

*Omnificent Role-playing*  
*System*<sup>TM</sup>  
STANDARD RULES

# ORS™ Standard Rules

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## **Acknowledgements:**

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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.

Produced and distributed by Dreamborn, Westminster, CO 80031  
First Edition 2006

Version: 22 September 2011

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# Section I: Introduction

Omnificent Role-playing System (*ORST<sup>TM</sup>*) is Dreamborn's complete role-playing system. *ORST<sup>TM</sup>* is targeted towards gamers seeking the ultimate gaming experience. *ORST<sup>TM</sup>* 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 Guide<sup>TM</sup>*.

## 1 Philosophy of *ORST<sup>TM</sup>*

As the name implies, the underlying philosophy of *ORST<sup>TM</sup>* is a role-playing system that is unlimited in creative power. To accomplish this *ORST<sup>TM</sup>* was designed with realism and playability as the two main guiding principles. *ORST<sup>TM</sup>* 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. All elements of *ORST<sup>TM</sup>* have been designed for high fidelity play using a real-time event driven engine that is fully customizable, consistent and intuitive. Furthermore, *ORST<sup>TM</sup>* has no racial limitations whatsoever. Character generation is balanced, fair and contains no random elements. Magic and spells have been seamlessly integrated within *ORST<sup>TM</sup>* and is based solely on the character's abilities, traits and skills. These features allow the GM and players to immerse themselves in role-playing the adventure and not learning and adjudicating the rules.

In *ORST<sup>TM</sup>* all player characters, non-player characters and monsters are created using the same procedure. This ensures that all starting player characters are balanced with respect to each other and every other entity in the world.

To fully experience *ORST<sup>TM</sup>* requires the GM and players to use computer aids to facilitate the gaming experience. The implementation of *ORST<sup>TM</sup>* is tightly coupled with statistics and probability theory. These computer aids are available for personal computers, Pocket PCs, PDAs, smart phones, etc. The aids have been carefully designed to speed up game play, increase realism and playing experience. *ORST<sup>TM</sup>* can be played

face-to-face or remotely over the internet. The *ORST<sup>TM</sup>* engine can easily be adapted to all the major genres, *e.g.*, fantasy, medieval, gothic, espionage, science fiction, historical simulation, mystery, etc.

*ORST<sup>TM</sup>* utilizing the *ORST<sup>TM</sup>* engine was designed to handle situations at a Tactical level (individual). A pleasant surprise was how gracefully the *ORST<sup>TM</sup>* engine scaled to the Operational and even the Strategic level. For those inclined, *ORST<sup>TM</sup>* can be used to simulate battles or even wars, while simultaneously integrating the player characters actions.

## 2 Terms & Conventions

This section provides an overview of the *ORST<sup>TM</sup>* product line, key concepts and definitions of frequently used terms in this rule set.

### 2.1 *ORST<sup>TM</sup>* Core Products

*ORST<sup>TM</sup>* core products consist of the *ORST<sup>TM</sup>* Standard Rules, *ORS Codex<sup>TM</sup>*, *ORS Game Master's Guide<sup>TM</sup>*, *ORS Entity Encyclopedia<sup>TM</sup>* and the *ORST<sup>TM</sup>* Design Document.

#### 2.1.1 *ORS Standard Rules<sup>TM</sup>*

This product provides all the guidelines and rules needed to play *ORST<sup>TM</sup>*, sans magic and monsters, which are covered in their own texts.

#### 2.1.2 *ORS Codex<sup>TM</sup>*

This product integrates spells and magic into *ORST<sup>TM</sup>*.

#### 2.1.3 *ORS Game Master's Guide<sup>TM</sup>*

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

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### 2.1.4 *ORS Entity Encyclopedia™*

This product contains facts and statistics for a plethora of creatures and monsters. In addition, it provides random encounter tables based on geography, climate, population density and technology level.

### 2.1.5 *ORST™ Design Document*

*ORST™* Design document details the engine under the *ORST™* 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, groups, social, political and religious organizations 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 traits that are not z-score based, *e.g.*, red hair, eye color, alignment, etc.

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

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

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

**Corequisite Skill:** A skill or skills that must be developed in parallel with another skill. Proficiency in corequisite skills must always be within 10% of each other.

**Descriptors:** are a type of trait that provides additional information that defines a character, *e.g.*, Affiliations and Knighthood.

**Development Points (DP):** are used in creating a character. 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.

**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.

**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 *HerbTox*, which encompasses the similarities of Herbology and Toxicology.

**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.

**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).

**Prerequisite Skill:** A skill that must be developed before, and always exceed another skill.

**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 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.

**Traits** are flaws, talents, descriptors and affiliations 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 *ORST™* campaign setting.

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**z-score:** A *z-score* represents the number of standard deviations away from the mean. For example, an Agility z-score of 1 would mean that an entity is 84% better than the rest of the population and a z-score of 2 would mean it is 98% better than the population.

## Section II: Creating a Character



## ORS

To play *ORS*<sup>TM</sup> 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, mermen 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,
- ◆ Attributes,
- ◆ Social Standing,
- ◆ Skills and
- ◆ Affiliations.

The procedure to create a character is as follows:

- ◆ Choose a race;
- ◆ Choose a sex;
- ◆ Select your attributes;
- ◆ Analyze your initial ability statistics;
- ◆ Purchase traits from your pool of development points;
- ◆ Develop your character's skills acquired during adolescence, based on your then character's adolescent social standing and background;
- ◆ Determine the starting age of your character (within the limits specified by your GM) and then continue to develop your characters skills based upon social standing, life styles and/or vocations adopted during this time period.
- ◆ Equip your character
- ◆ 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*<sup>TM</sup> races and their attributes: Birdmen, Dwarves, Elves, Goblins, Humans and Mermen. The above races are not limited to any genotypic and/or phenotypic traits, *i.e.*, each race could have members of any ethnic group. The racial attributes 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*<sup>TM</sup> 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 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 62" 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.

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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 excellent long distant vision, with all other senses being average. Birdmen have an above average rate of healing within their habitat and average outside their habitat. Birdmen have an average resistance to disease. Birdmen have an affinity for magic dealing with air, are considered average with respect to humanoid magic and below average with all other forms of magic

### Birdmen Talents/Flaws

Talent/Flaw	Cost (DP)	Result
Agility	50	+0.5z
Endurance	10	+0.1z
Strength	25	+0.25z
Age Span	-1	60 yr
Body Density	10	-2.0z
Healing Rate	5	+0.5z
Height	-1	62"
Mana	31	0.1z
Morphing	25	50%
Reproductive Rate	-11	1/ yr
Sleep Required	2	6hr/day
Codex, Air	30	1.0z
Codex, Human	0	-2.0z
Codex, All others (-10 DP/Noun)	-210	-3.0z
Flying	20	+0.0z
Vision, Binocular	0	0.0z
Vision, Distance	20	+2.0z
Weight	-5	78#
<b>TOTAL (must be zero)</b>	<b>0</b>	

### 3.1.1 Habitat

Birdmen inhabit dry, open country of the plains, prairies, grasslands, shrub-steppes and deserts, especially in those areas with accessible cliff ledges, mountain ridges and persistent updrafts.

### 3.1.2 Ecology/Psychology

Birdmen have transformed overtime in a symbiotic relationship with their environment. Birdmen have an average lifespan of 60 years and the female comes into heat once per year during the summer with a gestation period of nine months. Birdmen are considered mature at 14 years of age. 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.

### 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. 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.

Birdmen architecture is made entirely of stone and is characterized by airy lacelike patterns, overhanging balconies attached to steep rocky cliffs. It is said that Birdmen designed their architecture but enlisted the aid of Dwarven masons to execute the work. Birdmen education tends to focus on the sciences, although history has shown the Birdman society has produced some remarkable poets. Birdmen religious beliefs are vary depending on climate and habitat, but all tend to focus on the wind and the air, *e.g.*, Shu (Su) the Egyptian god of dry air, wind and the atmosphere.

## 3.2 Dwarves

Dwarves have an average height of 55" and a weight of 157 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, are considered average with respect to humanoid magic and below average with all other forms of magic.

### Dwarves Talents/Flaws

Talent/Flaw	Cost (DP)	Result
Vitality	64	+0.64z
Strength	70	+0.7z
Age Span	4	160 yrs
Body Density	10	+2.0z
Disease Resistance	10	+2.0z
Healing Rate	-5	-0.5z
Height	-4	55"
Mana	30	0.0z
Natural Armor	10	+1.0z
Sleep Required	0	8 hrs/day
Reproductive Rate	-10	1/ 6months
Codex, Earth	30	+1.0z
Codex, Human	0	-2.0z
Codex, All others (-10 DP/Noun)	-210	-3.0z
Vision, Binocular	0	0.0z
Vision, Distance	-10	-1.0z
Vision, Infrared	10	-1.0z
Weight	1	157#
<b>TOTAL (must be zero)</b>	<b>0</b>	

### 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

Dwarves have transformed overtime in a symbiotic relationship with their environment. Dwarves have an average lifespan of 160 years and the female comes into heat twice per year during the summer and winter with a gestation period of nine months. Dwarves are considered mature at 36 years of age. 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 eight hours of sleep a night.

### 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 137 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 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 have an average resistance to disease. Elves have an affinity for magic dealing with plants and animals, are considered average with respect to humanoid magic and below average with all other forms of magic.

