing the adventure and not learning and adjudicating the rules.

CARPTM will be available for personal computers, laptops, tablets, smart phones, etc. The aids are being carefully designed to speed up game play, increase realism and playing experience.

ORSTTM can be played face-to-face or remotely over the internet, although face-to-face is the preferred method. *CARPTM* can easily be adapted to all the major genres, *e.g.*, fantasy, medieval, gothic, espionage, science fiction, historical simulation, mystery, etc.

ORSTTM utilizing *CARPTM* is designed to handle situations at a Tactical level (individual). It is hoped that *CARPTM* will scale gracefully to the Operational and even the Strategic level. For those inclined, *ORSTTM* is planned to allow battles or even wars to be simulated, while simultaneously integrating the player characters actions.

2 Terms & Conventions

This section provides an overview of the *ORSTTM* product line, key concepts and definitions of frequently used terms in this rule set.

2.1 *ORSTTM* Core Products

ORSTTM core products consist of the *ORSTTM Standard Rules*, *ORS CodexTM*, *ORS Game Master's GuideTM*, *ORS Entity EncyclopediaTM* and the *ORSTTM Design Document*.

2.1.1 *ORS Standard RulesTM*

You are currently reading/perusing this document. This product provides all the guidelines and rules needed to play *ORSTTM*, sans magic and monsters, which are covered in their own texts.

2.1.2 *ORS CodexTM*

This product integrates spells and magic into *ORSTTM*.

2.1.3 *ORS Game Master's GuideTM*

This product is an aid for the experienced and novice Game Master (GM). This tome begins by expanding on the philosophy of *ORSTTM*, providing intuition for the GM into why *ORSTTM* functions the way it does. Next it provides guidelines for creating additional races and entities using *ORSTTM*. This document also provides rules on how to create magical items, relics and artifacts to be used in an *ORSTTM* campaign. Other sections provide techniques and advice on running adventures using *ORSTTM*. In addition, the GM's Guide walks the reader through the complex task of creating a campaign setting and includes examples from *Terra 1592*, *ORSTTM*'s first campaign setting. Finally, the Appendix details out numerous magical items, relics and artifacts usable in any *ORSTTM* campaign.

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2.1.4 *ORS Entity Encyclopedia™*

This product contains facts and statistics for a plethora of creatures and monsters. The entities are currently limited, with a few exceptions, to those found in mythology and folklore that predate 1600 AD.

2.1.5 *ORST™ Design Document*

ORST™ Design document details the *CARP™* engine under the hood. It contains specifics on the architecture, data structures, interfaces, theory, and algorithms of the *ORST™* software. It is intended for *ORST™* partners who are actively assisting in the creation products for the *ORST™* game line.

2.2 Definitions

The following terms are frequently used in the text and are key to the player's comprehension of *ORST™*. Additional unique terms will be defined when they are first used in the text.

Ability: One of 18 categories that describe the body, mind and soul of a character. A complete list of abilities can be found in Section 6.

Action: An action is an activity a character may perform usually involving one or more skills.

Affiliations are guilds, livery companies, religious organizations mafia families, Inns of the Court, and even secret societies to which the player character may be associated with.

Alignment: An entity's current placement in the world with regards to law and ethical scales. This attribute dynamically changes based on the entity's actions.

Animal: A living creature capable of feeling and voluntary motion. An animal may or may not be self-aware.

Attack Roll: A 'dice roll' is used to determine the results of a melee, missile attack, or magical attack.

Attributes are qualities or features that are characteristic of a particular entity, *e.g.*, red hair, moles, eye color, alignment, etc.. They are not z-score based.

Being: Any entity that is self-aware is a being.

Body: refers to the physical part of an entity separate from the mind and soul.

Campaign: An ongoing role-playing game that consists of a series of connected adventures.

CARP – Computer Augmented Role Playing, the *ORST™* software engine.

Descriptors: specifies additional information that defines a character or entity, *e.g.*, Affiliations, Contacts, Height, Weight, and Social Standing.

Development Points (DP): are used in creating characters and entities. The value of a DP is defined in the Talent/Flaw cost table and the Descriptor/Background cost table.

Ecology: the interrelationship of entities and their environment.

Entity: An entity is something living or not, that can be encountered in the game, *e.g.*, animals, plants, beings, player characters, non-player characters and monsters.

Event: An event is a change to the character's environment that the character has sensed. In other words, when one or more of the character's faculties (sight, hearing, smell, taste, or touch) perceives a change in stimuli originating from outside or inside his body, an event has taken place.

FOV – (Field of View): Is the extent of the observable world at a given time.

Game Master (GM): The judge, referee, dungeon master, etc. This person is responsible for everything in the game except for the player character's actions.

Habitat: the place or site within the environment that an entity normally lives and grows.

Interactions: are simply actions that can be influenced, countered, or opposed by another entity's action.

Mana: the power of the magical forces of nature/supernatural embodied in an object or person.

Maturity: The age at which a being is considered to be an adult. The maturity of all the *ORST™* standard races is specified in Section II.

Melee: A hand-to-hand combat where each opponent is physically engaged. This includes: a fist fight, a sword fight, wrestling, but excludes projectiles and spells.

Meta Skill – An abstract skill used internally within ORS. An example of a meta skill is *Armor*, which encompasses the similarities of Light, Medium and Heavy Armor.

Mind: refers to the part of an entity that knows and thinks.

Missile Attack: A projectile attack directed at a target. This includes but is not limited to: arrows, bolts, sling bullets, rocks, rifle bullets, etc.

Natural Weapons: Natural weapons are physically part of an entity. For example, a Shaolin Priest has his fists, elbows, knees and feet where a dragon would have claws, tail, breath weapon and bite at a minimum. They are considered weapons and can be used in melee. Natural weapons include *Ablative, Bite, Claw, Gaze, Grappling, Impaling, Olfactory, Sonic, Striking, Sweep, Visual attacks* as well as *Breath Weapon* and *Wing Buffet*.

Non-Player Character (NPC): A being in a role-playing game whose actions are controlled by the GM.

PDF: probability density function. This function provides a mathematical description of how likely a random variable is to have a certain value. A PDF will map a likely value to a larger number than an unlikely value. The infamous 'bell curve' is an example of a PDF.

Player Character (PC): A character whose actions and activities are controlled by a player (as opposed to the GM).

Resistance: refers to various traits that provide stressors to an interaction, see *Interaction*. The various resistance traits are not saving throws, see *ORST™ GM Guide* for more information.

Skills: craft, trade, or activity in which an entity has competence and experience. Skills improve with use and conversely decay with non-use. A complete list of skills can be found in the appendices.

Social Standing: of or pertaining to a particular society, *e.g.*, as a body divided into classes according to worldly status, *i.e.*, social rank.

Society/Culture: an enduring and cooperating social group whose members have developed organized patterns of relationships through interaction with one another. A

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society/culture is any community with established traditions, institutions, art, technology, activities and interests.

Soul: refers to the spiritual part of an entity as distinct from the physical.

Spells: Spells refer to magical affects against/on a target.

Stressors is a term that refers to all things that could modify an action, *e.g.*, weather, health, movement, visibility, traits, alcohol and drugs just to name a few.

Stun: Any physical attack to the head/neck has a chance of stunning an opponent. When stunned an entity's ability to perform actions is severely limited.

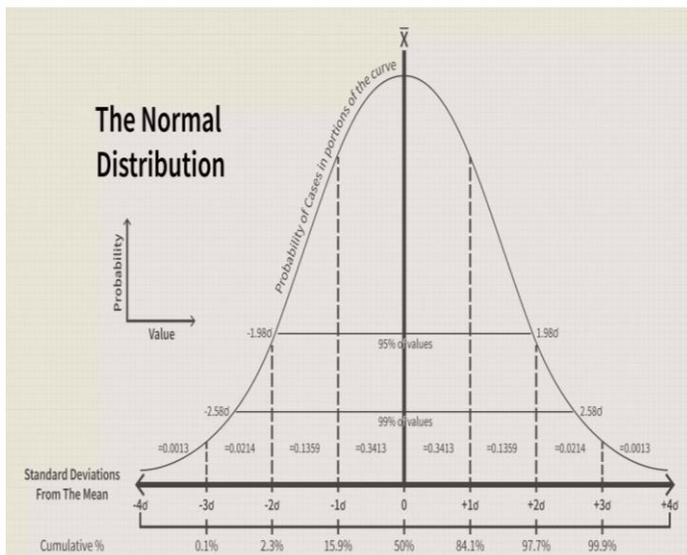
Traits are talents and flaws that do not improve with use, but they can change with age. A complete list of traits can be found in the appendices.

Target: A target(s) refers to entities and/or other things which a melee attack, missile attack or spell attempts to affect.

Terra 1592: The original *ORS™* campaign setting.

2.2.1 The z-score

The *ORS™* gaming system is human-centered, *i.e.*, all design and problem solving is based on an average human perspective. This design approach is focused on the player, who is after all a human. The player can play a variety of entities, *e.g.*, birdmen, dwarves, elves, goblins, humans, and mermen, just to name a few. A plethora of entity species exists in an *ORS™* gaming world. The *ORS Entity Encyclopedia™* contains detailed descriptions of various entities from Earth's history, fiction, folklore, and mythology from around the Mesozoic Era to around 400 years ago. An entity's tabular data is presented relative to an *average* human, *i.e.*, how much it differs from a standard human. It is organized in a manner inspired by the Linnaean Taxonomy system developed by the Swedish botanist Carolus Linnaeus. The *ORS™*'s simplified taxonomy currently has only three levels: Kingdom, Family and Species. The kingdom classifications are Animal, Plants, Humans, Supernatural and Extraplanar entities. This grouping can also be seen in the *ORS™* magic system, see *ORS Codex™*.



[Julie Bang, Investopedia 2019]

All *ORS™* entities share a common scale, 'z-scores', in their definition so that all entities can be related to each other. z-scores have a range of $-\infty z$ to $+\infty z$ but realistically almost all entities will fall within $-3.5z$ to $+3.5z$. A z-score indicates number of standard deviations from the mean, *the average human*, see figure above. Each entity species description defines the average abilities, traits, and skills for a particular species.

The above figure is *ORS™*'s default distribution of every trait and ability, for all entities in the game sans *Magic*, *Luck* and *Entropy traits*. It is a normal distribution (a bell curve) with equal values on either side of 50%. After taking into consideration common sense and any *Magic*, *Luck* and *Entropy* traits associated with the entity the distribution is probably skewed. Every entity species in the *ORS Entity Encyclopedia™* has strengths and weaknesses and for ease of understanding the delta with respect to an *average* human's z-scores are indicated for all abilities and traits.

Another way of looking at z-scores is by defining your (a human's) position in the world. There are around 1.9 million identified species in the world. If we eliminate all species that are not a potential encounter, *e.g.*, most bacteria, viruses, fungi, sponges, primitive invertebrates, etc., there would still be close to a million unique species. If we then eliminate most insect species there would still be around 200,000 species. The *ORS Entity Encyclopedia™* is obviously small subset of this.

The table below illustrates how a particular z-score maps to a percentage of species better or worse, where the total number of species that are better per 200,000 species. All species listed in the *ORS Entity Encyclopedia™* have many, many individual members, *e.g.*, in 1592 AD, the real-world contained approximately 500 million individual Hominidea/Homo-sapiens (family/Species). In the *ORS™ Terra 1592* campaign the Hominidea/Humanoid (family/Species) includes: birdmen, dwarves, elves, goblins, humans, and mermen.

z-score	Better than % of all entities	Worse than % of all entities	# Species better per 200,000 species
-3.5	0.02	99.98	199,960
-3.0	0.13	99.87	199,740
-2.5	0.62	99.38	198,760
-2.0	2.28	97.72	195,440
-1.5	6.68	93.32	186,640
-1.0	15.87	84.13	168,260
-0.5	30.85	69.15	138,300
0.0	50.00	50.00	100,000
+0.5	69.15	30.85	61,700
+1.0	84.13	15.87	31,740
+1.5	93.32	6.68	13,360
+2.0	97.72	2.28	4,560
+2.5	99.38	0.62	1,240
+3.0	99.87	0.13	260
+3.5	99.98	0.02	40

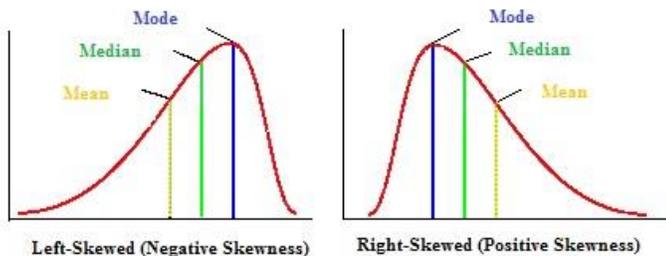
As an example, let's take *Porthos*, the famed Musketeer and swordsman in Alexandre Dumas' book "The Three Musketeers"

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and focus on his *Rapier skill* +3z, in isolation, which is contained in the meta-skill *1-Handed Edged Weapon*. For this simplified example let's **pretend** that all one-handed swords are basically the same. Using the above table one can see that there would be 260 species that are equal or better than he is using a one-handed sword (skill proficiency). Admittedly most of these are extraplanar or supernatural entities, but let's just focus on humanoids, *i.e.*, birdmen, dwarves, elves, goblins, humans, and mermen.

In *ORS*TM the humanoid species contains 500 million members circa 1592 AD. Ignoring the young and elderly, but including both sexes there would still around 166,666,666 members. For a non-skewed (normal) distribution, Porthos is better than 166,449,999 potential swordsmen but there still might be 216,666 members that are equal or better than his skill z-score in the world. In France that number would drop to a few thousand. In reality, the distribution is skewed significantly to the left, and Porthos' abilities are optimized for his profession. Such that in France he is definitely in the top 100 of all swordsmen.

*CARP*TM handles the statistics automatically but you may be wondering what a skewed distribution is. In a normal distribution, the mean and the median are the same number while the mean and median in a skewed distribution become different numbers. The classical 'rule of thumb' of skewness is presented graphically below.



The classical rule of thumb states that the mean is right of the median under right skew and left of the median under left skew. This rule fails with surprising frequency. It can fail in multimodal distributions, or in distributions where one tail is long but the other is heavy. The *Luck* and *Entropy* traits modify the tails of the distribution and by their very nature skews the distribution. Regardless, the complexities involving drawing from a distribution and determining an outcome of an action are hidden in the *CARP*TM engine. For those who want to know *CARP*TM determines outcomes using a modified beta distribution.

To provide some intuition an Olympic athlete would have a z-score greater or equal to +3z in a particular skill. Details about skills, meta-skills, traits and actions are found later in this document.

Section II: Creating a Character



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To play *ORS*TM the players must create a character, called a player character (PC). The player takes on the role (persona) of the PC, reacting to situations as he feels the PC should. Unlike the real world, when you role-play your PC you are limited only by your imagination.

PCs can potentially be from any sentient, socially organized creature inhabiting the GM's world. Classical examples from fantasy include: humans, elves, dwarves and halflings. Non-typical examples include, but are not limited to: orcs, goblins, centaurs, mermaids and gnomes. Mixtures, (*e.g.*, half-elf, half-orc, etc.) are also possible at the GM's discretion. All PC's initial capabilities and future advancement are defined by their:

- Ability scores,
- Traits (Talents, Flaws and Descriptors),
- Attributes, and
- Skills.

The procedure to create a character is as follows:

1. Choose a race.
2. Choose a sex.
3. Select their attributes. This will include starting age of your character.
4. Define their initial potential.
5. Develop the character's skills acquired during adolescence, based on the toddler's social standing and background.
6. Equip your character.
7. Write up your character's prehistory that is consistent with all the above and get it approved by your GM.

3 Race

A player's choice for race, culture and nationality are dependent on the GM's world and campaign setting. Presented here are the six standard *ORS*TM races and their attributes: Birdmen, Dwarves, Elves, Goblins, Humans and Mermaids. The above races are not limited to any genotypic and/or phenotypic attribute, *i.e.*, each race could have members of any ethnic group. The races specified in section 3.1-3.6 are for the *Terra 1592* campaign and are localized in and around Europe.

One of the many creation myths of the *Terra 1592* campaign states that at the dawn of time the Gods created the world of Terra from the dust of chaos bound with their sweat. The gods blanketed their creation with their breath. All things upon it were brought into being by their will. The myth goes on to state the origin of the six standard *ORS*TM races are linked.

The Gods created the world of Terra and populated it with all manner of plants, animals, and creatures. The Gods desired to create and place one species above all others to tend and protect their labors. They wove and shaped this species from the very fabric of Terra. After endowing this species with life, they sat back and observed their completed work, occasionally tweaking

something here or there. Time passed, some creatures prospered, some died off completely, but much to their surprise the shepherds evolved.

As the millennia passed, the shepherds multiplied and migrated over the entire planet. Some groups settled and some continued to wander. Those that settled adapted to their environment. The shepherds having been shaped by the Gods from the planet itself were subject to the influence of Terra. Over the eons their bodies, minds and even their souls became attuned to areas in which they inhabited.

Due to the magical nature of Terra the evolutionary differences of the standard races may not be visually apparent to most. For example, in a diverse and eclectic city most individuals walking down a street would never realize that he passed a being from another race. Differences between the races will be explained in detail below. Because of their common origin the various races of Terra can interbreed, despite this fact half-breeds are rare. The abilities and statistics of the half-breeds are simply the average, fractions rounded down, of the two races. If breeding mixture is ever less than 50/50 of two races then the resulting offspring are human, *i.e.*, they are considered of the human race.

In the *Terra 1592* campaign there are no unique racial languages. Each race uses languages that are common in their region at a minimum. Some of the longer-lived races also use archaic and/or dead languages that were common in their region sometime in its history. Ultimately it is up to the individual GM to decide, based upon his world, if unique racial languages are part of his campaign.

3.1 Birdmen

Birdmen have an average height of 6'2" and a weight of 78 pounds. As a race they tend to have a deep chest (from spine to sternum) but are otherwise slim and wiry. Their density is less than average. Their complexion varies from brown to olive, with all shades of hair color, which tends to be naturally curly. They have long graceful fingers and toes.

Birdmen have the natural ability to morph their bodies, effectively growing wings with a 12-foot wingspan. Their body mass remains unchanged and their visible exterior appearance, except for the wings, remains virtually unchanged. This process takes several minutes modified by their natural abilities. Although natural flyers Birdmen must still learn to fly. Their flying ability (speed, turning rate, etc.) and the amount of weight they can carry depends on their skill and abilities. In addition to normal vision, birdmen have good long distant vision, with all other senses being average. Birdmen have an above average rate of healing and within their habitat this is doubled. Birdmen have an average resistance to disease. Birdmen have an affinity for magic dealing with air and below average with earth magic. Birdmen have 477.3 development points to define their potential. In addition to the suggested skills discussed in

Adolescent Development, Birdmen should further develop the *Flying/Gliding skill* and *Codex skills* if desired.

Birdmen	Δ	Units	DPs
Speed	0.25	z	0
Agility	1.25	z	0
Endurance	0.25	z	0
Empathy	-0.25	z	0
Age Span	-15.00	yrs	-0.6
Body Density	-1.00	z	-44
Gigantism	-0.13	z	-5
Healing Rate	0.50	z	20
Morphing	50.00	%	25
Reproductive Rate	12.00	wks	12
Sleep Required	-2.00	hrs	-2
Vision, Distance	0.50	z	15.7
Armor-Medium	-1.00	z	-22
Armor-Heavy	-1.00	z	-44
Codex-Earth	-1.00	z	-44
Codex-Air	1.00	z	52
Diving-Free	-0.86	z	-19.1
Flying/Gliding	1.00	z	52
Mining-Subsurface	-1.00	z	-22
Shield-Large	-1.00	z	-44
Shield-Medium	-1.00	z	-22

3.1.1 Habitat

Birdmen inhabit remote forested mountain ranges, river valleys, stream-cut mesas, shrub-steppes and deserts, with accessible cliff ledges, mountain ridges and persistent updrafts. Birdmen actively avoid the Arctic and Antarctic. Birdmen tend to live in cliff dwellings. Cliff dwellings can be natural or excavated niches or caves in high cliffs. Natural cliff dwellings will be improved further with additional excavations and/or masonry. The cliff-houses in the southwest United States, attributed to the Anasazi, are classic examples of abandoned dwellings. Birdmen dwellings are often disguised as sheer cliffs to discourage unwanted attention. Birdmen cliff dwellings are found all over the world: the Ajanta Caves, India, the Guyaju Caves in China, Bamiyan in central Afghanistan, Sassi di Matera in southern Italy, Bandigara Escarpment in Mali, Mesa Verde in the United States, Vardzia in southern Georgia, Ortahisar and Uchisar in Turkey. The affluent cities and communities often enlist the aid of Dwarven masons and spell casters to create airy, lacelike architecture, with large overhanging balconies. As humans penetrate the remote areas Birdmen will abandon their communities, *e.g.*, Ajanta Caves around 300 AD. If Birdmen ever abandon a site, they will transform their current dwellings to appear primitive, dating from prehistory.

3.1.2 Ecology/Psychology

Baring accident or disease birdmen are considered mature at 14.31 years of age (177 lunar cycles) and have an average lifespan of 60 years with a maximum of 84 years. Birdmen have transformed overtime in a symbiotic relationship with their environment. The female comes into heat three times per year during the spring, summer and fall with a gestation period of nine months. During the third trimester she is physically unable to fly. Birdmen tend to be most active during the daylight hours

and require on average six hours of sleep a night. As a race they tend to be insular.

Birdmen only relate well with the Elves and Dwarves, attempting to avoid all other races except for Goblins. As a race, Birdmen despise Goblins and when possible, attempt to exterminate them. This genocidal tendency is due to the fact that Goblins consider Birdmen young as a delicacy. All Birdmen tend to shun weapons, armor and possessions that would hinder their flying ability. Their ability to fly is a key component of their psyche. Birdmen will become depressed and suicidal should they ever permanently lose the ability to fly. Many in this situation choose to throw a final celebration of life, with friends and family and then take a final flight off a tall cliff and join the gods.

They tend to live in small communities trading with their fellow birdmen, elven and dwarvish neighbors. The soils adjacent to the communities tend to be rocky and dry. Regardless, Birdmen farm many small plots of land other races would consider non-arable. Birdmen have invented pebble mulch gardening to increase soil moisture, reduce erosion, moderate soil temperature and increase crop yields. All humanoid and animal waste is collected and used to enrich the soils. They raise small game: goats, rabbits and fowl in areas not amenable to farming. Their settlements blend into the environment and are virtually invisible from the ground. To supplement their diet, they often go hunting and fishing. They will butcher their kills on site and only return with the useable portions of the kills.

The Birdmen actively thin the forest surrounding their communities. They harvest windfall and dead trees and reduce the number of small-diameter trees for their lumber and fuel. This aids them in their hunting as they can see animals on the forest floor as well as breaking the ‘fuel ladders’ from the forest floor into the canopy of the overhead trees. Their semi-domesticated goats also vigorously eat fire prone vegetation.

3.1.3 Society/Culture

Birdmen society is matriarchal. They tend to live in groups related by marriage. Dozens of family groups often live in close proximity, forming a clan. Birdmen tend to be monogamous. When an adult female reaches maturity, she will leave the family group and fly off to find a mate from another clan, returning only when she has successfully found a mate. The population of Birdmen communities and cities are limited by the geographical site. They tend to have between 800 and 3300 individuals. If the population grows above the area’s ability to sustain them, a sub-community will split off and immigrate to another area many miles away. All adjacent Birdmen communities are in constant contact ready to assist each other if attacked by Goblins or other enemies.

All political, economic and legal matters are presided over by the local woman’s circle. All Birdmen laws are written to ensure the continued harmony of the community. The woman’s circle rarely decides to go to war, the exception of course is if a

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pack of Goblins are discovered within twenty miles of their community. Only females that have borne children are eligible to be part of the circle. A community's circle consists of the wisest 11 females. The entire adult community, male and female, votes on the spring equinox to elect members of the circle. The elected circle then selects one of their members to be the leader for a year, starting their term on the spring equinox. Males provide advice and suggestions but are never part of the circle. The women's circle has the power to banish any individual who disrupts the harmony of the community.

Their architecture is inspired by the wind, clouds and nature. Dwarven masons who execute the designs keep their opinions to themselves. Birdmen education tends to focus on the sciences, although history has shown the Birdman society has produced some remarkable philosophers, musicians and poets. Birdmen usually know the language spoken by their neighbors. Their neighbors (Elves and Dwarves) will most likely speak the most common language of the country in which they reside. Birdmen religious beliefs vary depending on country, climate and habitat, but all tend to focus on the wind and the air. Examples include but are not limited to: Shu, Anemoui, Taranis, Tuuletar, Enlil, Ehecatl, Taku Skanskan, Feng Po Po, and Vayu from Egyptian, Greek, Celtic, Finnish, Mesopotamian, Aztec, Lakota, Chinese, and Vedic mythology respectively.

3.2 Dwarves

Dwarves have an average height of 55" and a weight of 124 pounds. As a race they tend to be strong, brave and bold, as well as determined, obstinate and uncompromising. Their complexion varies from pale white to olive, with all shades of hair color, which tends to be thick and straight. They have short fingers and toes.

Dwarves have naturally strong bones and their body density is above average. In addition to normal vision, dwarves have limited infrared vision, below average long-distance vision, with all other senses being average. Dwarves have an average rate of healing within their habitat and below average outside their habitat. Dwarves have an above average resistance to disease. Dwarves have an affinity for magic dealing with earth and below average with air magic. Dwarves have 507.6 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development*, Dwarves should further develop the *Codex skills* if desired.

Dwarves	Δ	Units	DPs
Agility	0.50	z	0
Vitality	0.50	z	0
Strength	0.35	z	0
Eloquence	-0.25	z	0
Memory	0.10	z	0
Empathy	-0.10	z	0
Age Span	85.00	yrs	3.4
Body Density	1.00	z	44
Disease Resistance	0.50	z	27
Gigantism	-0.30	z	-11.5
Healing Rate	-0.27	z	-10.2
Reproductive Rate	22.00	wks	22

Sleep Required	1.00	hrs	1
Vision, Distance	-0.50	z	-15.7
Vision, Infrared	1.24	z	44
Codex-Earth	1.00	z	52
Codex-Air	-1.00	z	-44
Diving-Free	-1.00	z	-22
Diving-High	-1.00	z	-22
Rowing	-1.00	z	-22
Sailing	-1.00	z	-22
Swimming	-1.00	z	-22

3.2.1 Habitat

Dwarves inhabit the hills and mountains of the upper latitudes, including the sub-Arctic and sub-Antarctic.

3.2.2 Ecology/Psychology

Baring accident or disease dwarves are considered mature at 38 years, and have an average lifespan of 160 years with a maximum of 224 years. Dwarves have transformed overtime in a symbiotic relationship with their environment. The female comes into heat twice per year during the summer and winter with a gestation period of nine months. It is not uncommon for both sexes to sport long beards. Dwarves tend to be most active during the daylight hours and require on average nine hours of sleep a night. As a race they tend to be taciturn.

3.2.3 Society/Culture

Dwarven society is patriarchal. They tend to live in large military communities hewn out of the mountains, where each mountain range is considered a different clan. Dwarves continuously train in the weapons and tactics of war. Dwarves tend to be monogamous. When an adult dwarf reaches maturity, they will leave their family and spend years adventuring, serving as mercenaries, blacksmiths, etc., only returning once they have made a substantial amount of wealth and or fame. After returning, they tend to find a mate within their own clan and then work towards the good of the community. Dwarves tolerate humans but will trade with all other races except Goblins. As a race, Dwarves distrust Goblins and will never tolerate them living within their territory.

Dwarves are master masons and their architecture illustrates this. Entire cities have been carved into the bedrock of the hills and mountains of Terra. In addition, Dwarves are some of the best metal smiths upon the planet. Many of the weapons and armor of myth and folklore have their roots based upon Dwarven craftsmanship. Dwarves are second only to Elves on their education level. It is said that not all Dwarven treasure is measured in gold and gems, some of it reside in libraries thousands of years old. Dwarven religious beliefs are based on ancestor worship. Ancestor worship is a variety of religious beliefs and practices concerned with the spirits of dead relatives, some of whom may be mythical. The core of ancestor worship is the belief in the continuing existence of the dead and in a close relation between the living and the dead (who continue to influence the affairs of the living).

3.3 Elves

Elves have an average height of 64” and a weight of 132.5 pounds. As a race they tend to be well formed and handsome. Their complexion varies from light olive to cream, with all shades of hair color. In addition to normal vision, elves have excellent low light vision, with all other senses being average. Elves have an average rate of healing within their habitat and below average outside their habitat. Elves need more sleep than average and sleep deeper. Elves have an average resistance to disease. Elves have an affinity for magic dealing with plants and animals and below average with fire magic. Elves have 498.2 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development*, Elves should further develop the *Codex skills* if desired.

Elves	Δ	Units	DPs
Comeliness	0.36	z	0
Agility	1.15	z	0
Strength	-0.35	z	0
Eloquence	0.10	z	0
Memory	0.20	z	0
Empathy	0.20	z	0
Age Span	245.00	yrs	9.8
Gigantism	-0.07	z	-2.6
Healing Rate	-0.5	z	-20
Reproductive Rate	48.00	wks	48
Sleep Intensity	-0.32	z	-12.2
Sleep Required	2.00	hrs	2
Vision, Lowlight	1.00	z	44
Codex-Fire	-1.00	z	-44
Codex-Plant	0.50	z	25
Codex-Animal-Body	0.50	z	25
Codex-Animal-Mind	0.50	z	25
Codex-Animal-Soul	0.50	z	25
Engineering-Design	-1.00	z	-44
Engineering-Fabrication	-1.00	z	-22
Engineering-Use	-1.00	z	-11
Weapon Artillery-Gunpowder	-1.00	z	-44

3.3.1 Habitat

Elves inhabit the forests and jungles of Terra, in all climatic conditions that support moderate to dense growth.

3.3.2 Ecology/Psychology

Baring accident or disease elves are considered mature at 76.8 years of age (48 synodic periods of Venus), and have an average lifespan of 320 years with a maximum of 448 years. Elves have transformed overtime in a symbiotic relationship with their environment. The female comes into heat randomly, rarely more than once a year. The gestation period is nine months. Elves tend to be most active during the twilight hours near dawn and dusk and require on average ten hours of deep sleep a night. Elves detest ‘modern’ technology and to a lesser extent gunpowder. Elves tend to take a long-term view of life and situations. Humans and goblins view this as indecision. Elves are at home in all manner of wooded territory.

3.3.3 Society/Culture

Elven society is neither matriarchal, nor patriarchal but instead depends on the head of the ruling council. The head of the ruling council tends to be the eldest, wisest, and most experienced elf in a particular woodland. They tend to live in large well-ordered communities either building on the ground or when permitting, in the trees. Elves tend to be monogamous. Elves rarely leave their woods and attempt to isolate themselves from all other races. With that said they do have limited trade with Birdmen, Dwarves and humans. Even this is performed in such a way that the human merchants are unaware of their client’s origin. Elven architecture is almost exclusively constructed with wood, brick and stone, with balconies and buttresses intricately carved and engraved. Their traditions reflect their love of nature and long-life spans. Elves love performance art, and many devote their lives to singing, music, poetry, dance and acting. As a race they are highly educated in all fields of study, including magic. Senior elves may be some of the most powerful wizards on Terra. Their diet consists primarily of the plants and animals that inhabit their habitat. Their religious beliefs are diverse depending on locale having a common theme of nature and peace. Although peaceful by nature all elves are required to train in the weapons and tactics of war.

3.4 Goblins

Goblins have an average height of 58” and a weight of 103 pounds. As a race they tend to be slim and wiry. Their complexion varies from white to albino, with all shades of hair color. They have long gnarled fingers and toes. In addition to normal vision, Goblins have excellent low-light and above average infrared vision, with all other senses being average. The intensity of normal daylight is painful for Goblins to bear and they will avoid traveling above ground during the day. Goblins have an above average rate of healing and above average resistance to disease. Goblins are below average with all forms of magic. Goblins have 394 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development*, Goblins should further develop the *Bite Attack*, *Claw Attack* skills if desired.

Goblins	Δ	Units	DPs
Speed	0.17	z	0
Agility	1.00	z	0
Vitality	1.00	z	0
Intuition	0.35	z	0
Stability	-0.25	z	0
Reasoning	-0.50	z	0
Will	-0.50	z	0
Age Span	-35.00	yrs	-1.4
Disease Resistance	1.00	z	61
Gestation Period	-4.00	wks	-4
Gigantism	-0.23	z	-8.6
Healing Rate	1.00	z	44
Mana	-1.80	z	-247.5
Natural Weapons	1.00	z	44
Reproductive Rate	-2.00	wks	-2
Sleep Required	-4.00	hrs	-4

Vision, Daylight	-1.25	z	-44.5
Vision, Infrared	2.48	z	107
Vision, Lowlight	1.00	z	44

3.4.1 Habitat

Goblins inhabit the subterranean spaces of Terra, *e.g.*, caves and caverns. Because of the unique properties of their habitat, they can be found in all climatic regions.

The Redcaps are an example of a malevolent, murderous clan of goblins that inhabit ruined castles along the Anglo-Scottish border. When travelers take refuge in their lair, they will attack and kill them if at all possible, soaking their caps in their blood, giving it a crimson hue.

3.4.2 Ecology/Psychology

Baring accident or disease goblins are considered mature at 9.6 years of age and have an average lifespan of 40 years with a maximum of 56 years. Goblins have transformed overtime in a symbiotic relationship with their subterranean environment. The female comes into heat every other week with a gestation period of eight months. Goblins tend to be most active during the nighttime hours and require on average four hours of sleep per day. Goblins as a race tend to be impatient and tend to make hasty decisions.

3.4.3 Society/Culture

Goblins society is patriarchal. They tend to live in family groups led by a dominate male. Dozens of family groups often live in close proximity, forming a clan, ruled by the strongest male. Goblins tend to be polygamous. When an adult male reaches maturity he is forced to leave the family, or he will be attacked by the dominant male. Goblin females of childbearing years tend to live a harsh life being pregnant most of the time. For this reason, females occasionally flee and attempt to integrate into the underworld of human society. Goblins do not relate well with any of the other races and barely tolerate each other. As a race, Goblins fear Birdmen and avoid confrontation if at all possible. Goblin communities have simple traditions that change based on the whims of the dominant male. Goblins have very little technology, and most activities revolve around survival, eating and procreating.

3.5 Humans

Humans have an average height of 67” and a weight of 148 pounds. As a race they encompass all the possible body sizes and builds seen in our modern society. Their complexion and hair color includes everything found on present day Earth. Humans as a group have no special abilities, but as individuals they have the largest diversity. All human senses are average. Humans have an average rate of healing and an average resistance to disease. Humans have no special affinity or restrictions regarding magic. Humans have 700 development

points to define their potential. Suggested skills discussed in *Adolescent Development* should be used as a guide.

3.5.1 Habitat

Humans are the perpetual wanderers; they have spread to all landmasses on Terra, excluding the Arctic and Antarctic.

3.5.2 Ecology/Psychology

Baring accident or disease humans are considered mature at 18 years of age and have an average lifespan of 75 years with a maximum of 112 years. Humans have changed very little over time, due primarily to that wandering nature. The female comes into heat once per month with a gestation period of nine months. Humans tend to be most active during the daylight hours and require on average eight hours of sleep a night.

3.5.3 Society/Culture

Human society is patriarchal. They tend to live in cities and towns in both rural and urban settings. Humans tend to be territorial, forming countries/nations with a variety of governments, *e.g.*, monarchy, theocracy, republic, democracy, councils, etc. Humans tend to be monogamous. Human communities have diverse traditions, religions, institutions, art, technology, activities and interests.

3.6 Mermen

Mermen have an average height of 72” and a weight of 182 pounds. As a race they tend to be lean and homogeneous. Their complexion varies from olive, to red with all shades of hair color, but black predominating. Their hands are slightly larger than normal, and their fingers have an almost imperceptible webbing.

Mermen have the natural ability to morph their bodies, transforming their legs into the tail of a dolphin. Their body mass remains unchanged and their visible exterior appearance, except for the tail, remains virtually unchanged. This process takes several minutes modified by their natural abilities. In general, Mermen are superior swimmers, able to hold their breath for 8-10 minutes based on their swimming skill, and dive to depths of up to 1000 feet. Although natural swimmers Mermen must still learn to swim to become superior. Their swimming ability (speed, max depth, etc.) and the amount of weight they can carry depends on their skill and abilities. In addition to normal vision, Mermen have good under water vision, with all other senses being average. Mermen have an above average rate of healing within their habitat and average outside their habitat. Mermen have a below average resistance to airborne allergies. Mermen have an affinity for magic dealing with water and below average with fire magic. Mermen have 462.99 development points to define their potential. In addition to the suggested skills discussed in *Adolescent Development*,

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Mermen should further develop the *Codex, Diving and Swimming* skills if desired.

Mermen	Δ	Units	DPs
Agility	1.00	z	0
Strength	0.25	z	0
Endurance	0.45	z	0
Eloquence	-0.10	z	0
Intuition	-0.35	z	0
Age Span	-15.00	yrs	-0.6
Allergy Resistance	-1.00	z	-44
Gigantism	0.07	z	2.51
Healing Rate	0.50	z	20
Morphing	40.00	%	20
Reproductive Rate	22.00	wks	22
Sleep Required	-2.00	hrs	-2
Vision, Underwater	2.00	z	80
Codex-Fire	-1.00	z	-44
Codex-Water	1.00	z	52
Diving-Free	0.50	z	12.5
Skating	-1.00	z	-22
Skiing	-1.00	z	-22
Swimming	1.00	z	26
Tracking	-0.23	z	-5.41
Weapon Artillery-Missile	-1.00	z	-44
Weapon Artillery-Gunpowder	-1.00	z	-44
Weather Watching	-1.00	z	-11

3.6.1 Habitat

After the destruction of Atlantis numerous merman pods joined resources to create fabulous underwater cities surrounded by magically created domes of air. All underwater cities are located on a water ley line, some are located on nodes. Others chose to inhabit small, isolated islands and shroud themselves from unfriendly eyes by magic. All Mermen cities under the sea are located on a continental shelf in the euphotic (sunlit) zone. The depth of this zone is never more than 660 feet and usually around 200 feet. In this zone there is enough light for photosynthesis to take place. Many plants and other photosynthetic organisms live in this zone and food is abundant. They are found in all climates but the Arctic and Antarctic.

All Mermen cities are of a classical design, loosely based upon the original Atlantis. This design incorporates ever expanding circles of land and water. There are ten merman cities, with Athos being the most northern and one of the smallest. The other cities are New-Atlantis, Eurmelus, Ampheres, Evaemon, Meneseus, Elaippus, Mestor, Azaes, and Diaprepes. The cities are named after Poseidon's and Cleito's five pairs of twins.

Their cities are divided into circles and quadrants (North, East, South and West). All major (4/8) avenues are 30 feet wide, arcs are 20 feet wide and alleys are 10 feet wide. There are four avenues (North-South, East-West, Northeast-Southwest, and Northwest-Southeast). Each avenue is bisected by the palace, so you could say there are eight avenues. Locations in a city are specified by Circle, Quadrant (N, E, S, W), Half (Left, Right {viewed from palace}), and Arcs (Inner/Outer). When walking down the 'arcs' if you are walking counter clock-wise from an avenue it is the left-half and if you are walking clockwise you would be in the right-half. The inner circle is reserved for the

gods (temples) and nobility. The middle circles are reserved for the middle class and the outer circle is for the lower-class families, *i.e.*, people who do not own land, they rent their homes and businesses.