### Elves Talents/Flaws

Talent/Flaw	Cost (DP)	Result
Agility	50	+0.5z
Comeliness	30	+0.3z
Empathy	20	+0.2z
Age Span	10	320 yrs
Healing Rate	-10	-1.0z
Height	-1	64”
Mana	40	1.0z
Reproductive Rate	-34	~1/3 yrs
Sleep Required	-2	10 hrs
Fauna Lore	14	-0.6z
Flora Lore	14	-0.6z
Codex, Plant	30	+1.0z
Codex, Animals	30	+1.0z
Codex, Human	0	-2.0z
Codex, All others (-10 DP/Noun)	-200	-3.0z
Vision, Binocular	0	0.0z
Vision, Lowlight	10	+1.0z
Weight	-1	137#
<b>TOTAL (must be zero)</b>	<b>0</b>	<b>--</b>

### 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

Elves have transformed overtime in a symbiotic relationship with their environment. Elves have an average lifespan of 320 years and the female comes into heat randomly, rarely more than once every few years. The gestation period is nine months. Elves are considered mature at 72 years of age. Elves tend to be most active during the twilight hours near dawn and dusk and require on average ten hours of sleep a night. 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. The one exception to this is a limited trade with human settlements for quality wine and agricultural products. 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 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

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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 118 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 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 Talents/Flaws

Talent/Flaw	Cost (DP)	Result
Vitality	150	+1.5z
Speed	50	+0.5z
Intuition	90	+0.9z
Reasoning	-50	-0.5z
Stability	-50	-0.5z
Will	-50	-0.5z
Age Span	-2	40 yrs
Disease Resistance	17	+3.4z
Gestation Period	5	8 months
Healing Rate	20	+2.0z
Height	-3	58”
Natural Armor	20	+2.0z
Natural Weapons	20	+2.0z
Reproductive Rate	1	2/ month
Sleep Required	4	4 hrs
Caving	20	+0.0z
Codex (-10 DP/Noun & Verb)	-280	-3.0z
Vision, Binocular	0	0.0z
Vision, Daylight	-20	-2.0z
Vision, Infrared	30	+3.0z
Vision, Lowlight	30	+3.0z
Weight	-2	118#
<b>TOTAL (must be zero)</b>	<b>0</b>	<b>—</b>

#### 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.

#### 3.4.2 Ecology/Psychology

Goblins have transformed overtime in a symbiotic relationship with their subterranean environment. Goblins have an average lifespan of 40 years and the female comes into heat every other week with a gestation period of eight months. Goblins are considered mature at 9 years of age. 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. Goblins 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 Talents/Flaws

Talent/Flaw	Cost (DP)	Result
Abilities	0	0.0z
Age	1	80 yrs
Height	0	67”
Mana	0	-3.0z
Reproductive Rate	0	1/month
Sleep Required	-1	7hrs/day
Skills	0	-2.0z
Vision, Binocular	0	0.0z
Weight	0	148#
<b>TOTAL (must be zero)</b>	<b>0</b>	<b>--</b>

#### 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

Humans have changed very little over time, due primarily to that wandering nature. Humans have an average lifespan of 80 years and the female comes into heat once per month with a gestation period of nine months. Humans are considered mature at 18 years of age. Humans tend to be most active during the daylight hours and require on average seven 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

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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 190 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 several minutes. 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 excellent 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 an average resistance to disease. Mermen have an affinity for magic dealing with water, are considered average with respect to humanoid magic and below average with all other forms of magic.

#### Merman Talents/Flaws

Talent/Flaw	Cost (DP)	Result
Endurance	45	+0.45z
Memory	20	+0.2z
Age Span	-1	60 yrs
Healing Rate	5	+0.5z
Height	1	72”
Mana	30	0.0z
Morphing	20	40%
Reproductive Rate	-11	1/ yr
Sleep Required	2	6 hrs
Codex, Water	30	+1.0z
Codex, Human	0	-2.0z
Codex, All others (-10 DP/Noun)	-210	-3.0z
Swimming	30	+1.0z
Tale Telling	6	-1.4z
Vision, Binocular	0	0.0z
Vision, Underwater	30	+3.0z
Weight	3	190#
<b>TOTAL (must be zero)</b>	<b>0</b>	<b>—</b>

#### 3.6.1 Habitat

Mermen inhabit the relatively shallow waters along the coasts and large inland seas. They are found in all climates but the Arctic and Antarctic.

#### 3.6.2 Ecology/Psychology

Mermen have transformed overtime in a symbiotic relationship with their marine environment. Mermen have an average lifespan of 60 years and the female comes into heat once per year during the summer with a gestation period of nine months.

Mermen are considered mature at 14 years of age. Mermen tend to be most active during the daylight hours and require on average six hours of sleep a night.

#### 3.6.3 Society/Culture

Mermen society is matriarchal. They tend to live in family groups related by marriage called a pod. Numerous pods have joined resources to create fabulous underwater cities under the sea surrounded by magically created air bubbles. Others have chosen to inhabit isolated islands and shroud themselves from unfriendly eyes by magic. 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. Mermen 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. They tend to be educated by oral tradition. Their diet consists primarily of the plants and animals of the sea. Mermen religious beliefs vary but are universally associated with water *e.g.*, the Greek gods Oceanus and Tethys. Oceanus with his wife Tethys produced the rivers and over three thousand ocean nymphs.

Once race has been selected then the minimum and maximum (3 sigma) of each ability is 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.

ORSTM 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.

### Female

Attribute	Comment
Ability Mod	+0.5z mod to Agility
Ability Mod	+0.5z mod to Empathy
Ability Mod	+0.5z mod to Intuition
Ability Mod	+0.5z mod to Memory
Ability Mod	-0.5z mod to Strength
Age	+7% to maximum age
Height	-5% to race base height
Weight	-10% to race base weight

### Male

Attribute	Comment
Ability Mod	+0.5z mod to Endurance
Ability Mod	-0.5z mod to Empathy
Ability Mod	+0.5z mod to Reasoning
Ability Mod	+0.5z mod to Speed
Ability Mod	+0.5z mod to Strength
Height	+5% to race base height
Weight	+10% to race base weight

## 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. Furthermore the player can modify his character's height by  $\pm 1.5''$  and their weight by  $\pm 7$  pounds.

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** – ORSTM 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.

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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. *ORS*<sup>TM</sup> 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 Abilities

A player's character is partially defined by his or her abilities. Unlike most role-playing systems *ORS*<sup>TM</sup> 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. Each of these is further divided into six sub-categories: attractiveness, celerity, flexibility, health, power and stamina.

**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.

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

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

Comeliness: pleasantness of appearance as viewed by the entire species population.

Speed: rate of movement.

Agility: the ability to move quickly and easily, manual dexterity and tactile sensitivity.

Vitality: the capacity to resist physical change, damage or destruction;

Strength: the quality or condition of being strong

Endurance: the power to last and to withstand hard wear.

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

Eloquence: the power to win by speaking; the art of speaking so as to stir the feelings.

Quickness: mental processing speed.

Intuition: the immediate perception or understanding of truths, facts, or events, without reasoning.

Stability: the capacity to resist mental change, damage or destruction;

Reasoning: the process of drawing conclusions from facts.

Memory: the ability to remember or keep in the mind; capacity to retain or recall that which is learned or experienced.

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

Charisma: a personal appeal or power to fascinate and attract others; mysterious power of great personal magnetism or glamour.

Empathy: the ability to quickly and fully enter into another's feelings or motives, into the meaning of a work of art, or the like.

Creativity: ability to create, as a work or art, an invention, spiritually evolve

Morality: the capacity to resist spiritual change, damage or destruction;

Spirituality: devotion and power of one's faith

Will: purpose; determination; self discipline

**Ability Scores** are the six sub-categories of Body, Mind and Soul that we have already defined. Ability scores can improve

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with use and conversely decay with non-use. Abilities have an associated growth rate, decay rate and an initial value. Stressors can dynamically modify ability scores. The standard z-score rating represent abilities.

Initial potential values of a character's abilities are defined after *Adolescent Development* has been completed. Future potential values are now dependant on the character's adventures.

## 7 Traits

In general, talents and flaws are a characteristic of the entity that does not improve with usage. But some traits can change as the entity ages. It cannot be taught and is therefore innate. 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. Another example is a character that has the ability to fly, *i.e.*, Birdmen, but due to a particular stressor, *e.g.*, drugs or alcohol he would be unable to achieve flight. Furthermore, most talents have a corresponding flaw, *i.e.*, flaws are a talent with a negative impact. Talents can be further described as binary or continuous. Binary talents mean you either have it or you don't. A continuous talent may have various gradations. An example of a binary talent is *Undead Craving* and an example of a discrete talent is visual acuity. Talents 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 and Affiliations options on the other hand are just additional information that define or illustrate an entity. Descriptors are not usually innate to an entity. Examples of Descriptors are: Affiliations, Contacts, Knighthood, etc.

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

## 8 Adolescent Development

Once the PC's race is selected the character's mean ability, skill and trait z-scores are set. It is understood that all characters are a product of their environment, nationality, culture and if applicable social standing. Adolescent development is where the player along with the GM determines the character's initial potential. A character's initial potential may be thought of as the potential he or she was born with. Rearranging the character's ability, skill and trait z-scores to reflect their unique upbringing up to the age of maturity is the first step. The second step is actually advancing the character's skills from birth to maturity.

### 8.1 Defining the Character's Potential

A player may define his character's initial potential by selecting from a subset of the available Talents and Flaws listed on the *Adolescent Talent/Flaw Cost Table* below. On a case-by-case basis the GM may allow additional Traits to be chosen. In general, *Background and Descriptors* can easily be incorporated, e.g., *Social Standing*. *Talents and Flaws* on the other hand are not recommended and can destroy play balance. The player may rearrange his character's abilities, skills and traits scores up to a maximum of  $\pm z$ , indicated in the table from their racial mean. The racial mean is defined before the sex of the character was chosen, i.e., the sex modification counts towards/against the maximum of  $\pm 3.0 z$  for abilities and some traits. There are few exceptions to this and they are Entropy, Luck and Mana. Entropy can have at most a  $\pm 7.0 z$  regardless of race and the cost is always positive. Luck can have at most a  $\pm 7.0 z$  regardless of race. Mana can have an absolute value of  $\pm 3.0 z$  regardless of race. In general all skills at this point are at  $-2.0z$ , a few races have a few skills with different initial values. Skills have an initial absolute value of  $\pm 3.0 z$  regardless of race. All Background and Descriptors start at  $0z$  unless otherwise indicated.

**Development Point Table**

Race	Maximum Rearrangement
Birdmen	512
Dwarf	501
Elf	492
Goblin	283
Human	739
Mermen	518

The Development Point (DP) table above is the required positive and negative adjustment the player may make to his character based on race. In other words the player must improve abilities, traits and skills by the number of DP points indicated above. Furthermore, he must also reduce some abilities, traits and skills by the same number of DP points. This allows the players to customize (min/max) his character to some degree. It also insures that almost all characters will be unique. The cost in

DPs to modify an ability, trait of skill is listed in the following *Adolescent Talent/Flaw Cost Table*.