No public gatherings that would hamper the flow of traffic are allowed in the streets. It is for this reason you will find no squares in a merman city. There are no public parks in a Merman city; though individuals often have a small garden next to their homes. The water circles are connected to the ocean/sea via huge stainless-steel-barred stone tunnels located between the bridges. There are no cemeteries in the city as most are 'consigned to the sea'. For those who do not worship Poseidon, a cemetery with mausoleums and stone-vaults is located outside the western city walls.

3.6.2 Ecology/Psychology

Baring accident or disease merman are considered mature at 14.3 years of age (354 King Tides) and have an average lifespan of 60 years with a maximum of 84 years. Mermen have transformed overtime in a symbiotic relationship with their marine environment. The female comes into heat twice per year during the summer and winter with a gestation period of nine months. Mermen tend to be most active during the daylight hours and require on average six hours of sleep a night. As a race Mermen tend to be logical, seeming to always require facts before making decisions.

All merman cities are in a perpetual state of readiness. Attacks from neighboring entities are common and merman cities are often maneuvering in the game of houses. Armed and armored city guards are constantly patrolling the avenues and inner circles and can be seen every 20 minutes. In the middle circles patrols will only be encountered every 45 minutes and the outer circles they will be encountered no more than once per hour. Although the outer circles appear lax it is home to most of the defensive crenelated towers of the city and if need arises soldiers can be anywhere in less than 7 minutes. All residents must make way for guards and soldiers under the law. Because of their high state of readiness, no-one other than military can wear armor in the city, and only staffs/canes and one-handed edged weapons are allowed to be carried.

Merman cities endeavor to be self-sufficient and require little trade with the outside world. This fact limits the diet of most merman to a fish and vegetable diet, all of which are harvested from the surrounding oceans/seas. Mermen are good shepherds of their environment and minimize their impact on their surroundings. The vegetables are almost all obtained from the sea. Land based food is considered a delicacy and is priced accordingly. Few other than the nobility can afford them.

Mermen live in a military state and a minimum of two years of military service is usually required of all adult merman. As a race they tend to be very well organized and handle chaotic and trauma-filled situations well, *e.g.*, battle, national emergencies, allied response, hostage negotiations and disaster response.

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There is no civilian police force as the military serves this role. Active military are required to undergo a psychological evaluation every six months. Promotion and opportunities are based on this evaluation as well as merit. All imported resources, coal, wood, food, etc., are strictly regulated by the government. It is perhaps for these reasons that organized crime elements are well-entrenched in all merman cities.

The 'Men of the Night' (Mafia) is the colloquial term used to refer to the organized crime elements. This should not be confused with street gangs or thieves who are involved with smaller street crime. The 'Godfathers of the Night' (bosses) operate openly as great trading houses. These great trading houses have infiltrated and manipulated multiple types of businesses and government officials to successfully smuggle internationally. Each crime family has its own territory and operates independently. They are involved in murder, loansharking, kidnapping, slavery, arson, robbery, drug trafficking, extortion, illegal gambling and labor racketeering.

3.6.3 Society/Culture

Merman society is matriarchal. They tend to live in family groups related by marriage called a pod. Mermen tend to be monogamous. Mermen tend to isolate themselves from all other races. As a race, they have no prejudices towards any other race. Merman architecture is reminiscent of classical Greek. Their traditions combine the creatures and elements of the sea. Their art reflects the materials and scenes of the oceans and sea.

Mermen are ethnically diverse; around 35% are dark/brown skinned 35% light-skinned, the remaining 30% are of any other ethnic type including Asian. The dark-skinned merman trace their ancestry to Northern Africa and the light skinned can trace their origins to the Mediterranean. Merman cities are also religiously tolerant provided they do not interfere with secular priorities. The majority worship Poseidon and pay homage to his wife and offspring with the remaining worshipping other gods, usually Greek. Mermen also esteem the titans Oceanus and Tethys who produced the oceans, seas and rivers. Merman society and their cities are class based.

Mermen hold a market festival outside the city in a temporary dome, four times a year on the Solstices and Equinoxes. These events are quite lively, and the normal military atmosphere of the city can almost be forgotten.

Once race has been selected then the minimum and maximum of each ability (± 1 sigma), of each skill (± 3 sigma) and traits are defined.

4 Sex

We know from observation and controlled studies of both humans and animals that there are biological differences between the sexes (Short & Balaban, 1994). Males and females differ both in physical attributes and reproductive function. Behaviorally males tend to be more aggressive than females. Young males tend to engage in more rough-and-tumble play than females. Females tend to be more nurturing than males.

ORS™ incorporates this philosophy and defines modifications to the average racial type based on sex. The sexual modifications below count towards/against the minimums and maximums for each ability score. These values can be modified, during character development, as explained below (*Adolescent Development*) to counteract this natural phenomenon. A more in-depth discussion of the reasoning for sexual differences can be found in the ORS GM's Guide™. Furthermore, if the GM's vision of his races is more androgynous, he has the ability to change these modifications.

The following tables are the modifications based on sex for the six standard races. NOTE: A 0.13z is approximately a 5% change from the average human.

Female

Attribute	Comment
Ability Mod	+0.13z mod to Agility
Ability Mod	+0.13z mod to Empathy
Ability Mod	+0.13z mod to Intuition
Ability Mod	+0.13z mod to Memory
Ability Mod	-0.13z mod to Strength
Age	+7% to Age Span
Height*	-5% to race base height
Weight*	-10% to race base weight

Male

Attribute	Comment
Ability Mod	+0.13z mod to Endurance
Ability Mod	-0.13z mod to Empathy
Ability Mod	+0.13z mod to Reasoning
Ability Mod	+0.13z mod to Speed
Ability Mod	+0.13z mod to Strength
Height*	+5% to race base height
Weight*	+10% to race base weight

*A player can further modify his character's height and weight using the Talents/Flaws chart by expending DPs.

5 Attributes

Attributes are character descriptors that are **not** z-score based, *e.g.*, red hair, eye color, moles, tattoos, etc. Once the race and sex have been selected the player with the assistance of the GM can select his character's hair color, eye color and complexion.

Additional attributes should be pondered at this point. A partial list is presented below. The list tends to overlap and is intended to help the player flesh out his character.

- **Name** – What is your character's name? The character's name should be influenced by his country, culture, religion, etc. A player should choose the character's name carefully as an entity's true name has power.
- **Motivation** - What are the reasons or incentives that drive the characters actions, *i.e.*, what are the forces that determine the character's behavior? These forces include but are not limited to: biological, emotional, cognitive and social forces.
- **Profession** – What is the character's occupation? Did it require extensive education or specialized training? Is the character affiliated with a particular guild or other institution?
- **Personality** – Personality describes the totality of a character's attitudes, interests, behavioral patterns, emotional responses, social roles and other individual characteristics that endure over long periods of time.
- **Demeanor** – This is a character's outward behavior, manner, conduct and deportment.
- **Nationality** – What country or nation does your character hale from? Does the concept of nation state even have meaning in the GM's world?
- **Politics** – Depending on your nationality, political stance on various topics may need to be defined.
- **Religion** is more than just a belief in a deity. Religion is philosophy and a way of life. It can define who you are, how you view the world around you and how you interact within it. There are as many different types of religions as there are different types of people. Mythology for our purposes is defined to be a religion that is no longer being practiced. The age of your world will define the line between myth and religion.
- **Alignment** – *ORSTTM* does not have a rigid alignment scale like other role-playing systems. GMs and players are encouraged to consider in general the positioning of his character's views on two linear scales. The scales are Law and Ethics.

Chaos ← --- Law Scale --- → Order
Evil ← --- Ethics Scale --- → Good

A player, with the GM's approval, can choose his character's initial alignment based upon his prehistory. Once play begins a character's/entity's alignment is a cumulative, dynamically changing parameter based upon

their actions. Depending on the character's culture he may have multiple Law Scales, *e.g.*, nature's laws and man's laws. Ethics on the other hand is universal. *ORSTTM* makes a clear distinction between ethics and morals. Morals are the shared ideals of a group, society or culture. Different persons, groups and societies have different moral standards, *i.e.*, there is no universal moral standard. Ethics on the other hand does have a universal standard and the GM is the ultimate arbiter on what that standard is. The GM's Guide provides a definition for a universal ethic as well as relevant examples on how to determine whether an act is evil, good or neutral. Isaac Asimov summarized these issues when he wrote, "Never let your sense of morals get in the way of doing what's right". The GM may need to work with the players to explain the cultural norms of the countries of his world.

Physical Appearance – How does the character look to other people? Within the confines of the character's comeliness and other ability scores describe how they look, dress, the way they move, etc.

It might be helpful if the GM allows the player to work through *Character Development Questionnaire* presented later in this rule set. This questionnaire presents a multitude of questions and hypothetical situations that will help the player solidify his character and quantify his attributes.

6 Defining Initial Potential

After a player selects his character's race, sex, and attributes they must then define their character's initial potential. A character's initial potential may be thought of as the potential he or she was born with. A character's initial potential is defined by spending the developments points available for the race he has chosen.

Development Point Table

Race	Maximum Rearrangement
Birdmen	477.3
Dwarf	507.6
Elf	498.2
Goblin	394
Human	700
Mermen	462.99

The Development Point (DP) table above is the required positive and negative adjustment the player must make to his character based on race. In other words, the player must improve abilities, talents, skills and descriptors by the number of DP points indicated above. Furthermore, he must also reduce some abilities, descriptors, skills and create flaws by up to the number listed in the DP table. The positive and negative DPs will be the same. After completion the character can be envisioned as a toddler. This process allows the players to customize (min/max) his character to some degree. It also ensures that almost all characters will be unique. Most players will reduce traits that they will never use, *e.g.*, a future weapon's master may elect to reduce the *Mana* trait from 0z to -3.0z. The cost in DPs to

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modify abilities, traits and skills are listed in the following *Toddler Trait Cost Table*.

The player may rearrange his character's abilities up to a maximum of $\pm 1z$, and the standard five senses $\pm 3z$ indicated in the table from their racial mean. The racial mean is defined before the sex of the character was chosen. Entropy and Luck are initially at $0z$ and have a range of $\pm 7.0z$ regardless of race. Mana's initial value is also $0z$, modified by race which sets its max range of $\pm 3.0z$ from the racial mean. In general, all skills at this point are at $-2.0z$, a few races have a few skills with different initial values. All Descriptors start at $0z$ unless otherwise indicated.

Toddler Trait Cost Table

Trait	Cost	weight	Min/Max Modification
Ability Modification	1 DP/step	H	-1/+1 z from racial mean
Affiliations*†	1 DP/0.2 z	D	-3.0/+3.0 z
Contacts*	1 DP/0.3 z	D	-3.0/+3.0 z
Entropy	1 DP/step	H	-7.0/+7.0 z
Hearing, Standard	1 DP/step	VE	-3/+3z
Height	1 DP/1"	D	$\pm 25\%$ entity mean
Luck	1 DP/step	H	-7.0/+7.0z
Mana	1 DP/step	H	-3.0/+3.0z z from racial mean
Skill Modification	1 DP/1 day of experience	H	-3.0/+3.0z rMean Max=+5z
Smell, Standard	1 DP/step	VE	-3/+3z
Social Standing	1 DP/0.1 z	D	-3.0/+6.0 z
Taste, Standard	1 DP/step	VE	-3/+3z
Touch, Standard	1 DP/step	VE	-3/+3z
Traits, Other	**	**	**
Visual Acuity	1 DP/step	VE	-3/+3z
Weight	1 DP/2#	D	$\pm 25\%$ entity mean

* Any craft skill above $+1z$ gives an affiliation with that city's guild, with the z-score equal to the craft skill z-score. In addition, the character's mentor/master in that craft becomes a contact as well, with a value determined by the prehistory. These affiliations/contacts cost zero (0) development points.

† Any non-skill related affiliation, that has been developed will also have a generic contact associated with it.

** On a case-by-case basis the GM may allow additional *Traits* to be chosen. Additional *Traits* have the potential to destroy play balance. If a *Talent* is allowed an obvious *Flaw* may help maintain balance.

The DP pool may only be used on the items listed in the *Toddler Trait Cost Table*. Detailed descriptions of the various traits, descriptors and skills are listed in the appendices. If the character is supposed to be able to manipulate magic the *Mana* trait should be increased. Remember, the player must defend all choices based on race, nationality, culture, social class, upbringing, and prehistory. When the player has totally allocated his DP pool (both positive and negative) the character's initial potential has been defined.

Now the player must advance his character's skills to reflect what has occurred from toddler to maturity.

6.1 Abilities

Entities and players characters are partially defined by his or her abilities. All entity's abilities start at their species average and

can be modified using development points (DPs). Unlike most role-playing systems *ORS*TM does not have rigid predefined character classes or professions. In other words, a character's abilities will not *prevent* him from being a particular fantasy archetype, but some choices are better than others. For example, an archetype mage might try to maximize the Vitality, Memory, Stability, Morality and Will abilities, where a samurai character might maximize Speed, Agility, Vitality, Strength, and Endurance abilities.

The abilities have been grouped into three categories: body, mind, and soul.

Body – refers to the physical part of an entity separate from the mind. The brain as an organ would be part of the body where memories stored within the brain is part of the mind.

Mind – refers to the part of an entity that knows and thinks.

Soul – refers to the spiritual part of an entity as distinct from the physical.

Each of these is further divided into six sub-categories: attractiveness, celerity, flexibility, health, power and stamina.

Attractiveness - ability to attract,

Celerity - rapidity of motion or action,

Flexibility - flexible quality

Health - spiritual, physical, or mental soundness,

Power - energy or force that can do work,

Stamina - power to resist, sustain, or recover from that which weakens, such as fatigue.

ABILITY CATEGORY	Body	Mind	Soul
<u>Attractiveness</u>	Comeliness	Eloquence	Charisma
<u>Celerity</u>	Speed	Quickness	Empathy
<u>Flexibility</u>	Agility	Intuition	Creativity
<u>Health</u>	Vitality	Stability	Morality
<u>Power</u>	Strength	Reasoning	Spirituality
<u>Stamina</u>	Endurance	Memory	Will

Ability scores can improve with skill use and conversely decay with non-use. Abilities have an associated growth rate, decay rate and an initial value. Magic can also temporarily or permanently modify ability scores. Abilities are represented using the standard z-score.

The character's abilities, defined after *Toddler Development* has been completed, are the initial values. Future potential values are now dependent on the character's life experiences.

6.1.1 Body

To facilitate understanding the Body ability, sub-categories have been defined below. In addition, generalized debatable quantification of the various *zScores* are presented.

6.1.1.1 *Comeliness*

As viewed by humans, comeliness is physical beauty, health, happiness and energy. Comeliness is obviously subjective but artists and architects quantify it using the golden rule involving symmetry, proportion, shape, form and color. Strange, deformed, chimeras, diseased and asymmetrical entities are considered ugly. Gods are usually a minimum of +3z; Satan is +2.5; angels and devils average +2z; Faerie start at +1z; Elves average +0.36z; foxes and cats average +0.25z; most animals, elementals and humans are 0z, Hyenas, fish, and Warthogs are -0.5z; Proboscis monkeys; star-nosed moles, elephant seals, rats are -1.0z; condors, snakes, reptiles, frogs, salamanders, jellyfish, sharks, insects, and bats are -1.5z; Naked mole rats, giant spiders, Megalodon, crabs, monkfish are -2z; demons and the blobfish would average -2.5z, and some Gods present at -3z.

6.1.1.2 *Speed*

Speed is the rate of movement and has the potential to impact the time required to perform many actions. Eagles and falcons are +3z averaging over 130 mph; the cheetah and sailfish are +2.5z exceeding 70 mph; antelope, lions, lynx, are +2z; a fox, and tiger would be +1.7z, at 50 mph; a greyhound, hare, and owl would be 1.5z at 43 mph; a hyena, rhino, and wolf are 1.33z at 35 mph; a bear, domestic cat, giraffe, horse, and shark would be 1.25z at 30 mph; a dolphin, elephant, and an Olympic human sprinter would be +1z at 25 mph; a pig and an average human would be 0z at 10 mph; a mouse would be a -1z at 5 mph; a sloth would be -2z at 0.17z; and a snail would be -2.7z at 0.03 mph.

6.1.1.3 *Agility*

Agility is the ability to change the body's position efficiently and quickly, generally, smaller entities are more nimble than larger entities. The hummingbirds and dragonflies would have a +3z; owls and lions would have a +2z; bears, wolves, hyenas would be +1.5z; sharks, eagles and Olympic gymnasts would only have a +1z; snakes are 0.5z, horses are 0z; average humans are -0.5z; flamingos, giraffes, koalas, ostriches, pandas are -1; sloths are -2z; and jellyfish are a -2.5z.

6.1.1.4 *Vitality*

Vitality is the capacity to resist physical change, damage or destruction, generally, larger entities are durable than smaller entities. Elephants and Whales would be +3z; Hippos would be a +2z; brown bears and crocodiles a +1.5z; buffalos and sharks are +1z; a highly trained human would only be a +0.5z; lions, hyenas and wolves have a 0z; an average human would have -0.5z; most birds, rodents, snakes and fish have a -1z; most amphibians are -1.5z; a sloth would be -2z; insects average -2.5z; and a worm or slug would be a -3z.

6.1.1.5 *Strength*

Strength is the ability to lift and move heavy objects. Whales, and elephants would have a +3z and can lift 14,000 pounds;

bears and gorillas would have a +2z lifting 1000 pounds; lions and an Olympic weightlifter would have a +1z and can lift 500 pounds; and most sharks are +0.5z with lifting/moving ability of greater than 250 pounds. Wolves, hyenas and average humans would have a 0z and can lift/move 150 pounds, a leopard with a -3z can hoist a 110 pound carcass up a tree, dogs are -1z, and eagle, a sloth would be -1.5z; most rodents are -2z; most insects are -2.5z; and jellyfish is -3z.

6.1.1.6 *Endurance*

Endurance is the ability to perform sustained strenuous actions. The godwit and grey whale would have a +3z; a wildebeest, pronghorn, ostrich, camel, and African wild dog would be +2.5z; raptors, dolphins and sharks have a +2z; an Olympic marathon runner and a horse would be around +1.5z; wolves would be around a +1z; and a bear would be a +0.5z; an ant, the average human or lion would be 0z; a cheetah, owl, and panda, have an average -1z; octopi and spiders would be a -2z; sloths, koalas, most snakes and reptiles are -2.5z.

6.1.2 *Mind*

To facilitate understanding the Mind ability, sub-categories have been defined as follows:

6.1.2.1 *Eloquence*

Eloquence is the power to win by speaking; the art of speaking to stir the feelings as viewed by fluent speaking population, see definition of *z-score* for relative ranking. An average angels or devils are 0z, an average human would have a z-score of -0.5z, and dogs, giant apes and crows would be a -1z, cats and rats are -1.5z, spiders, crabs, sharks would be a -2z, jellyfish would be a -3z.

6.1.2.2 *Quickness*

Quickness is mental processing speed. Some extraplanar entities have a +3z, while rare supernatural entities have a +2z and humans have a +1.5z, primates and dolphins are +1z, bears are +0.5z, while eagles, horses, hyenas, wolves and lions average 0z, crabs would be a -1z, sharks, reptiles, amphibians and rays have a -2z, plants and jellyfish have -3z.

6.1.2.3 *Intuition*

Intuition is the immediate perception or understanding of truths, facts, or events, without reasoning. This primarily uses the ratio of glia to neurons. Whales and dolphins have a +2z, an Elephant has a +1.5z, humans, primates and horses are +1z, bears, eagles, lions and wolves are around +0.75z, rabbits and rodents are 0.0z, sharks and fish are -1z, while a leech is -2z.

6.1.2.4 *Stability*

Stability is the capacity to resist mental change, damage or destruction. Post-traumatic stress disorder PTSD with its intrusive flashback memories, hypervigilance and anxiety, is

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part of an ancient, evolved response to danger and in *ORST*TM an example of failing a mental stability check. Most animal entities have a 0z score, humans have -1z and extraplanar entities have a -2z.

6.1.2.5 Reasoning

Reasoning is the process of drawing conclusions from facts. This is based on encephalization quotient. Humans have a +2z, dolphins a +1.5z, primates and ravens a +1z, elephants, octopi and lions are +0.5z, wolves and bears are 0z and a most birds and mice are -0.5z, fish are -1z, and reptiles are -1.5z, insects are -2z, and a sponge is -3z.

6.1.2.6 Memory

Memory is the ability to remember or keep in the mind; capacity to retain or recall that which is learned or experienced. Actions are performed against short-term and long-term memory. For long-term memory humans have +1z and most mammals and birds have a +0.5z, where fish have a 0.0z, reptiles have a -1z and plants have a -2z. Short-term memory is one less than long-term memory. Short-term memory is converted into long-term memory by the hippocampus via reinforcement.

6.1.3 Soul

To facilitate understanding the Soul ability, sub-categories have been defined as follows:

6.1.3.1 Charisma

Charisma is a personal appeal or power to fascinate and attract others; mysterious power of great personal magnetism or glamour. It is an indication of the beauty of one's soul and is 0.0z for most entities. Archangels and Satan are +2z, angels and devils are +1z, humans and dogs are 0z, demons are -1z, and snakes are -2z.

6.1.3.2 Empathy

Empathy is the ability to quickly and fully enter into another's feelings or motives, into the meaning of a work of art, or the like. Elephants, dolphins, and whales have a +1z, primates and humans are a +0.5z, domestic dogs and cats are +0.25z, horses, wolves, lions, wild dogs and cats are 0.0z, birds are -1z, snakes are -1.5z and reptiles are a -2z.

6.1.3.3 Creativity

Creativity is the ability to create, as a work or art, an invention, spiritually evolve. All baseline for all entities is -1z, except for humanoids who have a 0z.

6.1.3.4 Morality

Morality is the capacity to resist spiritual change, damage or destruction. Archangels and Satan are +2z, angels and devils are +1z, humans, snakes and dogs are 0z, and demons are -1z.

6.1.3.5 Spirituality

Spirituality is the devotion and power of one's faith. Most entities have 0.0z. Archangels and Satan are +2z, angels and devils are +1z, humans and dogs are 0z, and demons are -1z.

6.1.3.6 Will

Will is the ability to delay gratification, resisting short-term temptations in order to meet long-term goals. The capacity to override an unwanted thought, feeling, or impulse. The control exerted to accomplish a purpose; determination; self-discipline. The baseline for all entities is 0.0z.

6.2 Traits

Traits include talents, flaws, and descriptors. In general, talents and flaws are a characteristic of the entity that do not improve with usage. The one exception is Mana which does improve with Codex skill usage and with age. Some other traits can also change as the entity ages. Traits cannot be taught and are therefore innate. Most traits are represented by the standard z-score rating system. They can be thought of as abilities that do not improve with training or use, although they can change during the course of the game. For example, a character might start out with binocular vision but through the course of the game he might become blinded in one eye.

Traits can be continuous, linear, or binary. In *ORST*TM continuous traits are weighted for play balance and sampled by steps. For entity creation the cost of a step is 1 Development Point (DP). Linear traits each have a fixed costs per affect. Some traits are binary, *i.e.*, you either have it or you don't, *Therianthropy*, and *Undead Craving* are good examples. Talents and flaws are not a way to describe special training to an entity. If the entity has some training, it should be reflected during normal character development. Finally, talents and flaws do not duplicate skills or spells.

Descriptors on the other hand are just additional information that define or illustrate an entity. Descriptors are all linear traits. Descriptors are not usually innate to an entity. Examples of Descriptors are: Affiliations, Contacts, Social Standing, Knighthood, etc.

A master list of Traits and their associated costs will be found in Appendices.

7 Adolescent Development

Draining of the DP pools defines the character's initial potential. The next step in character creation is advancing their skills from toddler to maturity. It is understood that all characters are a product of their entity species, environment, nationality, culture and social standing, *a.k.a.*, caste system. Adolescent development is where the player along with the GM promote the character's skills to enable them to successfully navigate the trials and tribulations of adult life.

7.1 Skill Advancement

Skill advancement is based on time and effort (Gladwell, 2008). This process will be used to advance a character from toddler to maturity. This time period is converted into effective days where one day is equal to 1 DP. In general, most entities have the same number of DPs for adolescent advancement. For entities who mature very quickly (less than half of a human) the amount of DPS is decreased. The time used for *Adolescent Skill* advancement is based upon the intensity of study, which is a reflection of a particular entity species' outlook on life. For example, elves are more laid back and relaxed, after all, baring accident they can expect to live over 300 years; Goblins on the other hand must struggle just to survive to maturity.

This time encapsulates education, apprenticeship, learning a trade, and potentially other life experiences. For a few, this time might encompass joining the army, impressment into the navy, running off and joining the circus, or an orphan surviving in the slums of the city. The possibilities are only limited by the imagination of the player. The procedure for skill advancement is highly dependent on upbringing. Many of the initial skill choices should be based on social status, nationality, and culture. The possibilities based on the complexity of the GM's world is virtually unlimited and there can be no fixed selection. Your GM may decide to assign all your character's skills based upon your vision of the character, or he may work with you to assign the skills.

If the GM's world has similarities to Late Medieval or Renaissance Europe the following suggestions might apply. This period in history was based on strict social structures that ensured everyone knew their place. The wealthy and entitled were at the top and the poor were at the bottom. In an attempt encompass all social standings in the world, *ORST*TM groups them into three classes. The upper class primarily consisted of the nobility and the gentry, they owned most of the land. The middle class consisted of the Yeomanry and Merchants who might own some land. The lower class consisted of the laborers, tenant farmers, the poor, the homeless and vagrants. A person's class determined how they could dress, where they could live, and the kinds of jobs people and their children could get.

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The following suggestions are focused on player characters and obviously doesn't apply to everything. For example, a black-widow spider has no social standing (0z), no nationality or culture and only cares about her immediate surroundings. She would tend to focus almost exclusively on the *Ablative Attack*, *Awareness-Active*, *Balance*, *Climbing Free*, *Climbing Aided*, *Bite Attack*, *Hiding*, *Movement*, *Textile Crafts-Weaving* and *Survival-Biome* skills. Her skill set proficiency is excellent for her 'lot in life', she is a spider not an adventuring player character.

Player characters need a well-rounded skill set if they hope to survive. Failure to flesh out a player character's skills properly can result in them being too focused and virtually useless in many situations, e.g., a barbarian who is an excellent fighter but is illiterate and has no social skills. Skills are detailed out in Appendices. Remember, the player must defend all choices based on race, nationality, culture, social class, upbringing, and prehistory.

7.1.1 Restricted Skills

Codex skills and all skills having to do with magic are limited to those who can read and write, i.e., the middle and upper classes. Skills having to do with military *Artillery*, *Procedures* and *Tactics* usually require the character have been in the military or at a minimum be from the upper class. Similarly, skill in *Sailing* and *Navigation* might require being in the Navy or a trading company. *Natural Weapons* and *Control Therianthropy* skills only apply to those who naturally have them. *Martial Arts*, *Meditation*, *Toughness*, *Trance* and *Transference* skills usually require the character having grown up in the Far-East. The GM and player must understand the implications of knowing certain skills.

7.1.2 Common Skills

All entities should have a least 0z (average knowledge) in the skills related to their culture and their social structure. These skills include: *Bureaucracy-Law*, *History*, *Language-S*, *Prayer*, *Religion*, local *Flora* and *Fauna Lore* and possibly politics (*Bureaucracy-Administration*).

There are many skills that are independent of culture and social class and should be developed. Everyone develops these to some extent growing up and 0z is considered average. These include *Awareness-Active*, *Balance*, *Climbing*, *Control Frenzy*, *Dancing*, *Games-Chance*, *Hiding*, *Jumping and Landing*, *Movement*, *Music-Singing*, some *Sports*, *Survival* in their local habitat, *Throwing* and how to use a *Dagger*.

7.1.3 Lower Class Skills

Individuals in the lower class have a *Social Standing* of less than 0z. In addition to the common skills mentioned above characters from the lower class might develop the following skills, where 0z is considered average competence. *Animal*

Sciences, *Craft* (if they are lucky), *Drama-Disguise*, *Drawing-Artistic*, *Farming*, *Picking Pockets* and *Stalking*.

7.1.4 Middle Class Skills

Individuals in the middle class have a *Social Standing* between 0z – 2z. Depending on their family's financial situation formal education in preparatory schools, grammar schools, and universities existed. There was, however, no compulsory national system of education and no fixed curriculum. Few girls received an education compared to boys, and the universities were entirely male dominated. In addition to the skills mentioned above characters from the middle class might develop the following skills, where 0.5z is considered average competence for the class. A *Craft*, *Bureaucracy-Law*, *Dancing*, *Drama*, *Drawing-Technical*, perhaps *Fishing*, *Games-Tactical*, *History*, perhaps *Hunting*, ability to read and write the local *Language*, perhaps beginning *Greek and Latin*, *Manipulation Direct & Indirect*, *Mathematics*, *Medicine*, perhaps *Music-Instrument*, *Painting*, more *Sports*, perhaps *Swimming* and additional *Weapons* training.

7.1.5 Upper Class Skills

Individuals in the upper class have a *Social Standing* greater than 2z. In general, the eldest son inherited the father's title, the second son was sent to the Church, and third to the military. Their education was designed to prepare them for the life they would assume when adults. Children of the upper class usually had private tutors. In addition to the common skills mentioned above and some from the lower and middle classes, characters from the upper class might develop the following skills, where 1z is considered average competence for the class. *Armor*, *Astronomy*, *Bureaucracy-Administration & Heraldry & Law*, *Dancing*, *Fauna Lore*, *Fishing*, *Flora Lore*, *Games Tactical*, *Geography*, additional regional *History*, additional *Languages (Greek, Latin)*, *Leadership*, *Mathematics*, *Medical*, *Military Procedures* and *Tactics*, *Mounted Combat*, *Music-All*, *Philosophy*, *Poetry*, *Politics*, *Riding*, perhaps *Swimming* and additional *Weapons* training.

8 Equipping the Character

The players must totally equip their character at the start of the game. All the standard items available are listed in the *Goods & Services* Appendix. The character's starting funds are based on the following table that is dependent on social class. Special items and/or family heirlooms are only allowed at the GMs discretion. Note: player characters are not normal citizens; the following table is not representative of the population base as a whole.

CHARACTER STARTING FUNDS & LIVING EXPENSES:

Social Class	Starting Funds	Living Expenses
Lower	36 s	3 s/month
Middle	18 £	1 £/month
Upper	180e £	20 £/month

Starting funds indicate the amount of money a character, at maturity, has to spend to outfit his character. This is all the money the character has at the start of the game. There are 12 pence in a shilling and 20 shillings, or 240 pence in a sovereign (pound).

Living expenses are the minimum amount to cover clothing, personal care items and services, food, drink and lodging appropriate for one's social class. Clothing includes one complete set of new clothes once per month, boots, cloak hat and gloves twice per year. Just as in real life things break and wear out, *ORS*TM models this based on the characters activities.

Personal care items and services include: grooming and bath once per month and toiletry items. Food and Drink is an amount equal to the average intake of someone of your social class. Gluttony, heavy drinkers, and substance abusers must obviously pay some additional. All items and services are relative to one's social class. Any and all other items not covered above must be purchased individually and itemized lists must be provided to the GM. With the exception of the above things covered under monthly living expenses, if the GM doesn't have a record of your purchases, you don't have it.

9 Prehistory

9.1 Character Development Questionnaire

The idea of this questionnaire is to give you and the Game Master a very solid idea of who your character is and what their motivations are. This is just a start, of course. You should feel free to elaborate beyond the questions suggested here. In order to assist the GM, please take your time and answer the questions seriously and thoroughly. You will find that this questionnaire will help in creating your character's background.

Basic Questions

1. What is your character's name?
2. What is the meaning/symbolism behind this name? Why did you choose it?
3. What does your character look and sound like. Be sure to include such things as how your character moves, speaks and dresses.
4. What is your character's demeanor/ attitude? How do others see them?

Life Chronology Questions

1. What are your character's parent's names?
2. Describe each parent in a paragraph. How did your character view them and how did they affect him/her?
3. What did your character's parents want for him/her?
4. Who were your character's best friend(s) in childhood?
5. What was his/her worst fears in childhood? Why?
6. What was your character's favorite childhood pastime?
7. What were your character's most formative childhood events, good and bad? Why?
8. What was your character's education like? Formal or informal? Curriculum? Teachers? What were its effects on the character?
9. Who were your character's best friend(s) in his/her teen years?
10. What was your character's education like in these years (see above questions)?
11. What was your character's first crush and first romantic encounter like? What were their effects?
12. How did your character rebel during these years?
13. What responsibilities did he/she gain?
14. What privileges?
15. What was your character's most formative event in these years?

Consider the same questions for your character's young adult years etc. if they are old enough.

Further Development

1. Has your character ever killed or seriously hurt someone? What were the circumstances? How did it make them feel?
2. Has your character ever been in danger of death or serious injury? What were the circumstances? How did it make them feel?
3. What is the most foolish thing your character ever did?
4. Most altruistic?
5. List a few notable good and bad habits your character has acquired.
6. What is your character's short term goals?
7. Long term goals?
8. What are YOUR goals for your character?
9. How do you see them 20 or 30 years in their future?
10. What are your character's religious beliefs? On what experiences do they base these beliefs? How do these beliefs relate to the orthodox views of the culture?

“What Ifs”

1. If your character looked into a magic mirror that reflected their perfect nemesis, who would they see? Why?
2. What if the mirror reflected their greatest fear? What would they see?
3. What if it reflected their greatest desire?
4. How would your character deal with an advance from a person whose gender they were not normally attracted to?
5. How would your character respond if a person they were attracted to reject their advances?
6. Your character discovers a large amount of money and other valuables in a bag by the side of the road just outside of town. What does he/she do with it?
7. Your character is traveling in a remote area and sees a small child alone by the side of the road. What does he/she do?
8. What would your character do if they discovered that a traveling companion and friend of some months was a member of a religion or profession that they believed to be completely wrong for ethical reasons (*i.e.*, he or she has been raised with strong beliefs that this is wrong)?
9. Your character discovers that he/she has a terminal illness - only a few months to live - what do they do?
10. Robbers set upon you and your friends. You successfully defend yourselves. In the conflict one of your attackers is seriously injured. The young man will die without medical aid. He realizes this and is clearly terrified. What do you do?
11. A powerful supernatural being offers your eternal youth or great power - for a price. Perhaps you must feed off the life force of others to extend your existence. Or perhaps you must simply give the being your soul should you be killed. Under what circumstances would you accept, if any?

Lifestyle Questions

These questions can be answered in a straight-forward manner if you are playing in a modern game, but even if you're not, answering them as “what ifs” can be a good “shorthand” way to

elaborate on your character's demeanor in familiar terms: “If my character lived here on earth, he'd live in a trailer park, drive a 1979 Datsun held together by its rust, buy his clothes at K-Mart and listen to AM radio...”

1. Where does your character buy his/her clothes?
2. Where do they live? Where would they prefer to live?
3. What do they drive?
4. What kind of music do they listen to?

9.2 Example Background

The following example background or prehistory should be viewed as the ‘gold’ standard. Once a player diligently fills out the questionnaire a detailed background is surprisingly easy to write.

Nicholas Fiore

Context: This character was designed for a Champions® campaign. All the PCs met and were changed as part of a mission to explore a strange alien ship that had been found in Earth's solar system. For a less four-color game, make the “ship” alien technology on earth as part of a crash, or hidden in the ruins of an ancient civilization or some such. Nick's powers can be reduced so that they too are less four-color, but he will always be fairly obvious.

Basic Description: Nick is just over 6 feet tall. Although he is in his late thirties, he appears to be about eighteen. He has a normal but athletic build: the guy next door who works out at the gym regularly. His hair is white and he has a light complexion. He used to be rather more Mediterranean in appearance, but the same energies that bleach his clothes (see background) also affect the pigments in his skin and hair. Nick has a somewhat fey, unearthly appearance, despite the fact that he is not. He emits a very faint white glow most of the time. This is only visible in a dim room. When he is using his powers, this glow intensifies and becomes noticeable at normal light levels. His voice is a mild tenor, normally unaccented due to his linguistic training. When Nick forgets himself, though, his Northern New Jersey accent shows through.

Due to the way in which Nick's abilities manifest themselves and the fact that his powers allow him to heal, people often believe he is some sort of angel or saint. He finds this extremely ironic. Having been previously associated with only marginally legitimate European Cartels and having done there dirty work for them for over a decade, Nick feels he is not deserving of any of the praise he gets. He feels that healing people atones for what he used to do, but at the same time, he grows weary of the unending pleas and wonders if he hasn't done enough. He very much wants to know what gave him his abilities. If it was God, then why doesn't he feel worthy or blessed. If it wasn't God, then what does it all mean....

Character Background: Okay. Let me get my thoughts straight. I suppose I should start at the beginning then. Well, there isn't much to say about the training. Go watch some astronaut flick if you want to see all that stuff. I don't suppose we did anything different. How I go there to begin with is kinda

a long story and a lot of it isn't too interesting either, but I suppose I oughta say something eh?

I used to work for Giovanni Fioro, may he rest in peace. He was my great uncle and had taken care of the family for a long time. I had started running errands for Don Fioro when I was in high school. You know, after classes and then in the summer. I delivered packages, stuff like that. Things got a little hot once or twice and I impressed Don Fioro with my level-headedness. So he started letting me do more important things.

Now, I still hadn't graduated from high school, but I was really good at languages. I don't know why. I grew up speaking English and Italian. In school I had to take a language too of course, so I took French. And German. Like I said, I was good at languages. Another thing, for as long as I could remember I've been able to perfectly remember any written information I got a good look at. Another really useful skill and not just in school.

I went to the state university when I graduated and kept working for Uncle Fioro. I majored in Romance languages and picked up some Russian and Greek too. When I graduated from there, my uncle took me on full time and sent me to Europe with an older cousin to conduct business for him. It was a lot of responsibility, though rarely dangerous. Things only get dangerous if you fuck up and I didn't. It was during that time that I learned how to use and circumvent security cameras and listening devices and so on. I also learned a lot about code breaking from some of our contacts who had more governmental dealings. There's an amazing number of ways to hide a message or encrypt it. Anyway, that was something else I had a natural talent for.

I worked for the family in Europe and America for a few years and then this Voyager thing happened. Well, the Fioro family was a part of a big business network, some of it legit, some not, all through western Europe and America. Don Fioro had a lot of connections going back to before World War II. He'd even met the Pope a couple of times. So when this mission was set up, he arranged to get someone sent along as an unofficial representative of this consortium of interests. Namely me. Why? Well, they knew that everything we found was going to be confiscated by the governi and only released to the corporate backers and the public at their whim. Don Fioro felt that someone with a photographic memory could be a real asset and a hell of a lot of other European businessmen felt the same. So they banded together and he pulled a few strings to get me on as a cryptographer and linguist, even though I'm sure the military had better. Not that I couldn't do my job mind you. Me and this guy Mike Thompson from Canada were the "linguistics team". He was a mathematician and computer specialist, with some knowledge of linguistics as well. He was one of the best in his field and a nice enough guy, if a bit naive.