**Adolescent Talent/Flaw Cost Table**

Talent/Flaw	Cost	Min/Max Modification
Ability Modification	10 DP/0.1 z	-3.0/+3.0 z from racial mean
Descriptors & Background	See table	See table
Entropy	5 DP/0.1 z	-3.0/+3.0 z
Luck	10 DP/0.1 z	0.0/+6.0 z
Mana	1 DP/0.1 z	-3.0/+3.0 z
Skill Modification	1 DP/0.1 z	-3.0/+3.0 z
Hearing, Standard	1 DP/0.1 z	-1.0/+3.0 z from racial mean
Sight, Standard	1 DP/0.1z	-1.0/+3.0 z from racial mean
Smell, Standard	1 DP/0.1z	-1.0/+3.0 z from racial mean
Taste, Standard	1 DP/0.1z	-1.0/+3.0 z from racial mean
Touch, Standard	1DP/0.1z	-1.0/+3.0 z from racial mean

The DP pool may only be used on the items listed in the *Adolescent Talent/Flaw Cost Table*. Detailed descriptions of the various traits and skills are listed in the appendices. If the character is supposed to be able to manipulate magic, Mana must be increased. Positive skill modification is limited to those skills that are allowed for his social standing. 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 birth to maturity.

### 8.2 Skill Advancement

The time used for *Skill* advancement (from birth to young adult) is based upon the race's age at maturity and the intensity of study. The first component is based on the racial description; the last is a reflection of a particular race's outlook on life. For example, elves are more laid back and relaxed, after all, barring accident they can expect to live over 300 years; Goblins on the other hand must struggle just to survive to maturity. The *ORS GM's Guide*<sup>TM</sup> has information detailing how this parameter is calculated for the *Terra 1592* campaign.

This time encapsulates starting from a baby (that can virtual do nothing), apprenticeship, learning a trade and initial education. For a few, this time might also encompass running off and joining the army, 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 will be based on social status, nationality and culture. Your GM may decide to assign all your skills in his own manner, he may work with you to assign the skills or you may use the following tables. Some GMs may even create standard Adolescent template that a player must select from. For example the GM may have a vision of what a medieval apprenticeship involves and detail them out, effectively limiting the player's options.

Skills are detailed out in Appendices. The following tables represent the skill advancement options available to characters adventuring in Terra. The skills listed on the tables are required skills that will take the percentage time indicated during

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*Adolescent Development, i.e.,* they are preallocated. For *Player's Choice skills* he may select from master *Skills* list (see Appendix) that are allowed for his social standing or he may add percentage points to any skill in his table. Remember, the player must defend all choices based on race, nationality, culture, social class, upbringing and prehistory. The *ORS GM's Guide™* provides additional information on educational opportunities.

## Skill Advancement for Lower Class (z.<0.0)

Skill	B	D	E	G	H	M
Awareness, Active	1	1	2	2	1	1.24
Caving	0	1.5	0	1.3	0	0.4
Climbing	0.6	1.33	1.19	1.33	1.19	0.5
Dancing	0.6	0.6	0.6	0.3	0.6	0.6
Destroying	0.1	0.3	0.1	0.3	0.2	0.2
Diving	0	0	0.1	0	0	1.6
Fauna Lore	0.6	0.6	1	0.3	0.6	0.6
Fishing	0	0	0.6	0	0	1
Flora Lore	0.6	0.6	1	0.3	0.6	0.6
Flying, Gliding	5.33	0	0	0	0	0
Foraging	1	1	1	1.5	1	1
Games, chance (player's choice)	3	2	3	2	1.46	3
Hiding	0.6	0.6	0.6	1	0.6	0.6
History (own)	1	1.5	1.5	1	1	1
Hunting	1	0	1	1	0	1
Jumping	0.6	0.4	0.6	1	0.6	0.3
Landing	0.6	0.4	0.6	1	0.6	0.3
Language (Speak)	2	2	2	1.19	2	2
Movement, Walk	2	5	5	5	5	1
Movement, Jog	1	1.7	2.5	3	2	0.5
Movement, Run	0.01	0.01	0.6	0.9	1	0.01
Prayer	1.19	1.19	1.26	1.19	1.19	1.19
Religion	1.19	1.19	1.19	1.19	1.19	1.19
Singing	1.19	1.19	1.29	0.6	1.19	1.19
Social Structure, own	0.6	0.6	0.6	0.6	0.6	0.6
Stalking	1	1.19	1.29	2	1.19	1.19
Streetwise	0	0	0	1	0	0
Swimming	0	0	1	0	0	5
Throwing	2	2	2	2	2	1
Tracking	0	0.6	1.19	0	0	0
Weapon, Dagger	1.19	1.5	1.19	2	1.19	1.19
Player's choice*	70	70	64	65	72	70
Total (must be 100%)	100	100	100	100	100	100

\* Player's choice skills may not be selected from the Middle or Upper Class as specified in the *Skill Descriptions* without GM's permission.

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## Skill Advancement for Middle Class (0.0 ≤ z < 2.0)

Skill	B	D	E	G	H	M
Armor, Medium	0.3	2	2	1.7	1.5	2
Awareness, Active	1	1	2	2	1	1.3
Caving	0	1.5	0	1.3	0	0.4
Climbing	0.6	1.3	1.2	1.3	1.2	0.5
Codex, Nouns & Verbs	0.2	0.2	0.2	0	0	0.2
Codex, Lore	0.5	0.5	0.5	0	0	0.5
Contacting	0.5	0.5	0.5	0.5	0.5	0.5
Dancing	0.6	0.6	0.6	0.3	0.6	0.6
Destroying	0.1	0.3	0.1	0.3	0.2	0.2
Diving	0	0	0.1	0	0	1.6
Fauna Lore	0.6	0.6	1	0.3	0.6	0.6
Fishing	0	0	0.6	0	0	1
Flora Lore	0.6	0.6	1	0.3	0.6	0.6
Flying/Gliding	5.4	0	0	0	0	0
Foraging	0.5	0.5	0.5	1.5	0.5	0.5
Games (player's choice)	3	2	3	2	1.5	3
Hiding	0.6	0.6	0.6	1	0.6	0.6
History, own	2	2.5	2.5	2	2	2
Hunting	1	0	1	1	0	1
Jumping	0.6	0.4	0.6	1	0.6	0.3
Landing	0.6	0.4	0.6	1	0.6	0.3
1 Language (Speak)	2.5	2.5	2.5	2	2.5	2.5
1 Language (Read)	2	2	2	1.5	2	2
1 Language (Write)	2	2	2	1	2	2
Magic Ritual	1	1	1	2	0	1.1
Math, Basic	2	2	2	0.5	2	1
Movement, Walk	2	5	5	5	5	1
Movement, Jog	1	1.7	2.5	3	2	0.5
Movement, Run	0.01	0.01	0.6	0.9	1	0.01
Prayer	1.2	1.2	1.3	1.3	1.2	1.2
Religion	1.2	1.2	1.2	1.2	1.2	1.2
Singing	1.2	1.2	1.2	0.6	1.2	1.2
Social Structure, own	0.6	0.6	0.6	0.6	0.6	0.6
Streetwise	0	0	0	1	0	0
Swimming	0	0	1	0	0	5
Throwing	2	2	2	2	2	1
Tracking	0	0.6	1.2	0.3	0	0
Weapon, Dagger	1.5	1.5	1.5	1.5	1.5	1.5
Missile Weapon	0	0.19	1.75	0	0	1.09
Weapon, Sword	0.19	1.5	1.75	0.1	0.2	0.1
Player's choice*	60.9	58.3	50.3	58	63.6	59.3
Total (must be 100%)	100	100	100	100	100	100

\* Player's choice skills may not be selected from the Lower or Upper Class as specified in the *Skill Descriptions* without GM's permission.

## Skill Advancement for Upper Class (z ≥ 2.0)

Skill	B	D	E	H	M
Administration	0.6	0.6	0.65	0.6	0.6
Armor, Medium	0.3	3	2	1.5	2
Armor, Heavy	0.1	2	1	1.5	1
Awareness, Active	1	1	2	1	1.3
Cartography	0.1	0.1	0.1	1	0.1
Climbing	0.3	0.65	0.6	0.6	0.25
Codex, Nouns & Verbs	1	1	1	0	1
Codex, Lore	1	1	1	0	1
Dancing	.5	.5	.5	.5	.5
Destroying	0.1	0.3	0.1	0.2	0.2
Diplomacy	1	1	1	1	1
Diving	0	0	0.2	1	3.2
Fauna Lore	0.6	0.6	1	0.6	0.6
Fishing	0.1	0.1	0.1	0.1	1
First Aid	0.6	0.6	1	0.6	0.6
Flora Lore	0.6	0.6	1	0.6	0.6
Flying/Gliding	5.69	0	0	0	0
Games, Chance	1	1	1	1	1
Games, Tactical	0.5	0.5	0.5	0.5	0.5
Heraldry	0.5	0.5	0.5	0.5	0.5
History, own	2	2	2	2	2
Hunting	2	2	2	2	2
Jumping	0.6	0.4	0.6	0.6	0.3
Landing	0.6	0.4	0.6	0.6	0.3
Languages, native (Speak)	3	3	3	3	3
Languages, native (Read)	2.5	2.5	2.5	2.5	2.5
Languages, native (Write)	2.5	2.5	2.5	2.5	2.5
Languages (Speak)	2.5	2.5	2.5	2.5	2.5
Languages (Read)	2	2	2	2	2
Languages (Write)	2	2	2	2	2
Leadership	1	1	1	1	1
Math, Basic	3	3	3	3	2
Mounted Combat	0.6	0.6	1.2	1.2	0.6
Movement, Walk	2	5	5	5	1
Movement, Jog	1	1.7	2.5	2	0.5
Movement, Run	0.01	0.01	0.6	1	0.01

Philosophy	0.6	0.6	0.65	0.6	0.6
Prayer	1.2	1.2	1.3	1.2	1.2
Religion	1.2	1.2	1.2	1.2	1.2
Riding	0.6	0.6	1.2	1.2	0.6
Singing	1.2	1.2	1.2	1.2	1.2
Social Structure, own	0.6	0.6	0.6	0.6	0.6
Swimming	.2	.2	1	.6	6
Throwing	2	2	2	2	1
Tracking	0	0.6	1.2	0.6	0
Weapon, Dagger	3.5	3.5	3.5	3.5	3.5
Weapon, Sword	1	3	3.5	3	1.64
Firearms	1	3	3.5	2	.3
Missile Weapon	1	0.64	1.9	0.6	0
Player's choice§	43	36	29	36	41
Total (must be 100%)	100	100	100	100	100

\* Player's choice skills may not be selected from the Lower or Middle Class as specified in the *Skill Descriptions* without GM's permission.

## 9 Initial Development

At this point the GM must decide if he wants to start a campaign with adventurers who have just reached maturity or seasoned veterans. If he decides players should start at maturity then proceed to section 10.0. If he wants to start his characters with a little more experience continue reading.

The GM must now decide the amount of time the characters have spent experiencing life after maturity. Did they join a guild and go into a particular vocation? Did they join the army, navy, or become a mercenary? Did they fall into a life of crime? Did they receive specialized training? Did they just wander or explore new lands and cities? Did they go to university? These are the types of questions that must be answered by each player for their character and detailed out in their prehistory. Some of these choices will be eliminated due to social class, race, available time, etc., based upon the GM's ruling.

Once a player and GM have agreed to what has occurred during this time the player must list all the skills that would be used during this time. He may select any and all skills from the master *Skills* list (see Appendix) that are allowed for his social standing. He may not select any skills with a social standing of **None**, these skills may only be developed during an actual campaign. Furthermore, Social Standing can only be increased during an actual campaign, *i.e.*, there are advantages to starting characters at maturity.

This period of a character's life includes all waking hours of the day. Remember that the proficiency in some skills will decay during periods of non-use. After having selected the applicable and appropriate skills, the player must determine a percentage time associated with each. The total percentage of all the skills must add up to 100%. Once complete the character abilities and skills will be updated and the character will be older.

## 10 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	2age s	3 s/month
Middle	1age £	1 £/month
Upper	10age £	20 £/month

Starting funds indicate the amount of money a character, at maturity, has to spend to outfit his character. The amount is his age in years multiplied by the factor indicated in the table above. This is all the money the character has at the start of the game.

Living expenses are the minimum amount to cover clothing, personal care items and services, food, drink and lodging appropriate for ones 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, *ORSTM* 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 ones 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.

# 11 Prehistory

## 11.1 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 are 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 rejected 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 your selves. 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?

### Life Style 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?

## 11.2 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 Fioro*

**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 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 in 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 I 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 be 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.

## 12 Continued Advancement

After the characters have been created, equipped and their prehistories written, players are ready to experience the GM's world. As the PCs adventure in the world they will continue to learn new skills and increase their proficiency with the skills they already know. This process will occur automatically as the game progresses if GM and players are using the computerized playing aides. Details about using these computer aids are detailed in the section IV.

Characters will improve their skills naturally by adventuring and exploring in their world. Examples include but are not limited to *ORST*<sup>TM</sup> published adventures, scouting, raiding, looting, quests, participating in tournaments, duels, etc.

### 12.1 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 *Adolescent Development-Skill Advancement section 8.2* or during *Initial Development, section 9.0* he has 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.

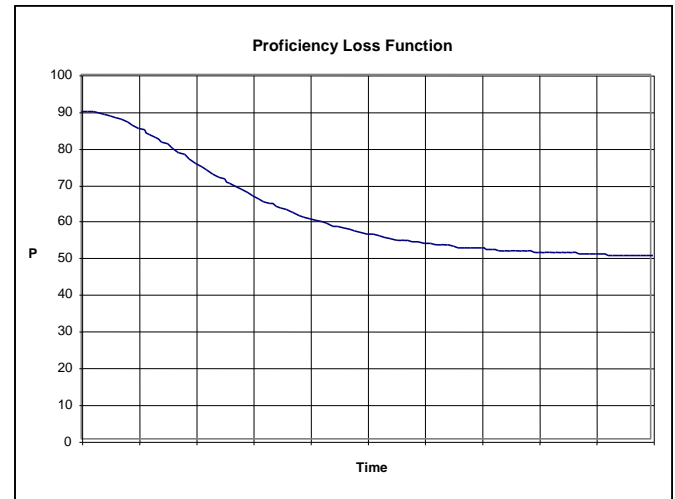
### 12.2 Experience Points

As mentioned in the introduction, *ORST*<sup>TM</sup> is a level-less system. As such there is no need for experience points. Characters can improve skills and abilities through regular use and formal training.

## 13 Skills

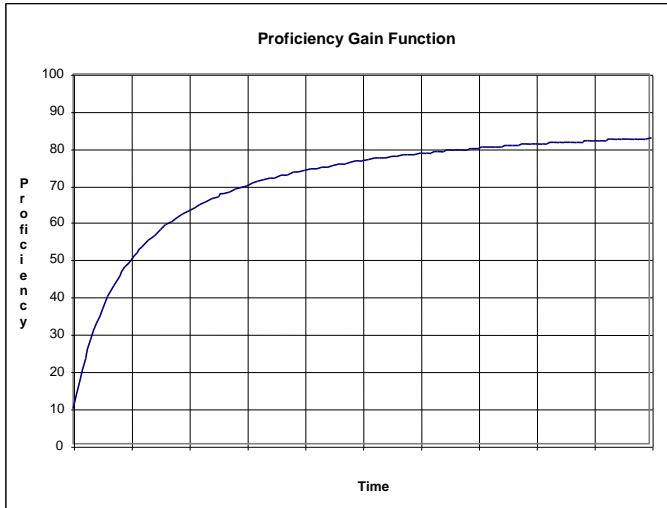
Skills are the mechanism characters use to perform actions and interactions. For a given skill, characters will have differing proficiencies. This helps make characters unique. Skills are a function of abilities, traits, social standing, affiliations and environmental conditions which defines a probability density function (pdf). Skills may have prerequisite skills. A skill must always be less than a prerequisite skill. Skills are related to each other by means of the skill web. 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, traits, and environmental conditions. This percentile reflects how competent a character is in this skill under a certain set of conditions. A 0% proficiency means that the character is unable to use this skill. A 100% proficiency 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 generally larger than zero. The previous plot is a typical proficiency loss function.

Not only can skill proficiency decrease, it can increase too. Through instruction or usage, the character's skill improves. The following is a typical proficiency gain function.



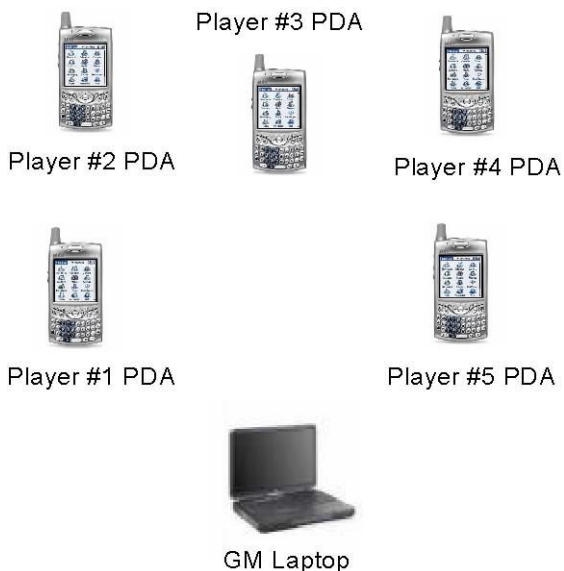
Skills can naturally be grouped into categories based on their similarities. These categories are termed meta skills and will be used to determine a characters proficiency in skills in which he has no direct experience, but does have some similarity to a known skill or skills.

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

# Section III: The Gaming Experience

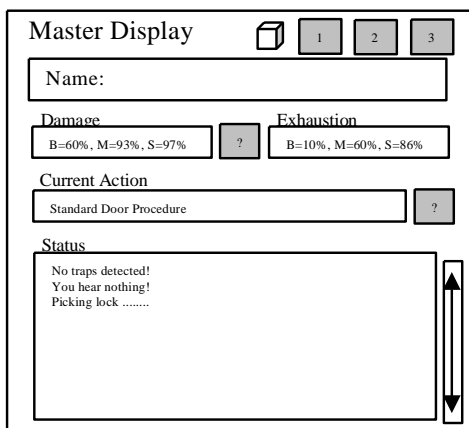
## 14 User Interface

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



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

### 14.1 Main Menu

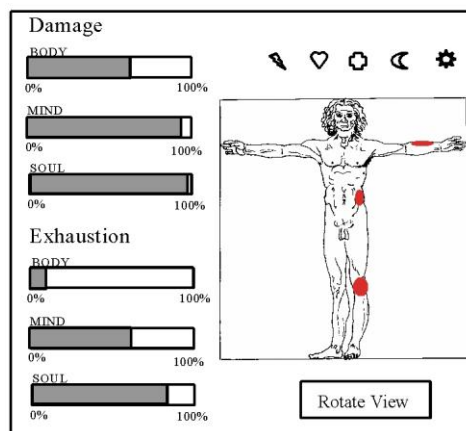


The main menu presents most of the information a player needs during the course of play. There are icons to set their dice preferences. Three buttons along the top provide access to additional information. One allows the player to display the character's ability, traits and skill values. Another provides 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. 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.

### 14.2 Health Menu



The health menu provides detailed 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. *ORST*<sup>TM</sup> even provides a method for importing custom graphics to representing the character's true appearance. This

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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 he is 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.