Well, so they sent us out. Nobody I knew well died on the way there, but it still kind of shook us up that two people did. And the station gave me the creeps from day one. Now, I've always been one of those people who get strong premonitions. Not like in the movies or anything. Not then anyway. And in that place I just couldn't shake the feeling that someone was

watching me, or that something was about to happen. It did, of course, but I actually missed a lot of what went down.

Mike and I had just gotten our stuff set up. We had found some hard copies of some sort of documents and had started scanning them into Mike's system. I guess that sort of stuff is as common as telephones these days, but I thought the set up we had was pretty incredible. Then they found the force wall. Picture a sloping wall, slanting back towards the ceiling. In the wall was a sort of doorway. It was some two and a half meters tall and a little more than a meter across and covered by this opaque energy field. They couldn't turn it off and when they tried to do an ultrasound reading through it, they didn't get much. The wall was sort of permeable though. You could push something through it fairly easily and when you pulled it out the field would re-seal around it. They stuck a big syringe inside it and pulled out a bunch of organic goo, so whoever found it called in the bio unit and handed it over to them. They analyzed this stuff and decided it might be some sort of organic computer. Full of molecules like DNA but more complex. Since it was a computer of sorts, full of lots of coded information and I think also because the bio team was kind of overloaded, they asked us to help them. I was all for it, since it would make it easier to get to the data the bio team was collecting. Mike and I got a bored maintenance tech to keep scanning stuff in for us and hiked over to what the bio team was calling the 'field room' to install the software we were using on one of their computers.

Of course they couldn't move this thing, so they'd set up a lot of their main work stations in the room with it. Made quite a mess of it too. They had water lines and cables strung up all over the place and their were a couple of close calls, with people almost falling into the field. They put up a barrier cord until someone tripped over it too. On the second day they decided to suspend all the pipes and cords overhead, after which they no longer tripped people up, but they did drip all over the floor and the tables.

We were in there on the second day too, to start on the data they'd collected on this thing. They showed us a sample of the stuff too. It was beautiful. Kind of a clear amber color, a bit iridescent with fine golden strands throughout it. About the consistency of shaving gel. They also took the opportunity to stick us with a couple of needles and make us piss in a jar for'em. The team supervisor, a tall German doctor named Vaughn, said he wanted to do tests on us all once a week, to make sure nothing funny was happening to anyone. I know it doesn't seem relevant, but trust me, it was. We worked with the bio people for the next two days. After the second day, I figured I knew everyone's schedules pretty well, so I went back in the middle of the so-called 'night-shift'. I fixed the camera they had monitoring the room and sat down to read over all their data. I don't really have to understand something to memorize it, you know. I just get into a certain mind-set and start reading. Well nothing happened that night except that I couldn't stop looking over my shoulder at the field but I didn't finish everything. The next night, however, that stronzo Vaughn showed up just as I figured I needed to be leaving. I told him that I'd come in to get an early start so I'd have time to work on our other project too. It didn't wash. Vaughn pulled a tazer on me and said he knew I'd been going through the bio team's documents. He also said

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he was really glad I'd been doing it. And at this I started to worry. People tend to say things like that if they've been looking for an excuse to fuck with you. But I didn't want to set him off so I played along.

Vaughn explained that he'd been 'feeding' our blood samples to the goo behind the field and that most peoples had been digested, though some had not been affected at all. Mine, however had briefly reacted with the stuff. After a minute a faint glow appeared around the interface of the two and then faded before he could do anything. By now I'd figured out that the doctor was crazy. Maybe the place was getting to him, or maybe he'd always been that way, but there was no way around it. I could see it in his eyes. And he talked about deciphering this thing with an almost religious fervor. He seemed to think it was his ticket to Stockholm or something. He told me I was going to be helping him with some research and that I'd go along with his story or he'd turn me over to the security group. It seemed that I was going to have an accident. There was this leaky pipe over by the field that I hadn't noticed when I came in early for my shift. I came in to get to work early and slipped and fell, my arm going into the field. It was just too bad that I was knocked out by the fall and not discovered til the rest of the team came in almost an hour later.

Well, it was pissing me off to hear this piece of shit talking to me like I was a lab rat and I got a little cocky. He was standing really close to me, so I told him vaffanculo, go fuck yourself and went for him. Stupid. A tazer doesn't have to hit you square to take you down. When I went down, I hit my head on a table and everything went black for a few seconds. When I started to come to Herr Doktor had me in a fireman's carry. I realized I was in trouble before I figured out exactly what was happening and tried to get free. I think I must have got him in the gut or the ribs with my knee, 'cause Vaughn lost his balance and started to let go of me.

I braced myself to hit the floor but it never happened. I was falling kind of backwards and sideways and it had just occurred to me that we were probably really near the field when I felt this cold tingling sensation starting across my back and the room vanished and I was falling through blackness. Yeah, falling. I know the team thought that the space beyond the doorway was probably pretty big, but it had never really occurred to anyone that it might extend below the floor of the field room. It did though and it seemed to me that it probably ran under the room as well. At least I couldn't feel anything except Vaughn's arm, which I'd grabbed on to as I fell in. I still thought I could get out too. I'd just pull myself out using the doctor's arm and then we'd see just who was going to have the accident.

But the stuff was already doing something to me. My skin had gone from tingling to numb and I couldn't get my muscles to respond when I tried to grab Vaughn with my other hand. After a few seconds I couldn't feel anything except a need to get oxygen. I don't know if I let go of the doctor's arm or if he pulled himself loose, but I had the feeling of falling again. I held my breath for as long as I could. I guess I didn't want to give up. But eventually I had to inhale. God, it still gives me the shakes just to think about it. I always figured if you were drowning and you breathed in the water, it'd probably be over

pretty quickly. But then this wasn't water was it? I could feel the stuff in my throat and lungs and it felt like something alive. The pain in my chest got worse for what seemed like forever before all sensations just faded away. The worst part about it was knowing that I was dying and there was nothing at all I could do about it. Nothing to fight, no way to struggle, no second chances.

Well, the next thing I remember was dreaming up old memories. Maybe that's what they mean by "seeing your life flash before your eyes", but I don't think so. I can't explain it very well, but it seemed like someone or something was thumbing through my mind like you might through a photo album. I don't know how long this went on. All I had was those memories. I couldn't see or feel anything else at all. When they went away the presence in my mind didn't. If anything that was when I really began to feel it, an invasive thing that was rummaging around in my mind like sock drawer. It must've found something that set it off, maybe whatever made my blood sample react with the stuff to begin with. But it left off rummaging and started to change things. Or so I figure. It felt like my mind, my 'self' was being scoured by fire. Burning away what I had been. The pain was, well indescribable. Nothing I've ever felt physically could compare. It wasn't mitigated by any other thoughts or sensations. Again, I couldn't tell you how long this went on. It could have been seconds or days and at some point I must have lost consciousness, because the next thing I remember is waking up it this incredibly beautiful city.

Now in my place you would've thought the same things I did: "I'm dead and this is heaven." It was a really amazing place and the whole experience felt very real. There were people in this place. I can't clearly visualize them now but I remember they all seemed to glow. They were very graceful and spoke in these ringing tones that I could have listened to all day. And I did listen to them a lot. Everywhere I wandered in this city people seemed to be trying to tell me things; only I couldn't quite make sense of it. They showed me things too. Some were a kind of book. Some were strange machines, alien but not like the stuff we found on the station. After a while a started to feel more at home. Like everything was making sense to part of my mind at least, maybe just not the conscious part. But not long after that it all ended. I guess I must have been dreaming about them, because the next time I came to I was on the station, though I didn't realize it yet. I could sense the room around me even though it was pitch black and I knew there was a doorway above me. I think the wall continued down from the door on the inside, but it did so at an angle. You know, so the top of the wall was closer to the center of the room than the bottom was. And of course the walls were metal, so I'm sure I couldn't have climbed out. But I found myself back in the field room anyway.

I don't know. Things don't come quite as easily now. A lot of the memories or what ever they are that told me how to do that stuff have faded. I don't mind though. At least I feel like myself now. On the ship I think a lot of me was still back in that city. Sometimes I'd see that instead of the station and I'd find myself thinking about really odd things I can't even remember clearly now. I know the others have said I acted really strange

too, saying things in a language they couldn't understand or even identify. And they've said that I always seemed to be looking through them, not at them. Maybe because none of it really seemed as real as my dreams. I remember sitting holed up in a little room, staring at a pen and wondering what it was. By the time we'd gotten back to our ship I was feeling more like myself most of the time. The first time I knew I could heal, I don't know where the knowledge came from, but it was me that decided to go ahead and do it.

But before that, things are pretty vague. I kind of knew where the other humans on the ship were and just went towards them. Somewhere along the way I realized everything had gone to hell. The ship had woken up or something and started attacking everyone. In the areas I was passing through either the power was out or most of the station's weapons seemed to have been damaged. I don't think that was coincidence either. I kind of knew somehow if a corridor was too dangerous or not. But after we got back, the whole experience seemed totally surreal. I might not have mentioned anything to anyone, except for the nightmares. They don't happen as often now, but when I first got back I'd have them three or four nights a week, waking up gasping for breath and soaked with sweat. The shrinks wanted to know why, so I told them about Vaughn and falling through the field. I told them about some of the things that happened then, but not the presence I felt or the strange things I can do now. They put it all down to sensory deprivation hallucinations and told me I was very lucky to have gotten off with some nightmares and bleached hair. They figured maybe it was the alien's version of cryosleep and I wasn't going to argue. Well that's about it. I still keep taking myself by surprise. I guess I don't even know what I can do now, much less what I might have the potential to do or what exactly happened. But then none of us really do, do we? Vaughn, but the way, didn't make it. What a shame. He was the one who had the accident it seems and was found with his arm inside the field. But it ate it. The field I mean. It ate his arm. Nothing but bones and not much of them. He was in pretty bad shape when they found him. Died of shock the day before all hell broke loose. They figured he musta been trying to rescue me and, well, I let em. Guy's probably got family after all and they'd wanta think he's a hero. That's important to some people, that kinda thing.

What the PC's probably know about Nik:

He caught up with the other survivors during the retreat to the ship. His hair is now white, not black, though his features hadn't changed otherwise. When he is in the mind set to use his powers, his features are finer and he glows faintly with a white light. When actually used a power, he glows much more brightly and so does his target. All his clothes are eventually bleached by the energy he produces, ending up white. You know he can heal someone of almost any injury, but it takes time and he has to merge mentally with the injured or sick person to do so—thus feeling everything they do. He can put up a wall of force too and vanish just to reappear many feet away an instant later (though he can't control the latter too well). You also know that he can read minds and sometimes predict or foresee dangerous situations.

10 Continued Advancement

A player will be ready to experience the GM's world as soon as their character has been created, equipped and their prehistories written. As the PCs adventure in the world, they will continue to learn new skills and increase their proficiency with the skills they already know. The character's *Mana* and *Abilities* will also change as their skills change as a result of adventuring and exploring their world. Examples include but are not limited to *ORST*[™] published adventures, scouting, raiding, looting, quests, participating in tournaments, duels, etc.

10.1 Skill Specific Training

Some skills require formal training/education before the character can perform actions involving the skill. Skills requiring training have a (T) after their name. If the player has previously advanced a skill during *Initial Development* or *Adolescent Development* above 0z they have already met this requirement. Formal training even if not required can always be performed, e.g., a gentleman wishing to improve his sword skills may enlist the aid of a fencing master.

10.2 Experience Points

As mentioned in the introduction, *ORST*[™] is a level-less system. As such there is no need for experience points. Characters can improve skills through regular use and formal training (Gladwell, 2008). *Mana* and *Abilities* improve when particular skills improve. In *ORST*[™] this 'time and effort' is kept track of in days and is used for skill improvement. The number of days is scaled by entity species and become DPs.

The same process used in *Adolescent Development* will be used to advance a PC or NPC to any age. For the GM this is the easiest way to create an NPC while simultaneously some advantages to the players. For NPCs the process is serial as only one skill can be developed during any time period. For PCs involved in an active campaign it is possible to improve some skills in parallel, i.e., *Combined Skills*.

Combined skills are just two or more skills used simultaneously to accomplish an action, see *Skills* below. This means the skills get developed at the same time for as long as they are jointly performed. This gives PCs who have been adventuring from age 18 to 24 a distinct advantage over a PC or NPC who starts playing at age 24.

Another adventuring bonus is achieved for any action (skill) roll that had a natural 100. The performance of this particular action, which may take only seconds, provides the character new insight into that skill, i.e., an epiphany. This epiphany gives a 1-day bonus that is used during skill improvement. Once again the *ORST*[™] design, specifically *CARP*[™] will handle this automatically.

11 Magic

At the dawn of time there was but chaos. This chaos was formless, limitless, powerful, and unpredictable. Eventually, as we all know, the gods arose and began to shape the chaos to their will. All that we know today is the result of their labors. Within the very fabric of what we call reality, chaos still exists and lies waiting to be tapped. Tapped by those who have the will and way, the spell weavers. Spell weavers go by a variety of names: magus, hexenmeister, sorcerer, wizard, priest, shaman, and witch to name just a few.

This chaotic energy, *a.k.a.*, *Mana*, arcane essence or simply magic has been studied for many millennia. Initially rituals were used to utilize this energy. Over time magic rituals were refined into a collection of guidelines called the Codex.

ORST[™] embraces all four of the classical stages of magic and even combinations thereof. The first and most primitive stage is magic performed by magic ritual, “Double, double toil and trouble; fire burn and cauldron bubble” (Shakespeare, MacBeth). The second stage of magic is performed with incantations, “Abracadabra, Dev and Chot”. The third stage involves gestures, primarily of the hands and fingers. The fourth and highest stage of magic, the supreme exponents, are wizards of pure thought, who need no words or gestures but their will alone to pierce the heavens. These wizards have even been known to wear armor and carry swords. Of course, only the most supremely gifted personages become wizards of the fourth stage.

11.1 Magic Ritual

Magic ritual is a skill and therefore can be an action. Magic ritual was a prerequisite for all magic early in the development of magic. Even today *new* spells are only possible if one follows the time-honored research methods. For those who have no desire to research new spells they can simply ignore the magic ritual skill. Magic ritual and the various categories of the Codex are detailed further in the appendix *Skills*.

11.2 The Codex

The *Codex* is the distillation of all that is currently known of the *Will and the Way*. The *Codex* states that magic can be grouped into 28 categories, five of which can be thought of as “verbs” and 23 as “nouns”. The verb categories are: Create, Divine, Change, Destroy and Move. The remaining categories are Earth, Air, Fire, Water, Ether, Plant, Animal, Human, Supernatural, Extraplanar and Illusion. For ease of understanding Animal, Human, Supernatural and Extraplanar are further divided into Body, Mind and Soul. And Illusion is divided into Hearing, Sight, Smell, Taste and Touch.

The 28 categories (skills) are used to describe one’s mastery of the various aspects of magic. Each spell combines one or more “nouns” with a “verb”. Thus, a “create fire” spell produces light, heat, or fire and a “change fire” spell transforms light, heat, or fire into a new shape or structure.

The Codex is not just a list of spells, although the unimaginative may use it as such. The Codex is a compilation of spell templates. A spell template is a verb-noun combination that specifies a generic spell, with guidelines how it may be customized based on the situation and the player’s imagination. A player may decide to positively influence the outcome of a spell casting action by using Verbal, Somatic or Material (VSM) components. An example of this has already been illustrated in the previous section. Here the Mage cast a Sudden Light (Create Fire) spell. He positively influenced the outcome of his spell as well as warned his fellow party members to close their eyes using a verbal component.

The Codex should not be interpreted as a set of rigid rules and stipulations. The Codex is evolving as knowledge progresses. In fact, many learned spell weavers debate the *Animal* noun category. The animal category encompasses animals, as well as insects, jellyfish and worms. Some theorize that should those nouns be broken out additional insight/power could be obtained. The GM has the capability to change things as fits his world.

The *ORS Codex*[™]’s spells are not tied to a PC’s level as ORS is level-less. It is theoretically possible that a young, inexperienced caster could attempt and successfully cast a very powerful spell. Of course, he very likely could die in attempting such a foolish act as well. The character’s Mana score indicates how much magic he can tap into. More specifically it is the rate at which he can use raw Chaos.

Using a fire hose analogy, a character with a low Mana score would only have a trickle of water exiting his hose whereas a character with a high Mana score might have a deluge exiting his hose. A character’s skill in using the various parts of the Codex indicates his limits on manipulating raw Chaos.

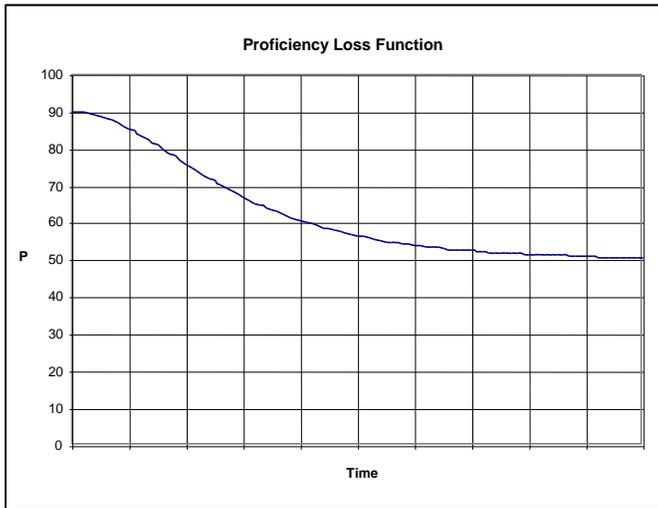
11.2.1 Spell Books

Every active spell caster has one or more spell books. Normal spell books tend to be 8 ½ inches wide, 11” tall and 1” thick. They are bound in leather, contain 100 pages, and weigh two pounds. A page can contain no more than one spell. These spell books contain the caster’s personal notes on every spell he knows. Known spells have been internalized by the caster via practice and repetition and they can cast these spells without limitation or memorization. More information on spell books can be found in the *ORS Codex*[™]. Suggestions on initial number of spells and gaining new spells can be found in the *ORS GM Guide*[™].

12 Skills

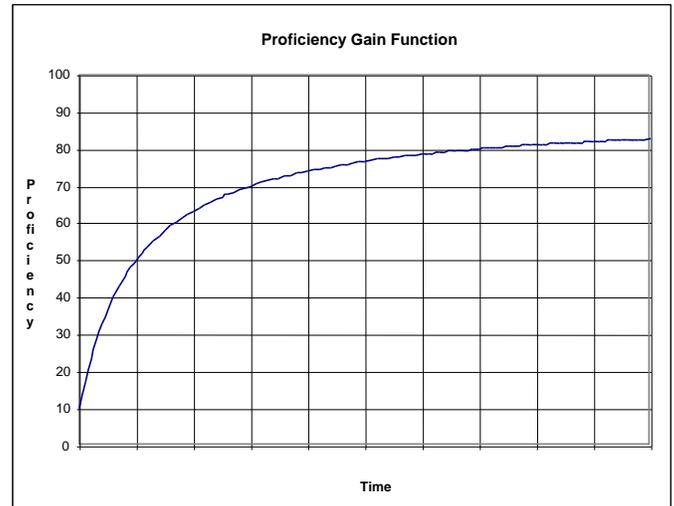
Skills are the mechanism characters use to perform actions. Each skill will take an amount of time to accomplish, *i.e.*, they don't happen instantaneously. This time can be modified with an associated stressor, see *ORS™ GM Guide*. For a given skill, characters will have differing proficiencies. This helps make characters unique. Skills are a function of abilities, experience and stressors which define a probability density function (pdf). Some skills are related to each other via a hierarchy and are called meta skills. Skills can improve with use and conversely decay with non-use. Skills have an associated growth rate, decay rate, and minimum asymptote. Skills are represented by the standard z-score rating.

Skill proficiency can be represented (mapped using a cumulative distribution function) as a percentile given a set of abilities and stressors, see the z-Score above. This percentile reflects how competent a character is in this skill under a certain set of conditions. A 0% proficiency ($-\infty Z$) means that the character is unable to successfully use a skill. A 100% proficiency ($+\infty Z$) means that the character is flawless in this skill. No mistakes are ever made. In general, if the character is x% proficient, she uses the skill successfully x% of the time under a particular set of conditions.



Skill proficiency can change over time. If a character does not use a skill for a while, the character forgets the subtleties involved in using that skill well. Thus, the character becomes less proficient in that skill. Typically, the decay is exponential to some lower proficiency that is always greater than zero. The previous plot is for illustrative purposes only.

To reiterate, proficiency can decrease, but it can also increase too. Through instruction or usage, the character's skill improves. The following is a typical proficiency gain function.



Some skills can naturally be grouped into categories based on their similarities. These categories are termed meta skills and will be used to determine a character's proficiency in skills in which he has no direct experience but does have some similarity to a known skill or skills, see *Meta Skills*.

A complete list of all the skills and combined skills can be found in the appendix *Skills*.

12.1 Stressors

A stressor or stressors are terms that refers to all things that could modify, positively or negatively, an action z-Score. If the action is one or more skills used simultaneously then it is a combined skill, see *Combined Skills*. Stressors can include: traits, weather, health, visibility, encumbrance, activity nearby, alcohol, drugs and skills that have a minor influence on the action just to name a few. Spell casters may have additional stressors, *e.g.*, time of day, location relative to ley lines or places of power, and even accessibility to reservoirs of the elements of earth, air, fire, and water.

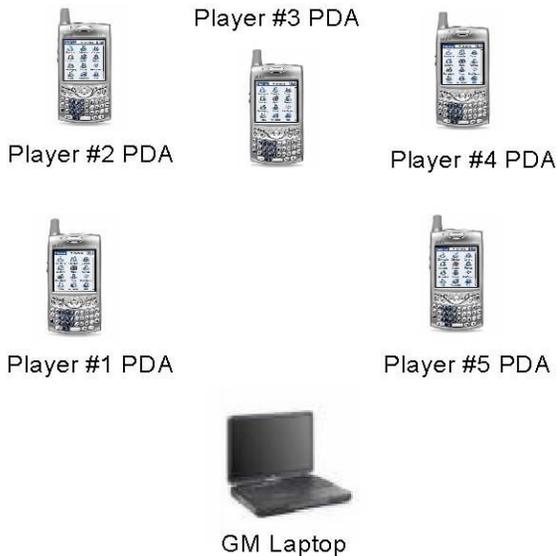
Note: 'cover' is not a stressor, it modifies the outcome result.

An extreme example of negative stressors for a **spell** casting action would be riding a horse at a gallop, during a thunderstorm, exhausted, while under the influence of drugs. An example for a **weapon** action stressors would be unstable footing while severely exhausted and fighting in the dark. The GM will determine the various stressors' z-scores and the *CARP™* software will calculate their impact. This will modify the outcome of an action; details will be found in the *GM's Guide and Design Document*.

Section III: The Gaming Experience

13 User Interface

The following figure represents a possible wireless network configuration under which *ORS*TM could operate. The GM uses a laptop and the players have smart phones. Another possible configuration is where everyone has a laptop or any possible combination of laptops and PDAs/smart phones.



Currently the computerized player apps do not exist, and the GM's *CARP*TM software is in beta test. The old-school, tried and proven methods are currently used. Players have a printout of the character sheet, have miniatures and the GM and players interactively map out the environment as the adventure progresses. A potential glimpse into the future is possible.

The players will be able to keep track of their character's status using their smart phones. Rough drafts of the player screen shots are presented and discussed in the following sections.

13.1 Main Menu

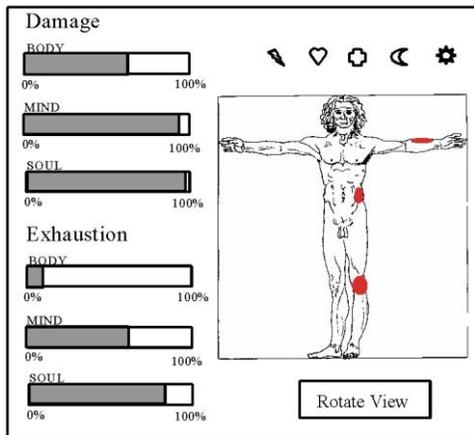
The screenshot shows a 'Master Display' window with a title bar containing a cube icon and three buttons labeled 1, 2, and 3. The interface includes a 'Name:' text box, a 'Damage' section with 'B=60%, M=93%, S=97%' and a '?' button, an 'Exhaustion' section with 'B=10%, M=60%, S=86%' and a '?' button, a 'Current Action' section with 'Standard Door Procedure' and a '?' button, and a 'Status' section with a scrollable text area containing: 'No traps detected!', 'You hear nothing!', and 'Picking lock'. A vertical scrollbar is on the right side of the status box.

The main menu presents most of the information a player needs during the course of play. There are icons to set their dice preferences. Three buttons along the top provide access to additional information. One allows the player to display the character's abilities, traits, and skill values. Another provides information on who the character can currently communicate with, this allows the users to 'talk' amongst themselves in private and even record notes and observations about player characters and entities alike.

The other provides a game map that indicates the character and all other observable entities nearby. The game map's accuracy is dependent on the character's abilities, skills, and traits. In other words, if it is pitch-black and the character has no way to see, the map will be black. Furthermore, you could imagine the characters sitting around a campfire, most likely he would only be able to see his environment to the extent the fire illuminates it. The game map is also where the player will trace his characters route and orientation.

Presented below the character's name is their current health status as well a quick reference key to get detailed information. In actuality, the player will rarely if ever know his exact health and exhaustion values, and qualitative values will be displayed, see *Fog of War* in the *GM's Guide*. Below the health status line is what action the character is currently performing, as well as a quick key to select a new action. The new action can either follow the current action or start immediately, *i.e.*, the original action is terminated. Finally, there is the Status box which displays events and outcomes that the character is aware of.

13.2 Health Menu



The health menu provides qualitative information on the character's health. He can see Damage and Exhaustion pool levels as well as a pictorial representation of his character's wounds. *ORS*TM even provides a method for importing custom graphics to representing the character's true appearance. This graphic will indicate location specific wounds. A rotate button will allow the player to see side and back profiles as well.

A player's *Health Menu* displays only a limited amount of detail, while the GM's *Health Menu* displays specific data regarding the character. Five icons on the *Health Menu* indicate generic information that the character would be aware. These are stun, organ damage, bleeding wounds, magical affects and bruises and contusions. These icons can be clicked on to provide some additional information.

When a character is stunned his ability to defend himself is severely limited, he is still conscious, but he is not fully aware of his surroundings. He is virtually unable to do anything but remain where he is until the effects of the stun expire. Note: stun should not be confused with being paralyzed.

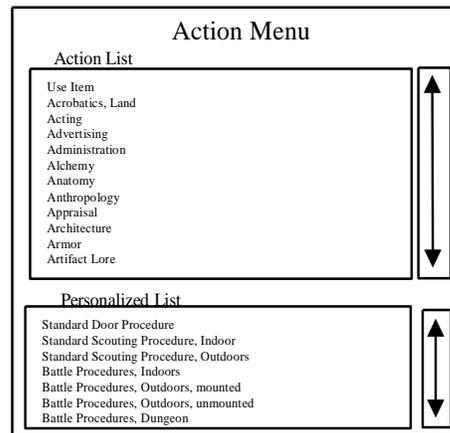
When the organ damage icon is illuminated the character has sustained noticeable damage to an organ. When clicked, this could indicate an ear has been severed or an eye put out.

The bleeding wounds icon indicates the character has sustained damage that is bleeding and will continue to bleed until it is stopped or the character bleeds to death.

The magical affects icon becomes illuminated when the character has obviously been the recipient of a spell. Clicking on the icon might indicate he has been paralyzed.

The bruises and contusions icon indicates non-fatal damage that is impacting the characters performance. Clicking on the icon might reveal his character has a broken leg or twisted his ankle.

13.3 Action Menu



The Action Menu allows the player to select an action for his character to perform. The upper scrollable window presents all Skills available to the character. Toggling the skill will display a short description and other relevant information. Some skills when selected require additional information. For example, when a type of armor is selected it will ask you whether you wish your character to wear, remove or drop it. Riding would query the user on the pace, slow to fast. The bottom of the list has all the *ORS*TM *Combined Skill Descriptions*. Upon selecting an action the player has the option to modify his outcome based upon his situation. An example application of this is when the character wishes to purposely play/act/fight below his optimum. He may select everything from minimal outcome to maximal outcome. On the minimal outcome setting the character will perform poorly and the maximal outcome the character is trying his best. Another example application is to preferentially select a target location, *i.e.*, called shots. The action list is also where the player will direct the movement of his character and adjust their facing. In addition, the player can select movement and choose the *follow* option, the target to follow is indicated on the tactical map. Finally, for most actions the player can specify the character's desired speed at which he will perform an action from Slow \leftrightarrow Fast.

The bottom scrollable window presents customized action lists which may include multiple actions linked together, either in series or if possible in parallel. Clicking on the 'New' action in the personalized list creates a new customized action. There are a few default customized actions that *ORS*TM provides to help with items not generally covered under skills, and speed up game play. These are *Ready*, *Use*, *Stow* and *Drop*. Each of these will take a variable amount of time depending on the character's abilities, traits, the item and its location.

Ready will get any item into a state for use, *e.g.*, *Ready Healing Potion* might encompass freeing up one's hands, opening a pocket in a backpack, locating the potion, and removing the stopper. The *Use* action will use the item, which may have additional options if necessary, *e.g.*, drink, throw, or administer to another being. If the item is not *Ready* the *Use* action automatically prepends the *Ready* action. The *Stow* action will

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take a readied item and put it into its predefined stowage location. The *Drop* action will drop an item onto the ground, if it isn't readied it will prepend the *Ready* action.

13.3.1 Melee Options

Melee options are specific ways that an entity can modify his action based upon his situation or desires. In general *ORSTM* assumes that when engaged in melee entities are maneuvering and taking the first available hit opportunity. In other words, hit location is pretty much randomly weighted by the relative surface area, *i.e.*, headshots would only occur about 7% of the time. Similarly with projectile weapons *ORSTM* assumes the target zone is the chest (heart/lung) of the entity, with minimal successful outcomes randomly distributed over the remaining surface area.

For those situations where the above general procedure is not satisfactory, *ORSTM* allows the player to preferentially select attack locations as an option. An archery competition has the bullseye specified as the highest priority. An extreme called shot is an entity shooting a tossed coin out of the air with his pistol. The *Swashbuckling* combined skill often has a called shot specified, *e.g.*, carving your initials on someone's posterior requires a called shot. Melee options include called shots, facing, muscle memory and opportunity fire.

Called shots include disarming an opponent while grappling, decapitation, hitting a bullseye, etc. Facing is used when the targets is on the attackers, flank or behind them. If the action is successful, the attacker does not change his original position/facing. Opportunity fire allows the entity to postpone their attack until their opponent has moved out of cover, enter a doorway, etc., this includes holding a spell after the normal casting time. Muscle memory allows the entity to fall back upon their intense training and function at some level of physical ability even when mentally exhausted, distracted or even stunned.

ORSTM provides two methods for the player to indicate his preferences: Taping body locations on his display or by prioritizing a list of possibilities. The Called Shots display is similar to the health menu and the character can tap (select) one of more body parts, *e.g.*, head and neck. All locations tapped have equal priority. To prioritize target locations the player would, a-priori, order the list of all possible target locations. Then *ORSTM* would potentially pass up on an opportunity on a strike hoping a higher priority target will present itself.

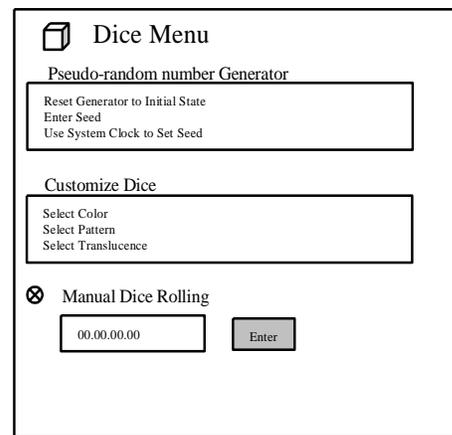
13.4 Map Screen

The mapping screen serves double duty. It displays what the character sees and has seen. It will display a first-person perspective based upon the direction the character is facing. This view is highly dependent on the character's abilities and traits, *e.g.*, if there is no light source this view may be black. In

other words, each player's display could be different. This view will also provide the player with a representation of various entities including other player characters.

This screen will also display a God's eye view of the character's map. The characters map is a scrollable map, initially centered on the player character, it shows the player's character and nearby entities within the dungeon, countryside, or city locale. The player can cycle his resolution to world, regional or even tactical levels by tapping on the cycle icon. Unless the map is purchased or found, the detail and the accuracy of information presented of the God's eye view map is based on the character's *Cartography* skill. If the map was purchased or found the accuracy is dependent on the map.

13.5 Dice Rolling



The dice menu allows the player to customize their automatic dice rolls. At the beginning of a game the user can reset the pseudo-random number generator to its initial state, enter a seed, or use the system clock to control the seed.

The Customized dice window allows the user to select the color, pattern and translucence of their dice.

For those players that demand more control over their dice *ORSTM* provides a method for them to electronically roll their dice. The player simply checks the Manual Dice Rolling box and the dice will begin spinning. It will spin until the user hits the enter box, at which point the value will be display.

Finally, ORS has the ability to allow the user to manually roll some dice. This roll must then be entered manually by the player or GM. As far as the player is concerned everything within *ORSTM* is resolved using percentile dice. Actually, the dice simulates a pseudo-random value drawn from a multivariate distribution. These percentile roles are open-ended. This gives a decimal percentage to any degree needed. For example, assume the player rolls a 99.50.30.00. This indicates that the player effectively rolled 4 times, a 99, 50, 30 and a 0. Thus, the player got a 99.50%. We separate each roll in an open-ended roll with a '.' to make it easier to read.

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The above process is only used for those players that demand to 'roll' their own dice, which *ORST*TM allows. For most players and GMs they will want to allow the computer aide to automate and greatly speed up this procedure. Un-clicking the Manual Dice Rolling button will allow the computer the roll all the player's dice automatically greatly speed up game play. Statistically, as game time increases, there will be no difference between manual dice rolling and letting the computer have control. NOTE: all player's actions, dice rolls and outcomes are logged to the GMs computer for post analysis. This data could also be used to help create an adventure diary or short story.

14 Event Driven Sequencing

Time is not continuous during the course of play, it is discrete. It is compressed during periods of uninteresting tedium and dilated during periods that are interesting and exciting. Similarly, the detail at which *ORST*TM functions depends on a discrete time step. During a discrete time step the number of actions a character can perform depends on his current environment, his abilities, traits, and the actions he wishes to perform. The completion of an action creates an event, and the occurrence of an event causes the game advancement to pause.

During a game, a player may only perform an action when his main menu status box indicates an event has taken place. An event is a change to the character's environment that the character has sensed. In other words, when one or more of the character's faculties, (sight, hearing, smell, taste, or touch) perceives a change in stimuli originating from outside or inside his body, an event has taken place. *ORST*TM has an event driven metaphor for handling sequencing of events during play. Event driven sequencing tends to be asynchronous, with respect to the other characters. Characters will not perform actions synchronously in a round unless they actively coordinate it. In fact, the concept of a battle round (*a.k.a.*, melee round, combat turn sequence) with all its artificial phases (*a.k.a.*, morale, initiative, declare actions, resolve actions, etc.) is handled within *ORST*TM such that playability is maximized. The following subsections describe and illustrate how *ORST*TM handles this.

It is important to emphasize that *ORST*TM will not eliminate the GM's role to tell a story. In other words, the GM has the ability to inject events whenever he wishes. This and other capabilities allow a GM to influence an outcome should he need to.

14.1 Actions

An action is an activity a character performs usually involving one or more skills. A player selects an action from his *Action Menu*. The action menu lists all the *ORST*TM skills available to the character. Skills are described in further detail in the Appendix *Skills*. Combined skills specify combinations of skills and meta skills cover skills that have similarities, see *Combined Skills* and *Meta Skills* respectively.

As stated earlier, actions depend on his skill, abilities, and the current applicable stressors (see *Stressors*)

14.2 Action Templates

All players are encouraged to create various action templates that specify how the character would react to a predictable situation. These customized lists should not be confused with *ORST*TM combined skills, see above. *ORST*TM action templates list multiple actions linked together in series. The variety of

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templates is only limited by the player's imagination. Possible templates could include:

- ◆ A standard door procedure (SDP) template for an overly cautious character might be: detect traps, disarm if necessary, listen, pick lock, open door with rope or pole, look into room with mirror, detect traps on other side of door and then enter.
- ◆ A standard grade 'B' movie search (SGBMS) might be: look carefully (behind, under, through, etc.), probe, poke, prod, feel walls floor ceiling and then detect magic.
- ◆ An order of battle might be: wear armor, string bow, shoot bow until entities close, drop bow, draw rapier and dagger and fight with back to tree/wall. Retreat when body damage is less than 50%.
- ◆ A standing watch template might be: stand next to tree or rock with back to fire, watch and listen, move every 15 minutes.

14.3 Movement

A character's movement is an action, but it can also be a stressor that impacts existing and future actions. *ORS*TM characters have skills to enable them to fly, ride, climb, drive, swim, walk, jog and run. Of course, only Birdmen can fly without the aid of a magical spell. The rate at which a character can move is dependent on their *Speed* ability, whereas the proficiency he performs the movement is based on his *Skill* and applicable stressors. Under the normal laws of physics, the faster one moves the slower one turns/maneuvers. In general, it is assumed the character will attempt to get from point A to point B in roughly a straight line. All things being normal he will get there based on his rate of movement that the player will specify when the action is selected. The player will use his game map, one down from the main menu to trace his route.

If the character is attempting some tricky maneuver while moving *ORS*TM will determine his success, see *Results and Outcomes* below. For example, a Birdman flying through a twisting-turning, partially forested canyon while simultaneously trying to avoid a dragon may fumble and crash into a canyon wall if he is unlucky.

In general, all actions are more difficult to perform while moving. The faster one moves the more difficult the action becomes. To maximize the probability that a character will succeed in an action he should not be moving.

14.4 Results & Outcomes

After the action has been chosen the current environment, the character's abilities, traits, and skills are used to create a unique multivariate pdf and the outcome space is defined. The outcome space is the results of an action. It encompasses terrible failure, failure, partial success, success, and overwhelming success. Overwhelming success during melee (combat) is called a critical hit. Similarly, a terrible failure in melee (combat) is called a

fumble. The outcome, damage and exhaustion, of an entity's action on a character is immediately updated on the player's *Health Menu*. The specific details are also available on the GM's screen.

14.5 Spell Casting

Spell casting and magic rituals are an action. Like all actions they are modified by the character's abilities and applicable stressors. Tapping into one's Mana is exhausting to one's mind and soul. In some situations, a character may decide to cast a spell knowing full well that his exhaustion pools will not cover it. Depending on his Abilities, Skills, and Traits he will be successful but once his exhaustion pools are depleted, he will **take actual physical damage** until the energy balance has been satisfied. Where exhaustion pools, see below, are replenished fairly quickly actual damage can take much longer to heal.

15 Interactions

Interactions, *a.k.a.*, opposed actions, are simply actions that can be influenced, countered, or opposed by another entity's action. An obvious example is *Parrying*, see below. An entity attempting to perform an action receives negative stressors to their action equal to the opponent's opposing skill.