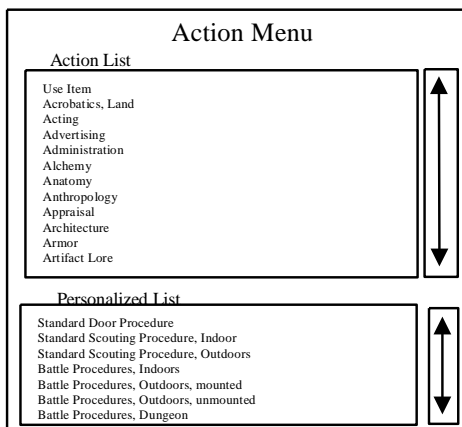
When the organ damage icon is illuminated the character has sustained noticeable damage to an organ. When clicked, this could indicate an ear has been severed or an eye put out.

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.

## 14.3 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 *ORST<sup>TM</sup>* 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  $\leftarrow \rightarrow$  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 *ORST<sup>TM</sup>* 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 ones 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 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.

### 14.3.1 Called Shots

Called Shots are a specific way that a character can modify his outcome based upon his situation. In general *ORST<sup>TM</sup>* 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 8% of the time. Similarly with projectile weapons *ORST<sup>TM</sup>* 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, *ORST<sup>TM</sup>* allows the player to preferentially select attack locations, *i.e.*, called shots. NOTE: called shots by their very nature are more difficult and this fact is incorporated into the outcomes. *ORST<sup>TM</sup>* 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

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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.

The *Swashbuckling* combined skill often has a called shot specified, *e.g.*, carving your initials on someone's posterior requires a called shot. Similarly an archery competition has the bulls-eye specified as the highest priority. A final example of an extreme called shot is an entity shooting a tossed coin out of the air with his pistol.

### 14.4 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.

### 14.5 Dice Rolling

**Dice Menu**

Pseudo-random number Generator

Reset Generator to Initial State  
Enter Seed  
Use System Clock to Set Seed

Customize Dice

Select Color  
Select Pattern  
Select Translucence

Manual Dice Rolling

00.00.00.00    Enter

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.

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.

The above process is only used for those players that demand to 'roll' their own dice, which *ORSTM* 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.

## 15 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<sup>TM</sup>* 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<sup>TM</sup>* 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<sup>TM</sup>* such that playability is maximized. The following subsections describe and illustrate how *ORST<sup>TM</sup>* handles this.

It is important to emphasize that *ORST<sup>TM</sup>* 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.

### 15.1 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<sup>TM</sup>* skills available to the character. Skills are described in further detail in the Appendix *Skills*. *ORST<sup>TM</sup>* combined skills specify combinations of skills and meta skills.

As stated earlier, actions depend on his current environment, his abilities, traits and skills. Environmental conditions include weather, temperature, character's encumbrance, entities performing actions nearby, is the character in a melee or non-melee situation, character's movement rate, current health and difficulty of the desired action just to name a few.

## 15.2 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<sup>TM</sup>* combined skills, see above. *ORST<sup>TM</sup>* action templates list multiple actions linked together, either in series or if possible in parallel. The variety of 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.

### 15.3 Movement

A character's movement is an action, but it is also an environmental condition that impacts existing and future actions. *ORST<sup>TM</sup>* 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 environmental conditions, his abilities, traits and health. Under the normal laws of physics the faster one moves the slower one turns/maneuvers. In general the character will attempt to get from point A to point B. 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 *ORST<sup>TM</sup>* 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. Some skills like *Mounted Combat* have been designed to allow entities to train in combat while riding a beast. To maximize the probability that a character will succeed in an action he should not be moving.

## 15.4 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 of an entities action on a character is immediately updated on the player's *Health Menu*. The specific details are also available on the GM's screen.

## 15.5 Melee

Probably one of the most intense time periods a character will encounter is active melee. Imagine your party is in a life and death situation, outnumbered and far from home. This section will provide an overview of a typical game flow, during melee. To illustrate various situations we will use a hypothetical gaming party. The party consists of archetypal *Thief*, *Woodsmen*, *Priest*, *Mage* and *Cavalier*. Do not be confused by these names they are used to describe the 'role' the characters are filling, not a RPG class/profession, *ORST™* has no classes.



The GM acting in his role as a storyteller describes what the characters are experiencing. Based on this information the players select a personalized action template to cover the general situation. For example, 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 and around a door. The *Thief* hands his lantern to the *Priest* and then selects Standard Door Procedure from his personalized action list. The *Woodsmen* moves 20 feet back down the corridor and selects has guard template. The rest of the party selects their guard template and adjust their character's facing using their game map, while the thief does his thing.

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

- The characters are interrupted, or

- The GM enters an interrupt, or
- All the action templates have completed.

If the characters are interrupted, surprise is automatically determined based on each character's abilities, skills and traits. Similarly initiative is automatically determined as well. Under the hood *ORST™* handles much of the tedious rules that can slow the game down and over burden the GM. With these and other items automatically handled the GM can concentrate on his role as a storyteller.

Remember *ORST™* has event driven sequencing. Player's will be able to change their character's actions only when *ORST™* 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, *ORST™* 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 *Woodsmen* has heard someone or something coming down the corridor. This is an example of an event and this information is displayed on the *Woodsmen'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 *Woodsmen's* player can do this via his message screen or he can just say it. If he just says it the GM must enter an interrupt. Because the group is all together everyone can hear this. This is an example of another event, to which the rest of the party can react. 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 *Woodsmen*, noticing that there is absolutely no cover. The *Mage* adjusts his position such that he can see the *Woodsmen* and the *Cavalier*. Numerous actions were described here, play continues until the next interrupt.

The *Woodsmen* 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 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 *Woodsmen* has chosen to fire his bow as quickly as possible, *i.e.*, this is not target practice where he would be more deliberate. *ORST™* will

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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 gets an interrupt, "Ghouls". *ORST<sup>TM</sup>* automatically determined that he saw the creatures and identified them. He 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 *ORST<sup>TM</sup>* spell system can be found in the next section and specific details are contained in the *ORS Codex<sup>TM</sup>*.

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 *ORST<sup>TM</sup>* takes into consideration the players predefined combat requirements, *e.g.*, the *Woodsman* has a balanced offensive/defensive attack. The defensive 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 (combined action) 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 *ORST<sup>TM</sup>* augments the role playing experience. *ORST<sup>TM</sup>* 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. *ORST<sup>TM</sup>* does not eliminate the GM's role, it focuses it on the creative aspects of the game.

In addition to the examples above *ORST<sup>TM</sup>*, 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.

## 15.6 Spell Casting

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, arcane essence or simply magic has been studied for many millennium. The result of this study 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, Extraplanner and Illusion. For ease of understanding Animal, Human, Supernatural and Extraplanner are further divided into Body, Mind and Soul. And Illusion is divided into Hearing, Sight, Smell, Taste and Touch.

The 28 categories are used to describe ones mastery of the various aspects of magic. Each spell combines one or more "nouns" with a "verb". Thus, a "create fire" spell produces

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light, heat, or fire and a “change fire” spell transforms light, heat, or fire into a new shape or structure.

*ORS*<sup>TM</sup> 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.

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*.

Using the Codex is an action. Like all actions they are modified by environmental conditions, the characters Abilities, Skills and Traits. 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. Magical purists would never lower themselves to using VSM components as they feel only primitive spell casters use components.

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*<sup>TM</sup> has no spell levels. 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 where

as 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.

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.

In addition to the above discussion *ORS Codex*<sup>TM</sup>, depending on the situation, allows characters to:

- ◆ use cover and concealment,
- ◆ perform opportunity fire,
- ◆ engage in long, medium and short range attacks,
- ◆ take into consideration range and rate of fire,
- ◆ automatically determine fumbles, failures and critical hits,
- ◆ automatically take into consideration special items, immunities and special defenses
- ◆ perform conflicting actions and common actions

## 16 Interactions

Interactions are actions that occur simultaneously, or near simultaneously with the actions of another character, NPC or entity. A classic example is a character attempting to sneak up on (Stalking) a NPC guard (Active Awareness). Another example is two spell casters attempting to manipulate the same object.

The current environment, the character's and entity's abilities, traits and skills are used to create a unique multivariate pdf and the outcome space is defined. The outcome space is the result of both actions, *i.e.*, a single dice roll resolves both actions. Partial success, success and overwhelming success is good for the player character. Partial failure, failure and overwhelming failure is good for the other character, NPC, or entity.

## 17 Exhaustion

During an adventure a character can become exhausted in mind, body and soul. Should this happen 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.

### 17.1 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 determined by the summation of the subcategories of body, *i.e.*, Comeliness, Speed, Agility, Vitality, Strength and Endurance.

### 17.2 Mind

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

### 17.3 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 determined by the summation of the subcategories of soul, *i.e.*, Charisma, Empathy, Creativity, Morality, Spirituality and Will.

## 18 Damage & Healing

A character can also sustain damage 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 should not be confused with hit points, they are a dynamic mapping (0-100) of an entities 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 ability to heal itself. 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 *First Aid*, the required power for magical *Healing* will be decreased.

Unlike many role-playing games on the market, *ORST*<sup>TM</sup> does not have a Saving Throw or a Resistance Roll concept. Instead, when an entity is the recipient of a magical attack the damage outcome space is automatically modified by the current environmental conditions, his armor, abilities, traits, skills, etc..

### 18.1 Body

The body damage pool is determined by the summation of the subcategories of body, *i.e.*, Comeliness, Speed, Agility, Vitality, Strength and Endurance weighted by their stressors. Skills applicable to healing the body may include: diagnostics, first aid, using prepared herbs, medical aid, midwifery, surgery 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.

### 18.2 Mind

The Mind damage pool is determined by the summation of the subcategories of mind, *i.e.*, eloquence, Quickness, Intuition, Stability, Reasoning and Memory weighted by their stressors. Skills applicable to healing the mind may include: using prepared herbs, 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.

## 18.3 Soul

The Soul damage pool is determined by the summation of the subcategories of soul, *i.e.*, Charisma, Empathy, Creativity, Morality, Spirituality and Will weighted by their stressors. Skills applicable to healing the soul may include: 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.

## 19 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 ones 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. *ORSTM* 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 ones 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 find a new GM to game with if his answer doesn’t satisfy you. The *ORS GM’s Guide<sup>TM</sup>* 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 bleed 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 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<sup>TM</sup>* has additional information on how near-death experiences are implemented within *ORSTM*.

# Appendices

## 20 Traits

A GM will use traits to create new entities and races. A player uses traits to define his character's potential. The population is all entities, so if Birdmen, Elves, Humans, Mermen, are ~0% better and Dwarves on average are only 16% better in regards to infra-vision, then there are a lot of entities who have superior infra-vision. The initial values of the various traits are dependent on the race. Baseline (initial) values for a purely average entity are specified in the individual descriptions.

### 20.1 Talents and Flaws

**Ability Modification:** The abilities of the entity can be modified in z-score in finite increments up to the maximum or minimum allowed for his PCs particular race. A 0.0z is considered average but PCs will begin at -2.0z.

**Age Span:** The maximum lifespan may be modified. The base is 75 years.

**Allergy Resistance:** This trait is a modifier to the entity's allergy resistance that is defined by his abilities. A 0.0z is considered average.

**Body Density:** The entity's overall body density may be modified. A 0.0z is considered average and -z-scores indicated less than average body density and +z-scores indicate greater than average body density. Body density impacts various skills, *e.g.*, Acrobatics, Brachiation, Climbing, Flying, Swimming, etc. Body density is also indicative of bone strength and muscle/tendon development that will affect the probability of certain injuries.

**Camouflage:** This trait is an indication of the entity's chameleon-like capabilities. This applies to the entity's natural skin/hair, *e.g.*, tiger strips, leopard spots or true chameleon-like ability at +3.0z. A 0.0z is considered average.

**Curse Resistance:** This trait is a modifier to the entity's curse resistance that is defined by his abilities. A 0.0z is considered average.

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

**Disease Resistance:** This trait is a modifier to the entity's mind and body disease resistance that is defined by his abilities. A 0.0z is considered average.

**Echo Location:** This trait encompasses hearing-like vision, *e.g.*, bat, dolphin echo location. A 0.0z is considered average, but PCs will begin at -3.0z.

**Entropy:** Entropy is the ability of an entity to affect events and entities around him. A 0.0z is considered average, where -z

indicates outcomes will be undesirable for the entity and +z scores indicates positive outcomes.

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

**Healing Rate:** This trait is a modifier to the entity's healing rate that is defined by his abilities. A 0.0z is considered average.

**Hearing, Standard:** This trait quantifies the quality of an entities hearing. A 0.0z is considered average.

**Height:** The entity's height may be modified in increments of +/- 5% of their base racial height. A character's height will impact various skills, *e.g.*, jumping, running ability, etc.

**Immunity to Normal Weapons:** The entity may adjust their immunity to normal weapons. A 0.0z is considered average where +3.0z would be virtually invulnerable to 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. Luck is dependent on Entropy. A 0.0z is considered average, -3.0z is very unlucky and +3.0 is very lucky.

**Magic Resistance:** Some entities are more or less susceptible to magic and magical affects. Unless development points are used this trait starts at 0.0 z-score for all.

**Mana:** the power of the magical forces of nature/supernatural embodied in an object or person. Unless development points are used this trait starts at -3.0z-score for all, but the population average is 0.0z. Mana affects an entity's ability to learn and cast magical spells as well as perform ritual magic.

**Maturity:** The age at which a particular race is considered a mature adult. The default age of maturity is  $0.225 * \text{AgeSpan}$ .

**Morphing:** This trait describes the entity's ability to morph (change) up to 50% 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 takes several minutes modified by the characters natural abilities.

**Natural Armor:** This trait modifies the toughness of an entity's skin. An entity with a -1 would tend to bruise easily and a +3 his skin would be equivalent to hard leather armor. A 0.0z is considered average.

**Natural Weapons:** This trait modifies an entity's natural weapon lethality, *i.e.*, fingernails and teeth become claws and teeth like a lion. A 0.0z is considered average.

**Poison Resistance:** This trait is a modifier to the entity's poison resistance that is defined by his abilities. A 0.0z is considered average.

**Porphyria:** Is an inherited disorder related to an entity's sensitivity to light. +0z is normal, +3z extreme resistance to sunlight -1z is skin photosensitivity, and -3z is severe light sensitivity.

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**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 be new or induced by reading a book of prophecy. 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 frequency of a prophet having a vision is rare, never more than one per day. Unless development points are used this trait starts at -3.0z-score for all.

**Reproductive Rate:** This trait is the rate at which the female of the species comes into heat. The baseline is 1/month.

**Sense, Direction:** An entity can determine their absolute orientation, *i.e.*, north and up and down. A 0.0z is considered average, *i.e.*, 50% time the entity would be wrong.

**Sense, Power:** The entity can detect the presence of active magic, 10' diameter radius. This talent will not indicate direction or source, just the presence.

**Sense, Reality:** The entity can locally sense the harmony of the universe. The local harmony of the universe can be disturbed by 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.

**Sight, Standard:** This trait quantifies the quality of an entities normal vision, *i.e.*, how well they can see without modification. A 0.0z is considered average, *i.e.*, 20/20.

**Sleep Intensity:** This is not insomnia (disease), it is an indication how deeply an entity sleeps. A -2z is a very deep sleeper and a +2z is a very light sleeper. A 0.0z is considered average.

**Sleep, Required:** The average amount of sleep each day the entity needs to function. The base is 8 hours.

**Smell, Standard:** This trait quantifies the quality of an entity's normal sense of smell. A 0.0z is considered average.

**Spell-like Trait:** The entity has a spell that they may innately use. The specific verb-noun combination must be cast at the indicated capability, *i.e.*, variable spells are fixed. For this spell the entity will have a Mana z-score rating of 0.0z or their own whichever is higher. This trait does not grant any prerequisite spells that may be required. 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.

**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 this trait starts at -2.0z score for all.

**Taste, Standard:** This trait quantifies the quality of an entity's normal sense of taste. A 0.0z is considered average.

**Therianthropy** – is a DNA changing disease that causes the metamorphosis of humanoids into animals, *e.g.*, werewolf. While in animal form therianthrope's have a hunger for humanoid flesh, which can only be restrained by the *Control Therianthropy* skill.

**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. A 0.0z is considered average.

**Undead Craving:** This is an undead's craving for life essence, *e.g.*, blood for a vampire, brains for a zombie, and humanoid flesh for a ghoul.

**Vision, Binocular:** The use of two eyes is necessary to obtain the correct perception of depth. A 0.0z is considered average.

**Vision, Daylight:** The entity is able to see clearly and discern detail in normal daylight. This trait is an indication of the entities pupil reactivity. A 0.0z is considered average.

**Vision, Distance:** The entity is able to see clearly and discern detail at a distance. A 0.0z is considered average.

**Vision, Infrared:** The entity is able to see in the infrared portion of the spectrum, *i.e.*, he can detect gradations in temperature. Unless development points are used this trait starts at -3.0z score for all.

**Vision, Lowlight:** The entity is able to see in lowlight situations. Some source of light is required though, *e.g.*, starlight, match light, etc. A 0.0z is considered average, a -1.0z would be severe night blindness and a +2.0z would be cat vision.

**Vision, Ultraviolet:** The entity is able to see in the ultraviolet portion of the spectrum, *i.e.*, wavelengths shorter than visible but longer than X-rays. Unless development points are used this trait starts at -3.0z score for all.

**Vision, Underwater:** The entity is able to see in fresh and saltwater underwater clearly. Some source of light is required though, *e.g.*, sunlight, magical light, starlight, etc. A 0.0z is considered average.

**Weight:** An entity's weight may be modified in increments of +/- 10% of their base racial weight. A character's weight will impact various skills, *e.g.*, maximum weight that can be carried, running ability, etc.

**Entity Talent/Flaw Cost Table**

Talent/Flaw	Cost	Min/Max
Ability Modification	10 DP/0.1 z	-2.0/+2.0 z
Age Span	1 DP/25 years	25/305
Allergy Resistance	1 DP/ 0.25 z	-3.0/+3.0 z
Body Density	1 DP/0.2 z	-2.0/+2.0 z
Camouflage	1 DP/0.2 z	-3.0/+3.0 z
Curse Resistance	1 DP/ 0.4 z	-3.0/+3.0 z
Disease Resistance	1 DP/ 0.2 z	-3.0/+3.0 z
Dismemberment Attack	50 DP	NA
Echo Location	1 DP/0.1z	-3.0/+3.0 z
Entropy	5 DP/0.1z	-7.0/+7.0 z
Gestation Period	5 DP / month	+/- 3 months
Healing Rate	1 DP/0.1 z	-3.0/+3.0 z
Hearing, Standard	1 DP/0.1z	-1.0/+3.0z from mean
Height	1 DP/5% of racial average	0.5/1.3X racial max
Immunity to Normal Weapons	1 DP/0.1z	-3.0/+3.0z
Luck	10 DP/0.1z	-7.0/+7.0 z
Magic Resistance	50 DP/0.1z	-3.0/+3.0z
Mana	1 DP/0.1 z	-2.0/+2.0 z
Maturity	1 DP/ 6% of Age Span	10%/50% of Age Span
Morphing	5 DP /10%	10%/50%
Natural Armor	1 DP/0.1 z	-2.0/+3.0 z
Natural Weapons	1 DP/0.1 z	-1.0z/+2.0 z
Poison Resistance	1 DP/ 0.4 z	-3.0/+3.0 z
Porphyria	1 DP/ 0.4 z	-3.0 /_3.0 z
Prophecy	1 DP/0.1z	-3.0/+3.0z
Reproductive Rate	1 DP / month	+/- 1 month from racial ave
Sense, Direction	1 DP/ 0.4z	-3.0/+3.0 z
Sense, Power	5 DP/ for each time / day	0/3 times/day
Sense, Reality	1 DP/ 0.2z	-3.0/+3.0 z
Sense, Time	1 DP/ 0.4z	-3.0/+3.0 z
Sight, Standard	1 DP/0.1z	-1.0/+3.0z from mean
Skill Modification	1 DP/0.1 z	-3.0/+3.0 z
Sleep Intensity	1 DP/0.1 z	-3.0/+3.0 z
Sleep Required	1 DP/hour	1/20 hours
Smell, Standard	1 DP/0.1z	-1.0/+3.0z from mean
Spell-like Trait	(5 DP/1.0z)*Power Level	NA
Taste, Standard	1 DP/0.1z	-1.0/+3.0z from mean
Therianthropy	50 DP	NA
Touch, Standard	1 DP/0.1z	-1.0/+3.0z from mean
Undead Craving	100 DP	NA
Vision, Binocular	Free	NA
Vision, Daylight	1 DP/0.1z	-3.0/+3.0 z
Vision, Distance	1 DP/0.1z	-3.0/+3.0 z
Vision, Infrared	1 DP/0.2z	-3.0/+3.0z
Vision, Lowlight	1DP/0.1z	-1.0/+3.0 z
Vision, Ultraviolet	1 DP/0.2z	-3.0/+3.0z
Vision, Underwater	1 DP/0.1z	-3.0/+3.0 z
Weight	1 DP/ 10% of racial average	0.5/3.0X racial max