A classic example is a character attempting to sneak up on an NPC guard. The sneaking entity has a +1.75z in their *Stalking* skill and has environmental stressors of +2z because it is night (the guard is human) and +0.5z because he is inaudible. The negative stressors are -2.13z for the opponent's *Active Awareness* skill and -1z because he just finished a double espresso (he is Alert). The situation is resolved with a single roll and the GM weaves the result into the narrative.

Another example is a spell caster attempting to sleep an NPC guard. The mage has +1.9z combined zScore (*Change-Human-Mind: Sleep*) and is using verbal and somatic components which gives them a +2z stressor. There is only a single -0.5z negative stressor due to the NPC guard's *Magic Resistance* trait. Once again, a single roll determines the outcome. The magnitude of the outcome determines if the guard can fully or partially resist the spell or succumbs to the effect.

15.1 Parrying

Parrying is **not** a skill; it is part and parcel of learning some weapons and perhaps martial arts (Striking/Blocking). Parrying is an interaction between two or more entities involved in melee, provided a defender has a weapon in hand. Note: some weapons are not designed to be used for parrying (*e.g.*, bows and guns) as such they will have negative modifiers and may be destroyed if used in this manner. Parrying is handled as a negative stressor to the attacker's action, and is a function of the defender's weapon skill, *Agility* z-scores and the number of attackers. The maximum number of parries per second is based on the entity's *Speed*, *Agility* z-scores and weapon speed. Note: Facing modification apply. Details of the implementation will be found in the *ORS™ Design Document*.

16 Initiative

Initiative is a mechanism that helps to determine the timing of actions of multiple entities, that could potentially affect each other. *Passive Awareness* is the key skill in determining an entity's ability to assess and initiate an action before others do. The results of the *Passive Awareness* skill actions for all involved are used to determine the further actions. This is best illustrated using a specific situation.

Imagine your party is in a life and death situation, outnumbered and far from home. We will use a hypothetical gaming party consisting of an archetypal *Thief*, *Woodsman*, *Priest*, *Mage* and *Cavalier*. Do not be confused by these names, they are used to describe the stereotypical 'role' the characters are filling, not an RPG class/profession, *ORS™* has no classes. The GM acting in his role as a storyteller describes what the characters are experiencing.

The party is exploring an old dungeon below a haunted castle. The party most recently traveled down a long 10-foot-wide corridor and is now standing in front and around a door. The GM requests a *Passive Awareness* roll from all the party incorporating all applicable stressors. The players with lowest (worst) result to highest will indicate their actions. This ordering allows players with a higher result to naturally take into consideration the actions of those with lower result.

The *Thief* hands his lantern to the *Priest* and then selects *Standard Door Procedure* from his personalized action list. The *Priest* shines the light to aid the *Thief*. The *Woodsman* moves 20 feet back down the corridor and selects the *Active Awareness* skill as his action. The *Mage* pulls out his wand. The *Cavalier's* mind wanders to the red-head from the last town they visited. Everyone adjusts their character's facing using their game map, while the *Thief* does his thing.

Each action (skill) takes a finite amount of time to complete under near optimal conditions. An entity has the option to decrease this time, a *Snap Action*, with an associated stressor (penalty) to that action's outcome. See *Snap Action* stressors to understand the speed modifications and the associated penalties. The union of all action times defines the order in which things will happen in the situation.

After everyone has entered their action or action template *CARP™* quickly resolves the actions until one of the following occurs:

- An action is resolved, and is perceived, or
- The GM enters an interrupt, or
- All the action templates have completed.

17 Surprise

Surprise is defined as a failure of the *Passive Awareness* skill action. Depending on the failure the entity may be oblivious (minor failure) to the new situation, or they may be *disrupted* for worse failures. A disrupted entity will have all 'in progress' actions terminated. All exhaustion points for that terminated action will be applied even though the action never came to fruition.

18 Melee

Probably one of the most intense time periods a character will encounter is active melee. Continuing the example from above the characters are interrupted. A new *Passive Awareness* roll is required by all those involved, PC and NPC to determine surprise and initiative for this new situation.

Remember *ORSTM* has event driven sequencing. Player's will be able to change their character's actions only when *ORSTM* determines their character would be able to react. In other words, characters have to sense (hear, see, smell, etc.) a change in their environment/surroundings to alter their currently executing actions. One or more characters may be able to react to such an event depending on their abilities, skills, and traits. When such an event takes place, *ORSTM* will pause for the player(s) and the Main Menu status box will display changes in the environment.

While the action is paused the player has a finite amount of time to change his action or enter his next action. This time limit is set and changeable by the GM. If a player doesn't modify his action during this time the encounter will continue with the player's current or last action. Because the character noticed the event he can, at his leisure change his action, but his tardiness will not impact the pace of the game.



Getting back to our party in the dungeon, our *Woodsman* has heard someone or something coming down the corridor (*Active Awareness*). This is an example of an event, and this information is displayed on the *Woodsman's* player's Main Menu status box. Over his shoulder he whispers, "We got company!" nocks an arrow and devotes his entire concentration down the hall. The *Woodsman's* player can do this via his message screen, or he can just say it. If he doesn't communicate his observation no-one can react to it. Because the group is all together everyone can hear this. The *Thief* decides to continue with his standard door procedure. The *Priest* continues to hold the lantern while dividing his attention between the *Thief* and the situation down the hall. The *Cavalier* drops his backpack to minimize his encumbrance and moves down to support the *Woodsman*, noticing that there is absolutely no cover. The *Mage* adjusts his position such that he can see the *Woodsman*

and the *Cavalier*. Numerous actions were described here, each of which when resolved allows the players to react to their mercurial situation.

The *Woodsman* sees numerous creatures coming down the hall. Making a decision he selects his medium range attack plan template: fire silver tipped arrows until creatures close and then switch to rapier and dagger and he then lets loose his first silver tipped arrow. The rate at which he can fire his bow is dependent on his Abilities, Skills, and traits. In this case the *Woodsman* has chosen to fire his bow as quickly as possible, *i.e.*, this is not target practice where he would be more deliberate. *ORSTM* will automatically take into account all relevant factors and determine the outcome. In this case an arrow in the chest and one creature drops.

The *Cavalier's* player gets an interrupt based on the *Woodsman* loosing an arrow, *i.e.*, the *Cavalier* didn't see the creatures. The *Cavalier* adjusts his shield and sword and selects Defensive Attack Plan #1.

The *Mage* contemplates his options based on his limited understanding of the situation. The *Mage*, *Priest* and *Thief* continue their actions.

The *Woodsman* continues to fire arrows as the creatures close. When the creatures approach to within 15 feet the *Cavalier* identifies the foes (*Active Awareness*) and yells, "Ghouls" and prepares to meet them.

The *Mage*, *Priest* and *Thief* receive an interrupt, based on the *Cavalier's* shout. The *Thief* continues his current actions. The *Priest* sets the lantern down and turns to face the ghouls, planning to cast a spell. The *Mage* immediately casts a *Sudden Light* spell, working into it a very loud verbal component "And God said there would be Light!" The *Woodsman* and *Cavalier* recognize the *Mage's* voice and close their eyes (this was built into their templates and required no change to their actions). The *Priest*, caught off guard, is momentarily blinded and his spell fizzles. Additional details about the *ORSTM* spell system can be found in the next section and specific details are contained in the *ORS CodexTM*.

The *Woodsman* and *Cavalier* open their eyes to see the ghouls stunned. The *Caviler* quickly moves the dispatch them. The number of attacks he can make is based upon his abilities, skills, and traits. The *Woodsman* sets his bow aside, draws his rapier and dagger and joins him. The *Priest* blinking tears from his eyes yells "Don't touch the foul creatures with your bare hands". The *Mage* resumes his guard template. The *Thief* successfully unlocks the door and looks behind him. NOTE: *Standard Door Procedure* is not normally done during melee.

The *Woodsman* and *Cavalier* successfully manage to dispatch all but two of the ghouls before they recover from the effects of their stun. At this point *ORSTM* takes into consideration the players predefined combat requirements, *e.g.*, the *Woodsman* has a balanced offensive/defensive attack. The defensive

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portion encompasses, parrying as well as being aware of his surroundings and minor maneuvering that occurs during melee; the *Cavalier* on the other hand has a 75/25 split between offense and defense.

The *Woodsman* and the *Cavalier* successfully dispatch the remaining ghouls without incident. They then proceed to give the bodies a once over to see if they have anything of worth. Meanwhile the *Thief*, *Mage* and *Priest* can't seem to get the door open. They try separately and together with no result. Eventually, the *Woodsman* and *Cavalier* arrive and together manage to force the door open.

The above is just one example of how *ORSTM* augments the role-playing experience. *ORSTM* consistently applies the results of actions based on GM's input, it also handles many of the rules and situations that break the role-playing experience. *ORSTM* does not eliminate the GM's role, it focuses it on the creative aspects of the game.

In addition to the examples above *ORSTM*, depending on the situation, allows the characters to:

- ◆ use cover and concealment,
- ◆ perform opportunity fire,
- ◆ engage in long, medium, and short-range attacks, unarmed combat, as well as hand-to-hand combat,
- ◆ take into consideration range and rate of fire,
- ◆ take into consideration the characters attack style,
- ◆ automatically determine fumbles, failures, and critical hits,
- ◆ automatically take into consideration special items, immunities, special defenses,
- ◆ perform conflicting actions and common actions,
- ◆ block/parry and catch missiles,
- ◆ avoid melee attacks and even
- ◆ run-away.

18.1 Interrupts

Recall that *ORSTM*'s uses event driven sequencing. Interrupts are the mechanism that allows a character to change his action based upon what he perceives around him. Every time an action is resolved an opportunity exists to modify one's action. If an entity changes their action it effectively starts the new action at the current time. The GM can also inject events during the course of play.

19 Damage & Exhaustion Pools

An entity's damage pools specify the amount of long-term harm an entity can take to his *Body*, *Mind* or *Soul* before they perish, *i.e.*, die. Exhaustion pools indicate the amount of short-term fatigue that an entity can endure before they pass out. Damage and Exhaustion pools are a weighted function based on the entity's abilities. Each ability is weighted by their perceived and

sometimes counter intuitive contribution. This can best be explained by examining the Body Damage pool and how the various Body abilities contribute.

A comely entity will have a positive contribution because subconsciously the attacker doesn't want to disfigure them. A speedy and agile person will have a positive contribution because they are subtly moving to lessen the actual harm. Vitality is straight forward as it is the capacity to resist change, damage or destruction. A strong entity can more effectively block or hold off harm. Finally, endurance is indicative of the duration an entity can take harm.

19.1 Exhaustion

As an entity progresses through an average day, he will slowly become exhausted and require sleep to recharge. During an adventure a PC can become exhausted in Mind, Body, and Soul at a faster rate. Every time you use a skill, do anything, you are draining your exhaustion pools. Once a PC depletes an exhaustion pool, they will be unable to perform any actions requiring those abilities.

The rate of recovery is a function of activity level. In general, for a character of sound Body, Mind and Soul an uninterrupted sleep period will fully replenish their exhaustion pools.

19.1.1 Body

Body exhaustion is a result of physical activity, walking, running, swimming, fighting, etc. The body exhaustion pool is slowly depleted as a result of these activities. The body exhaustion pool is a function of the subcategories of body, *i.e.*, Comeliness, Speed, Agility, Vitality, Strength, and Endurance.

19.1.2 Mind

Mind exhaustion is a result of age, disease, hostile magic, manipulating Mana, studying, reading, and the number of hours since the last sleep cycle. The mind exhaustion pool is slowly depleted as a result of these activities. The Mind exhaustion pool is a function of the subcategories of mind, *i.e.*, eloquence, Quickness, Intuition, Stability, Reasoning, Memory, and Mana.

19.1.3 Soul

Soul exhaustion is a result of moral dilemmas, hostile magic and the manipulation of Mana. The soul exhaustion pool is slowly depleted as a result of these activities. The Soul exhaustion pool is a function of the subcategories of soul, *i.e.*, Charisma, Empathy, Creativity, Morality, Spirituality, Will, and Mana.

19.2 Damage & Healing

A character can also sustain long-term harm as a result of an adventure or misadventure. Unlike exhaustion, if any of your damage pools decreases to zero or below, your character will die. Damage pools are a dynamic mapping of an entity's current health. The character can mitigate non-permanent damage due to injuries using mundane and magical means. Given time, a living body has an amazing capacity to heal itself.

The healing rate for an entity defines how many points of damage from all pools will be healed per day for moderate activity and normal amount of sleep. If an entity is focused on healing, *e.g.*, good nutrition, getting extra sleep, etc., this number could be doubled.

z-score	Damage Healed (all pools)
-3z	0.25 pts/day
-2z	0.33 pts/day
-1z	0.5 pts/day
0z	1 pt/day
+1z	2 pts/day
+2z	3 pts/day
+3	4 pts/day

Often an adventuring character does not have the luxury of time. In those situations, various skills can be utilized to speed the body's natural ability to heal. Finally, when mundane skills prove inadequate magic may be employed. It should be noted that magical healing can be assisted by mundane healing, *e.g.*, if a fractured bone has been set using *Medical Aid*, the required power for magical *Healing* will be decreased.

19.2.1 Body

The Body damage pool is a function of the subcategories of body, *i.e.*, Comeliness, Speed, Agility, Vitality, Strength, and Endurance. Skills applicable to healing the body may include: using prepared herbs, codex, medical aid, midwifery and some specialized trances. Critical type damage requires specific spells and skills to heal them, *e.g.*, first aid will not fix a ruptured spleen. Furthermore, some critical wounds can temporarily or even permanently affect abilities, skills, and traits.

19.2.2 Mind

The Mind damage pool is a function of the subcategories of mind, *i.e.*, eloquence, Quickness, Intuition, Stability, Reasoning and Memory. Skills applicable to healing the mind may include: using prepared herbs, codex, psychology and some specialized trances. Critical type damage requires specific spells and skills to heal them, *e.g.*, first aid will not fix a mental disease. Furthermore, some critical wounds can temporarily or even permanently affect abilities, skills, and traits.

19.2.3 Soul

The Soul damage pool is a function of the subcategories of soul, *i.e.*, Charisma, Empathy, Creativity, Morality, Spirituality and Will. Skills applicable to healing the soul may include: codex, prayer and some specialized trances. Critical type damage requires specific spells and skills to heal them, *e.g.*, first aid will not fix a withered soul. Furthermore, some critical wounds can temporarily or even permanently affect abilities, skills, and traits.

20 Death & Taxes

As Benjamin Franklin once said, "In this world nothing is certain but death and taxes." In most campaigns, characters will be subject to taxes based on social status or perceived social status. Depending on the country and culture, failure to pay one's taxes could result in forfeiture of assets (land, rents, etc.), imprisonment or even slavery.

Just as in real life the player character will eventually die. Whether this death is due to risks involved in adventuring or due to old age is up to the player. *ORS*TM automatically modifies the character's abilities based on age. This modification can be positive or negative depending on the character's age. In most campaigns characters rarely die of old age, as there are variety of means to extend one's natural life span.

One other possibility exists, and that is death due to disease or parasitic infestation. Most characters will circumvent this possibility by taking advantage of his wealth, *i.e.*, he will visit a talented healer who will cure his condition. Regardless, this possibility exists.

Should the character perish during the game, the GM consulting the player will determine the character's eventual fate. Unless the character/player was a pain-in-the-ass, most GMs will not actively try to kill the character off. If you believe this to be the case talk with your GM and/or find a new GM to game with if his answer doesn't satisfy you. The *ORS GM's Guide*TM discusses how to handle troublesome players and provides recommendations on *good* GMing style.

Assuming the above situation does not apply there are a number of possibilities to bring a character back to life. These include but are not limited to Divine Intervention, Wish, some Artifacts or other magical spells. Depending on how the character died the above means may not cure all of the character's ailments. If the character died as a werewolf, he is still a werewolf. If he died due to leprosy, he still has leprosy. If the character lost an arm in battle and bled to death, he is still missing his arm. Additional intervention will be needed in those situations.

As mentioned in the previous section, once an entities *Body*, *Mind* or *Soul* damage pool decreases to zero they are dead and their *Mind*, *Body* and *Soul* abilities will begin to permanently decay. The *Soul* abilities decay linearly to (-9z) in only six

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minutes. The *Mind* abilities begin to decay after six minutes and are at (-9z) after one hour. The *Body* abilities, under normal conditions, will decay linearly over a month to 50% of their maximum or (0z) whichever is smaller. Should the body abilities already be at this value they will decay and additional (-1z) during that month. The above is only germane if somehow the entity is revived by mundane means shortly after death, *i.e.*, near-death experience. The *ORS GM Guide*[™] has additional information on how near-death experiences are implemented within *ORS*[™].

Appendices

21 Traits

A GM uses traits to create new entities and races. A player uses traits to define his character's potential. Traits include talents, flaws, and descriptors. The initial values of the various traits are dependent on the race. Baseline (initial) values for a purely average entity species are specified in the individual descriptions.

21.1 Talents and Flaws

Ability Modification: All 18 entity abilities can be modified in finite increments up to $\pm 1z$ from the entity species' average.

Age Span: Every entity has a finite life span; the average is 75 years. An entity's life span may be modified upwards or downwards during entity creation.

Allergy Resistance: This trait is the entity's natural resistance to allergies. Most entities have a 0z modified by their *GM* weighted ability zScores, e.g., *Vitality*. Every time an entity encounters a new allergen source, e.g., (cat, dog, pollen, etc.), an entity may need to roll. Any failure indicates they permanently allergic to that source, an *Embarrassing Failure* indicates an allergy to the entity species and a *Catastrophic Failure* indicates an allergy to the entity family. Similarly, an *Impressive Success* indicates no allergy to that species and an *Extraordinary Success* indicates they will have no allergies to the entity family.

Bodily Fluids: This trait is primarily used as a negative stressor to the target's resistance roll, e.g., *Poison* or *Magical Resistance*. Unless modified during entity creation it has a value of $-3.0z$. It requires a successful preceding action, e.g., *Bite*, *Breath Weapon*, *Olfactory* attack. It can also be used as an independent attack not specifically covered by an entity's *Natural Weapon* skills. It is indicative of how hazardous an entity's bodily fluids are. Examples from the mundane world include toxic/poisonous bodily fluids of a snake bite, a jellyfish sting and skin secretions from frogs/salamanders. Examples from mythology include the adhesive ability of Kelpies, and the acidic xenomorphic blood from Aliens® and the Fire, Lightning, or Gas from a dragon's breath. Box jellyfish and pufferfish have $+2.5z$, Sea snake is $+2.25z$, funnel web spiders and cobras are $+2z$, red scorpions and rattlesnakes are $+1.5z$, adders, stonefish and fire salamanders are $+1z$, Mexican beaded lizard and dart frogs are $0z$, platypus is $-1z$, flying snakes are $-2z$, daddy long-leg spiders are $-2.5z$ and a $-3z$ is virtually harmless.

Body Density: this trait is indicative of an entity's body density (mass/volume). Fish average $+1z$, hippos are $+0.5z$, whales are around $+0.13z$, humans and fresh water have a $0z$ and birds have a $-1z$. Body density impacts various skills, e.g., *Flying* and *Swimming*. Body density is also indicative of bone strength and muscle/tendon development that will affect the probability of certain injuries. The *z-score* also modifies an entity's weight.

Camouflage: This trait is an indication of the entity's ability to blend into their habitat. Based on environment, the trait could be useless, e.g., a tiger in a town square. Walkingsticks, chameleons, scorpionfish, and octopuses would have a $+2.5z$, nightjars are $+1.5z$, predator cats, artic hare, artic foxes, and owls would be $+1z$, some fish are $+0.5z$, most mammals are $+0.5z$ in their habitat, humans are $0z$, mandrills and blue ringed octopuses are $-1z$, red eyed tree frog, Gouldian finch are $-2z$, and the scarlet macaw is $-2.5z$.

Curse Resistance: This trait is the entity's natural resistance to curses. Most entities have a $0z$ modified by their *GM* weighted ability zScores, e.g., *Morality* and *Will*.

Disease Resistance: This trait is the entity's natural resistance to disease. Infectious diseases are usually limited to a particular species, but cross-species transmission does occur, e.g., Ebola, monkeypox, Lyme disease, West Nile virus, HIV/AIDS, etc. Most entities have a $0z$ modified by their *GM* weighted ability zScores, e.g., *Vitality*.

Dismemberment Attack: An entity's dismembered limbs (arms, legs, head, etc.) will continue to attack to their best ability while the entity still exists.

Disorder Resistance: This trait is the entity's natural resistance to mental disease. Most entities have a $0z$ modified by their *GM* weighted ability zScores, e.g., *Stability*, *Intuition* and *Will*.

Echo Location: This trait is biological sonar used by an entity for navigation, foraging and hunting, e.g., whales, dolphins, and bats. The entity emits a sound and uses their ears (hearing) to map out their environment. The echoes returning to the ears arrive at different times and at different intensities, depending on the position of the object(s) generating the echoes. This trait is limited by frequency, pulse repetition frequency and environmental noise. This trait must be combined with hearing, as per the *Combined Traits*. A $+1$, $+2$ and $+3z$ provides maximum location (range) of 30, 55 and 75 feet respectively for terrestrial entities and 300, 550 and 750 feet for marine entities. Whales and dolphins have a $+2z$ to $+2.5z$, bats have a $+1.5$ to $+2z$ and normal humans and most animals have a $-2z$.

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Entropy: Entropy is the ability of an entity to affect events and entities around him. *Ta'veren* (Jordan, 1990) good example of entropy as a trait associated with an individual. Its area of effect is at least a mile. Most entities have a 0z modified by their *Charisma* ability *z-score.*, where *-z-scores* indicates outcomes will be undesirable for the entity and *+z-scores* indicates positive outcomes.

Faerie Focus – Members of the Fae courts get a free 2X *PMod* on *Outcome*, see Codex, for all spells having do with their court alignment, *i.e.*, season. For example: warmth, light, plant growth, rain, positivity, etc., for Summer Faeries and frost, ice, snow, darkness, hibernation, depression, etc. for Winter Faeries.

Gestation Period: The period of time the female of the species is pregnant. The baseline is 9 months.

Gigantism: This trait is used in entity creation to describe gross changes to an entity's height and weight relative to a human. The *z-score* is a modifier to all attack and strength skills. A +1, +2, +3, or +4z score would be 2, 4, 8, or 16X the height and 8, 64, 512 or 4096X the weight. A -1, -2, -3, 4z score would be 1/2, 1/4, 1/8, 1/16 the height and 1/8, 1/16, 1/512, 1/4096 the weight. Humans have an average height of 67" and a weight of 148 pounds. This trait also positively modifies the *Body* damage pool and *Strength* and negatively impacts *Agility*.

Healing Rate: This trait is indicative of the entity's healing rate that is modified by their abilities. A +3z, +2z, +1z, 0z, -1z, -2z, -3z corresponds to 4, 3, 2, 1, 1/2, 1/3, 1/4 points of damage are healed in all pools/day. The baseline healing rate is 0z.

Hearing, Standard: This trait quantifies the quality of an entity's hearing. Any entity with multiple ears and a successful action roll can determine the apparent direction of a noise. Moths would have a +2.5z, bats, dolphins, and owls would be +2z, elephants, horses, bears, dogs, and cats +1z, rats are +0.5, humans are 0z, fish have -1z, reptiles are -2z, snakes and the naked mole rat are -2.5z. 0.0z is considered average and would allow whispers, normal talking, shouting to be heard at 5, 30, 100 yards respectively. A +1, +2 or 3z-score would modify these by 2X, 2.5X, and 2.75X for positive and 1/2, 1/2.5, and 1.275X for negative values.

Hibernation: This trait indicates the depth an entity can reduce its activity and metabolic processes. It is characterized by low body-temperature, slow breathing, heart rate and low metabolic rate, without muscle or bone loss. It also slows damage from bleeding and poison. Urine and proteins are recycled, and fat is depleted as part of the process. Damage of any kind will break an entities state of hibernation. This is a binary trait.

Immunity to Normal Weapons: This fantasy trait is the entity's adjustment (stressor) to normal weapons attacks. A +3z would be virtually invulnerability to normal weapons, 0z is considered normal, and -3z is extreme vulnerability by normal weapons. Normal weapons are non-magical weapons made of

wood, iron, steel, bronze and stone. This is not recommended for player characters.

Luck: Luck is the chance happening of fortunate or adverse events. A -7.0z is very unlucky, 0z is considered average, and +7.0z is very lucky.

Magic Resistance: This fantasy trait is the entity's base resistance to active magic targeting their person. All other magic, (spells having an area or volume effect or passive magic) have a -1z modifier. A value of +3z would be virtually immunity and a -3z would indicate the entity is very susceptible to magic. Most entities have a -0.5z modified by their *GM* weighted ability zScores, *e.g.*, *Vitality, Stability, Morality and Will*.

Mana: The character's Mana score indicates how much magic he can tap into, whether they ever use it or not. Unless DPs are used this trait is 0z for all. For all entities Mana goes up one DP step for each year lived after maturity, *e.g.*, after 100 years an entity that was 0z at maturity would be 1.0z. More specifically Mana is the rate at which he can use raw Chaos. Using a fire hose analogy, a character with a -2 z-score would only have a trickle of water exiting his hose whereas a character with a +2z Mana score would have a deluge exiting his hose. A character's skill in using the various parts of the *Codex* and *Magic Ritual* indicates their limits on manipulating Mana. Mana is also temporarily be increased/decreased when in close proximity to a *Place of Power*.

Maturity: The age at which a particular race is considered a mature adult. The default age of maturity is 0.24*(Age Span).

Metempsychosis: Some entities have the ability to transmigrate into a previously prepared body upon death. This is a binary trait.

Morphing: This fantasy trait describes the entity's ability to morph (change) up to 100% of his body. For example, Birdmen can grow wings and Mermen can morph their legs into a dolphin's tail. The total body mass remains unchanged. This process may take several minutes and is resolved as a combined skill, *i.e.*, *Transformation*. This is limited to a single form.

Natural Armor: This trait is indicative of the toughness of an entity's skin, hide or exoskeleton. This trait provides protection identical to that of real armor except it applies to the entire body with the possible exceptions of eyes, ears, nose, mouth, etc. and has no encumbrance. Damage doesn't need to be repaired it needs to be healed. If an entity is wearing real armor this trait is an additional stressor, it is not added to the armor stressor. This trait can be improved using the *Toughness* skill. Conches and pangolins have a +1.5z, alligators, crocodiles, armadillos, rhinos, and thick pelted mammals have a +1z, humans are 0z, and a jellyfish and a slug would have a -2z.

Natural Weapons: This trait is a bias (stressor) to an entity's natural weapon skills, *e.g.*, *Ablative, Bite, Claw, Gaze*,

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Grappling, Impaling, Olfactory, Sonic, Striking, Sweep, Visual attacks as well as *Breath Weapon* and *Wing Buffet*, that is applied when entities from two different species are in melee using a *Natural Weapon* skill. Bears and tigers' teeth and claws, harpy eagle talons, rhinos' horn, wolves' teeth, and shark's teeth would have a +1z, domestic cats teeth and claws would be 0z, humans have -1z, and a worm would be a -3z.

Poison Resistance: This trait is the entity's natural resistance to poison. Most entities have a 0z modified by their *Vitality* ability *z-score*.

Polyorgani – Where humanoids are considered the norm, some entities have additional organs or limbs. For example, spiders have more than two eyes, and octopus, squid, earthworms and hagfish have more than one heart. This is not a trait to describe an entity who has lost an eye or other organ and survived.

Porphyria: Is an inherited disorder related to an entity's sensitivity to sunlight. A -3z is a very mild sensitivity and +3z extreme sensitivity to sunlight. Humans have a -2z. This sensitivity is treated as an attack (1/10 seconds) on the entity on any part of the entity is exposed to the sun's rays. The attack *z-score* is equal to the porphyria trait *z-score*. An entity with a positive porphyria trait must have a *Vision, Daylight* trait of equal value.

Prophecy: The future can be described as a dynamic tree with a geometrically increasing number of branches. The base of the trunk is time 'now' and the tip of the highest branch may be thousands of years into the future. Each branch is a major event, often focused on the actions of an entity with high entropy. When time reaches a branch only one path may be taken, rendering some forks as false. The tree is pruned, and a new trunk is defined. A prophet has fragmentary and often disturbing visions of the future. A vision can happen during dreams or while awake. All books of prophecy are confusing and can be interpreted in multiple ways. A prophet having a vision is the only true way of understanding prophecy (limited by their *z-score*). The *z-score* is indicative of the accuracy, of the vision, regardless how confusing. The frequency of a prophet having a vision is random, rarely more than once per day. Unless development points are used this trait starts at -3.0z-score for all.

Quickening: This trait allows an entity to heal any damage including decapitation, limb and organ loss. Severed limbs will move towards each other at a rate of 10 feet per second until they reattach seamlessly. The rate of healing is based on the *z-score*: +3z, +2z, +1z, +0.5z, 0z, -1z, -2z are 1 point for every 10, 20, 40, 60, 80, 160, 320 seconds. Entities with no ability to regenerate and start with a -3z. If the damage was caused by lightning, fire or acid the rate is decreased by ten times (10X). All damage pools are healed at the same rate. This trait is extremely rare and usually only seen in divine beings.

Reproductive Rate: This trait is the rate at which the female of the species comes into heat, *e.g.*, ovulation cycle. The baseline

is 1/month. Generally speaking, the timing of oestrus is coordinated with seasonal availability of food and other circumstances such as migration, predation etc., the goal being to maximize the offspring's chances of survival. Some species are able to modify their oestral timing in response to external conditions.

Sense, Direction: An entity can determine their absolute orientation, *i.e.*, north and up and down. Homing pigeons and salmon have a +2z, knifefish, amphibians, reptiles and turtles have a +1z, some rodents and bats have a +0.5z, dogs have a 0.0z, most mammals including humans have a -2z.

Sense, Life: The entity can detect the electrical emanations life and un-life, direction, and distance. In addition to determining an action outcome a +1.0z indicates a 15-foot range and a +3 would have a range of 45 feet. Sharks have a +1.5z, platypus have a +1z, knifefish, and echidnas have a +0.5z, dolphins and bees have +0.2z, and humans are -2.5z.

Sense, Power: The entity can detect the presence of active magic. This talent will not indicate direction or source, just the presence. In addition to determining an action outcome a +1.0z indicates a 10-foot radius and a +3 would have a radius of 30 feet. Unless development points are used this trait starts at -3.0z-score for all.

Sense, Reality: The entity can locally sense the harmony of the universe. The local harmony of the universe can be disturbed by entities with significant entropy, active or residual magic in the area, open portals to other planes or dimensions, etc. A 0.0z is considered average, *i.e.*, 50% time the entity would be wrong.

Sense, Time: The entity can locally sense the user's local time and the duration of time that has elapsed from a particular marked point. A 0z is considered average and has a 50% chance of being wrong every minute, *e.g.*, at 10 minutes the error can be ±5 minutes. Humans have a +1z.

Skill Modification: This trait can be used modify a skill's base *z-score* in finite increments, for an entity. Unless development points are used all skills start at -2.0z score for all.

Sleep Intensity: This is not insomnia (disease), it is an indication how deeply an entity sleeps. Where a positive *z-score* indicates a light sleeper, negative scores are deep sleepers and 0z is average. Dolphins and cats are +2z, ducks are +1.5z, horses are +1z, dogs are 0z, humans are -0.7z, octopuses are a -1z, and chameleons have a -2z. *Hearing* is frequently combined to determine action roll outcomes.

Sleep Required: The average amount of sleep each day the entity needs to function. A duration of 8 hours is considered average. Brown bats sleep over 18 hours, cats sleep around 15 hours, dogs average 11 hours, humans around 8 hours, and elephants around 3 hours per day.

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Smell, Standard: This trait quantifies the quality of an entity's normal sense of smell. A successful outcome detects an odor/scent and provides an entity the chance to then track the odor to its source. Tracking requires one or more additional successful outcomes. Tracking has obvious stressors of fluid (air) flow rate/direction, nature of scent, and concentration in the fluid. Bears, elephants and sharks have a +3z, a dog has +2z, cats, rats and fish have a +1z, humans have 0z, most birds have -2z, marine mammals have -2.5z and lower invertebrate have a -3z.

Spell-like Trait: The entity has a spell that they may innately use at -2.0z (combined(Noun+Verb)) unless developed further. The combined z-score is developed, not each independently, with a weight of 'ES' as it will only impact a single spell. The entity's *Mana* rating remains unchanged. The entity will suffer all exhaustion and depilatory effects as if they actually cast the spell. In all other respects innate spells function identically with normal spells except they cannot be modified by using components.

Taste, Standard: This trait quantifies the quality of an entity's normal sense of taste. A successful outcome provides an entity the chance to detect and potentially identify a flavor. A successful outcome can determine sweetness, sourness, saltiness, bitterness, savoriness, spiciness, coolness, numbness, metallicness. Taste and smell traits are often combined. Catfish have a +2z, herbivores have a +1z, pigs have a +0.5z, most mammals have a 0z. dogs have a -1z, cats have -1.5z and birds, reptiles and amphibians have a -2z.

Therianthropy – is a DNA changing disease that causes the metamorphosis of humanoids into animals, *e.g.*, werewolf. This process may take several minutes and is resolved as a combined skill, *i.e.*, *Transformation*. While in animal form therianthrope's have the emotions, habits, personality, skills and a hunger for humanoid flesh of their animal form, which can only be restrained by the *Control Therianthropy* skill. This is a binary trait.

Touch, Standard: This trait quantifies the quality of an entity's normal sense of touch. Of the classic five senses, only touch extends throughout an entity's body and allows it to detect the temperature, pressure, movement and texture of objects in its surroundings. Manatees and catfish have a +2.5z, star-noised mole has a +2z, crocodiles, alligators have a +1.5z, whiskered animals, crickets, fish, and spiders have a +1z, humans and snakes have a 0z, invertebrates have a -1z and plants have a -2z.

Undead Craving: This trait defines an undead's craving for sustenance from living entities. In the case of ghouls, it is humanoid flesh and brains for a zombie. For some it is life's essence, *i.e.*, they drain the *Body*, *Mind* and *Soul damage* pools. Vampires drain the *Body* pool via blood; Wights drain the *Mind* pool; Wraiths drain the *Soul* pool; and Shadows drain all three by merging with a host's shadow. Undead craving has symptoms similar to a severe drug addiction, *e.g.*, an extreme highs and painful withdrawals. This is a binary trait.

Vision, Daylight: This trait defines the entity's ability to see shapes, colors and movement in clear, daylight conditions, details are dependent of visual acuity. An average entity would have a 0z in scenes illuminated by their native star at zenith. A +1, +2, +3z would allow normal actions on water, snow and magical conditions. Negative z-scores are penalties under similar conditions due to reduction of contrast, making it difficult to distinguish objects. Daylight birds of prey have +2z, polar bears would have +1z, humans and dogs have a 0.0z, cats have a -0.5z, and fish vary +1z to -1z depending on habitat. This trait also indicates how quickly an entity's vision adapts to quick changes in lighting conditions, *e.g.*, moving from a dark room to daylight. In bright daylight entities with negative z-scores may experience pain, dizziness, blurry vision, nausea, and headaches if precautions are not taken.

Vision, Distance: This trait defines the entity's ability to see shapes, colors and movement at a distance, details are dependent of visual acuity. A 0.0z is considered average, where a +1, +2 and a +3z would provide 2X, 3X and 4X magnification and a -1, -2 and -3z would provide a 1/2, 1/3 and 1/4 reduction. Eagles have a +3z, humans have a 0z and fish have a -2z.

Vision FOV 2D: This discrete trait (non z-score) defines an entity's angular field of view using a single eye. Image details are dependent of visual acuity. A cat is 30°, a dog is 90°, a rabbit is 170°, horse 160°, owl 75°, while a normal human is 90°. An entity with a value of 0° is blind. For playability horizontal and vertical FOV are equal.

Vision FOV 3D: This discrete trait (non z-score) defines an entity's overlapping angular field of view using two eyes. Entities that have 3D vision via other means, *e.g.*, more than 2 eyes, also fall under this trait. Image details are dependent of visual acuity. Predators like tigers, bears, and humans have binocular vision for optimal depth perception, or the ability to judge spatial distance. A cat is 140°, a dog is 60°, a rabbit is 20°, horse 55°, owl 70°, while a normal human is 120°. An entity with a value of 0° is blind. For playability horizontal and vertical FOV are equal.

Vision, Infrared: This trait defines the entity's ability to see shapes, colors and movement in the near infrared, details (gradations) are dependent of visual acuity. A -1, -0.5, 0, +1, +2 and +3z provides maximum vision to 5, 10, 25, 50, 95 and 125 feet respectively. Higher z-scores provide additional detail *e.g.*, residual heat (footprints) although they fade in less than a minute. Pit vipers, some fish (zebra fish, guppies, spawning salmon, piranha, carp), some frogs (bullfrog), mosquitos some butterflies, and the vampire bat have a +1z. Mantis Shrimp and other insects have a +0.5z, and humans have a -2.5z.

Vision, Lowlight: This trait defines the entity's ability to see shapes, colors and movement in low-light conditions, details are dependent of visual acuity. Some source of light is required though, *e.g.*, moonlight, starlight, match light, etc. Colors are muted or cannot be seen under lowlight. A 0.0z is considered average allowing moderate movement and vision under a full

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moon under a clear sky. A +1, +2 and +3z would allow the same actions under a crescent moon, starlight, and partly cloudy starlight conditions. Negative z-scores are indicative of night blindness. Giant squids have +3z, owls have a +2.5z, a cat would have a +1.5z, horses and dogs have a +1z, humans have a 0z, and fish vary +1.5z to -1.5z depending on habitat.

Vision, Ultraviolet: This trait defines the entity's ability to see shapes, colors and movement in the ultraviolet spectrum, details (gradations) are dependent of visual acuity. This includes the ability to see some ethereal entities like ghosts. A 0, +1, +2 and +3z provides maximum vision to 30, 60, 105 and 130 feet respectively. Higher z-scores provide additional detail *e.g.*, tracks of undead ethereal entities although they fade in less than a minute. Nocturnal and limited light entities may have UV vision, *e.g.*, dogs are 0z, cats are 0.5z, reindeers, hedgehogs, birds, salmon, amphibians, reptiles, bats, and rodents all have a +1.0z, scorpions, butterflies and bees have z-scores are +1.5z and humans have a -2.5z.

Vision, Underwater: This trait defines the entity's ability to see shapes, colors, and movement underwater, details are dependent of visual acuity. Some source of light is required though, *e.g.*, sunlight, magical light, starlight, etc. A 0.0z is considered average and equates to vision to around 40 feet in good conditions. A 1, 2 or 3 z-score would modify the distance by 2X, 2.5X, and 2.75X for positive and 1/2, 1/2.5, and 1/2.75X for negative values. In general, marine entities have a +2z do to their more spherical lens but their visual acuity is poor. Terrestrial entities would have a -2z.

Visual Acuity: This trait quantifies the entity's ability to clearly discern details of what they see in their normal environment, *e.g.*, humans in air, and fish in the water. Using the Snellen test ratio (entity/normal), at 20 feet an entity can clearly see what a normal person sees at a particular distance. Birds of prey would have 20/4, normal humans are 20/20, horses are 20/60, dogs and cats are around 20/75, and fish are around 20/400, which corresponds to +3z, 0z, -0.5z, -0.75, and -2z respectively.

Entity Talent/Flaw Cost Table

Talent/Flaw	Cost	Weight	Min/Max
Ability Modification	1 DP/ step	H	-3.0/+3.0 z
Age Span	1 DP/25 years	D	1wk/2048
Allergy Resistance	1 DP/ step	L	-3.0/+3.0 z
Bodily Fluids	1 DP/ step	L	-3.0/+3.0 z
Body Density	1 DP/ step	L	-2.0/+2.0 z
Camouflage	1 DP/ step	L	-3.0/+3.0 z
Curse Resistance	1 DP/ step	M	-3.0/+3.0 z
Disease Resistance	1 DP/ step	M	-3.0/+3.0 z
Dismemberment Attack	50 DP	B	0/1
Disorder Resistance	1 DP/ step	M	-3.0/+3.0 z
Echo Location	1 DP/ step	L	-3.0/+3.0 z
Entropy	1 DP/ step	H	-7.0/+7.0 z
Faerie Focus	8 DP	B	0/1
Gestation Period	1 DP / week	D	1/22 months
Gigantism	1 DP/ step	VL	-4.0z/+4.0z
Healing Rate	1 DP/ step	L	-3.0/+3.0 z
Hearing, Standard	1 DP/ step	VL	-3.0/+3.0z
Hibernation	10 DP	B	0/1
Immunity to Normal Weapons	1 DP/ step	M	-3.0/+3.0z
Luck	1 DP/ step	H	-7.0/+7.0 z
Magic Resistance	1 DP/ step	H	-3.0/+3.0z
Mana	1 DP/ step	H	-3.0/+3.0z
Maturity	1 DP/ 1%	D	-23%/+26%
Metempsychosis	50 DP	B	0/1
Morphing	1 DP /2%	D	0%/100%
Natural Armor	1 DP/ step	L	-2.0/+3.0 z
Natural Weapons	1 DP/ step	L	-3.0z/+2.0 z
Poison Resistance	1 DP/ step	M	-3.0/+3.0 z
Polyorgani	10 DP /organ	D	0/10
Porphyria	1 DP/ step	L	-3.0/+3.0 z
Prophecy	1 DP/ step	M	-3.0/+3.0z
Quickening	1 DP/ step	M	-3.0/+3.0z
Reproductive Rate	1 DP / weeks	D	-4/+4 weeks racial ave
Sense, Direction	1 DP/ step	L	-3.0/+3.0 z
Sense, Life	1 DP/ step	L	-3.0/+3.0 z
Sense, Power	1 DP/ step	L	-3.0/+3.0 z
Sense, Reality	1 DP/ step	L	-3.0/+3.0 z
Sense, Time	1 DP/ step	L	-3.0/+3.0 z
Skill Modification	1 DP/1 day of experience	H	-3.0/+3.0 z
Sleep Intensity	1 DP/ step	L	-3.0/+3.0 z
Sleep Required	1 DP/hour	D	1/20 hours
Smell, Standard	1 DP/ step	VL	-3.0/+3.0z
Spell-like Trait	1 DP/1 day of experience	L	-2.0/+3.0 z
Taste, Standard	1 DP/ step	VL	-3.0/+3.0z
Therianthropy	50 DP	B	0/1
Touch, Standard	1 DP/ step	VL	-3.0/+3.0z
Undead Craving	100 DP	B	0/1
Vision, Daylight	1 DP/ step	VL	-3.0/+3.0 z
Vision, Distance	1 DP/ step	VL	-3.0/+3.0 z
Vision FOV 2D	1 DP/ 20°	D	0-180
Vision FOV 3D	1 DP/ 20°	D	0-360
Vision, Infrared	1 DP/ step	L	-3.0/+3.0z
Vision, Lowlight	1 DP/ step	L	-3.0/+3.0 z
Vision, Ultraviolet	1 DP/ step	L	-3.0/+3.0z
Vision, Underwater	1 DP/ step	VL	-3.0/+3.0 z
Visual Acuity	1 DP/ step	VL	-3.0/+3.0z

B=binary trait

D=discrete (linear) trait

NOTE: When an obvious flaw is selected it costs negative development points.

21.2 Descriptors

Descriptors are additional information that defines a character or entity, *e.g.*, Affiliations, Contacts, Height, Weight, and Social Standing, etc. Some descriptors can change during the course of a game, and some don't. For PCs some descriptors should only be awarded during the course of a game, *e.g.*, Knighthood.

Affiliations *a.k.a.*, livery companies are any of the various craft or trade associations most of which are descended from medieval guilds. They play a major role in governance of a city by electing Sheriffs, endorsing Mayors, and organizing major

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events. They regulate competition within their trade and maintain standards. A liveryman is a full member of his respective company.

In England circa 1592, this list includes the Mercers, Grocers, Drapers, Fishmongers, Goldsmiths, Skinners, Merchant Taylors, Haberdashers, Salters, Ironmongers, Vintners, Clothworkers, Dyers, Brewers, Leathersellers, Pewters, Barbers, Cutlers, Bakers, Chandlers, Armourers and Brasiers, Girdler, Butchers, Saddlers, Carpenters, Cordwainers, Painter-Stainers, Curriers, Masons, Plumbers, Innholders, Poulterers, Cooks, Coopers, Tylers & Bricklayers, Bowyers, Fletchers, Blacksmiths, Joiners, Weavers, Woolmen, Scriveners, Fruiterers, Plaisterers, Stationers & Newspaper Makers, Broderers, Upholders, Musicians, Turners, Basketmakers, Glaziers & Painters of Glass, Horners, Farriers, Paviers, Loriners, Shipwrights, Glovers, Carmen and Artillery.

Affiliations also include: Inns of the Court, Religious organizations, Fraternity of Soldiers, Fraternity of Mariners, Secret Societies, Mafia Families, as well as the Beggars, Thieves' and Assassin's guilds. Affiliations are always based on a particular country/state/city/culture. The relevance of a particular affiliation may or may not be recognized beyond that particular country/state/city/culture, *e.g.*, a thief may be forced to join the thieves' guilds in numerous cities in the course of his career. Membership and status in a particular affiliation may require oaths, ceremonies and/or minimum ratings in various skills. For example, an entity converting from one religion to another may require him to learn about the religion, participate in elaborate ceremonies and finally swear an oath upon joining.

Each affiliation must be developed separately (Type, City/Country). Affiliations are represented by the standard z-score rating where +3 or higher indicates a significant leadership role; a zero indicates no membership and a -3 indicates significant antagonism. Unless specified otherwise all affiliations start at 0.0z. Affiliations are not a skill, but several skills are influenced by an entity's affiliations. Advancement in a particular affiliation is usually based on accomplishments, but it is not unheard of that various positions are filled based on bribes, donations, murder, and political intrigue.

Contacts are entities that the character has formed a relationship during his life. These relationships can be hostile or friendly. Contacts are rated on the standard z-score rating where +3 is a very positive contact, and -3 is a very negative contact and a 0z is a contact who has trouble even remembering your name. Each contact must be developed separately (Position, Name). Unless specified otherwise all contacts start at 0.0z. Examples of Position might include: **Mentor**: The entity has a benevolent mentor who will help train and advise the character; **Society**: The entity has a friend/contact in the upper echelons of society, **Supply**: The entity has a local friend/contact who will attempt to procure any non-magical items. A Contact's z-score will go up or down as a result of a character's actions, this is assigned by the GM.

Height: This trait can be used in entity creation or in character development. It changes an entity's height before any modifications due to the *Gigantism* trait and sexual dimorphism. During entity creation it is relative an average human. During character development it is relative to an entity after changes, if any, processed in entity creation and has cost ratio is ± 1 per DP spent up to a $\pm 25\%$ (min/max) of their mean height.

Knighthood: The entity has been knighted and is entitled to all the benefits of knighthood. The exact effects will vary depending on society. This descriptor can only be obtained during the course of play and usually requires a Social Standing, +2.0z or higher.

Social Standing: This descriptor influences an entity's opportunities in life. An entity's social standing will impact their adolescent development; partially define learning rates and opportunities. Money is seen as a modifier to social level and in some societies and cultures money could purchase a social position. Social standing is complex and involves elements of birth, marriage, inheritance, ownership of property as well as money. Social standing is always based on a particular country/culture. The relevance of a particular social standing may or may not be recognized beyond that particular country/culture. Social standing is represented by the standard z-score rating where less than 0z is lower class and -3.0z indicates a slave. Middle class is between 0 and 2z and upper class is +2z and above. A +3.0z or higher tends to indicate nobility and possible royal blood. A +6.0z might indicate the individual is a crown prince. The initial value, before modification, starts at 0z.

Weight: This trait can be used in entity creation or in character development. It changes an entity's weight relative to a human before any modifications due to the *Body Density*, *Gigantism* traits and sexual dimorphism. During entity creation it is relative an average human. During character development it is relative to an average entity after changes, if any, processed in entity creation and has cost ratio is $\pm 2\#$ per DP spent up to a $\pm 25\%$ (min/max) of their mean weight.

Descriptors Cost Table

Talent/Flaw	Cost	Min/Max
Affiliation* †	1 DP/ 0.2 z	-3.0/+3.0 z
Contacts *	1 DP/ 0.3 z	-3.0/+3.0 z
Height	1 DP/ 1"	$\pm 25\%$ entity mean
Knighthood	50 DP	See above
Social Standing	1 DP /0.1 z	-3.0/+6.0 z
Weight	1 DP/ 2#	$\pm 25\%$ entity mean

* Any craft skill above +0z gives an affiliation with that city's guild, with the z-score equal to the craft skill z-score. In addition, the character's mentor/master in that craft becomes a contact as well, with a value determined by the prehistory. These affiliations/contacts cost zero (0) development points.

† Any non-skill related affiliation, that has been developed will also have a generic contact associated with it.

Skills

This section details all of the skills that can be utilized within *ORSTM*. Skills are listed in alphabetical order. Each skill is briefly defined within the context of *ORSTM*, including information on scope, limitations, and potential stressors. Finally, if there is a **T** following the skill name this indicates some formal instruction or training must be completed before this skill can be initially used and further proficiency gained. This formal instruction can be either reading a book on the subject or obtaining qualified instruction from another individual. In either case this training requires a common language skill. Certain skills are recommended during *Adolescent Development* based on social. After the game begins, *i.e.*, after maturity or at some time after maturity, skills are only limited by the experiences of the player character. Unless specified by race or modified by development points all skills start at -2.0z score.

All skills will take an amount of time to accomplish, *i.e.*, they don't happen instantaneously. This time can be modified with an associated stressor, see *ORSTM GM Guide: Snap Actions*.

All skills incorporate balance, movement and environmental conditions that are nearly optimal. When conditions are sub-optimal addition stressors should be applied, see *Stressors*. Melee skills stressor based on *Facing*, *Muscle Memory* or if the character wants a *called shot*.

Called shots include disarming an opponent while grappling, decapitation, hitting a bullseye, attempting to stab an unaware target in the heart from behind, etc. An archery competition has the bullseye specified as the highest priority. An extreme example is an entity shooting a tossed coin out of the air with his pistol. The *Swashbuckling* combined skill often has a called shot specified, *e.g.*, carving your initials on someone's posterior requires a called shot. Opportunity fire is an example where an entity waits to attack an opponent as they move out of cover, enter a doorway, etc., this includes holding a spell after the normal casting time. Facing are stressors are based on the location of the target relative to the attacker. If the action is successful, the attacker does not change his original position/facing. Muscle memory allows the entity to fall back upon their intense training and function at some level of physical ability even when mentally exhausted, distracted or even stunned. See the *ORSTM GM Guide* for further guidance on melee option stressors.

For the initial release of *ORSTM* focus has been on developing skills covering the periods up to the Elizabethan era. Dreamborn and the designers of *ORSTM* welcome user's comments on missing or incorrectly interpreted skills. A feedback form will be found on the website.

21.3 Skill Descriptions

Ablative Attack

This *Natural Weapon* skill indicates the degree of proficiency in performing an attack or defense via ablation. Ablative attacks involve the removal of material from an entity. An attacker could reduce his mass and shoot it at an opponent, or he could remove the defender's mass. Offensive examples include shooting spines and spikes; in the natural world jellyfish discharge nematocysts, tarantulas can shoot bristles that irritate the nose and eyes, some spiders shoot webs, and the Bakeneko licking. Defensive examples include the degloving ability of rats. Depending on the entity, a successful attack will include injection of a poison or other toxin, and the *Bodily Fluids* trait is used to specify potency. After the initial attack the rate of a repeat attack is entity dependent. This skill is useless unless the entity is naturally endowed with this aptitude. This skill incorporates the Muscle Memory and Facing enhancements, see *Skills*.

Acrobatics

This meta skill indicates the degree of proficiency in performing gymnastic feats requiring skillful control of the body. An entity must develop land, sea or air acrobatics separately. Land acrobatics include: rolling, diving, flips, handsprings, vaulting and swinging on stationary objects. When acrobatics involve non-stationary objects a -1.0z to -3.0z stressor should be applied, *e.g.*, pole-vaulting, pole-climbing and stilt-walking. This skill is often combined with *Balance*, *Jumping & Landing* skills.

Acting – see Drama

Advertising – see Manipulation

Administration – see Bureaucracy

Alchemy (T)

This skill indicates the degree of proficiency in the science of alchemy/chemistry. Alchemists typically work on the transmutation of the base metals into gold, the discovery of a universal cure for disease and the discovery of a means of indefinitely prolonging life. Chemists study the composition, structure and properties of substances and the transformations that they undergo.

Alcohol-crafts (T)

This meta skill indicates the degree of proficiency in brewing and distilling. Additional applications include detecting spoiled or bad drinks, etc. This skill must be developed individually for each type, *e.g.*, beer/ale, wine, and distilled spirits. This skill is often combined with the *Appraisal* skill.

Anatomy (T)

This meta skill indicates the degree of proficiency in knowing information about an individual species anatomy and

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physiology. An entity must develop anatomy separately for each differentiable species.

Animal Sciences (T)

This meta skill indicates the degree of proficiency handling, herding and training of animals. Handling is the care and feeding of animals. Herding involves bringing individual animals together into a group, maintaining the group, and moving the group from place to place. Training is the act of teaching animals to perform various actions on command using either verbal cues and/or gestures. This meta skill can be considered a 'craft' if all three are developed above 0.5z. At the GMs discretion this skill could be used for *some* supernatural and extraplanar creatures, just consider them as a differentiable species. Each differentiable species must be developed separately.

Anthropology (T)

This meta skill indicates the degree of proficiency in the science of entities, specifically, the study of the origins, distribution, physical and cultural development, racial characteristics, social customs, and beliefs. An entity must develop anthropology separately for each differentiable species.

Appraisal (T)

This meta skill indicates the degree of proficiency in accessing the value of an item, *e.g.*, armor, art, weapons, gems, etc. In addition, this skill can be used to detect forgeries and counterfeits with a -1.0z to -2.0z stressor. Guildsmen, fences, and pawn shop owners will usually have this skill. Each differentiable item type can be developed separately, *e.g.*, armor, art, weapons, gems, etc., or a combined skill roll can be made with the appropriate *Craft* skill.

Architecture (T)

This skill indicates the degree of proficiency in the art of designing structures. This includes interpreting blueprints, drawings and evaluating structures. This skill is often combined with the *Appraisal* skill.

Armor

This meta skill indicates knowledge of application and use of armor for passive defense. Armor provides protection from melee damage provided it covers the hit location, see *Goods and Services*. While worn, armor contributes to an entity's encumbrance and converts virtually all skill actions into a combined skill, see *Combined Skills*. It is assumed that for those skills requiring a high degree of degree of dexterity the armor would be removed before attempting the skill. For example, gauntlets would be removed before picking the lock.

ORS™ groups armor based upon its underlying protective stressor, *e.g.*, Light (1z), Medium(2z) and Heavy (3z), not weight, see *Goods & Services* below. This base-stressor modifies an opponent's attack and can be modified by magic, *e.g.*, *Bless* spell. Each protective type must be developed separately. This skill incorporates the Muscle Memory enhancement, see *Skills*.

The terminology for the various parts of armor is quite diverse and depends on the time period and culture. For ORS™ a simplified table, see *Goods and Services*, will be used to describe/classify all armor based on the part of the body being protected. In other words, your character sheet may say you are wearing a helm and a byrnie, but ORS™ treats them as heavy-head and medium-torso protection.

Artifact Lore (T)

This skill indicates the degree of proficiency in knowing information about magical artifacts and relics. This includes history, identification and using the items.

Astronomy (T)

This meta skill indicates the degree of proficiency in the science of astronomy. This science deals with the celestial bodies and of their magnitudes, motions and constitution. Applications include observing the stars, moons, planets to determine dates, direction and location. Observational astronomy must be developed for each Solar System and Planet separately. Most low technology games will only have a single option, *e.g.*, in the *Terra 1592* campaign it is Astronomy-Sol-Earth.

Awareness

This meta skill indicates the degree of proficiency in perceiving events, actions and situations in one's immediate environment. Active, passive and surveillance awareness must be developed separately. Active awareness is the conscious perception of events, allowing the user to assimilate and critically analyze data from their senses. Amongst other things it can be used in detecting secret, hidden and concealed objects or openings (-2z stressor) and in determining whether an individual is lying or not (-1z stressor). Detect lie is a combined skill roll the *Manipulation* skill. Passive awareness is the skill used in determining initiative. It is primarily subconscious and is used in ORS™ to determine whether the character is surprised or suddenly senses an ambush. It is also used in passively detecting secret, hidden and concealed objects or openings with a -3z stressor. Surveillance involves watching a person, place or thing and detecting if one is being surveilled. This skill is often combined with the *Hiding* skill, so that the one doing the watching is not seen.

Awareness skills may have stressors of visibility, hearing, communication, experience with the entities race and/or culture, etc.. Each entity category difference suffers a cumulative -1.0z, *e.g.*, a humanoid trying to detect lie on an extraplanar entity suffers an additional -2.0z. Finally, using this skill while moving faster than a walk is a *Combined Skill* with *Movement*.

Balance

An entity's balance is involved in most actions and is already inherent as part of those skills. When an action critically involves balance, this skill is combined with that skill, *e.g.*, balance beam, crossing a stream using a log, or tight-rope walking between two buildings, combines *Balance* and *Movement* skills. Situational stressors should be applied as appropriate. This skill can also be used by itself as situations

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warrant. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Begging – see Manipulation

Billiards – see Sports

Bite Attack

This *Natural Weapon* skill indicates the degree of proficiency in biting an opponent. Examples include any entity with teeth, fangs, a beak. Depending on the entity, a successful bite is followed by the injection of a poison or other toxin. The *Bodily Fluids* trait is used to specify potency. Stressors based on relative size may apply. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Boat Pilot (T)

This meta skill indicates the degree of proficiency in boat operation and navigation within a specific waterway, area of coast, a river, lake, etc.. Application of this skill includes knowledge of current, depth and hazards along a waterway. Each waterway must be developed separately.

Boxing – see Striking/Blocking

Brachiation

This skill indicates the degree of proficiency at brachiation. The rate and duration at which the character may perform this skill depends on their ability scores. A Gibbon is a +1.5z, A chimpanzee is 1.0z. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Brawling – see Striking/Blocking

Breath Weapon

This *Natural Weapon* skill indicates the degree of proficiency in spewing fire, ice, venom, toxic gases, lightning, and other exhalations from their mouth. Examples include a dragon's breath weapon, the spitting cobra, and archerfish. The *Bodily Fluids* trait is used to specify potency. After the initial attack the rate of a repeat attack is entity dependent. Finally, this skill is useless unless the entity is naturally endowed with this aptitude.

Bribery – see Manipulation

Bureaucracy (T)

This meta skill indicates the degree of proficiency in skills in governing/running countries, fiefdoms and institutions both private and public. This includes the skills of Administration, Law, and even Heraldry. Each differentiable country and/or nation-state must be developed separately. Administration includes management, record keeping, personal relations, politics and maneuvering within a bureaucracy. Heraldry involves the design, history, symbolism, rank, and pedigree associated with heraldic crests. Law is the system of rules and penalties that regulates the actions of entities in a country or

community. These skills are often combined with the *History* skill.

Cartography – see Drawing

Caving – see Survival, Underground

Ceramic Crafts (T)

This meta skill indicates the degree of proficiency in the art, technology, or process of making ceramic objects. This skill must be developed individually for specialized areas, e.g., Tiler, ceramics, pottery, china, earthenware, etc. Imitating/duplicating another artist's style and work (Counterfeit), including signature would have a -3.0z stressor.

Circle Lore (T)

This skill indicates the degree of proficiency in having academic knowledge of magical circles, pentagrams, etc. as they pertain to ritual magic and the Codex. Magical circles help focus and direct magic, i.e., positive stressors to an action. They do this by shielding magical energies outside its perimeter and containing them within. This includes summoning/trapping extraplanar entities and a few supernatural entities. Circles can be drawn in or with earth, metal, wood, chalk, or people holding hands just to name a few. A good circle will, in general, have a higher quality of the component. Often circles/pentagrams are contained within another circle for a multi-layered defense. Runes, symbols, candles, and other items are frequently used to customize a circle and increase its strength. Ultimately the capability of a circle is related the strength of the circle and the strength of the caster.

Claw Attack

This *Natural Weapon* skill indicates the degree of proficiency in scratching or tearing an opponent or even pinch, e.g., Crab's claw. It includes both clawing with front paws and raking with the rear legs. Examples include any entity with claws or nails. A *rake* attack is only possible if the opponent is currently grappled. Depending on the entity a successful claw attack may introduce a disease, poison, or other toxin into the circulatory system of the opponent. The *Bodily Fluids* trait is used to specify potency. Stressors based on relative size may apply. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Climbing (T)

This meta skill indicates the degree of proficiency at climbing and covers the range of climbing a flight of stairs to scaling a 2000-foot cliff. Aided climbing utilizes ropes, pitons, hooks, etc. to assist in climbing and increase protection. *Rappelling* is an example of aided climbing. Free climbing is a style of climbing in which the climber uses no artificial aids to make progress upwards, but just hands, feet, and other parts of the body. The rate and duration at which the character may perform this skill depends on their ability scores. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Codex (T)

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This chaotic energy, arcane essence or simply magic has been studied for a millennium, the result is the Codex. The Codex is the distillation of all that is currently known of the *Will and the Way*. The Codex states that magic can be grouped into 28 categories, five of which can be thought of as “verbs” and 23 as “nouns”. The verb categories are: Create, Divine, Change, Destroy and Move. The remaining categories are Earth, Air, Fire, Water, Ether, Plant, Animal, Human, Supernatural, Extraplanar and Illusion. For ease of understanding Animal, Human, Supernatural and Extraplanar are further divided into Body, Mind and Soul. And Illusion is divided into Hearing, Sight, Smell, Taste and Touch. This skill is often combined with *Mediation* or *Prayer* skills.

The 28 categories are used to describe one’s mastery of the various aspects of magic. Each spell combines one or more “nouns” with a “verb”, see *Combined Skills*. Thus, a “create fire” spell produces light, heat, or fire and a “change fire” spell transforms light, heat, or fire into a new shape or structure.

VERBS

Create - This category allows you to bring something into existence. It is a product of imagination and the manipulation of chaos.

Divine - This category allows the spell weaver to discover information by divination. Divination can be accomplished using various material methods, *e.g.*, crystal balls, tarot cards, sticks, tea leaves, gleefully rooting around in the steaming entrails of freshly dead animals, dice, palms, etc..

Change - This category is also known as transformation and transmutation. Spell weavers use this category to change matter from one form to another.

Destroy - This category is the opposite of Create. The ultimate goal of those using this type of magic is to render something ineffective or useless, *e.g.*, damage, injure, extinguish and kill. An old adage states that it is easier to destroy than to create.

Move - This category involves manipulating objects, entities, emotions, etc. from one place or position to another.

NOUNS

Earth - Earth is one of the classical elements and is considered both cold and dry. The Earth noun as defined in the *ORS Codex™* includes raw components and refined components. Examples of raw components include: rocks, sand, dirt, gems and minerals. The refined components include: statues, swords, armor and jewelry. Possible stressors include access to large amounts of ‘Earth’.

Air - Air is one of the classical elements and is considered both hot and wet. The Air noun as defined in the *ORS Codex™* includes air, wind and weather. Precipitation requires that moisture already be present in the air. Air also includes various naturally and created gases, *e.g.*, sulfur gas spewing from a volcano and chlorine gas manufactured in an alchemist’s laboratory. Spell weavers can manipulate existing storms as well as create new storms. Possible stressors include access to large amounts of ‘Air’. This skill is often combined with Planer Lore skill.

Fire - Fire is one of the classical elements and is considered both hot and dry. The Fire noun as defined in the *ORS Codex™*

includes fire, heat and light. Possible stressors include access to large amounts of ‘Fire’. This skill is often combined with Planer Lore skill.

Water - Water is one of the classical elements and is considered both wet and cold. The Water noun as defined in the *ORS Codex™* includes all manner of liquids. Furthermore, water also includes the solid forms of water, *i.e.*, ice, snow and hail. Possible stressors include access to large amounts of ‘Water’. This skill is often combined with Planer Lore skill.

Ether - Ether is the last of the classical elements. Aristotle added it on the principle that nature abhorred a vacuum. Ether is a substance that fills all space. Ether is the element most closely related to primeval chaos. This skill is often combined with Planer Lore skill.

Plant - The Plant noun actually incorporates the current kingdoms Monera, Protistia, Plantae and Fungi. It is equally applicable whether the plant is alive or dead. This skill is often combined with the *Flora Lore* and *Herbology* skills.

Animal - This category affects animals of all kinds. This skill is often combined with *Fauna Lore* skill. Animal actually encompasses three categories:

- ◆ **Animal-Body** category allows spell weavers to heal, enhance or harm an animal’s body.
- ◆ **Animal-Mind** category allows spell weavers to manipulate, memories, thoughts and emotions of animals.
- ◆ **Animal-Soul** category affects the souls, mettle, courage, vigor, will, etc., of sentient animals in various ways.

Human - This category affects humans and humanoids.

This skill is often combined with the *Anthropology* skill. Human actually encompasses three categories:

- ◆ **Human-Body** category allows spell weavers to heal, enhance or harm the human body.
- ◆ **Human-Mind** category allows spell weavers to manipulate, memories, thoughts and emotions of humans and humanoids.
- ◆ **Human-Soul** category affects the souls, mettle, courage, vigor, will, etc., of humans and humanoids in various ways.

Supernatural - Supernatural encompasses creatures and monsters, *e.g.*, dragons, giants, most undead and werewolves. This skill is often combined with the *Supernatural Creature Lore* skill. Supernatural actually encompasses three categories:

- ◆ **Supernatural-Body** category allows spell weavers to heal, enhance or harm the physical body of a supernatural creature or monster.
- ◆ **Supernatural-Mind** category allows spell weavers to manipulate, memories, thoughts and emotions of supernatural creatures and monsters.
- ◆ **Supernatural-Soul** category affects the souls, mettle, courage, vigor, will, etc., of supernatural creatures and monsters in various ways.

Extraplanar - Extraplanar encompasses creatures and monsters, *e.g.*, elementals, devils, demons and others from different planes of existence. This skill is often combined with the *Extraplanar Creature Lore*, and *Planar Lore* skills. Extraplanar actually encompasses three categories:

- ◆ **Extraplanar-Body** category allows spell weavers to heal, enhance or harm the physical bodies of extraplanar creatures and monsters.

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- ◆ *Extraplanar -Mind* category allows spell weavers to manipulate, memories, thoughts and emotions of extraplanar creatures and monsters.
- ◆ *Extraplanar -Soul* category affects the souls, mettle, courage, vigor, will, etc., of extraplanar creatures and monsters in various ways.
- Illusion/Phantasm** - The category covers the magical art of illusions and phantasms. Illusion actually encompasses five categories, one for each of the senses. The illusion/phantasm group is one of the nouns that can be combined, e.g., spell weavers can create illusions which include aspects of all five senses which is a form of virtual reality. This skill is often combined with *Active-Awareness*, *Anthropology*, *Manipulation*, *Extraplanar Creature Lore*, *Fauna Lore*, *Physics*, *Supernatural Creature Lore skills*, just to name a few.
- ◆ *Illusion-Hearing* category includes all audible aspects of illusions and phantasms.
- ◆ *Illusion-Sight* category includes all visual aspects of illusions and phantasms.
- ◆ *Illusion-Smell* category includes all olfactory aspects of illusions and phantasms.
- ◆ *Illusion-Taste* category includes all palatable aspects of illusions and phantasms.
- ◆ *Illusion-Touch* category includes all tactile aspects of illusions and phantasms including the sense of gravity.

Codex Lore (T)

This skill indicates the degree of proficiency in having academic knowledge of the *Codex*, formulaic spell casting using nouns and verbs. This includes recognizing spells as they are being cast or from their results. Knowledge of the how to cast spells automatically translates into Codex Lore.

Contacting

This skill indicates the degree of proficiency in making contact with individuals or organizations that have information or goods that one desires. This skill does not cover obtaining the information or goods, see *Manipulation*, just locating someone who can provide it. Communication stressors should always be applied.

Contortions

This skill indicates the degree of proficiency in twisting one's body into unusual postures. Additional applications include: ability to move through small openings, escape from bonds, etc.

Control Frenzy

This skill indicates the degree of proficiency controlling oneself during periods of extreme physical, emotional and spiritual stress. Frenzy also called battle rage, berserk rage, Úlfhéðnar, Svinfylking, panic and running amok. It can be beneficial, positive stressor, if it occurs during combat, but outside this arena it can be a severe detriment. Alcohol and some drugs can be used to enter a frenzied state. This skill also can also minimize or mitigate the effects of stun and surprise.

Control Therianthropy

This skill indicates the degree of proficiency controlling one's therianthropy, see the trait *Therianthropy*. Development of this skill requires that the individual has been infected by a form of therianthropy, e.g., lycanthropy. *Control Therianthropy* zScore is a stressor to the *Transformation* combined skill roll. Applications include resisting change due to celestial bodies, transforming at a desired time and controlling one's emotions and animal tendencies once the change has occurred. In addition, a *Control Therianthropy* skill roll will allow the entity to access memories and skills acquired in their other form. An unsuccessful roll will limit the entity to the experience, abilities, senses and skills of their current form. A therianthrope can stop the *Transformation* halfway and get the best of both their human half and animal half with a -2z stressor.

Counterfeiting – see applicable craft skill

Dancing

This skill indicates the degree of proficiency in the performance art of dancing. Additional applications include simulating the walking cadence or movements of another, or as part of a magical ritual. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Deflecting – is part and parcel of training with a shield, weapons, and even martial arts (*Striking/Blocking*). It is used to deflect a thrown object, missile and even an ablative attack. It is a negative stressor to an opponent's attack and is a function of the defenders *Agility*, *Shield* or *Striking/Blocking* z-scores and the number of attackers. The maximum number of deflections per second is based on the entity's *Speed*, *Agility* and *Shield Speed*. Using a weapon or *Striking/Blocking* skills have a stressor.

Destroying

This skill indicates the degree of proficiency in breaking, smashing, burning, and otherwise destroying objects and items. This includes breaking down doors, e.g., a 2" thick pine or oak door would require 20 and 35 points of physical damage to be breached respectively. Unlike most skill this skill starts at 0.0z.

Detect Hidden – see Awareness

Detect Lie – This skill falls under the umbrella of Awareness, Active and attempts to determine if an entity is lying by observation and questioning and can take anywhere from a few seconds to minutes to make a determination. This usually involves subtle physical and behavioral signs as well as verbal answers.

Diplomacy – see Manipulation

Disarm (T)

This skill indicates the degree of proficiency in disarming an armed opponent with another weapon. Depending on the outcome the practitioner could potentially use this weapon on its previous owner. This action has a negative stressor equal to the opponent's weapon skill zScore.

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Disguise – see Drama

Divination – see Magic Ritual

Diving

This meta skill indicates the degree of proficiency at diving without injury. This skill applies to high diving from an elevated position into the water, and free diving through water to depth with a single breath each of which must be developed separately. The height/depth at which the character may perform this skill depends on their ability scores. The maximum (+3z) recorded high dive of a human is 150 feet. The maximum (+3z) free dive was 831 feet deep. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Drama

This meta skill indicates the degree of proficiency in the performance arts of Acting, Disguise and Story Telling. Acting involves adopting a character and can be used for entertainment, impersonation, simulating actions or reactions and even creating a new identity. Disguise involves changing one's appearance by the use of clothes, weapons, language, cosmetics, wigs, false beard, etc.. Story Telling involves telling a tale, to relatively small groups of people. Tales include fables, folklore, and short stories from current or past events, *i.e.*, history. Additional applications besides entertainment include: education, reciting of verbal histories and memorizing new tales. Communication stressors may be applicable. This meta skill can be considered a 'craft' if all three are developed above 0.5z.

Drawing

This meta skill indicates the degree of proficiency in the art of artistic and technical drawing. Artistic applications include creation of any image using pens, pencils, caulk, charcoal, etc. Technical drawing involves the creation of accurate plans/maps to scale, *e.g.*, drafting and cartography. The quality and accuracy of the drawing is dependent on the tools and environment in which they are created as well as the proficiency of the cartographer. Imitating/duplicating another artist's style and work (Counterfeit), including signature would have a -3.0z stressor.

Driving

This meta skill indicates the degree of proficiency in directing animals in pulling carts, wagons, sleighs, etc. At the GMs discretion this skill could be used for supernatural and extraplanar creatures, just consider them as a differentiable species. Each differentiable species must be developed separately.

Engineering (T)

This meta skill indicates the degree of proficiency in the application of science and mathematics in the design, fabrication, and use of inventions, *e.g.*, pulleys, levers, wheels, gears, mills, looms, machinery, and siege engines. Design involves the creation of a particular invention and may involve many iterations of fabrication and testing. Fabrication indicates the degree of proficiency in building/assembling/repairing a

previously designed machine, engine, or equipment. Use indicates the degree of proficiency in using existing machinery, engines and equipment. At higher levels of proficiency this skill can be used to figure out how to use new and strange machines. Depending on the application this skill could be combined with the Mathematics, Metallurgy, Metal-craft, Stone-craft, Wood-craft and Physics skills.

Extraplanar Creature Lore (T)

This skill indicates the degree of proficiency in knowing information about extraplanar creatures, including their true name. Knowing the true name of an entity would have an associated -3z to -4z stressor.

Farming (T)

This meta skill indicates the degree of proficiency in seeding, planting, growing, and harvesting plants of all kinds. Each climatic region and significantly different crop type must be developed separately, *e.g.*, tree farmer, grain farmer, herb farmer, etc.

Fauna Lore (T)

This meta skill indicates the degree of proficiency in knowing information about animals. Each habitat must be developed separately, *e.g.*, aquatic, urban, forest, desert, artic.

First Aid – see Medical Aid

Fishing

This meta skill indicates the degree of proficiency in fishing. Bait-Fishing, Fly-Fishing, Bait Casting, Spinning and Trolling must be developed separately.

Flora Lore (T)

This meta skill indicates the degree of proficiency in knowing information about plants. Each differentiable region and climate must be developed separately, *e.g.*, aquatic, urban, forest, plains, desert, artic, etc.

Flying/Gliding

This skill indicates the degree of proficiency at flying/gliding. This skill is useless unless the entity is naturally endowed with this aptitude. This skill does not apply to riding flying or gliding beasts, that is the *Riding* skill. The rate and duration at which the character may perform this skill depends on their ability scores. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Food-crafts (T)

This meta skill indicates the degree of proficiency in cooking and preparing food. Additional applications include detecting spoiled or bad food, etc. Bakers and butchers are usually proficient in this skill. This skill must be developed individually for each application, general, baking, curing, etc. Proficiency with this skill would be a positive stressor for appraising various food stuffs and ingredients and spices.

Football – see Sports

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Foraging – see Survival

Games (T)

This meta skill indicates the degree of proficiency in passive games. Each game must be developed separately. Proficiency is not limited to the ability to play and includes knowledge of the rules, techniques and related history to a particular game. Passive games tend to be more mind related and involve luck and tactics. Games of chance include: Hazzard (craps), Primero (poker w/8 cards), Taroccho played with tarot cards, etc. Tactical games include: chess, go, shogi, tables (backgammon), checkers, etc. For active games, see *Sports*.

Gaze Attack

This *Natural Weapon* skill indicates the degree of proficiency in utilizing a gaze attack on an opponent. Examples from Greek mythology include the Basilisk, Cockatrice, and the three gorgons Stheno, Euryale and Medusa whose gaze could turn entities to stone. All gaze attacks require an uninterrupted line-of-sight. An accompanying *Spell-like* trait is used to specify potency. This skill is useless unless the entity is naturally endowed with this aptitude.

Geography (T)

This meta skill indicates the degree of knowledge of lands, political boundaries, oceans, seas, rivers, natural and manmade features, etc. and their relative position and distance to each other. Each world and country must be developed separately.

Geology (T)

This meta skill indicates the degree of proficiency in geology. This includes the ability to recognize and identify various rocks and stones. Each planetary body must be developed separately.

Glass crafts (T)

This meta skill indicates the degree of proficiency in the art, technology, or process of making glass objects. This skill must be developed individually for specialized areas, *e.g.*, glassblower, glazier, etc. Imitating/duplicating another artist's style and work (Counterfeit), including signature would have a -3.0z stressor.

Golf – see Sports

Grappling Attack

This *Natural Weapon* skill indicates the degree of proficiency in gripping, seizing, or immobilizing an opponent. It can include, clinching, tackling, and joint locks. Examples of this include wrestling, various martial arts like ju-jitsu, aikido, constriction from a snake, tentacles from a giant squid, sundews (Drosera), the loving arms of an octopus, and even an entity that will eventually engulf its opponent. Stressors based on relative size may apply. As a '*called shot*' this skill can also be used to *disarm* a currently successfully grappled opponent with a -2z stressor. If an entity is successfully disarmed the weapon can be used against its previous owner. An entity can 'choke out' his

opponent by accomplishing three successful grappling outcomes in a row. A successful choke, depending on circumstances can be virtually silent. Depending on the entity, a successful *Grapple* can also be followed by a +1z Bite attack, +1z *Rake* (Claw) attack or another +1z Grapple (Constriction) attack. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Handling -- see Animal Sciences

Heraldry (T) – see Bureaucracy

Herbology (T)

This meta skill involves the science and use of Herbs. Identification, Preparation and Use must all be developed separately. Apothecaries are usually proficient in this skill. Identification is the degree of proficiency in locating, identifying, harvesting, and correctly preserving the herbs. This identification may be either in the natural, preserved or even the prepared state. Furthermore, knowledge of historical, legendary, medical, poisonous, and magical uses and applications may also be determined. This skill is often combined with the *Flora Lore* skill. Preparation is the degree of proficiency in preparing an herb or set of herbs, previously identified, for a specific purpose. Use indicates the degree of proficiency in using and/or applying a previously prepared herb. This meta skill can be considered a 'craft' if all three are developed above 0.5z.

Herding – see Animal Sciences

Hiding

This skill indicates the degree of proficiency in concealing an item(s) or an individual(s) using camouflage, silence, shadow, using what is available from the surrounding environment, etc. Mingling is hiding by mixing in a group, or crowd to escape notice. Hiding in shadows assumes virtually no movement and obviously depends other stressors as well, *e.g.*, lighting, cover, background noise, the opponent's active awareness, etc.