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

## 20.2 Descriptors and Background

**Affiliations** are guilds, groups, social, political and religious organizations to which the entity is associated with. 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' guild 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. It is possible, but potentially hazardous, for entities to be members of two antagonistic groups, *e.g.*, being a citizen of both France and England during the 100 years war. Affiliation is represented by the standard z-score rating where +3 or higher indicates a significant leadership role; a zero indicates no member ship and a -3 indicates significant antagonism. 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

**Affiliation, Conspiratorial:** The entity was reared in and around a specific organization whose purpose is to overthrow some government or established institution. They understand this particular group's organization, leadership and methods. This knowledge addresses things that cannot be covered elsewhere in an entity's skill development. They also carry an item or phrase of recognition associated with this group.

**Affiliation, Craftsman:** The entity was reared in and around a specific merchant or craft guild. They understand this particular guild's organization, leadership and methods. This knowledge addresses things that cannot be covered elsewhere in an entity's skill development. They also carry an item or phrase of recognition associated with this group.

**Affiliation, Criminal:** The entity was reared in and around a specific criminal society. They understand this particular society's organization, leadership and methods. This knowledge addresses things that cannot be covered elsewhere in an entity's skill development. They also carry an item or phrase of recognition associated with this group.

**Affiliation, Military:** The entity was reared in and around a specific military or mercenary organization. They understand this particular group's organization, leadership and methods. This knowledge addresses things that cannot be covered elsewhere in an entity's skill development. They also carry an item or phrase of recognition associated with this group.

**Affiliation, Peasant:** The entity was reared in peasant household. They understand this particular group's organization, leadership and methods. This knowledge addresses things that cannot be covered elsewhere in an entity's skill development.

**Affiliation, Religious:** The entity was reared in and around a specific religion or cult. They understand this particular group's organization, leadership and methods. This knowledge addresses things that cannot be covered elsewhere in an entity's skill development. They also carry an item or phrase of recognition associated with this group.

**Affiliation, Slave:** The entity is an escaped slave or is involved in the slave trade. They understand this particular group's organization, leadership and methods. This knowledge addresses things that cannot be covered elsewhere in an entity's skill development. They might carry a brand somewhere on your body identifying your owner and status.

**Contact, Mentor:** The entity has a benevolent mentor who will help train and advise the character.

**Contact, Society:** The entity has a friend/contact in the upper echelons of society. The assistance of this contact will depend on the society and current economic and political environment.

**Contact, Supply:** The entity has a friend/contact who can obtain virtually any non-magical item in a matter of hours or days.

**Knighthood:** The entity has been knighted and is entitled to all the benefits of knighthood. The exact effects will vary depending on society. This trait requires an appropriate social

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standing as a co-requisite, *i.e.*, a minimum +2.0z Social Standing.

**Royal Blood:** The entity possesses royal blood, the percentage starts at 10% and rises 5% per development point. This requires a pre-requisite Social Standing of +3.0z or higher.

**Social Standing:** This trait 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 -3.0z indicates a slave and a +3.0z or higher tends to indicate nobility. A +6.0z might indicate the individual is a crown prince.

### Descriptor/Background Cost Table

Talent/Flaw	Cost	Min/Max
Affiliation, Conspiratorial	1 DP/ 0.2 rank	-3.0z/+1.0z
Affiliation, Craftsman	1 DP/ 0.2 rank	-3.0/+1.0 z
Affiliation, Criminal:	1 DP/ 0.2 rank	-3.0/+1.0 z
Affiliation, Military	1 DP/ 0.2 rank	-3.0/+1.0 z
Affiliation, Peasant	1 DP/1 z	-3.0/+3.0 z
Affiliation, Religious	1 DP/0.1z	-3.0/+0.0 z
Affiliation, Slave	-3 DP	-3.0/+3.0 z
Contact, Mentor	2 DP / contact	NA
Contact, Society	3 DP / contact	NA
Contact, Supply	2 DP / contact	NA
Knighthood	3 DP	NA
Royal Blood	1 DP/5%	0/100%
Social Standing	1 DP /2 z	-3.0/+6.0 z

## 21 Skills

This section details all of the skills that can be utilized within *ORST*<sup>TM</sup>. Skills are listed in alphabetical order. Each skill is briefly defined within the context of *ORST*<sup>TM</sup>, including information on scope, limitations and required prerequisites. 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 all these skills have a prerequisite of an appropriate language skill. Certain skills are limited during *Adolescent Development* based on social standing and will appear within the braces, L=limited to Lower class only, M=limited to middle class only, U=limited to upper class only. Skills marked with *None* are not available during Adolescent Development. After the game begins, after maturity or at sometime 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.

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

### 21.1 Skill Descriptions

#### 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. This skill has a prerequisite of balance.

#### Acting

This skill indicates the degree of proficiency in the performance art of acting. Additional applications include impersonation, simulating actions or reactions and even creating a new identity. In other words this skill can be used by a character that wants to act differently than he would normally.

#### Advertising

This skill indicates the degree of proficiency in making something publicly and generally known. This skill can apply to items, perceptions, information, etc.

#### Administration {M,U}

This skill indicates the degree of proficiency in performing executive duties. This includes management, record keeping, personal relations, politics and maneuvering within a bureaucracy.

#### Alchemy (T) {U}

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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.

### Anatomy (T) {U}

This meta skill indicates the degree of proficiency in knowing information about an individual species anatomy. An entity must develop anatomy separately for each differentiable species.

### Anthropology (T) {U}

This meta skill indicates the degree of proficiency in the science of humanoid entities, specifically, the study of the origins, distribution, physical and cultural development, racial characteristics, social customs and beliefs.

### Appraisal (T) {M,U}

This meta skill indicates the degree of proficiency in assessing the value of an item, *e.g.*, armor, art, weapons, gems, etc. In addition, this skill can be used to detect forgeries and counterfeits. Each differentiable item type must be developed separately, *e.g.*, armor, art, weapons, gems, etc.

### Architecture (T) {M,U}

This skill indicates the degree of proficiency in the art of designing structures. This includes drafting and interpreting blueprints and evaluating and appraising structures. This skill has a prerequisite of drafting and building appraisal.

### Armor {M,U}

This meta skill indicates the degree of proficiency in moving and performing other skills (including casting) while wearing armor. Armor is defined as anything other than normal, relatively light clothes. *ORST*<sup>TM</sup> groups armor based upon its cumulative weight and encumbrance, *i.e.*, Light-Armor, Medium-Armor and Heavy Armor (T). The character will develop armor proficiency based upon what he is wearing. Armor offers various levels of protection based upon what it is made of and what parts of the body it covers. Armor is usually constructed of leather and various metals. The terminology for the various parts of armor is quite diverse and depends on the time period and culture. For *ORST*<sup>TM</sup> the following simplified table will be used to describe/classify all armor. In other words your character sheet may say you are wearing a cervelliere and a byrnir, but *ORST*<sup>TM</sup> treats them as a cap and a mail shirt.

Name	Protection Offered	Examples
Backplate	Back	
Breastplate	Chest	
Basinet	Head & upper neck	
Bracers	Forearm	
Cap	Top of head	Skull cap
Chausses	Legs	Leather pants, mail hose, plate (cuisse, poleyn and side wing, greaves)
Cuisse	Front of thigh	
Helmet	Head but not face or neck	
Helmet, close	Head, face and upper neck	
Gauntlet	Hands & wrist	
Gorget	neck	
Greaves	Lower legs	
Poleyn	Knee	
Sabaton	Feet	Leather boots, mail, plate (sabaton)
Shirt	Chest, arms, shoulders, back, hips	Leather or mail shirt, Plate (haute-piece, pauldron, lance rest, upper cannon of the vambrace, breastplate, backplate, couter, fauld, lower cannon of the vambrace, tasset,

		culet)
Suit	Complete body coverage	
Vest	Chest, shoulders and back	Leather vest, mail vest, beast and back plate

### Artifact Lore (T) {U}

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

### Astronomy (T) {U}

This 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.

### Awareness

This meta skill indicates the degree of proficiency in perceiving events, actions and situations in one's immediate environment. Active and passive 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. Passive awareness is subconscious and is used in *ORST*<sup>TM</sup> to determine whether the character is surprised or suddenly senses an ambush.

### Balance

This skill indicates the degree of proficiency in maintaining one's balance as part of some other action. As ones proficiency increases the ability to keep one's balance increases even under stressful conditions.

### Begging {L}

This skill indicates the degree of proficiency in begging. This skill has a prerequisite of either language, mimicry or signaling.

### Billiards (T) {M,U}

This skill indicates the degree of proficiency in the game of billiards. This skill includes knowledge of rules, techniques and history related to the specific game.

### Boat Pilot (T) {M,U}

This meta skill indicates the degree of proficiency in boat operation and navigation within a specific waterway. Application of this skill includes knowledge of current, depth and hazards along a waterway. This skill must be developed for each waterway.

### Bowling, Lawn (T) {M,U}

This skill indicates the degree of proficiency in the game of lawn bowling. This skill includes knowledge of rules, techniques and history related to the specific game.

### Brachiation {None}

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.

### Bribery

This skill indicates the degree of proficiency at offering an appropriate bribe to an individual in a subtle way. This skill has a prerequisite of either a common language, mimicry or signaling.