History (T)

This meta skill indicates the degree of proficiency in knowing information about a culture's history. It is a meta-skill in as much as the histories of various cultures often overlap. Each differentiable culture must be developed separately.

Hunting

This skill indicates the degree of proficiency in hunting. This skill does not include *Tracking* or *Skinning* skills but is often combined with them.

Hypnosis

This skill indicates the degree of proficiency in hypnosis. The success and speed an individual can be placed under hypnosis is relative to the practitioner's proficiency. While under hypnosis an individual is highly susceptible to suggestion, this can be useful for both planting and retrieving information.

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Potential stressors include a communications and other environmental conditions.

Impaling Attack

This *Natural Weapon* skill indicates the degree of proficiency in piercing or transfixing an opponent. Impalement usually involves horns, spines, stingers and tail spikes. Examples include a giant scorpion's stinger, spines on a puffer fish, horn from a rhinoceros, a dragon's tail or wing spikes, and a stingray's tail spike. Depending on the entity, a successful impaling is followed by the injection of a poison or other toxin. The *Bodily Fluids* trait is used to specify potency. This skill is useless unless the entity is naturally endowed with this aptitude. If the spike(s) are on the tail the Facing skill enhancements apply, see Skills. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Interrogation

This skill indicates the degree of proficiency in formally and systematically extracting information from an individual. Applications include: blackmailing, torture and the ability to piece together disparate pieces of information. This skill is often combined with the *Language* and *Manipulation* skills.

Juggling

This skill indicates the degree of proficiency in juggling. As one's proficiency increases the number and kind of objects will increase.

Jumping & Landing

This meta skill indicates the degree of proficiency in jumping, either from a running or a standing start and landing without damage. Jumping horizontally or vertically must be developed separately. This skill does not include using a pole, see *Acrobatics*. For a human an average (0z) vertical jump limited to 2 feet, where a +3z score could be upwards of 4 feet. For a running long jump a 0z would be around 10 feet where a +3z could be upwards of 30 feet. Landing can also be used to help mitigate damage due to falling. An average human (0z) is able to fall 10 feet max without damage. A +3z score would indicate a human could potentially fall 30 feet with no damage. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Language (T)

This meta skill indicates the degree of proficiency in speaking, reading, and writing a language. Speaking, reading, and writing must be developed separately. Proficiency in a similar language will aid in the learning of a language, *e.g.*, knowledge of Latin would increase the rate of learning Spanish, Portuguese, French and Italian. Higher skill ratings also increase the rate an entity can read.

Law (T) – see Bureaucracy

Lawn Bowling – see Sports

Leather-crafts (T)

This meta skill indicates the degree of proficiency in crafting, maintaining and repairing leather goods. This skill must be developed individually for specialized areas, *e.g.*, armorer, glover, cobbler, furrier, saddler, tanner, tooler, etc. Imitating/duplicating another artist's style and work (Counterfeit), would have a -3.0z stressor.

Linguistics (T)

This skill indicates the degree of proficiency in the study of speech including the units, nature, structure, and modification of language. Communication stressors should always be applied. The *ORS GM's Guide*™ briefly introduces this skill in the World setting section.

Lip Reading

This skill indicates the degree of proficiency in reading lips. The user must be able to see the speaker as well as understand the language being spoken. A common language is a requirement.

Light-crafts (T)

This meta skill indicates the degree of proficiency in candle making and lamp making. Each skill must be developed separately. Candle makers (Chandlers) also oversee the manufacture of sauces, vinegar, soap and cheese. Beeswax, and tallow, fat from cows or sheep is the standard materials used for candles. Beeswax candles are usually purchased only by the rich. Lamp makers are skilled in how to make the chamber, which could involve the crafts from stone, pottery, glass and metal. They can also procure, refine, and mix various oils (olive, fish, whale, castor, ghee, paraffin) with various herbs to improve the smell.

Lock-craft (T)

This meta skill, *a.k.a.*, locksmith, groups various skills having to do with locks. The skills of fabrication, identification, and picking must be developed separately. Fabrication indicates the degree of proficiency in building locks. Identification indicates the degree of proficiency in recognizing locks and understanding their underlying mechanisms. Picking indicates the degree of proficiency in opening locks.

Machinery – see Engineering

Magic Ritual (T)

This skill indicates the degree of proficiency in performing ritual magic. Ritual magic is the lowest form of control of the chaotic arcane essence. Ritual magic does not require any formal knowledge of the Codex. Many primitive cultures use magic rituals exclusively as their method of shaping chaos to their will. Examples include divination, dowsing, rain dances and creating magical potions just to name a few. Rituals are also a methodical approach to learning how to control and shape magic. In fact, the Codex is a compilation of thousands of years of magic ritual research. This skill is often combined with *Circle Lore*, *Dancing*, *Extraplanar Creature Lore*, *Flora Lore*, *Planar Lore*, *Singing*, *Supernatural Creature Lore*, and *Symbol*, *Mediation* or *Prayer* skills.

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Ritual magic involves long incantations that take much longer to cast and involves many more variables than standard spell casting. This is often offset by the greater control and creativity that can be achieved through a ritual. The chart below specifies the difficulty and time required to complete a ritual based on the difficulty of the spell minus the caster's z-score in ritual magic. If the caster is attempting to cast multiple spell effects, then the difficulty factor of the composite spell is the highest of the various spells plus one half the difficulty factors of all other spell effects. Additional modifications to the action roll are situation dependent, but the table is balanced for near optimal conditions. Optimal conditions include access to equipment, good weather, quality components, catalysts and positive stressors, *e.g.*, drawing a pentagram (Circle Lore), Extraplanar Creature Lore, chanting without pause, etc. Some factors which may positively modify the roll include: multiple participants in a single ritual, auspicious occasions, auspicious sites, known formulae and possibly other special GM determined circumstances. If the desired ritual result is not duplicated by the Codex an attempt by the GM should be made to estimate the difficulty rating by comparing the effect to other spells within the Codex. If the caster is interrupted during the ritual, he will still suffer exhaustion as if he had successfully performed the ritual and ritual spell failure will be determined.

Maneuver	Spell difficulty Factor – Skill s-score	Time
Routine	< -4	1 minute
Easy	(-3.5) – (-2.5)	3 minutes
Light	(-2.5) – (-1.5)	5 minutes
Medium	(-1.5) – (-0.5)	10 minutes
Hard	(-.5) - 0.5	30 minutes
Very Hard	0.5 – 1.5	1 hour
Extremely Hard	1.5 - 2.5	3 hours
Sheer Folly	2.5 - 3.5	5 hours
Absurd	>3.5	10 hours

Manipulation

This meta skill indicates the degree of proficiency in influencing others via advertising, begging, bribery, diplomacy, duping, propaganda, public speaking, seduction, and underhanded means. This includes handling situations without arousing hostility. This influence is either direct or indirect and must be developed separately. Direct manipulation involves public speaking, seduction, lying (obfuscation), and giving speeches. Indirect manipulation involves written materials, spreading rumors, creating situations, bull-shitting, etc. This skill is different from Story Telling which is primarily used for entertainment and/or oral transmission of history where manipulation is used to psychologically influence individuals and large groups of people. This skill can be combined with *Acting*, *Awareness*, a common *Language*, *Signaling*, and *Psychology* skills to customize/increase the influence. A 0z stressor would be for a single entity where a -1z would be for a small group, a -2z would be for a large crowd and -3z would involve conducting negotiations between nation-states.

Mathematics (T)

This skill indicates the degree of proficiency in performing mathematics. Basic math includes the ability to add, subtract, multiple and divide. A stressor of -1.0z would be needed for algebra and geometry. Advanced math includes calculus,

differential equations, linear algebra, trigonometry, statistics, probability, etc. and has a stressor of -2z to -3.0z.

Medical (T)

This meta skill indicates the degree of proficiency in healing ill or injured entities. This skill usually involves rolling two actions. First, is successful diagnostic determination which depending on the injury can negative stressors. Second, is the aid roll. Nurses and Barber Surgeons usually have proficiency in this skill. Once again stressors are applied based on the severity of the wound.

Minor injuries include: minor cuts, bruises and contusions and the effects of stun. Medium injuries include: minor burns, frost bite, minor sprains and strains and minor fractures. Serious injuries can require surgery and include major ligament, tendon and muscle damage, minor organ damage and major fractures. Critical or life-threatening injuries often require surgery and include heavy uncontrolled bleeding, major organ damage, critical fractures, and major nerve damage.

This skill can be combined with the *Herbology* skill. Each differentiable species must be developed separately, *e.g.*, plants, humanoids, cats, dogs, dragons, etc. This skill does not cover the *Midwifery* skill, and if used to deliver babies has an associated -1 z stressor.

Meditation (T)

This skill indicates the degree of proficiency of entering and leaving a higher state of mental and spiritual awareness. This skill by itself has no benefit other than relaxing and calming the practitioner, but often enables other skills, *e.g.*, *Awareness*, *Trance*, and *Codex*. For example, being relaxed allows for better concentration.

Metal-crafts (T)

This meta skill indicates the degree of proficiency in crafting, maintaining and repairing metal goods. This skill must be developed individually for specialized areas, *e.g.*, armorer, blacksmith, bronze-smith, copper-smith, etcher, engraver, foundry, gold-smith, iron-smith, platinum-smith, silver-smith, tin-smith, tooler, weapon-smith, cooper, sculpture, etc. Additional applications include the ability to recognize previously viewed work and detect counterfeits. Imitating/duplicating another artist's style and work (Counterfeit), including signature would have a -3.0z stressor. Metal smiths research new armor often combine this skill with the *Metallurgy* skill.

Metallurgy (T)

This skill indicates the degree of proficiency in metallurgy. This includes the ability to recognize and identify various metals, alloys as well as postulate on the properties of an alloy.

Midwifery (T)

This meta skill indicates the degree of proficiency in the delivery and care of babies. This includes pre and postnatal care of the mother. Midwives are also used to prepare the dead for burial, *e.g.*, wash the body and wrap them in simple sheet before being placed in the coffin. This skill must be developed

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individually for each species. An obvious skill to combine with Midwifery is the *Medical* skill.

Military Procedures (T)

This meta skill indicates the degree of proficiency in knowing how to organize military forces. Applications include supply requirements, security issues and standard operating procedures. This skill should be developed for each differentiable military organization, *e.g.*, air, ground, and sea. Specific procedures may have a -1z stressor, *e.g.*, filling out, submitting and approval of bureaucratic forms, performing inspections, knowledge of command and control, etc..

Military Tactics (T)

This meta skill indicates the degree of proficiency in knowing how to evaluate and plan effective military strategies for various military scenarios. This skill should be developed for each differentiable military tactic, *e.g.*, air, ground, and sea. Specific tactics may have a -1z stressor, *e.g.*, covert operations, siege, etc. For example, siege tactics is knowledge of conducting all aspects of a siege, *i.e.*, positioning of siege engines, sapping, determining points to attack, building ramps and trenches, etc. This skill frequently combined with the *Military Procedures* skill.

Milliner (T)

This skill indicates the degree of proficiency in making hats. Stressors usually include those related to the material used in the hat, *e.g.*, beaver, leather, straw, textiles, etc.

Mimery– see Signaling

Mimicry

This skill indicates the degree of proficiency in the performance art of mimicry, *i.e.*, imitating sounds. The ability to imitate individuals, animals or even the naturally occurring sounds (wind, rain, lightning, etc.) requires that the individual has previously heard the particular sound.

Mingling – see Hiding

Mining (T)

This meta skill indicates the degree of proficiency in evaluating the potential, supervising the set up and running of a mine. Surface and subsurface must be developed separately.

Movement

Some type of movement is involved in most skills and is incorporated as part of those skills. This skill indicates the proficiency in moving at rates above a fast walk. The rate and duration at which the character may perform this skill depends on their *Speed* and *Endurance* ability scores. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Music (T)

This meta skill indicates the degree of proficiency in creating music. This skill must be developed individually for composition, singing and for each instrument. Composition

involves writing/composing original music. Additional applications include: conducting, recognizing previously studied music and the ability to briefly remember and write down new music heard. Composition is often combined with the *Singing* and/or *Instrument* playing skills. Imitating/duplicating another artist's style and work (Counterfeit), would have a -3.0z stressor. Singing indicates the degree of proficiency in the performance art of singing and/or chanting. Additional applications include memorizing new songs and reproducing specific tones or notes. A song may be learned in a language other than one knows but no knowledge of the words is gained. Instrument indicates the degree of proficiency in the performance art of playing a musical instrument. This skill must be developed separately for each significantly different instrument, *i.e.*, violin and viola are considered one skill, but harp must be developed separately. Additional applications of this skill include the ability to recognize previously learned musical passages and memorizing new rhythms and melodies. Furthermore, this skill can be used to detect counterfeit works. This meta skill can be considered a 'craft' if all three are developed above 0.5z.

Navigation (T)

This skill indicates the degree of proficiency in navigating and estimating distances traveled using, maps, compass, sextant, sun, stars, landmarks, etc. This skill is useful for navigating on land, sea and in the air, *i.e.*, determining position, velocity and time (PVT). Lower levels of proficiency can be viewed as simple orienteering. If no external references are available, the entity's sense of PVT will slowly drift with time.

Olfactory Attack

This *Natural Weapon* skill indicates the degree of proficiency in attacking the opponent's sense of smell or ability to breath. Examples include skunks, millipedes, lesser anteaters, polecats, stink bugs, wolverines, bombardier beetles, fire elementals, Hoatzin and the Corpse Flower. The *Bodily Fluids* or a *Spell-like* trait may be used to specify potency. After the initial attack the rate of a repeat attack is entity dependent. This skill is useless unless the entity is naturally endowed with this aptitude.

Painting

This skill indicates the degree of proficiency in the art of painting. Applications include painting portraits, landscapes, architectural, *i.e.*, creation of any image using paints. Limners are usually proficient in this skill. Furthermore, this skill can be used to detect counterfeits. Imitating/duplicating another artist's style and work (Counterfeit), including signature would have a -3.0z stressor.

Parrying –is part and parcel of training with a weapon and perhaps martial arts (Striking/Blocking). It is a negative stressor to an opponent's attack and is a function of the defenders *Agility*, weapon z-scores and the number of attackers. The maximum number of parries per second is based on the entity's *Speed*, *Agility* and *Weapon Speed*, see *Parrying* under *Interactions*.

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Physics (T)

This skill indicates the degree of proficiency in the science of physics. This science deals with matter and energy and their interactions in the fields of mechanics, acoustics, optics, heat, electricity, magnetism, radiation, atomic structure and nuclear phenomena. The combined skill involving the *Mathematics* skill is often required.

Philosophy (T)

This meta skill indicates the degree of proficiency in knowing information about major philosophical branches, *i.e.*, logic, epistemology, metaphysics, and axiology. Logic is the attempt to codify the rules of rational thought. Epistemology is the study of knowledge itself. Metaphysics is the study of the nature of things. Axiology is an umbrella term for different studies that center upon the nature of different types of value. Each differentiable branch must be developed separately.

Picking Pockets

This skill indicates the degree of proficiency in picking an individual's pocket or purse. At higher levels of proficiency, the practitioner can even remove rings, necklaces, bracelets, etc., while the victim is wearing them.

Planar Lore (T)

This skill indicates the degree of proficiency in having academic knowledge of the various planes of existence. This includes recognizing and navigating on the planes. The planes have been categorized into the Upper planes, the Inner planes and the Lower planes. The Inner planes consist of the five classical elements (Earth, Air, Fire, Water and Ether), which are surrounded by the Astral plane. The planets, *e.g.*, *Terra*, are an intersection of all the five classical elemental planes and are sometimes erroneously referred to as the Physical Plane, Material Plane or the Prime Material Plane. The 7 Upper and 9 Lower planes are frequently referred to as Heaven and Hell.

Poetry

This meta skill indicates the degree of proficiency in creating and reading poetry. Additional applications include recognizing previously learned poetic styles and forms and memorizing new poems. This skill must be developed individually for composition, and performance. Composition involves writing original poetry or any stylized form of writing. Additional applications include: writing down, analyzing identifying another writing style and or counterfeits. Imitating/duplicating another artist's style and work (Counterfeit), including signature would have a -3.0z stressor. Performance involves reading and/or improvising poetry publicly, either one's own or another.

Pole-vaulting – see Acrobatics

Polo – see Sports

Prayer

This skill indicates the degree of proficiency in communicating with one's deity or other powerful being.

Communication is ultimately dependent on the deity, *i.e.*, a successful outcome does not guarantee that communication will happen. Communication can be in the form of visions, telepathy, or speech. Through this link the deity could use the supplicant to cast a spell, *e.g.*, the Move-Ether Channels spell. This skill can also be combined with the *Codex* skills.

Psychology (T)

This meta skill indicates the degree of proficiency in the science of the mind and behavior. This includes the mental or behavioral characteristics of an individual or group. Each differentiable species must be developed separately.

Quickdraw

This skill indicates the degree of proficiency in quickly readying a weapon and using it in a melee situation. This skill may be accomplished with any weapon that is normally carried by an entity. For example, *iaido* allows one to draw their sword from its scabbard and strike in the blink of an eye, even while sitting down. If this skill's outcome is a success the associated weapon can then be used in melee immediately (0 seconds) with no snap action stressors. Obviously, the target must be within the weapon's reach/range. *Quickdraw* can only be used once per melee situation. A failure indicates that normal readying time is required to draw the weapon. This skill incorporates the Muscle Memory, Deflecting, and Parrying enhancements, see *Skills*.

Rappelling – see Climbing

Religion (T)

This meta skill indicates the degree of proficiency in knowing information about major religions. Each differentiable religion must be developed separately.

Riding

This meta skill indicates the degree of proficiency in riding animals. At the GMs discretion this skill could be used for supernatural and/or extraplanar creatures. Each differentiable species must be developed separately. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Rope Mastery (T)

This skill indicates the degree of proficiency in manipulating and using lines and ropes. Applications include: evaluating the quality of any rope, knot tying, fabricating a lasso, fabricating a net, coiling, repairing, splicing, mooring, etc.

Rowing

This skill indicates the degree of proficiency at rowing. The rate and duration at which the character may perform this skill depends on their ability scores. For example, the greatest (+3z) distance rowed in 24 hours was 215 miles with a tailwind. The fastest (+3z) mile was about 5.5 minutes. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Sailing (T)

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This skill indicates the degree of proficiency in sailing a boat or ship. As proficiency increases the pilot can increase his speed up to the hull speed of the vessel. The hull speed (mph) is $1.54 \times (\text{the length along the water line})$ measured in feet. This skill is often combined with the *Navigation* skill.

Scribing (T)

This skill indicates the degree of proficiency in performing the actions of a scribe. Applications include: calligraphy, clerk, copier of manuscripts, dictation, librarian, secretary, etc. This includes knowledge of quills, pens, pencils, inks and embossing powders. Furthermore, this skill can be used to detect forged documents, bank records, etc. Producing, making, or adapting documents with the intent to defraud (Forgery), would have a -3.0z stressor. Communication stressors should always be applied.

Seduction – See Manipulation

Sense, Spatial

This skill indicates the degree of proficiency in being aware of their surrounding without the aid of sight. This skill can be used by entities navigating and performing actions while temporarily or permanently blind. Each structure/area learned above the original will have a cumulative -1.0z stressor.

Service (T)

This strong meta skill indicates the degree of proficiency in performing a service rather than providing tangible objects. It can be combined with other skills that involve interactions with other entities, e.g., *Scribing*, *Mathematics*, and *Animal Handling* just to name a few. Examples include domestic servants, e.g., butler, cook, housekeeper, maid, valet, batman, governess, nanny, driver, page, gardener, stable master, gamekeeper, warrenner, etc. It also includes but is not limited to the services of an event coordinator (master of revels), a bodyguard, an accountant, a messenger, tutor, a masseuse and even a sex worker. Each differentiable service must be developed separately. This skill can be combined with *Acting*, *Manipulation* or any other specific skills directly related to the service.

Shield

This meta skill indicates the degree of proficiency in using a shield for defense. A shield provides protection from melee damage provided it covers the hit location. While worn or equipped a shield contributes to an entity's encumbrance and converts virtually all skill actions into a combined skill, see *Combined Skills*. It is assumed that for those skills requiring a high degree of degree of dexterity the shield would be removed before attempting the skill. For example, a shield will be set aside before picking the lock.

ORS™ groups shields based upon its underlying size/protective stressor, e.g., Small (1z), Medium(2z) and Large (3z), see *Goods & Services* below. This base-stressor modifies an opponent's attack and can be modified by magic, e.g., *Bless* spell. Large shields are able to stand on the ground as shelters for soldiers on foot. Medium shields are worn on the arm and

the small shield which were held in the hand. A shield is always protecting an entity's torso and depending on size the neck then then legs. If not in use it can be hung on the back and offer some protection as well. A small shield can be used in *Two-Weapon Combat*, (shield bash) but that skill must be developed separately. The character will develop shield proficiency based upon what he is using. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Shuttlecock – see Sports

Signaling (T)

This meta skill indicates the degree of proficiency in communicating without a spoken or written language. Examples of this include smoke signals, Morse code, Flaghoist communication, Semaphore, panel signaling, charades, sign language, seductive body language and even the performance art of *Mimery*. Depending on the method used various props may be needed. Each means of communicating must be developed separately.

Singing – see Music

Skating

This skill indicates the degree of proficiency at skating. The rate and duration at which the character may perform this skill depends on their ability scores. For example, the max (+3z) human speed skating record was 59 mph.

Skiing

This skill indicates the degree of proficiency skiing. The rate and duration at which the character may perform this skill depends on their ability scores. The maximum (+3z) human downhill speed record was 150 mph. Ski jumping is a combined skill of jumping and skiing, see *Combined Skills*.

Skinning (T)

This skill indicates the degree of proficiency in skinning and initial preservation of animal skins.

Sleight-of-hand (T)

This skill indicates the degree of proficiency in performing conjuring tricks. Obvious applications include card tricks, palming dice, etc.

Soccer -- see Sports

Social Structure -- see Combined skill

Sonic Attack

This *Natural Weapon* skill indicates the degree of proficiency in attacking the opponent's hearing. These terrifying sounds can paralyze or even deafen an opponent. Examples include a lion's roar, dragon's roar, and a banshee's wail. This skill is range dependent as the sound will decrease by $1/r^2$. A *Spell-like* trait may be used to specify potency. This skill is useless unless the entity is naturally endowed with this aptitude.

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Spelunking – see Survival, Underground

Sports (T)

This very weak meta skill is active and can be quite exhausting and depending on the era even dangerous. Active games, sports, tend to rely primarily on physical abilities. In addition to proficiency in playing the sport, these skills also provide an understanding of the rules, techniques, tactics and even the history. For passive games see Games.

In *Terra 1592*, there are few or no standard rules and the sport can be very brutal, specifically those that involve the lower classes. A classic example is Purring, were opponents wear wooden clogs and kick each other until one admits defeat. Each sport must be developed separately.

Sport	Possible Stressors
Billiards	
Football (soccer)	movement
Golf	balance
Lawn Bowling	
Polo	balance, riding
Purring	Striking/Blocking
Shuttlecock	balance
Tennis	balance

Stalking

This skill indicates the degree of proficiency in moving without being detected, *i.e.*, using camouflage, silence, shadow, what is available from the surrounding environment, etc. to conceal one's presence. Movement rate is an obvious stressor and is dependent on speed, e.g., a 0z or higher assumes a slower than walking, -1z to -2z would be for normal walking, -2z to -3z would be for jogging and -4z would be for running.

Stilt-walking – see Acrobatics

Stone-crafts (T)

This meta skill indicates the degree of proficiency in crafting, maintaining, and repairing stone goods. This skill must be developed individually for specialized areas, *e.g.*, brick maker, lapidary, masonry, sculpture, stone carving, stone cutter, etc. Additional applications include the ability to recognize previously viewed work and detect counterfeits. Imitating/duplicating another artist's style and work (Counterfeit), including signature would have a -3.0z stressor.

Story Telling – see Drama

Streetwise -- see Survival-Urban

Striking/Blocking

This *Natural Weapon* skill indicates the degree of proficiency in striking an opponent to inflict bodily damage. Spell casters often gain proficiency with this skill to facilitate spells requiring touch. Strikes can be from the hands, elbows, knees, feet, head, etc. Examples include most martial arts, boxing, unarmed brawling, stomps from a dragon, ramming from a sheep, kicks from a horse, and a tail whip from a dragon.

Blocking is used for both armed and unarmed attacks. Blocking is developed in parallel with a striking, *i.e.*, it is part and parcel of learning how to strike, *e.g.*, Parrying and

Deflecting. Note: blocking a sharp object without protection can be dangerous. Stressors based on relative size may apply.

Called shots (-2z) can be used to strike specific locations, or Parry/Defect weapons and missiles. With -3z stressor this skill can also be used to allow the user to *catch* a thrown object, weapon, or a fired missile targeted within reach. A *stun* may be attempted with a -3z stressor which will render an opponent unconscious or cause extreme pain effectively immobilizing them. The execution of this skill usually involves delivering a strike to specific point on the targets body. Pressure point fighting, vital points, dim-mak, hyel-dul and kyusho-jitsu are all words used to describe the methods of attacking vulnerable locations on the entity's body. This skill is a combined skill with the appropriate *Anatomy* skill. This skill can also be used to negate stun on an entity. In *Terra 1592* dim-mak, et.al, would require access to a master from the far-east. This skill incorporates the Muscle Memory, Deflecting, and Facing enhancements, see *Skills*.

Supernatural Creature Lore

This skill indicates the degree of proficiency in knowing information about supernatural creature, including their true name. Knowing their true name would have an associated -3z to -4z stressor.

Surgery – see Medical Aid

Surveillance – see Awareness

Survival

This meta skill indicates the degree of proficiency in knowing procedures and techniques to explore and survive in various, often violent, environments. This includes finding shelter, building a fire, finding food and water, etc. In addition, it includes understanding the general protocol and attitudes when interacting with those who live and work in these environments. This skill must be developed for each specific environment, *e.g.*, desert, urban, forest, artic, aquatic, underground, etc. An example for urban survival is streetwise. This skill does not include the ability to hunt or fish but are often uses together as a combined skill.

Sweep Attack

This *Natural Weapon* skill indicates the degree of proficiency in knocking an opponent to the ground. This skill includes takedowns, throws, and sweeps. Examples include aspects of judo, kung-fu, ju-jitsu, and a tail sweep from a dragon. A successful *Sweep* can be followed by a +1z *Grappling* attack to pin the opponent's arm or leg, or a strike to inflict additional damage. Stressors based on relative size may apply. This skill incorporates the Muscle Memory and Facing enhancements, see *Skills*.

Swimming (T)

This skill indicates the degree of proficiency at swimming. The rate and duration at which the character may perform this skill depends on their ability scores. For example, the fastest (+3z) human on record swam 50 yards in 20 seconds, and a mile

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in 15 minutes. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Symbol Lore (T)

This skill indicates the degree of proficiency in having academic knowledge of magical symbols and runes as they pertain to *Ritual Magic* and the *Codex*.

Tennis – see Sports

Textile-crafts (T)

This meta skill indicates the degree of proficiency in skills utilizing fibers or other extended linear materials such as thread or yarn. Examples include: spinning, sewing, weaving, embroidery, tapestry, crochet, knitting, lace-making, patchwork, rope-making, and Lucet. Milliners (Hatters), Glovers, Drapers, Mercers, Staplers, Tailors and Seamstresses are usually proficient in this skill. Each specialization must be developed separately. Imitating/duplicating another artist's style and work (Counterfeit), would have a -3.0z stressor.

Throwing

This skill indicates the degree of proficiency in throwing objects, rocks, bottles, balls, dwarves, etc.. Throwing a weapon is a combined skill, see *Combined Skills*. This skill impacts distance and accuracy. Possible stressors due to distance for throwing a 4" diameter object weighing 5-6 ounces would be 0z for up to 30 feet, -1z, for 30 to 70 feet, -2z for 70-150 feet, and -3z would be for a range of 150 to 300 feet.

Tightrope-walking – see Balance

Toughness (T)

This skill indicates the degree of proficiency in conditioning one's body to withstand concussion blows which would otherwise inflict damage. Examples include 'iron-shirt' Qi Gong and 'iron-bone' training. A successful outcome using this skill improves an entity's base *Natural Armor* trait up to a maximum of +1.0z. This type of training normally takes years of dedication. In *Terra 1592* this skill would require access to a master from the far east.

Toxicology (T)

This meta skill groups the various skills having to do with poisons. The skills of identification, preparation and administration must be developed separately. Identification indicates the degree of proficiency in locating, identifying, harvesting, and correctly preserving the natural ingredients (chemical, plants, and animal products) that are a component(s) of a poison. This identification may be either in the natural, preserved or even the prepared state. This perception will be dependent on the type of poison, as some are virtually impossible to detect, *i.e.*, colorless, odorless, and tasteless. For other types of poison the five mundane senses are used to determine the outcome space. Furthermore, knowledge of historical, legendary, and magical uses and applications may also be determined. Preparation indicates the degree of proficiency in preparing a poison using previously identified

components. The *Alchemy* skill is frequently combined with this skill. Administration indicates the degree of proficiency in applying, using, and removing a previously prepared poison. During adolescent development this skill is available only with good justification. This meta skill can be considered a 'craft' if all three are developed above 0.5z.

Tracking

This skill indicates the degree of proficiency following a trail left by someone or something. This skill encompasses such things as footprints, torn clothing, trampled and broken vegetation, etc. At higher levels of proficiency the user can even track in urban settings. Furthermore, depending on the situation and outcome the user can determine number, type of creature, age, health, speed and even whether the creature is attempting to backtrack. Finally, this skill can be used to hide tracks, *i.e.*, make tracking by others more difficult. The major stressors to tracking are time and weather.

Trading

This skill indicates the degree of proficiency in performing transactions related to goods, money, or services. This skill includes knowledge of trade routes, customs laws, exchange rates, traditions, and rituals. Communication stressors should always be applied.

Training (T) – see Animal Sciences

Trance (T)

This rare meta skill involves entering into a deep trance during which the entity will be unaware of their surroundings for a period of time based on the action's outcome (tens of minutes). After successfully entering a trance, they can achieve various outcomes, *e.g.*, *Cleansing*, *Death*, *Healing*, *Recall*, *Sleep*, and *Stabilization*. The *Cleansing* and *Healing* trance can also be used to draw bodily curses, poison, diseases, and damage from another entity into the practitioner's body, with a negative -1z stressor for each step away from themselves, (Animal, Human, Supernatural, Extraplanar). Another successful action would then be required to *Heal* and *Cleanse* the practitioner. NOTE: Action outcomes that result in failure will result in additional damage which might kill the practitioner. The *Meditation* skill can be used as a positive stressor for these actions. In *Terra 1592* this skill would require access to master from the far east or a Supernatural or Extraplanar teacher. The Cleansing trance indicates the degree of proficiency in removing negative influences on themselves or held objects, *e.g.*, curses, poison, diseases, lingering evil, etc. The amount of cleansing performed is dependent on the action's outcome. The Death trance indicates the degree of proficiency to enter a state that is virtually indistinguishable from death, *i.e.*, they will appear dead. The duration and the degree to which death is mimicked are dependent on the action's outcome. The Healing trance indicates the degree of proficiency in speeding up natural healing. The duration and amount of healing is dependent on the action's outcome. This skill is not applicable to a practitioner's brain injuries. The Recall trance indicates the degree of proficiency to recall events, names, and situations. As

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proficiency increases the practitioner can recall events from long ago. The *Sleep* trance indicates the degree of proficiency in reducing the amount of sleep required to be refreshed. The duration is dependent on action's outcome. A Minor, Good, Impressive, Extraordinary, and Epic Success would reduce the normal required sleep by 20%, 30%, 45%, 65% and 90% respectively. The *Stabilization* trance indicates the degree of proficiency in controlling normally involuntary bodily actions, e.g., reducing blood loss by constricting the blood vessels or slowing down a poison result by slowing down one's metabolic processes. The duration and degree of stabilization is dependent on action's outcome. If at the end of the duration, the wounds have not been healed or repaired, the injuries will return at their original degree. This skill is not applicable to brain injuries.

Transference (T)

This rare meta skill indicates the degree of proficiency in temporarily swapping one ability *zScore* with another from the same category, thereby potentially temporarily increasing all skills dependent on that ability. Any ability in a row in the table below could be swapped with another from the same row, e.g., *Reasoning* could be swapped with *Strength* or *Spirituality*. Each ability category must be developed separately. The duration is dependent on action's outcome. A Minor, Good, Impressive, Extraordinary, and Epic Success would equate to a 1-, 5-, 12-, 20- and 30-minute duration respectively. In *Terra 1592* this skill would require access to a master from the far east.

ABILITY CATEGORY	Body	Mind	Soul
<i>Attractiveness</i>	Comeliness	Eloquence	Charisma
<i>Celerity</i>	Speed	Quickness	Empathy
<i>Flexibility</i>	Agility	Intuition	Creativity
<i>Health</i>	Vitality	Stability	Morality
<i>Power</i>	Strength	Reasoning	Spirituality
<i>Stamina</i>	Endurance	Memory	Will

Traps (T)

This meta skill groups the various skills having to do with traps. The skills of detection, disarming and fabrication must be developed separately. *Detection* indicates the degree of proficiency in detecting inanimate, non-magical traps. This includes indoor and outdoor traps. *Arm/Disarm* indicates the degree of proficiency in setting or disarming previously detected inanimate traps. This includes indoor and outdoor traps, e.g., snares, leg traps, deadfalls, etc. *Fabrication* indicates the degree of proficiency in building inanimate traps. This includes indoor and outdoor traps, mechanical and natural.

Two-Weapon Combat

This skill indicates the degree of proficiency in fighting with two weapons simultaneously, e.g., rapier and dagger, a brace of rapiers, short sword and club, etc.. Each weapon must be a one-handed weapon and be held in a single hand. The weapon pair must be specified. The *Parry* stressor, weapon used to parry, is determined randomly. Use of this skill can double the rate of attacks as it halves the standard action time of each weapon, but they occur in series. This skill incorporates the Muscle Memory, Parrying, and Deflecting enhancements, see *Skills*.

Ventriloquism

This skill indicates the degree of proficiency in the performance art of ventriloquism. The distance one can throw their voice is dependent on their proficiency. This skill can be combined with other verbal skills, e.g., *Singing*, *Mimicry*, *Story Telling*, etc. The use of various props can help when performing this skill.

Visual Attack

This *Natural Weapon* skill indicates the degree of proficiency in impacting the opponent's sense of sight and may be offensive or defensive in nature. Examples include most cephalopods (e.g., octopus). The *Bodily Fluids* or a *Spell-like* trait may be used to specify potency. After the initial attack the rate of a repeat attack is entity dependent. This skill is useless unless the entity is naturally endowed with this aptitude.

Weapons

These skills indicate the degree of proficiency using weapons for both offensive and defensive combat, see *Parrying* under *Interactions*. *ORS™* groups weapons based upon the following general categories, where each group is a meta skill: Weapon, Artillery (Missile), Weapon, Artillery (Gunpowder), Weapon, Concussion (1 Handed), Weapon, Concussion (2 Handed), Weapon, Edged (1 Handed), Weapon, Edged (2 Handed), Weapon, Firearms (1 Handed), Weapon, Firearms (2 Handed), Weapon, Missile (1 Handed), Weapon, Missile (2 Handed), Weapon, Pole Arms and Weapon, Thrown. The weapons categories are defined below along with examples and general information.

Weapon, Artillery (Missile, T) - This type of weapon includes all non-gunpowder artillery (a.k.a., machines or engines). Some of the large pieces used in the late medieval era can be traced to tension and torsion powered machines used in ancient times, the rotating-beam engine (most famous of which is the *trébuchet*) is unique to medieval warfare. Medieval crew-operated weapons were of two general categories relating to tactical employment: indirect fire (throwing or lobbing) objects (projectiles) toward a target area and directly shooting a missile (arrow/bolt or 'bullet') at a target. The size of such weapons and logistical demands of providing the consumable projectiles to be shot emphasized the use of such machines mainly for siege operations - employed both by the besiegers and the defenders.

Weapon Name	Type	Weight (#)	Length (feet)	Range (feet)
Ballista	Direct	200 - 400	6 - 11	1075/150/320
Catapult	Indirect	500 - 1500	12 - 24	-/-/150-360
Trebuchet	Indirect	2000 - 13,000	20 - 35	-/-/240-720

Weapon, Artillery (Gunpowder, T) - This type of weapon includes all heavy military weapons that utilize gunpowder to project missiles and objects. The first cannons were made up of two distinct types, small guns of cast copper/bronze alloys firing arrow-like missiles and lead shot and wrought iron cannons firing stone or iron balls or shrapnel. It is difficult to say exactly when cannons were invented, but they were in use in the early 14th century e.g., at Ghent in 1313, at the siege of Metz in 1324 and by English troops against the Scots in 1327. The earliest listing of firearms in an inventory is in a Florentine ordinance of 1326 which refers to a cannon of bronze.

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Weapon Name	Weight (#)	Length (feet)	Range (feet)
Cannon	20 - 1000	3 - 12	10/75/150/300
Volley Guns (Organ Gun)	80	6 - 7	10/30/90/150

Weapon, Concussion* (1 Handed) - This type of weapon includes all one-handed weapons which primarily inflicts concussive damage, including a shield bash. This skill incorporates the Muscle Memory, Deflecting, and Facing enhancements, see *Skills*.

Weapon Name	Weight (#)	Length (feet)
Blackjack	1 - 2	0.5 - 1
Club	3-7	3-5
Mace	3.5 - 8	2 - 3
Morning Star	4 - 8	2.5 - 4
Nunchaku	2 - 3	2.5 - 3
Shield	5 - 15	0.75 - 6
War Hammer	4 - 7	1.5 - 4
Whip	2 - 5	6 - 9

Weapon, Concussion (2 Handed) - This type of weapon includes all two-handed weapons which primarily inflicts concussive damage. This skill incorporates the Muscle Memory, Deflecting, and Facing enhancements, see *Skills*.

Weapon Name	Weight (#)	Length (feet)
Flail	4 - 8	2.5 - 4
Quarterstaff	3 - 5	5 - 7
War Mattock	4 - 8	3.5 - 5

Weapon, Edged (1 Handed) - This type of weapon includes all one-handed weapons which primarily inflicts slashing and cutting damage. This skill incorporates the Muscle Memory, Deflecting, and Facing enhancements, see *Skills*.

Weapon Name	Weight (#)	Length (feet)
Bastard Sword	4.5 - 6	3 - 4
Broadsword	3 - 5	2 - 3.5
Dagger	0.75 - 1.5	0.75 - 1.5
Falchion	3.5 - 5	2 - 3
Hand Axe	4 - 6	2 - 3
Katana	4 - 6	3.5 - 4
Knife	0.4-0.75	4"-9"
Main Gauche	1 - 2	1 - 1.5
Rapier	1.5 - 3	3 - 5
Scimitar	3 - 5	2.5 - 4
Short Sword	2 - 4	1.5 - 2
Wakasashi	2 - 4	1.5 - 2

Weapon, Edged (2 Handed) - This type of weapon includes all two-handed weapons which primarily inflicts slashing and cutting damage. This skill incorporates the Muscle Memory, Deflecting, and Facing enhancements, see *Skills*.

Weapon Name	Weight (#)	Length (feet)
Battle Axe	5 - 9	2.5 - 4
Bastard Sword	4.5 - 6	3 - 4
Claymore	6 - 8	3.5 - 6.5
Katana	4 - 6	3.5 - 4

Weapon, Firearms (1 Handed, T) - This type of weapon includes all one-handed weapons which utilize black powder to project missiles and objects at a target. The evolution for pistols is matchlocks, the expensive wheellocks, the snaphaunce and then the flintlocks. The snaphaunce was actually the first flintlock. This skill incorporates the Muscle Memory and Facing enhancements, see *Skills*.

Weapon Name	Weight (#)	Length (feet)	Range (feet)
Matchlock	2.7 - 5	0.75 - 1.5	10/50/100/200
Snaphaunce (1570 AD)	2.7 - 5	0.75 - 1.5	10/50/100/200
Wheel lock (1517 AD)	2.7 - 5	0.75 - 1.5	10/50/100/200
Flintlock (1620 AD)	2.7 - 5	0.75 - 1.5	10/50/100/200

Weapon, Firearms (2 Handed, T) - This type of weapon includes all two-handed weapons which utilize black powder to project missiles and objects at a target. The evolution for guns

began around 1420 AD with the Hand Gonne. The Hand Gonne was basically a personal cannon, extremely dangerous and not very accurate. Next came the matchlocks, the expensive wheellocks, the snaphaunce and then the flintlocks. The snaphaunce was actually the first flintlock. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Weapon Name	Weight (#)	Length (feet)	Range (feet)
Hand Gonne (1420 AD)	9	4 - 5	10/25/50/120
Matchlock (harquebus, arquebus, caliver, musket)	12 - 14.5	3 - 6	20/120/250/370
Snaphaunce (1570 AD)	12 - 14.5	3 - 6	20/120/250/370
Wheel lock (1517 AD)	12 - 14.5	3 - 6	20/120/250/370
Flintlock (1620 AD)	12 - 14.5	3 - 6	20/120/250/370

Weapon, Missile (1 Handed) - This type of weapon includes one handed weapons designed to hurl missiles at a target. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Weapon Name	Weight (#)	Length (feet)	Range (feet)
Ballestrino (1600 AD)	1-2	1-1.5	10/25/50
Sling	0.5 - 1	1.5 - 3	10/60/120/180

Weapon, Missile* (2 Handed) - This type of weapon includes all two hand weapons designed to hurl missiles at a target. Heavy crossbows utilize a windlass to cock the weapon where light crossbows use a goat's foot or a stirrup. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Weapon Name	Weight (#)	Length (feet)	Range (feet)
Blow Gun	1.5 - 2	3 - 6	10/25/50/100
Bow, Composite	2-3	32.5-4	10/100/200/300
Bow, Long	2 - 3	5 - 7	10/100/200/400
Bow, Short	1.5 - 2	2.5 - 3.5	10/100/180/240
Crossbow, Heavy	8 - 12	3.5 - 4.5	20/100/200/350
Crossbow, Light	4 - 8	2 - 4	10/100/200/350

Weapon, Pole Arms - This type of weapon includes all long weapons on the end of a stick. Pole arms are infantry weapons. The additional reach the pole gives affords the wielder of the weapon the advantage of striking the enemy before he himself can be struck or holding the enemy at a distance. The system of classification outlined here presupposes that any weapon considered has a haft or shaft length of not less than 5 feet. Note: When using an edged pole arm, e.g., spear, that is roughly the weight and balance of a staff and when staff (2H Concussion) is developed separately, the PC can, when using the spear, decide (before attack roll) to do concussion damage or edged damage. The attack is made using the skill associated with the specific damage. This skill incorporates the Muscle Memory and Deflecting enhancements, see *Skills*.

Weapon Name	Weight (#)	Length (feet)
Bardiche	5 - 9	5 - 6
Fauchar, Glaive, Guisarme	5 - 9	9 - 10
Halberd, Poleaxe	6 - 10	9 - 10
Lance	8 - 15	9 - 15
Lochaber Axe, Voulge	5 - 9	8 - 10
Military Fork	5 - 9	9
Pike	8 20	20 - 21
Partisan, Ranseur, Spetum	5 - 9	8 - 11.5
Spear	3 - 8	6 - 11

Weapon, Thrown - This type of weapon includes weapons that are normally thrown. For weapons that are not normally thrown see *Combined Skills*. This skill incorporates the Muscle Memory and Facing enhancements, see *Skills*.

Weapon Name	Weight (#)	Length (feet)	Range (feet)
Bola	5-9	2.5-4	-/30/60/100
Boomerang	0.5 - 1	1.5 - 2	10/25/50/150
Darts	0.5 - 1	0.5	10/25/50
Grenade (Black powder)	1 - 2	0.3 - 0.5	10/30/50/70
Javelin	3 - 5	4 - 7	10/50/100/-
Knife	0.4-0.75	4"-8"	10/20/30/-

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Shuriken	0.25 – 0.5	0.2 – 0.75	10/25/50/-
Spear	3 - 8	6 - 11	10/25/50/-

Weather Watching

This skill indicates the degree of proficiency in observing the clouds, humidity and wind to determine the local weather. This skill is usually limited to the next 12 to 24 hours.

Weight-lifting

This skill indicates the degree of proficiency in lifting objects of significant weight. This skill impacts weight and control of the object once lifted. The actual weight is dependent of the entities *Strength* ability. This skill incorporates the Muscle Memory enhancement, see *Skills*.

Wing Buffet

This *Natural Weapon* skill indicates the degree of proficiency in creating gale force winds that collect loose debris (dirt, pebbles, coins, etc.) and turn them into flying projectiles. Examples include air elementals, and dragons turning their treasure trove into a nightmare of flying debris. The older the dragon the higher the wind speed. This skill is useless unless the entity is naturally endowed with this aptitude.

Wood-crafts (T)

This meta skill indicates the degree of proficiency in crafting, maintaining, and repairing wood, bone and ivory objects. This skill must be developed individually for specialized areas, e.g., bower, carpentry, cartwright, fletcher, sculpture, carver, building, clog maker, shield-maker, shipwright, wheelwright, paper, etc. Coopers, Joiner, Fletchers, Bowyers, and Stationer are usually proficient in this skill. Additional applications include the ability to recognize previously viewed work and detect counterfeits. Imitating/duplicating another artist's style and work (Counterfeit), including signature would have a -3.0z stressor.

Wrestling – see Grappling Attack

21.4 Combined Skill Descriptions

Combined skills are just two or more skills used simultaneously. Combined skills cannot be developed, they are calculated using underlying skills, see *ORS™ Design Document*. Combined skills are automatically calculated by the *CARP™* engine and are used to speed up game play. The skills are assumed to be equally important in performing the action. If this is not the case a stressor can be used to reflect this, see *Stressors*. The combined skill zScore may not be optimized for the player's character. The player always has the option of picking and choosing a particular skill set for the situation and performing them one at a time. Of course, this will take much longer, and many things can happen during this extra time. A few examples are presented below, and the GM may add to the list as needed.

Ambush combines the *Hiding* and *Stalking* skills. This combined skill is designed to complete an action before the opposing entity can react.

Armor+ converts virtually all skill actions into a combined skill while worn. The armor's zScore will never exceed the minimum of the other skill being combined. This reflects the fact that mundane armor will never help a combined action.

Casting combines a *Codex Verb* and a *Noun* skills.

Culture Lore combines all the entity's skill knowledge of: *Bureaucracy, Crafts, Dancing, History, Language, and Religion* to infer information about a specific culture.

Dodging & Evasion combines the *Acrobatic* and *Movement* skills. Specifically, this skill helps in avoiding projectile weapons and evading or escaping encounters. This combined skill can be used for Air, Land and Sea environments.

Falling is a special combined skill of *Acrobatics-Air* and *Jumping & Landing-Vertical*. It is special because the action succeeds, you are falling, the only question is how well you can land, hopefully minimizing the damage.

Leadership combines the *Manipulation-Direct* skill with another focus skill. Leadership is the art of motivating a group of people to act toward achieving a common goal. A successful outcome temporarily increases the entity's *Entropy* trait, i.e., it is a stressor to those around the leader.

Mounted Combat combines all the entity's *Riding* skill and a *Weapon* skill. It indicates the degree of proficiency in fighting with a weapon while mounted. Jousting would fall under this skill.

Politics combines the all the entity's skill knowledge of *Bureaucracy-Admin, Manipulation, Contacting, and Drama-Acting* in the domain of politics.

Research combines *Active Awareness* skill and another focus skill, e.g., *Alchemy, Magic Ritual, Math, Physics*, etc. It indicates the degree of proficiency in performing research on a particular topic. The result of this research could support the creation of a new spell, a new understanding about the universe, or even the development of super-glue. Each research endeavor should be assembled separately.

Shield+ converts virtually all skill actions into a combined skill while worn or equipped. The shield's zScore will never exceed the minimum of the other skills being combined. This reflects the fact that mundane shields will never help a combined action.

Silent Kill combines the skills of *Stalking*, a *Weapon* and all the entity's *Anatomy* skill knowledge. A successful outcome will deliver a deadly blow (2X) silently such that the victim makes no noise. If the blow does not kill the opponent, then the opponent is free to raise an alarm. This skill is usually limited to opponents no more than 1.5X the height of the practitioner.

Situational Awareness combines the skill of *Awareness-Passive* while performing another focused skill. It has stressors

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of the five primary senses and initiative stressors if used during melee. A successful outcome can reduce the possibility of surprise, falling into a pit or accidentally hitting an ally.

Ski Jumping combines the skills of *Skiing* and *Jumping & Landing-Vertical*.

Social Structure combines all the entity's skill knowledge of *Bureaucracy*, *Manipulation-Indirect* and *Religion* to infer information about the social structure of a society. Social structure is the differentiation (organization) of a society based on family, religion, media, law, politics, social-status, caste, and wealth. A positive outcome would provide insight into how an existing plan or enterprise might be modified to improve success.

Spell-like Trait is handled just like **Casting**, *i.e.*, it combines a *Codex Verb* and a *Noun* skills.

Swashbuckling combines the skills of *Acrobatics* and *Weapons*. It indicates the degree of proficiency in the performing 'artistic' actions while fighting. This includes inscribing letters with a sword, retrieving a weapon with one's foot, swinging from a rope while fighting, etc. This combined skill can be used for Air, Land and Sea environments.

Thrown Weapon combines the *Throwing and Weapon* skills. It is meant for weapons/items that that are not normally thrown. "Only Porthos could invent a new way of disarming himself" Aramis.

Weapon Name	Weight (#)	Length (feet)	Range (feet)
Club	3-7	3-5	-/5/10/-
Dagger	0.75 - 1.5	0.75 - 1.5	-/10/25/50
Hand Axe	4 - 6	2 - 3	-/10/25/50
Lasso	1 - 2	25-35	10/25/-/-
Mace	3.5 - 8	2 - 3	-/10/-/-
Main Gauche	1 - 2	1 - 1.5	-/10/-/-
Molotov cocktail (Burning Oil)	1 - 2	0.3 - 0.5	10/20/30/40
Net	1.5 - 4	4 - 8	10/20/-/-
Short Sword	2 - 4	1.5 - 2	-/10/-/-
War Hammer	4 - 7	1.5 - 4	10/25/50/-

Transformation combines the *Awareness-Active and Control Frenzy* skills. Transformation is used to determine outcome for the *Morphing* and *Therianthropy* traits. Depending on application it could have stressors of *Control Therianthropy*, *Meditation* and *Prayer* skills. Transformation does not heal damage, but it can heal exhaustion.

21.5 Combined Traits

In an identical manner, traits can be combined as well. Two classic examples are *Echo Location* and *Vision*.

Echo Location

Echo Location requires *Hearing*.

Vision

Most actions involving seeing are combined, *e.g.*, *Vision*, *Distance* and *Visual Acuity*. The first describe the type of vision

with associated movement, color, and shape determination and the second describes the details seen.

21.6 Meta Skills

Meta skills are used to determine a character's proficiency in a skill in which he has little or no direct experience but does have some similarity to a known skill. Examples of meta skills include *Animal Sciences*. *Animal Sciences* is a meta skill that has the skills *Handling*, *Herding* and *Training* below it. Each of these skills have some overlap having to do with animals. Most meta skills are at the same level (primary), and have significant overlap *e.g.*, *Animal Sciences*, *Armor* and *Shield*. Some meta skills have a hierarchy, and the overlap decreases as travel up the roots, *e.g.*, *1-Handed Edged Weapons* and *2-Handed Edged Weapons* are both primary meta skills but share some similarities in the fact they are both *Edged Weapons* (secondary).

A classic example is Soldier Sam skilled (+2z) in using an Arming Sword (1-Handed Edged Weapon) fighting for his life against a band of Pirates armed with Scimitars (1-Handed Edged Weapon). Sam breaks his sword on the skull of a pirate. He drops his broken sword, and he takes the dead pirate's sword. Sam has never trained with a Scimitar (-2z) but it is still a 1-Handed Sword. His effective skill using a scimitar approaches 0z and he continues his battle.

An example illustrating a secondary meta skill involves Sam fighting some Scottish Brigands armed with Claymores (2-Handed Edged Weapon). Sam once again breaks his sword (Sam is unlucky) and picks up the enemy's sword. Sam has never trained with a Claymore (-2z) it is not a 1-Handed Edged Weapon but it is an Edged Weapon. His effective skill using a Claymore is -0.17z and he continues his battle.

22 Goods & Services

On the following pages are charts listing standard equipment and services your characters may need. Along with each chart are a number of other factors. The sections below describe the factors found on each chart.

Note: The prices given here presume that the object is being purchased in a normal town. Prices should vary according to the situation. Except for containers the volumes listed are actual volume, packing volume will be 50-100% more. Containers list the volume they can hold.

22.1 Exchange Rates

In the *Terra 1592* campaign players traveled all over the world, *i.e.*, they were not limited to England. *ORSTM* uses the following exchange rates for foreign currency. The actual exchange rates for this time period are not readily available. The following table is based on the Marteau Currency Converter which is circa 1700 AD. It is not historically accurate for 1592 but was used nevertheless.

England	1 Pound (£)
Brabant (Spanish Netherlands)	1 Pond, 15 Schellingen, 7 Groten
Denmark, Norway	4 Rigsdaler, 2 Marck, 11 Skilling
France	13 Livres, 6 Sols, 8 Denier
Germany	1 Gulden, 40 Kreuzer, 0 Pfennig
India	10 Rupees, 0 Annas, 0 Pies
Italy, Venice	33 Lira, 6 Soldi, 8 Denari
Japan	0 Oban, 2 Bu, 37 Momme, 2 Kan, 114 Mon
Nederlands	11 Gulden, 2 Stuyver and 4 Penning
Ottoman Empire (Egypt, Arabia, Syria, Turkey, Greece, Balkans)	6 Gurus, 113 Akches
Persia	0 Tomans, 13 Abbasis, 67 Dinars
Poland	13 Zloty, 9 Grosz, 18 Denar
Portugal	3565 Reis
Russia	4 рубль, 76 копѣйка
Spain	37 Reals, 9 Maravedis
Sweden	8 Riksdaler, 3 Mark Silfwermynt, 4 Ore
Switzerland	46 Florin, 8 Sol, 0 Denier

In England the basic dominations are the sovereign (pound), shillings, and pence. A sovereign is made of gold and is worth 1 pound. The angel is also of gold and is worth ½ pound. A crown is worth 5 shilling and is made in both gold and silver. A half-a-crown is worth 2 shillings 6 pence. The shilling is made of silver and is worth 12 pence and 20 of them are worth a pound. A sixpence is a silver coin worth six pence. A groat is a silver coin worth 4 pence. The penny is a silver coin worth a penny and 12 of them are worth a shilling.

22.2 Accessories

These are common items that adventuring characters often need. The price given is the average price for this item in Elizabethan England. Also shown are the average weights and packed volume the item would encompass.

Accessories	Cost £	Volume	Weight (pounds)
Billament	2c+	0.01ft ³	2 oz

Bodkin	1c+	0.01ft ³	1 oz
Bracelet	1c+	0.01ft ³	3 oz
Broach	1c+	0.01ft ³	4 oz
Brush	1s	0.01ft ³	2 oz
Comb	5d	0.01ft ³	1 oz
Earrings	10s+	0.005ft ³	1 oz
Fan	1s	0.02ft ³	2 oz
Incense, stick (12)	1s 6d	0.005ft ³	1 oz
Jewels	2c+	0.001ft ³	1 oz
Makeup	5d – 2s	0.02ft ³	8 oz
Necklace	10s	0.01ft ³	7 oz
Parasol	2c	0.19ft ³	8 oz
Pendant	10s+	0.01ft ³	4 oz
Pomander	3s	0.06ft ³	8 oz
Rings	1c+	0.001ft ³	1 oz
Rosaries	1s 6d	0.02ft ³	3 oz
Spectacles	10s	0.01ft ³	2 oz
Symbol, silver religious	2£ 10s	0.01ft ³	1 oz
Symbol, wooden religious	1s		1 oz
Watch	4£		3 oz

Billament are ornate, and often include jewels or gold work separated by clusters of pearls. Billaments and carcanets (close-fitting necklaces) often matched. Billiments were also sewn along the neckline of a gown and along the top and bottom of a French hood.

Bodkin is a blunt pin with a pearl or other gemstone at one end. It usually adorns the hair.

Brooches were popular during the early 1500s. They fastened with a pin on the back and were often secured by ribbons as well. They were often shaped like a cross or depicted a particular scene. They fastened to a gown's neckline and were sometimes used to pin partlets closed.

Earrings could be a single ring, jewel, or pearl. Pendant earrings were also worn, often with one or three pearls or teardrop-shaped cabochons hanging from the central jewel. The earring could also be threaded on a ribbon, which was threaded through the earring hole with a needle and tied in a bow.

Fan is a decreteive handheld device. It was in daily service as a protection against the sun, as a means of cooling the air, driving away insects and, when necessary, fanning the fire into a flame.

Jewels could be sewn onto clothing. The settings for these jewels often had four loops at the corners to aid in stitching them to a gown or sleeve.

Makeup includes kohl, ceruse, vermilion, and brushes. Pale skin could be achieved by a number of means, the most popular being ceruse, a mixture of white lead and vinegar that was favored by the nobility. Face paint, generally referred to in period as fucus, came in a variety of reds and was used mainly upon the cheeks and lips. Madder, cochineal, and ochre-based compounds were all used as blush and lip-color, but vermilion (mercuric sulfide) was the most popular choice of the fashionable court lady. Women would use drops of belladonna in their eyes to achieve that bright sparkle and outline them with kohl (powdered antimony) to enhance their size or make them appear more wide set. Plucked eyebrows were de rigueur for a court lady, as was a high brow. A high hairline had been for centuries a sign of the aristocracy, women would pluck their

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brow hair back an inch, or even more, to create a fashionably high forehead.

Pendants were elaborate creations of gold, jewelry, enamel, and pearls. They often had teardrop pearls hanging from the bottom. Pendants in the form of crosses, cameos, and goldwork scenes depicting religious and classical events were common. Sometimes the cameos were partially covered with gold leaf.

Pomander is an ornate container about the size of lemon often made of silver, gold and adorned with jewels. They contained aromatic substances to dispel body odor and protect against infection. It hung from the girdle.

Necklaces made of gold chains and strings of pearls of varying lengths and sizes were the most common type of jewelry worn by both the richer merchant classes as well as the nobility. The rich sometimes wore several strands of pearls together. Carcanets (rich, wide chokers) and collars, made of goldwork, jewels set in elaborate settings and clusters of pearls, were also worn, often in combination with other chains and necklaces. Beads made of gold, or carved of precious and semiprecious stones, were incorporated into necklaces and carcanets.

Parasol is a light, portable, circular umbrella for protection from the sun.

Rings were worn by both the middle classes and the nobility and were often worn on the second joint of the finger as well as the first. Larger jewels, either cabochon or square cut, were worn as solitaires; smaller stones were set in clusters or around the ring in a band. Gold bands engraved with a motto inside were often worn as wedding rings. Signet rings were sturdy, meant for daily use and business. They were often of gold, and sometimes of carved semi-precious stone. Signet rings could be enameled as well. A nobleman's signet ring could depict the family's heraldic device.

Rosaries, called "Pairs of beads", were worn by Queen Mary, Queen Katherine of Aragon, and other catholic women when the religious climate allowed it. The beads were often coral, rock crystal or other stones, and could include enameled gold work, images of saints and other symbols.

Spectacles, or eyeglasses are frames bearing lenses worn in front of the eyes vision correction, eye protection or for purely aesthetic reasons. They have existed since the 13th century. Spectacles had quartz lenses because optical glass had not been developed. The lenses were set into bone, metal or even leather mountings, often shaped like two small magnifying glasses with handles riveted together typically in an inverted V shape that could be balanced on the bridge of the nose. Dark glasses were invented in the 12th century.

Watch was created in 1504 in Nuremberg, Germany by Peter Henlein. Although portable the first pocket watches are not very accurate, they slowed down as the mainspring unwound. Form watches became popular by the end of the 16th century. Cases

are shaped like animals and objects. Religious themes are popular. The watches are incredibly big and were generally worn around the neck because of their girth.

22.3 Armor

Armor provides various levels of protection from melee damage provided it covers the hit location. Damage from an edged weapon hitting armor gets reduced and as long as it doesn't penetrate and gets converted to concussion damage. Armor is defined as anything other than normal, relatively light clothes.

*ORS*TM groups armor based upon its underlying protective stressor, e.g., Light (1z), Medium(2z) and Heavy (3z), not weight. Similarly, shields are grouped based upon its underlying size/protective stressor, e.g., Small (1z), Medium(2z) and Large (3z). This base-stressor modifies an opponent's attack and can be modified by magic. Each protective type must be developed separately. This skill incorporates the *Muscle Memory* enhancement, see *Skills*.

Quality Modifiers are used to modify the damage pool, of armor and shields, based upon the quality of the materials used and the craftsmanship of construction. For example, a metal shield of the same type will tend to withstand damage better than one made of wood or hide. A *Bless* spell is used to increase the base stressor of the armor or shield, not the quality.

Craftsmanship/Materials	Damage Pool Modifier	Cost Modifier
Below Average	75%	varies
Average	100%	100%
Above average	150%	200%

Armor's (and shield's) ability to protect are based on their condition, which degrades with use. The quality is assumed average, see above. Damage is cumulative and usually can be repaired with the proper skill, tools, and supplies.

Armor Type	Base Stressor	Damage Pool	z-score Deduction
Light	1.0z	100	-0.1z/50 over Pool
Medium	2.0z	200	-0.1z/60 over Pool
Heavy	3.0z	250	-0.1z/70 over Pool

The following are the various types of armor generally found in a medieval/renaissance setting. The entries for *Medium Armors* appear similar and are included for historical accuracy. The table is the average time to fabricate a suit of armor tailored to an individual.

Material	Type	Fabrication Time (days)
Brigandine	Medium	30
Chain Mail	Medium	60
Cloth Armor	Light	3
Full Plate, Custom Embossed	Heavy	140
Full Plate, Embossed	Heavy	120
Full Pate, Normal	Heavy	100
Lamellar Armor	Light-	50

	Medium	
Leather	Light	10
Plate Mail	Heavy	80
Splint Armor	Medium	45

Brigandine consists of relatively small iron or steel plates overlapping upwards and riveted or sewn to a canvas or soft pliable leather garment, usually covered with silk or velvet. The plates were often tinned to prevent rusting. The plates were usually on the inside with the rivet head showing on the outside. If one can afford, the rivet head can be gilded which is considered very fashionable. The plates can be made in various sizes and shapes. Brigandine can be fabricated into jack, byrnie, cuirass, haubergeon, and hauberk type garments. In Europe this type of armor was primarily used during the 13-15th centuries.

Chain Mail is formed by connecting multiple rings together with no leather under garment beneath. The various links are usually riveted together in Europe and England. In Japan the links are always un-riveted, but the links are hard tempered steel that does not pull apart. Each ring is linked to 4 or 6 neighbors. This type of medium armor was in use from the 3rd century BC well into the 17th centuries. Chain mail can be fabricated into jack, byrnie, cuirass, haubergeon, and hauberk type garments. A mail byrnie can be put on in around 30 seconds.

Cloth Armor is complete armor, *e.g.*, gambeson, padded jack, and pourpoint. It can also be worn under metal armor to prevent chafing and cushion impacts, *e.g.*, arming doublet or aketon. The former tends to be thicker, with multiple layers and covered with leather or heavy canvas, which is sewn or quilted together. The arming doublet or aketon has arming points for attaching plates. This type of light armor was in use from the 4th century BC to the end of the 16th century.

Full Plate armor is a custom fitted set of shaped plates, designed and constructed for maximum protection. The thickness of the various plates varies based upon the strains they would bear. It can cover the entire body and is very expensive. Full plate is lighter in weight and offers better protection than plate mail. This type of armor became available in the later part of the 15th century and was used into the 17th century.

Lamellar Armor is made from small plates/scales (Lamellae) of iron, steel, horn, bone, rawhide, or bronze laced together. The lamellae are attached to each other may or may not be attached to an underlying foundation. The Romans had a variant that had the appearance of scales. Lamellar can be fabricated into jack, byrnie, haubergeon, and hauberk type garments. Lamellar armor was used over a wide time period all over Europe and Asia, roughly from 17th century BC through the 18th century. It takes around 25 minutes, with assistance, to put it on.

Leather Armor is made of strong, thick, and stiff leather (rawhide) that has been boiled in oil. While it is still pliable it is stretched over forms and allowed to dry. Leather armor was used all over Europe and Asia. Leather armor is 75% of the weight of metal armors. Examples of leather armor are

Lamellar Armor, *ō*-yoroi, Buff coats, breast plates and cuir bouilli.

Plate Mail this personalized armor consists of chain mail with shaped steel plates attached at vital area, *e.g.*, chest, head groin, joints, etc. This type of armor was seen late in the 13th century and through the end of the 15th century. It takes around 25 minutes, with assistance, to put it on.

Splint Armor is made of strips (splints) of metal that are sewn or riveted to a backing of cloth or leather. It was constructed in such a way as to be flexible. Similarly constructed armor was used in Turkey and China. In England and Europe this type of armor was used in the 12th and 13th centuries. Splint armor was often used to construct greaves or vambraces.

Shields are usually constructed of hide, wood, or metal. In addition to added protection shields provide a medium to display their owner's heraldry and colors. Examples include: the buckler, a small shield used mainly in the 13th to 17th centuries; a dagger during the 14th to the 17th century can be used as a small shield; the Pelta, a light, half-moon shaped shield made from woven osier wands (wicker) and covered with leather; the Targe (or Target), a general term used to cover various types of medium shields carried on the arm by infantry troops from the 13th to the 16th century; the Kite and Heater shields were popular during the 10th through the 13th centuries and are considered a medium shield; the Pavise, *a.k.a.*, wall shield, a large oblong shield used mainly by archers and crossbowmen from the 14th century to the beginning of the 16th.

Shield	Base Stressor	Damage Pool	z-score Deduction
Small	1.0z	100	-0.1z/50 over Pool
Medium	2.0z	200	-0.1z/60 over Pool
Large	3.0z	250	-0.1z/70 over Pool

The following idealized, not comprehensive, table provides info on protection, cost, and weight.

Armor	Location	Base Cost £	Weight (pounds)
Backplate	Back	0.8	3.4
Breastplate	Chest	1.0	5.5
Bascinet	Head, but not face	0.4	4
Bevor	Neck	0.2	1.6
Bracers	Forearm	0.4	2
Byrnie	Abdomen, chest, upper arms, shoulders, back, hips	2.3	14
Cervelliere	Top of head	0.66	3
Chausses	Legs, Knees, Ankle	2.4	8
Codpiece	Groin	0.2	2
Coif	Head and neck	0.3	5
Cuisses	Front of thigh	1.2	5
Cowter	Elbow	0.4	2
Culet	Hips	0.3	3
Cuirass	Back and Breast	1.6	16
Faulds	Hips, groin	0.3	3
Gambeson	Abdomen, chest, arms, shoulders, back, hips, buttocks, thighs	0.6	10
Gauntlet	Hands and wrist	1.3	3
Genouillere	Knee	0.8	0.8
Gorget	Neck	0.2	1.75
Great Helm	Head, face and upper neck	1.5	7
Greaves	Lower legs	0.6	5
Haubergeon	Abdomen, chest, upper arms, shoulders, back, hips	2.3	14
Hauberk	Chest, arms, shoulders, back,	3	22

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	hips, thighs		
Helm	Head but not face or neck	0.4	4
Jack	Abdomen, chest, shoulders and back	2	11.5
Pauldron	Shoulder, upper arm	0.9	1
Plackart	Abdomen, lowerback	1.6	2
Poleyn	Knee	0.8	0.8
Sabaton	Feet	1	2.8
Shield, Large	Abdomen, chest, groin, neck, legs	14s	14
Shield, Medium	Abdomen, chest, groin neck	7s	11
Shield, Small	Abdomen, chest	3s	9
Skull Cap	Top of head	0.66	3
Sollerets	Feet	1	2.8
Spaulder	Shoulder	0.9	1
Suit	Complete body coverage	7+	45-55
Vambrace	Forearm	0.4	2

Backplate is the back portion of heavy armor covering the upper and lower back. In rare cases boiled leather was used providing light protection. In plate mail it only covered the upper back and a plackart was needed to protect the lower back.

Breastplate is the front portion of heavy armor covering the chest and abdomen. In rare cases boiled leather was used providing light protection. In plate mail it only covered the upper back and a plackart was needed to protect the abdomen.

Bascinet is heavy armor that covers the top and back and sides of the head.

Bevor is heavy armor that covers the neck and chin.

Bracer is armor that covers the forearm and can provide light, medium, or heavy protection based on type.

Byrnie is medium armor that protects the abdomen, chest, back, upper arms, shoulders, and hips.

Cervelliere is a close-fitting skull cap of iron or steel, it is typed as heavy armor.

Chausses are armor that protects the leg, including the knee and ankle and can be typed as medium or heavy armor.

Codpiece is heavy or light armor that protects the groin.

Coif is medium armor usually made of chain mail that covers the neck and head except for the face.

Cuisses are light or heavy armor that protects the front the thigh.

Cowter is heavy armor that protect the elbow.

Culet is heavy armor that protects the hips.

Cuirass is heavy armor that protects the abdomen, chest, shoulders and back.

Faulds is heavy armor that protects the hips and groin.

Gambeson is light armor that protects the arms, back, shoulders, chest, abdomen, hips, buttocks, and thighs.

Gauntlet is armor that protects the hands and wrists. The backs are medium or heavy armor, and the palms are leather.

Genouillere is heavy armor that protects the knee.

Gorget is light or heavy armor that protects the neck.

Great Helm is heavy armor with a visor that covers the head and neck.

Greaves is armor that protects the front of the lower legs.

Haubergeon is a little hauberk that protects the abdomen, chest, back, upper arms, shoulders, and hips.

Hauberk is medium armor that protects the abdomen, chest, back, arms, shoulders, buttock, anus, thighs, and hips.

Helm is heavy armor that covers the top and back and sides of the head.

Jack is medium armor that protects the abdomen, chest, back, shoulders, and hips.

Pauldron is heavy armor that protects the shoulders.

Plackart is heavy armor that covers the abdomen and lower back and slightly overlaps the breastplate and backplate.

Poleyn is heavy armor that protects the knee.

Sabaton is heavy armor that protect the feet.

Shield, Medium is handheld armor that protects the abdomen, chest, groin, and neck. Optionally it can be slung across the back when not in use.

Shield, Large is handheld armor that protects the abdomen, chest, groin, neck, and legs. Optionally it can be slung across the back when not in use.

Shield, Small is handheld armor that protects the abdomen and chest. Optionally it can be slung across the back when not in use.

Skull Cap is a close-fitting skull cap of iron or steel, it is typed as heavy armor. In rare cases boiled leather was used providing light protection.

Sollerets is medium and heavy armor that protect the feet.

Spaulders is heavy armor that protects the shoulders.

Suit is a complete set of medium or heavy armor that covers everything excluding the head.

Vambrace is armor that covers the front and back of the forearm.

Barding

Horse armor went through the same evolution as armor for humanoids. Barding comes in the same material (construction types) and has the same multipliers as found in the Armor table above. Barding has been categorized by the following types.

Barding	Location	Base Cost £	Weight (pounds)
Chanfron	Head	1.5	7
Crinet	Upper side of neck	0.22	2.5
Crupper	Hindquarters	0.9	10
Cuello	Underside of neck	0.4	3
Flanchards	Side attached to saddle	1.5	10
Peytral	Chest and front sides	1.5	7
Suit	Full set of all of the above	7	60

22.4 Clothing

The following table presents listing of the main elements of Elizabethan dress. A full discourse on Elizabethan period clothing is beyond the scope of this rulebook. Players are encouraged to research this topic to fully immerse themselves into the period. The follow table lists the most common items worn by the middle class. Items specifically for women are indicated with a (f). Note: all the items marked with a (f) make up a single outfit for a woman of middle class. The costs listed, unless otherwise indicated, are for a person of middle-class, lower-class outfits divide the cost by 2 and upper class multiplies the table value by at least 5.

Clothing	Cost £	Volume	Weight (pounds)
Apron	3d	0.1ft ³	0.75
Belt	5d	0.005ft ³	0.25
Bodice (f)	1s 6d	0.3ft ³	3
Boot hose	9d	0.06ft ³	0.3
Boots, brogues	1s	1.5ft ³	3
Boots, cockers	2s	1.5ft ³	4
Boots, lugged	8s	1.5ft ³	5
Bumroll (f)	8d	0.5ft ³	2
Breeches	2s 6d	0.15ft ³	2
Cap	2d	0.06ft ³	0.5
Cloak or Cape	2s 6d	0.6ft ³	4
Cloak with hood	3s	0.7ft ³	4.5
Coat	3s4d		
Cod piece	1s	0.04ft ³	0.2
Corset (f)	1s 6d	0.03ft ³	1.25
Doublet	2s	0.7ft ³	3
Drawers	1s	0.02ft ³	0.5
Farthingale (f)	8s	0.75ft ³	3
Gloves	7s	0.02ft ³	0.5
Gown and Sleeves (f)	16s	2ft ³	5+
Handkerchief	6d	0.01ft ³	0.1
Hat, average	10s	0.1ft ³	1
Hat, beaver	2£	0.1ft ³	1.5
Hook & Eyes (1000)	1s	0.01ft ³	0.4
Hose	1s	0.09ft ³	1
Jerkin	8s	0.05ft ³	3
Kirtle and Forepart (f)	1s	0.8ft ³	5
Mandillion	1s 6s	0.6ft ³	3
Mittens	1s	0.03ft ³	0.5
Muff	2s	0.04ft ³	0.75
Needles (dozen)	1 c	0.001ft ³	0.1
Night Gown, sable & satin	41s	0.5ft ³	2
Partlet (f)	1s	0.1ft ³	1.5
Petticoat (f)	3s	0.7ft ³	3
Pins (dozen)	1s	0.001ft ³	0.1
Ribbon .1 yard	5d	0.001ft ³	0.1
Robe	1s	1ft ³	2.5
Ruffs	2s	0.002ft ³	0.25
Safeguard (f)	3s	0.6ft ³	2
Shirt	2-4s	0.4ft ³	1
Shoes (f or m)	2s	0.2ft ³	2.5
Slippers	8d	0.1ft ³	1.5
Smock/Shift (f)	1s	0.4ft ³	1
Stockings (f)	4s 3d	0.07ft ³	0.5
Stockings, worsted (f)	7s	0.08ft ³	0.75
Tippet, wool with silk lining	20s	0.2ft ³	1.5

Belt is frequently known as a girdle. A girdle is a place to hang personal possessions on and does not hold up clothes. Ladies have chain girdles or girdles made of fine fabric. Girdles often hold purses, prayer books, and pomanders. Purses close with a drawstring or a flap. Purses might hold one or more small knit or cloth pouches.

Bodice or corset is worn over the chemise. The Bodice is a close-fitting garment for the upper body. It is made out of wool to keep the torso warm and stiffened to mold the body into a fashionable shape. It is flat, broad in the shoulders, and narrow in the waist. Bodices are fastened with hooks or laced up. If the woman is upper-class, she'll wear a stiffly boned bodice, ordinary women, needing more freedom to do everyday tasks will wear a more flexible bodice. Stiffening may be provided by "whale bone, dried reeds, willowy wood, or steel.

Breeches, knee are knee length trousers that come in several styles: very full throughout, very tight throughout, and very gathered and the top and narrow at the knee *e.g.*, turkey-leg. They might button or hook at the knee (either on the outside or inside of the knee) or might even be left open. They should be worn with over-the-knee length stockings, either tucked inside or pulled over the breeches, that are held up by garters.

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Bum Roll is a crescent shaped pillow that middle class women in the 16th and 17th centuries used to wear under their skirts to make them stand out a little at the sides.

Cod piece was a stuffed penis shaped leather or cloth pillow worn by men on the outside clothing. It was often embroidered and decorated with jewels. It was falling out of fashion by the end of the 16th century.

Coif is women's headwear typically made of linen and is sometimes embroidered. On top of a coif, women wear a variety of head adornments. First is a forehead cloth, a triangular piece of linen that ties. Another is the French hood, a fabric bonnet shaped with wires. Women also wear flat caps.

Caps are beret-like men's headwear and have been in fashion for most of the 16th century and is slowly going out of style.

Cassock is a loose-fitting (no waist), hip-length garment with sleeves, sometimes open-sides that is usually put on over the head (as it does not button all the way down). A loose coat of this kind is popular with sailors.

Chemise/Smock/Shift is a nightgown-like undergarment, usually of white linen. It may show slightly above the bodice or through the sleeves, but it is underclothing and therefore normally hidden.

Cloak is a loose outer garment. There are a number of cloak styles: short Dutch cloaks, Spanish cloaks (short, with a large decorative hood that hung down the back), and French cloaks (very long and often with a shoulder-length mantle over it). Cloaks are commonly worn over one shoulder (leaving the sword arm free), with the ties going under the arms to fasten in the back where they will not be seen.

Doublet is a heavily padded, jacket that has a pointy waist and a skirt of tabs most of the time, but there are other styles. Level waists are sometimes worn by practical people, *i.e.*, especially the lower classes. A doublet with a natural waist, comfortable sleeves, and deep skirt (to mid-thigh) is appropriate working-class wear. Sleeves are usually fitted, with buttons up the back of the arm near the cuff.

Farthingale, both drum and cone, are for upper class women, which broadens a woman's hips, with the skirt falling straight to the floor from the edge of it.

Gloves were worn by the upper classes for formal occasions. They were made of soft leather, wrist length, and often decorated with embroidery or jewels. Black, browns, tans, and whites were common.

Gown or overdress is worn over the kirtle. The gown has a bodice attached to a skirt. The gown opens up the front and is laced together; the sleeves may then be attached by pins. Working women wore their skirts above their ankles, and often as high as mid-calf.

Hats are worn by both men and women. The men's tall-crowned, flat-top hat is coming into fashion. It is usually worn with a feather or decorative hatband. Women's hats are similar to men's but with much more decoration.

Hose are an article of clothing for the feet and lower legs. They are quite varied in style, and there are two parts: the upper hose and the nether hose. The basic upper hose styles are knee-breeches, paned trunk hose, and short trunk hose with canions.

Jerkin is a sleeveless vest and is cut to fit over the doublet. It is often left open. Collars are very high but have been becoming more reasonable recently.

Kirtle is a one-piece, sleeveless dress worn over the Chemise. A kirtle skirt is also frequently worn over a farthingale. A fancy triangular forepart is often worn on top and in front of the kirtle, and often has matching sleeves.

Mandillion are tabards were often used as livery for soldiers and servants. Adding rectangular sleeve-flaps at the shoulder fold of the tabard will make a "mandillion" like that worn by musketeers. A mandillion is worn over a shirt like a coat with ties at the waist.

Muff is a tubular case for the hands often lined with fur. The outer covering can be silk or velvet embroidered and covered with pearls.

Partlet is a garment gathered to a neckband that filled in the part of a woman's chest above the bodice.

Petticoats are fancy underskirts. There are two distinct types of underskirts worn underneath the outer skirts of an Elizabethan woman: an underskirt gathered to the waist, decorated with bands of fabric or trim if decorated at all, known as a petticoat; and the often elaborately decorated kirtle skirt, gored and fitted to the waist, which was worn over a Spanish farthingale.

Ruff is a stiff, fan-like collar wired to the side and back edges of the bodice, sometimes with veils flowing out behind.

Safeguard is a skirt used when riding to protect the skirts below from dirt. One description mentions strings attached to it, which may have been tied around the foot or stirrup to hold the skirts in place when mounted.

Shoes are blunt-toed and flat. They all have thin leather soles and uppers of leather, velvet, or other fabrics. They are lined with wool, taffeta and satin. Some are slip-on shoes, similar to modern espadrilles.

Shirt is a simple garment with a front and back gathered to a neck band with a gusset on the side of the neck, and square-cut sleeves gathered into a wrist band with a gusset under the arm. Fancy collars and cuffs are separate or might button onto the bands. There also might be a simple fold-over collar.

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Skirts should be full and worn just below the ankle. Two skirts may be worn and tucked up the overskirt for the proper silhouette. Skirts should be monochrome: no prints, ruffles, tiers, parti-color.

Stockings are lower leg garments; they come to just above the knee and are also called netherstocks. The cheapest are made of woven cloth but most are knitted. Most will be made of linen and wool but for luxury only silk will do.

Tippet is a short shoulder cape worn with a cloak or gown.

22.5 Drugs and Narcotics

The following is a list of drugs and narcotics that are available in the Terra (1592 campaign). The key differentiation in *ORSTM* is that poisons are destructive or harmful, where drugs and narcotics may or may not be. The actual implementation in *ORSTM* is detailed out in the *ORS GM's Guide™* and additional descriptions can be found in the *ORS Entity Encyclopedia™*.

Drug	Cost £	Volume	Weight (pounds)
Absinthe	*	*	*
Alcohol*	*	*	*
Amanita muscaria	10d		1 oz.
Coffee	10s		1
Cannabis	5s		1 oz
Coca	10s		1 oz.
Datura	1s		1 oz
Kola Nuts	3s		1 oz
Opium	1£	1 oz	
Mushrooms, Hallucinogenic	6d		1oz
Peyote	15s		1oz
Tea	12s		Pound
Tobacco	5s		1oz

*see Food & Lodging

22.6 Entertainment

The following is a list of entertainments that are available in the *Terra 1592* campaign.

Drug	Cost £
Cards, pack	2d
Play, gallery seat	2X
Play, new	2d
Play, old	1d
Royal Tournament	1s
Whore, average	6d

22.7 Equipment

Equipment	Cost £	Volume	Weight (pounds)
Astrolabe	4£	0.25 ft ³	2.5
Backpack	5d	1 ft ³	3
Bedroll, light	5d	0.6 ft ³	5
Bedroll, heavy	1s	0.9 ft ³	10
Belt, weapon	1s	0.02 ft ³	1
Book, blank (8"x10"x1")	2-5£		2
Book, Traveling spell (4"x5"x.5")	20£		0.2
Bowl, wooden	1d	12oz	0.5
Box, large iron	2£	4 ft ³	10
Box, small iron	10s	1 ft ³	4
Brush (writing)	1d	0.002 ft ³	0.1
Bucket	10d	3gal	2.5
Caltrops (10)	2s	0.07 ft ³	5
Candle	1d	0.006 ft ³	0.2
Case, bone scroll	8s	0.13 ft ³	1.2
Case, leather scroll	3s	0.13 ft ³	1
Cask, wood	4s 9d	4gal	5
Chain, iron	1s	10 ft	9
Chalk (2)	1d	0.003 ft ³	0.5
Charcoal	5d	0.2 ft ³	1
Chest, large wood	1£	4ft ³	5
Chest, small wood	5s	1 ft ³	2
Chisel	1s 2d	0.004 ft ³	2
Clock	5£	1 ft ³ +	5+
Climbing Pick	5s	0.25 ft ³	2
Compass	8s	0.07 ft ³	0.5
Dice, pair	1d	0.01ft ³	0.05
Disguise Kit	4s	0.5 ft ³	
Embossing Powder (10 pages)	1s	0.05 ft ³	
Fire-starting bow	1d	0.1 ft ³	0.5
Flint & Steel	2.5d	0.05 ft ³	0.5
Framepack, canvas	8d	2 ft ³	4
Grappling hook	2s	0.2 ft ³	1
Hammer	2s	0.2 ft ³	2
Hammock, rope	2.5d	0.5 ft ³	2.5
Ink	4d	1 oz	0.25
Ladder, 10'	8d	7.5	15
Lantern, bullseye	4s	0.5 ft ³	1.5
Lantern, hooded	2s 5d	0.5 ft ³	1.5
Lock, average	5s	0.01 ft ³	1
Lock, good	15s	0.01 ft ³	1
Lock, superior	2£ 5s	0.01 ft ³	1
Lock pick set	2s	0.005 ft ³	0.5
Mirror, large metal	1s	0.005 ft ³	0.5
Mirror, small silver	7s	0.005 ft ³	0.5
Nails (40)	1d	0.07 ft ³	1
Oar, wood 7'	2d	0.3 ft ³	5
Oil, Lantern	7d	16 oz	1
Paddle, wood 5'	1.5d	0.25 ft ³	3
Paper (10)	2s 2d	0.007 ft ³	0.2
Parchment (10)	4s	0.01 ft ³	0.02
Pegs, wood (20)	1d	0.12 ft ³	2
Pens, quill (10) goose	1d	0.004 ft ³	0.25
Plank, wood (4) [2"x6"x10"]	1d	0.28 ft ³	16
Plaster box	1£	1 ft ³	3
Pole, wooden [2"x10"]	1d	0.02 ft ³	2.5
Pot, cooking	1s 5d	2 quart	2
Pouch, large	6d	1 ft ³	1.5
Pouch, medium	4d	0.5 ft ³	1
Pouch, small	2d	0.25 ft ³	0.5
Quiver, large (20)	3d	0.35 ft ³	0.8
Quiver, medium (12)	2d	0.25 ft ³	0.5
Rope, 50' hemp	1s	0.1 ft ³	7
Rope, 50' braided leather	2s	0.1 ft ³	9
Rope, 50' silk	4s	0.1ft ³	6
Sack, large canvas	4d	3 ft ³	4
Sack, medium canvas	2d	2 ft ³	1
Sack, small canvas	1d	1 ft ³	0.5
Saw	5s	0.15 ft ³	2
Skin, water/wine	1d	16 oz	0.5
Scabbard (belt)	5s	0.25ft ³	1
Scabbard (shoulder)	6s	0.3ft ³	1.5
Sewing kit	10d	0.01 ft ³	0.25
Spade, iron	3s	0.9ft ³	4
Spikes, iron	5d	0.25 ft ³	3
Spoons, wooden (4)	1d	0.5 ft ³	0.25
Surgeon's chest	2£	3 ft ³	20
Tarp, canvas [5' x8']	2.5d	0.5 ft ³	4
Telescope, 8X	1£ 10s	0.25 ft ³	2
Tent, 2 man canvas	1s 3d	3 ft ³	18
Tinderbox	1d	0.01 ft ³	0.25
Torch (5)	1d	0.06 ft ³	5
Vial, glass	5d	2 oz	0.25

Water, Holy	1s	4 oz	0.5
Wire, 100' iron	1s 9d	0.001 ft ²	3
Whistle, wood	5d	0.01 ft ²	0.5

The **astrolabe** is a historical astronomical instrument used by classical astronomers and astrologers. It was the chief navigational instrument until the invention of the sextant in the 18th century. Its many uses included locating and predicting the positions of the Sun, Moon, planets, and stars; determining local time given local longitude and vice-versa; surveying; and triangulation.

A **caltrop** is a weapon made up of four (or more) sharp nails or spines arranged in such a manner that one of them always points upward from a stable base (for example, a tetrahedron). Caltraps serve to slow down the advance of horses, war elephants, and human troops.

Clocks in the early-to-mid-14th century, large mechanical clocks began to appear in the towers of several large Italian cities. They were weight-driven and regulated by a verge-and-foliot escapement. Verge-and-foliot mechanisms reigned for more than 300 years with variations in the shape of the foliot.

Paper in this period was invariably rag paper, less than perfectly smooth, and naturally absorbent. Paper for writing was treated with size, a gelatinous substance made from the hooves and skins of animals, applied to the surface after the paper had been removed from the mold, rather than mixed with the pulp as it has been in later years. Paper for printing was normally much less sized, as printer's ink was oil based, and so did not run. A problem, accordingly, confronted those wishing to make marginal notes in printed texts, and a remedy was to rub the margins with powdered gum sandarac, a resin, so as to make them easier to write in.

Parchment/Vellum is animal skin treated for use as writing paper. Vellum, except when an earlier text had been scraped off, presented a different problem, as it was likely to be greasy, notwithstanding prior treatment with chalk and pumice during manufacture. The writer therefore needed also some 'pounce'-usually powdered pumice and/or cuttle-fish bone-which was scattered over, and rubbed into, the vellum before writing. The flesh side would be greasier but smoother than the hair side.

A **plasterbox** is a basic first-aid kit.

Surgeon's chest accommodated medical, pharmaceutical and nursing paraphernalia such as cupping glasses, blood porringers, dishes, pots, funnels, mortars, pestles and two sets of scales (one to weigh ounces and one for grains), splints, bandages, lanterns, tinderboxes, ink, quills and the brass pail for the close-stool. Each medicine was placed specifically in the upper, lower, and middle part of the chest. The plan divided the upper and lower parts into 170 named compartments and thus the middle had to accommodate at least 100 items. Estimates suggest a minimum of 75 instruments in the chest.

22.8 Fines & Fees

Fines & Fees	Cost £
Acting without a license	
Begging without Alms License	See below
Church/parish failure to record births, deaths, baptisms, marriages	3s4d
Coroner's fee paid by the murderer, determined by inquest	13s4p
Physician / Surgeon operating without a license from Bishop	5£
Recusancy (refusal to attend Anglican services)	1s-20£
Sumptuary Statutes (wearing clothes not of social standing)	10£/infraction
Traveling without a license	

An **alms license** was issued for those who couldn't work, *e.g.*, sick, mentally disabled, soldiers or sailors who lost a limb, etc.. This was issued by the church, and it specified duration (usually 1 year), amount and locality. The licensee would go to the applicable parishes and get alms up to his limit. His license would indicate amounts.

As part of their job **coroners** were required to hire hold an inquest to determine cause of death. Twelve individuals (searchers, viewers, neighbors, family) are assembled to give testimony. Searchers & viewer are elderly laymen who examine body to make note of cause of death, especially infection/plague. The coroner can collect a fee from the murderer's estate.

22.9 Food & Lodging

The following table presents the standard food and lodging services found in an Elizabethan setting. GMs should use the list only as a guideline, as each gaming world is slightly different (*e.g.*, beer is only found in Country A while mead is only found in Country B). Along with the prices are shown other notes about the item (including the standard serving size of duration of service).

Food & Lodging	Cost £	Volume	Weight
Absinthe	4d	8z	
Ale	4d	1 quart	
Apples (12)	1d		
Aqua Vitae	4s		
Beef	3d		1 pound
Beer	4d	1 quart	
Biscuit	1.5d		1 pound
Brandywine	2s	1 quart	
Bread, Mancet (loaf)	4d		
Bread, Raveled (loaf)	2d		
Bread, Carter's (loaf)	1d		
Butter	1d		1 oz
Cheese	1d		6 oz
Cloves	11s		1 pound
Cinnamon	10s 6d		
Feed, horse grain (1day)	4d	64 oz	1pound
Eggs (12)	2d		
Garlic	1d		1 strand
Ginger	3s 8d		1 pound
Herrings (200)	2s		
Honey	1s 4d	1 gallon	
Lodging, stable (per day)	1d		
Lodging, common room (per day)	2d		
Lodging, wayside inn (per day)	3d		
Lodging, nice inn (per day)	1c		
Mead	2d	1 quart	
Meal, Peasant	1d		
Meal, Merchant	6d		
Meal, Nobel	10s		
Mutton	1.5d		1 pound
Oatmeal	1d	1 pint	
Nuts (bag)	6d		
Oysters	4d		Bushel
Pepper	3s		1 pound
Perry	2s	1 quart	
Raisins	3d		1 pound
Sack	8d	1 quart	

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Strawberries	10d	1 quart	
Sugar	1s		1 pound
Verjuice	1s	1 quart	
Wine, Canary	3s	1 quart	
Wine, Claret	10d	1 quart	
Wine, Malmesey	2s	1 quart	
Wine, Rhenish	2s	1 quart	

22.10 Herbs & Potions

These are the charts showing various raw herbs along with their prices. Furthermore, prepared herbal potions are also included. The *ORS GM's Guide™* contains additional information on the herbs including their purported effects. The volume and weights of the prepared herbs and herbal remedies do not include the container weight. NOTE: The prepared herbs on the following tables are poor poisons even if the poisonous herb is the primary ingredient. This is because they were prepared for their medicinal applications rather than their toxic applications.

Chinese Herbal Remedies	Cost £	Volume	Weight (pounds)
An Gong Niu Huang Wan	3s		1 oz
An Shen Bu Xin Wan	9d		2 oz
Bao Jian Mei Jian Fei Cha	1s		4 oz
Bi Ton Pian	1s 5d		1 oz
Bu Nao Wan	5s		1 oz
Bu Zhong Yi Qi Wan	9d		2 oz
Da Huo Luo Dan	3s 6d		2 oz
Du Zhong Feng Shi Wan	12d		3 oz
Gan Mao Ling Pian	6d		2 oz
Chuan Ke Ling	11d		2 oz
Fu Fang Qi Guan Yan Wan	7d		2 oz
Fu Zi Li Zhong Wan	5d		3 oz
Gou Pi Gao	9s 9d		3 oz
Guan Xin Su He Wan	1s 7d		2 oz
Ji Gu Cao Wan	2s 3d		2 oz
Ji Jing Dang Gui	11d		4 oz
Jian Bu Hu Qian Wan	2s 5d		3 oz
Jin Gu Die Shan Wan	10s		2 oz
Jing Wan Hong	1s 3d		4 oz
Jing Zhi Gou Pi Gao	2s		4 oz
Kang Ning Wan	10d		5 oz
Li Dan Pian	10d		3 oz
Ling Qiao Jie Du Pian	2s 3d		2 oz
Long Dan Xie Gan Wan	11d		3 oz
Lu Wei Ba Jing	1s 9 d	2 oz	
Niu Huang Jiang Ya Wan	2s 9d		3 oz
Niu Huang Qing Xin Wan	3s 6d		6 oz
Qing Fei Yi Huo Pian	8d		3 oz
Ren Sen Zai Zao Wan	3s		3 oz
San She Dan Chuan Bei Pi Pa Gao	1s 6d	4 oz	
San She Jie Yang Wan	12 8d		4 oz
Sang Chu Gan Mao	8d		2 oz
Shen Jing Shuai Ruo Wan	2s		2 oz
Shi Hu Ye Guang Wan	2s 6d		2 oz
Tian Ma Qu Feng Bu Pian	10d		2 oz
Tian Ma Shou Wu Wan	10d		2 oz
Wei Yao	11d		3 oz
Xiao Yao Wan	1s		2 oz
Xion Bao	1s 6d		2 oz
Xiong Dan Die Dan Wan	1s 7d		2 oz
Yao Zhi Gui Ling Gao	1s 3d	2 oz	
Yong Sheng He E Jiao	1s	2 oz	
Yu Quan Wan	9d		3 oz
Zhong Guo Shou Wu Zhi	8d		2 oz
Zhu Sha An Shen Wan	9d		2 oz

Western Herbal Remedies	Cost £	Volume	Weight (pounds)
Alehoof	7d	3 oz	1 oz
All-Heal	8d		2 oz
Ameranthus	8d		1 oz
Arrach	6d	5 oz	1 oz
Bistort	11d	2 oz	2 oz
Briony	7d	3oz	2 oz
Bugle	8d	4 oz	2 oz
Butcher's Broom	9d	4 oz	3 oz
Caltrop	3d	2 oz	1 oz
Campion	10d	4 oz	2 oz
Cherries	7d	8 oz	
Chickweed	3d	2 oz	2 oz
Cock's Head	11d	2 oz	2 oz
Columbine	6d	2 oz	
Cudweed	2d	4 oz	
Darnel	12d	3 oz	1 oz
Devil's Bit	10d	2 oz	1 oz
Duck Weed	4d	2 oz	1 oz
Eringo	7d	3 oz	1 oz
Filipendula	9d	2 oz	1 oz
Flea wort	4d	2 oz	2 oz
Golden Rod	9d	3 oz	1 oz
Hawk-weed	9d	1 oz	1 oz
Hawthorn	8d	1 oz	1 oz
Heart's Ease	16d	2 oz	2 oz
Hellebore	7d	1 oz	2 oz
Hemlock	2s	4 oz	5 oz
Herb Robert	11d	4 oz	
Horehound	10d	4 oz	
Lily of the Valley	13d	3 oz	1 oz
Liquorice	4d	1 oz	2 oz
Mistletoe	10d	2 oz	3 oz
Mugwort	3d	1 oz	4 oz
Nettles	6d	4 oz	2 oz
Nightshade	2s	2 oz	3 oz
Orpine	8d	2 oz	1 oz
Pellitory of Spain	3d	2 0z	1 oz
Purslaine	3d	6 oz	2 oz
Rattle Grass	7d	2 oz	2 oz
Saffron	1s 9d	1 oz	
Samphire	7d	2 oz	2 oz
Sloe-bush	1s 6d	1 oz	1 oz
St. John's Wort	10d	2 oz	
Stone-crop	10d	1 oz	1 oz
Valerian	11d	1 oz	1 oz
Willow	3d	4 oz	2 oz
Water Lily	6d	3 oz	1 oz
Woad	9d	4 oz	2 oz

22.11 Livestock

Livestock	Cost £	Comment
Chicken	1d	
Cow	15s	
Dog, guard/war	1£ 18s	trained
Dog, hunting	1£ 6s	trained
Donkey	12s	
Goat	1s 6d	
Goose	4d	
Hawk, large	3£ 1s	
Hawk, small	1£ 7s	
Horse, coach	5£	
Horse, draft	2£ 6s	
Horse, large war	20£	
Horse, medium war	15£	
Horse, riding	3£	
Mule	1£ 10s	
Ox	1£ 3s	
Pigeon	1d	
Piglet	1s 6d	
Pig	4s 12d	
Pony	1£ 12s	
Quail (2)	1d	
Sheep	3s	
Songbird	1d	
Swan	12s	

22.12 Poisons

*ORS GM's Guide*TM provides information to realistically role-play poisoning. The following is a list of prepared poisons that are available in the Terra (1592 campaign). The list is far from complete. The list contains the name, cost, volume and weight. The volume and weight listed are those of the container with the poison in it, the actual amount of poison is sufficient for a 150-pound humanoid. Details about the dose, reaction time and method of delivery can be found in the *ORS GM's Guide*TM. Information regarding appearance, regions in which it grows and effects and symptoms will be found in the *ORS Entity Encyclopedia*TM. Poisons are never available at the corner market, *i.e.*, herbal remedies with a poison as the main ingredient are not harvested and prepared in the proper manner. Obtaining poisons frequently are an adventure in themselves. The prices of the various poisons are calculated based on an England based campaign, should the campaign be located elsewhere the prices may need to be modified. If the plants or fungi are out of season the cost can easily double.

Classic Poisons

Poison Name	Cost £	Volume	Weight (pounds)
Arsenic	1£	1 oz	0.05
Cyanide	10£	1 oz	0.05
Strychnine	5£	1 oz	0.05

Arsenic when prepared is a grey or white powder. Its mode of use is via the digestive track although some advanced uses involve inhalation. Fatal arsenic poisoning causes severe gastric distress, *e.g.*, pain in the esophagus, vomiting and bloody diarrhea, followed by convulsions coma and death by circulatory failure. The Médicis favored the use of this toxin.

Cyanide and its salts should be extremely rare and deadly. Its mode of use is via the digestive track although some advanced uses involve inhalation. Fatal cyanide poisoning causes almost immediate unconsciousness, convulsions and death within.

Strychnine is extremely rare and when prepared is a colorless powder with a bitter taste. Its mode of use is via the digestive track although some advanced uses involve inhalation. Fatal strychnine position causes the victim to jackknife bank and forth in extreme agony.

Plant Poisons

Poison Name	Cost £	Volume	Weight
Akee	1£	1 oz	0.05
Baneberry	10s	1 oz	0.05
Barbados Nut	2£	1 oz	0.05
Belladonna	10s	1 oz	0.05
Betel Nutseed	1£ 10s	1 oz	0.05
Black hellebore	1£ 10s	1 oz	0.05
Black Locust	1£ 10s	1 oz	0.05
Blood root	1£ 10s	2 oz	0.10
Bryony	10s	2 oz	0.10
Cassava	1£ 10s	1 oz	0.05
Castor Bean	1£	1 oz	0.05
Celandine	10s	1 oz	0.05
Cinchona Bark	1£	2 oz	0.10
Colocynth	10s	1 oz	0.05
Corn Cockle	10s	2 oz	0.10
Croton Oil	1£	1 oz	0.05
Curare	1£ 10s	1 oz	0.05
Daphne	10s	1 oz	0.05
Death Camas	1£ 10s	2 oz	0.10
Elderberry	1£ 10s	2 oz	0.10
Ergot	10s	1 oz	0.05
Fool's Parsley	10s	2 oz	0.10
Foxglove	10s	1 oz	0.05
Hemlock	10s	1 oz	0.05
Henbane	1£	1 oz	0.05
Horse Chestnut	10s	1 oz	0.05
Indian Tobacco	1£ 10s	1 oz	0.05
Ipecac	1£	1 oz	0.05
Jimson Weed	10s	1 oz	0.05
Larkspur	10s	2 oz	0.10
Lily of the Valley	7s	1 oz	0.05
Mandrake	10s	2 oz	0.10
Meadow Saffron	10s	1 oz	0.05
Mistletoe	10s	8 oz	0.40
Moonseed	1£ 10s	1 oz	0.05
Monkshood	10s	1 oz	0.05
Mountain Laurel	1£ 10s	1 oz	0.05
Oleander	1£	1 oz	0.05
Paternoster Pea	1£	1 oz	0.05
Poinsettia	1£ 10s	2 oz	0.10
Pokeweed	10s	2 oz	0.10
Privet	10s	1 oz	0.05
Rhododendron	5s	1 oz	0.05
Rhubarb	15s	2 oz	0.10
Savin	10s	1 oz	0.05
Spindle Tree	10s	2 oz	0.10
Star of Bethlehem	1£	1 oz	0.05
Tanghin	1£ 10s	1 oz	0.05
Tansy	10s	1 oz	0.05
Water Hemlock	1£ 10s	1 oz	0.05
White Snakeroot	1£ 10s	8 oz	0.40
Yellow Jasmin	10s	1 oz	0.05
Yew	10s	1 oz	0.05

Fungi Poisons

Poison Name	Cost £	Volume	Weight (pounds)
Cort	10s	1 oz	0.05
Death Cap	10s	1 oz	0.05
Galerinas	10s	1 oz	0.05
Inocybe	10s	4 oz	0.20
Panther Mushroom	1£ 10s	8 oz	0.40
Turbantop	10s	10 oz	0.50

Snake, Spider, etc. Poisons

Poison Name	Cost £	Volume	Weight (pounds)
Adder	2£	1 oz	0.05
Beaked Seasnake	3£	1 oz	0.05
Bi-valve Shellfish	4£	1 oz	0.05
Black Widow	1£	1 oz	0.05
Blue-ringed Octopus	3£	1 oz	0.05
Brown Recluse	3£	2 oz	0.10
Cobra	2£	1 oz	0.05
Cottonmouth	3£	1 oz	0.05
Fer-de-lance	3£ 10s	1 oz	0.05
Geography cone	4£	1 oz	0.05
Gila Monster	3£	1 oz	0.05
Jellyfish	3£	1 oz	0.05
Portuguese Man-of-War	3£	2 oz	0.10
Puffer Fish	2£	1 oz	0.05
Rattlesnake	3£	2 oz	0.10
Scorpion	2£	2 oz	0.10
Scorpion Fish	2£	1 oz	0.05
Stingray	2£ 10s	2 oz	0.10

Snake poisons, in general, must be delivered through bite, injection or absorbed through cuts and scratches. Snakes can be milked for their venom, which can then be injected with equal effect. The more vascular the bite/injection site the more severe the reaction, *i.e.*, vein or artery being optimal. If the venom is drunk the symptoms and toxicity are usually less.

22.13 Services

Children and women were paid less than men. On average a woman received half to two-thirds of what a man made.

Wages	Cost £	Duration
Apprentice	10s	1 month
Artisan	7s	1 week
Baptism	5s	
Baby sitter	10d	1 week
Barrister, average	6£	1 case
Barrister, good	10£	1 case
Blacksmith	6£	1 year
Boarding School, Westminster	1s	1 day
Brewer	10£	1 year
Burial	4d - 2s9d	Pauper - average
Butcher	6£	1 year
Captain, Army*	8s	1 day
Carpenter's mate	1s	1 day
Carpenter/Joiner	1s 2d	1 day
Clergy, beneficed	10£ - 100£	1 year
Clerk, parish	40s	1 year paid quarterly
Cloth worker	5£	1 year
Corporal, Army*	10d	1 day
Drummer, Army*	20d	1 day
Farm Family	3s 2d	1 year
Funeral	20s	1
Gardner	5s 4d	1 week
Gentry, Average income	300£	1 year
Hospital, Bedlam	1s 8d	1 week
Lieutenant, Army*	4s	1 day
Maid	3£	1 year
Money Lender	6-7%	1 year
Nurse	3£ 6s 8d	1 year
Pension, Carpenter's widow	10s	1 year
Pension, Taylor's widow	1s 4d	1 week
Physician	4s	1 visit
Pikeman, Army*	8d	1 day
Prison, tolerable room	15s	1 week
Sawyer	1s	1 day
School, grammar	5s	1 quarter
Sergeant, Army*	12d	1 day
Surgeon	30£	1 year
Surgeon, barber	4s	1 day
Tailor	1s 6d	1 coat or breeches, not including fabric
Teacher, grammar school	8-15£	1 year
Thatcher	6s	1 week
Turn a spit	4d	1 meal/feast
University	40£	1 year
Unskilled Labor	7d	1 day
Wash Dishes	4d	1 meal/feast
Wedding	5d-10£	Pauper - average
Wet Nurse	6s	1 month

Yoeman	40€ - 60€	1 year
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* 4.5 pence per day can be subtracted if food and the transportation of the food are provided. He still has to pay for his drink.

22.14 Tack & Harness

Tack & Harness	Cost £	Volume	Weight (pounds)
Bag, Feed	0.5d	0.25 ft ³	1
Bit (curb, Pelham, kimberwicke, snaffle)	1s		1
Blanket, saddle	5d		3
Breast collar	4d		1.5
Bridle	3d		1
Brush, finish	2d		1
Brush, mud	1d		1
Comb, curry	2d		1
Crop, riding	2d		0.75
Halter	3d		1.25
Harness	1s 8d+		2
Hobble	2d		1
Lead, leather	1d		1
Lunge line, leather	2d		3
Knife, hoof	3d		1
Martingale	4d		1
Pick, hoof	2d		1
Quirt (Riding Whip)	3d		1.25
Rasp, hoof	4 d		1
Reins	4d		1.5
Saddle, barding	2£		20
Saddle, riding	1£ 9s		15
Saddle bags, large	10s	1.5ft ³	7
Saddle bags, small	5s	1ft ³	5
Scraper, sweat	2d		0.75
Shedding blade	2d		0.75
Spurs	6d		2
Straps, cinch	2d		2
Strap, girth	2d		2
Stirrups	5d		4
Whip	2d		2

Bits are a device placed in a horse's mouth, used for control and communication. Metal bits came into use between 1300 and 1200 BC, originally made of bronze, but steel should be assumed for most places in the *Terra 1592* campaign. The curb bit consists of a mouthpiece, curb chain, and a shank, with one ring per side on the top of the shank, and one ring on the bottom of the shank. Pelham bits also have a ring next to the mouthpiece. The Kimberwicke is a type of bit with a mouthpiece and D-shaped rings on either side. The "D" ring is offset, so the mouthpiece is on the upper part of the flat side of the D, and the kimberwicke uses a curb chain. Unlike the pelham bit, the kimberwicke does not have shanks, and is only used with one rein. A snaffle bit is the most common type of bit used while riding horses. A snaffle consists of a mouthpiece with a ring on either side. It differs from the pelham bit, the curb bit, and the kimberwicke in that it is a non-leverage bit, and so does not amplify the pressure applied by the reins.

Breast Collar is a leather strap that goes around the chest of a horse to keep the saddle from sliding down the horse's back when going uphill.

Bridles are an arrangement of straps around the horse's head used for control and communication with the animal. Bridles often contain a bit (see above) attached to reins and are used for riding and driving horses.

A **crop**, sometimes called a riding crop or hunting crop, is a rather short type of whip without a crack, used in horseback riding, hence also known as a horsewhip.

Halters are an arrangement of straps around the horse's head used for communicating with the animal. Halters have no bit and are used for leading or tethering a horse with a lead rope.

A **harness** is a complicated set of devices and straps that attaches a horse to a cart, a sledge, or any other load. There are as many kinds of harnesses as there are vehicles and loads to attach to a horse.

A **hobble** is a device for restricting the ability of a human or an animal to run or to walk by limiting the motion of the legs.

A **lead** is a 6-to-8-foot section of rope or leather that is attached to the bridle or harness and is used to lead a horse.

A **lunge line** is a 30 section of rope used in training a horse.

A **martingale** is a strap that keeps the horse from raising its head above a point of control and/or keeps the horse from tossing its head and smacking its rider in the face.

A **quirt** is a forked type of stock whip that usually has two falls at the end.

Reins consist of leather straps or rope attached to the outer ends of a bit and extends to the rider's or driver's hands. Reins are the means by which a horse rider or driver communicates directional commands to the horse's head.

Saddles are seats for the rider, fastened to the horse's back by means of a girth or cinch, *i.e.*, a wide strap that goes around the horse at a point about four inches behind the forelegs. Some saddles will also have a second strap known as a flank or back cinch that fastens at the rear of the saddle and goes around the widest part of the horse's belly. A barding saddle is a heavy saddle with additional attachments for barding.

A **spur** is a metal instrument composed of a shank, neck, and prick, rowel (sharp-toothed wheel), or blunted end fastened to the heel of a horseman's boot for the purpose of goading the horse.

Straps, cinch, girth, and flank: see saddle.

Stirrups are supports for the rider's feet that hang down on either side of the saddle.

A **whip** is a tapered flexible length of either a single cord or plaited (braided) leather or other material, commonly with a stiff handle. Whips are traditionally used to produce a loud sharp sound—a "crack"—to drive or direct livestock or harnessed animals.

22.15 Transport

This chart shows the different types of transport generally available in the game world. There are two types of transport: an item that is purchased by the character (*e.g.*, a wagon) and a service that is used by a character for a short duration (a ferry or coach passage). The costs for horses, ponies, etc., are found in the Livestock table above.

Purchased transports are given a price that is typical of an Elizabethan setting. Also shown is the standard size for the transport. For temporary transport, the price shown is the price “per day”. This reflects that the further/longer you travel, the more you pay. If any other statistics are needed, use a comparable “purchased” transport to determine the figures.

A strict specialization of river trades is enforced. Only members of the Company of Thames Watermen are permitted to carry passengers on the river, and these watermen were not allowed to transport cargo (apart from a reasonable amount of passenger luggage).

Purchased Transport	Cost £	Comment
Barge	4£	
Boat, small	6£	2 person
Boat, large	11£	4 person
Cart	4£	
Coach	6£	4 person
Raft	1£	
Wagon	5£	

Temporary Transport	Cost £	Volume	Duration
Barge, Horse-Ferry	5d		Across a river & back
Barge	20s		1 day
Barge	4s	private	Gravesend to London
Barge (long ferry)	2d	Public & livestock	Gravesend to London
Boat, tide	10s	Per person	London to Windsor & back
Boat, tilt	6d	Per person	Gravesend to London
Cart	1d 4d		
Coach	1c	Per person	Within London
Coach	8s	4 persons	1 day
Ferry, channel	5s-10s	Per person	Across Channel
Galleon	*		
Galley, large	*		
Galley, small	*		
Horse	1s 2d		1 day
Raft	4d		
Sculler	0.5d	Per person	Across the Thames
Ship, large merchant	*		
Ship, small merchant	*		
Wagon	1s 8d		
Wherry	1d	Per person	Across the Thames
Wherry	1s	Per person	London to Greenwich
Wherry	2s	Per person	London to Gravesend

* no set pricing

A **balinger** is a small sea-going sailing vessel, usually single masted, and flush decked. Noted for their speed and maneuverability.

A **barge** includes four rowers and a steersman and are for transporting people en masse along the river. These have designated routes and termini, and a bargemaster will wait

until he has an economic complement of passengers before undertaking a journey. The most notable of the barge services was the long ferry, which plied between Gravesend and Billingsgate. The **long ferry** has regular public service from Gravesend to London for humans and livestock.

A **brigantine** is a small vessel equipped both for sailing and rowing, swifter and more easily maneuvered than larger ships, and hence employed for purposes of piracy, espionage, reconnoitering etc.

A **carrack** is a large three or four masted ship, originally developed as a merchantman in southern Europe. Carracks are characterized by deep draught, relatively broad beam, and very high fore and aft castles.

Coaches have recently been introduced from Hungary and are quickly becoming popular. Coaches tend to be uncomfortable as they do not have a suspension system.

A **crayer** is a small single masted vessel, normally used for trade. A crayer is designed for maximum carrying capacity.

A **galleass** is a large, oared warship, also propelled by sail, usually three masted, with a gun deck over the rowers' benches. A cross between a carrack and a galley, it tended to suffer from the disadvantages of both.

The **galleon** or ‘great ship’ was of Spanish origin but was adapted by other countries as a replacement of the carrack. The hull is more slender than the carrack and the forecastle smaller and now lies aft of the beak head.

A **galley** is a lightly built fighting ship, chiefly propelled by oars. Galleys were fast and could move independently of the wind, but they could not carry heavy armament, and were at risk in rough weather.

A **pinnace** is a small vessel of 20-40 tons, usually fitted with two masts. Every large warship had a pinnace as tender, which was usually towed behind when not in use.

A **sculler** is a smaller wherry that is manned by a single waterman using short oars or ‘sculls’. This was for cross-river passages and other short journeys only and could take only two passengers at a time.

A **tide-boat** could carry twelve passengers at a time.

A **tilt-boat** was a large rowing boat with an awning or canopy over it.

A **wherry** is a swift, agile sharp-bowed boat and was of a

standard length of 22½ feet, and a minimum of 4½ wide, and could take up to five passengers. Normally a wherry was rowed by two men with long oars.

22.16 Weapons

These are all of the weapons that are typically available in a medieval/fantasy world. The weight and size of the various weapons are specified in the weapon skill description. NOTE: all blades come with a scabbard.

Weapon	Cost £	Comments
Arquebus, Caliver, Harquebus, Musket (2H Matchlock)	2£	
Arrows, dozen	1s	
Battle Axe	7s 5d	
Bardiche	10s 9d	
Bastard Sword (longsword)	1£ 18s	
Blackjack	3d	
Blow Gun	12s	
Bola	2s	
Bolts, dozen	1s	
Boomerang	1s	
Bow, Composite	11s	
Bow, Long	6s 8d	
Bow, Short	2s	
Broadsword	10s	
Bullets, lead, 50	10d	
Claymore	2£	
Cleaning kit	5d	Rope, rags, brass brush
Club	2d	
Crossbow, Heavy	8s	
Crossbow, Light	4s	
Dagger, hand	2s 4d	
Darts, 2	1s 6d	
Falchion	15s	
Fauchar, Glaive, GUISARME	9s 2d	
Flail	7s	
Flintlock, 1H	3£	
Flintlock, 2H	4£	
Grenade (Black powder)	5s	5" diameter
Halberd, Poleaxe	10s 10d	
Hand Axe	7s 6d	
Hand Gonne, 2H	1£	c1420
Javelin	1s 6d	
Katana	2£	
Knife, thrown or hand	2s	
Knightly arming sword	1£ 3s	
Lance	9s 2d	
Lasso	2d	
Lochaber Axe, Voulge	3s	
Mace	9s 2d	
Main Gauche	12s	
Match	2d	1 yard
Matchlock, 1H	2£	
Match pipe	4d	
Military Fork	4s	
Morning Star	7s 6d	
Net, gladiator	4s	
Nunchaku	2d	
Partisan, Ranseur, Spetum	12s 3d	
Pike	2s 10d	
Powder, Black	7d	
Powder horn/flasks	10d	
Quarterstaff	2d	
Rapier	1£	
Scimitar	1£ 3s	
Short Sword	12s 3d	
Shuriken	1s	
Sling	1s 9d	
Snaphaunce, 1H	3£	
Snaphaunce, 2H	4£	
Spear	2s	
Wakasashi	1£	
War Hammer	15s	
War Mattock	15s	
Wheel lock, 1H	6£	
Wheel lock, 2H	10£	
Whip	1s	

be effective, it is then engraved and inlaid with pure silver to be useful against supernatural entities. As an alternative to inlay a weapon could be silver plated, the edge would still be steel, but the sides would be silver. Note: silver plating wasn't invented until around 1840 AD. The amount of effort and craftsmanship increases the standard weapon price by 20X.

The evolution for **guns** began around 1420 AD with the Hand Gonne. The Hand Gonne was basically a personal cannon, extremely dangerous and not very accurate. Next came the matchlocks, the expensive wheellocks, the snaphaunce and then the flintlocks. The snaphaunce was actually the first flintlock.

A **match pipe** is a thin tube that can hold a lighted match without detection at night.

Silver Weapons

A pure silver weapon is virtually worthless as a weapon. It would never hold an edge and a hammer or mace would deform with every hit. A superior craftsman with greater than +2z Score in metallurgy and metalcraft will make an alloy of silver, iron and carbon, with ratios of (1%, 98%, 1%) for use in silver weapons. This amount of silver is not enough in and of itself to

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