### Cartography {M,U}

This skill indicates the degree of proficiency in creating and using maps. The quality and accuracy of the map is dependent

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on the tools and environment in which they are created as well as the proficiency of the cartographer. This skill has a prerequisite of drawing.

### **Caving**

This skill indicates the degree of proficiency in spelunking, *i.e.*, exploring and navigating underground caves and passages.

### **Ceramic & Glass crafts (T) {M}**

This skill indicates the degree of proficiency in the art, technology, or process of making ceramic and glass objects. This skill must be developed individually for specialized areas, *e.g.*, glass-making, ceramics, pottery, etc.

### **Circle Lore (T) {M,U}**

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. They do this by shielding magical energies outside its perimeter and containing them within, this includes extraplaner 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. Good circle's will in general have higher the quality of the components. Often circles/pentagrams are contained within another circle for a multi-layered defense. Runes, 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. Depending on its use Circle Lore will have Codex Lore, Extraplaner Creature Lore, Ritual Magic, and Supernatural Creature Lore as a corequisite.

### **Climbing**

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. Free climbing and aided climbing must be developed separately. 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. Aided climbing utilizes ropes, pitons, hooks, etc. to assist in climbing and increase protection. The rate and duration at which the character may perform this skill depends on their ability scores.

### **Codex (T) {M,U}**

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, Extraplaner and Illusion. For ease of understanding Animal, Human, Supernatural and Extraplaner are further divided into Body, Mind and Soul. And Illusion is divided into Hearing, Sight, Smell, Taste and Touch. All codex skills will be enhanced by the caster's Codex Lore skill and the Meditation skill always can help with focus.

The 28 categories are used to describe ones 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.

### **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. This category can be enhanced by the Planar Lore (Earth) skill.

**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 alchemists laboratory. Spell weavers can manipulate existing storms as well as create new storms. This category can be enhanced by the Planar Lore (Air) 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. This category can be enhanced by the Planer Lore (Fire) 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. This category can be enhanced by the Planar Lore (Water) 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 category can be enhanced by the Planar Lore (Ether) 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 category can be enhanced by the Flora Lore and Herbology skills.

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**Animal** - This category affects animals of all kinds. This category can be enhanced by the 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 category can be enhanced by the Anthropology skill amongst others. 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 category can be enhanced by 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.

**Extraplaner** - Extraplaner encompasses creatures and monsters, *e.g.*, elementals, devils, demons and others from different planes of existence. This category can be enhanced by the Extraplaner Creature Lore, and Planar Lore skills.

Extraplaner actually encompasses three categories:

- ◆ **Extraplaner -Body** category allows spell weavers to heal, enhance or harm the physical bodies of extraplaner creatures and monsters.
- ◆ **Extraplaner -Mind** category allows spell weavers to manipulate, memories, thoughts and emotions of extraplaner creatures and monsters.
- ◆ **Extraplaner -Soul** category affects the souls, mettle, courage, vigor, will, etc., of extraplaner 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. Many other skills can enhance an illusion, *e.g.*, Anthropology, Extraplaner 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) {M,U}

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. Although not a prerequisite this skill is highly recommended for all spell weavers.

### 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 just locating someone who can provide it. This skill has a prerequisite of a common language.

### Contortions {L,M}

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 entering and exiting a frenzied state. Frenzy is a form or temporary madness (severe mental or emotional agitation), also called battle rage, can be beneficial if it occurs during combat, but outside this arena it can be a severe detriment.

### Control Therianthropy

This skill indicates the degree of proficiency controlling one's therianthropy. 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. This requires that the individual has been either born with or infected by lycanthropy. While in animal form the abilities and skills of the Therianthrope are the animals, but can be increased towards the humans as limited by their Control Therianthropy skill. For example the human may have a 3.5z score in memory, the animal only has a 1.0z and the Control Skill is at 1.2z. Therefore while in wereform the animal has the memory of 1.2z.

### Cooking (T) {L,M}

This meta skill indicates the degree of proficiency in cooking and preparing food and drink. Additional applications include: detecting spoiled or bad food etc. This skill must be developed individually for specialized areas, *e.g.*, baking, brewing, curing, distilling, general, wine making, etc.

### Counterfeiting {M,U}

This skill indicates the degree of proficiency in counterfeiting documents and other records, *e.g.*, bank records, bill of sales, titles, birth and death records. This skill has a prerequisite of scribing. Note: Counterfeiting money whether metallic or paper falls under the forgery skill.

### Dancing

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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.

### **Deflecting (T) {M,U}**

This meta skill indicates the degree of proficiency in deflecting a thrown weapon or missile that is directed at the user. The deflection can be accomplished using a weapon, shield (armed) or even unarmed which must be developed separately. At higher levels of proficiency the user may even catch the thrown or fired missile.

### **Destroying**

This skill indicates the degree of proficiency in breaking, smashing, burning and otherwise destroying objects and items.

### **Detect Hidden**

This skill indicates the degree of proficiency in detecting secret, hidden and concealed objects or openings. This skill has a prerequisite of active awareness.

### **Detect Lie**

This skill indicates the degree of proficiency in determining whether an individual is lying or not. To utilize this skill the character must be able to see and hear the individual as well as having experienced the individual's race and/or culture. Each differentiable species must be developed separately, humanoids, cats, dogs, dragons, demons, faeries, etc. This skill has a prerequisite of active awareness and a common language.

### **Diagnostics (T) {M,U}**

This meta skill indicates the degree of proficiency identifying a disease or the nature of an injury from its signs and symptoms. Each differentiable species must be developed separately, humanoids, cats, dogs, dragons, etc. Each extraplanar and supernatural creature is considered a differentiable species. This skill has a prerequisite of active awareness.

### **Diplomacy {U}**

This skill indicates the degree of proficiency at the art and practice of conducting negotiations between individuals and even nations. This includes handling affairs without arousing hostility. This skill has a prerequisite of culture lore.

### **Disarm (T) {M,U}**

This meta skill indicates the degree of proficiency in disarming an armed opponent. Depending on the outcome the practitioner could potentially use this weapon on its previous owner. This skill must be developed separately for either disarming an opponent with and without a weapon. Each differentiable attacking weapon is therefore a prerequisite.

### **Disguise**

This skill indicates the degree of proficiency in disguising one's appearance.

### **Diving**

This skill indicates the degree of proficiency at diving. This skill applies to both diving into water and diving through water. The rate and duration at which the character may perform this skill depends on their ability scores.

### **Drafting (T) {M,U}**

This skill indicates the degree of proficiency in drafting, *i.e.*, technical drawing. A prerequisite skill of drawing is required.

### **Drawing**

This skill indicates the degree of proficiency in the art of drawing. Applications include drawing portraits, crude plans and architectural sketches, *i.e.*, creation of any image using pens, pencils, caulk, charcoal, etc. Furthermore, this skill can be used to detect forgeries.

### **Driving {L,M}**

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.

### **Duping {L,M}**

This skill indicates the degree of proficiency in deceiving an individual by underhanded means. This skill has a prerequisite of a common language.

### **Engineering (T) {M,U}**

This skill indicates the degree of proficiency in the application of science and mathematics by which the properties of matter and the sources of energy in nature are made useful to individuals in structures, machines, products, systems and processes. This skill has prerequisites of math and physics.

### **Extraplanar Creature Lore (T) {U}**

This meta skill indicates the degree of proficiency in knowing information about extraplanar creatures, including their true name. Each differentiable creature must be developed separately.

### **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 differentiable species must be developed separately.

### **Fishing**

This skill indicates the degree of proficiency in fishing. Saltwater and freshwater fishing must be developed separately.

### **First Aid (T)**

This meta skill indicates the degree of proficiency in emergency care or treatment given to ill or injured creatures before regular medical aid can be obtained. Each differentiable species must be developed separately, humanoids, cats, dogs, dragons, etc. Each extraplanar and supernatural creature is considered a differentiable species.

### **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.

### **Flying/Gliding {L,M,U depending on race}**

This skill indicates the degree of proficiency at flying/gliding. This skill does not apply to riding flying or gliding beasts, that is the riding skill. The rate and duration at

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which the character may perform this skill depends on their ability scores. This skill has a prerequisite of balance.

### **Foraging (T) {L,M}**

This meta skill indicates the degree of proficiency in searching and obtaining food and drink. This skill must be developed for each specific environment, *e.g.*, desert, urban, forest, etc. This skill does not include the ability to hunt or fish.

### **Forgery {L,M}**

This meta skill indicates the degree of proficiency in imitating/duplicating another artist's style or work, including their signature. This skill must be developed individually and has a prerequisite for each differentiable art, *i.e.*, drawing, music, painting, poetry, sculpting, etc. Counterfeiting money whether metallic or paper falls under this skill with a prerequisite of engraving (*i.e.*, metal crafts).

### **Games (T)**

This meta skill indicates the degree of proficiency in games involving luck and tactics. Games of chance include: Hazzard (craps), Primero, Taroccho played with tarot cards, etc. Tactical games include: chess, go, shogi, backgammon, checkers, etc. Each game must be developed separately.

### **Geology (T) {U}**

This 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.

### **Golf (T) {M,U}**

This skill indicates the degree of proficiency in the game of golf. This skill includes knowledge of rules, techniques and history related to the specific game.

### **Handling (T)**

This meta skill indicates the degree of proficiency in the care and feeding of animals. At the GMs discretion this skill could be used for supernatural and extraplaner creatures, just consider them as a differentiable species. Each differentiable species must be developed separately.

### **Heraldry (T) {M,U}**

This meta skill indicates the degree of proficiency in knowing information about a culture's heraldic crests. Each differentiable culture must be developed separately.

### **Herbology (T)**

This meta skill involve the science and use of Herbs. Identification, preparation and use must all be developed separately. 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 and magical uses and applications may also be determined. This skill has a corequisite of Flora Lore. Preparation is the degree of proficiency in preparing a herb or set of herbs for a specific purpose. This skill has a prerequisite of Identify Herbs. Use indicates the degree of proficiency in using and/or applying a previously prepared herb. Herbology has a meta skill of *HerbTox* which encompasses the similarities of Herbology and Toxicology.

### **Herding {L,M}**

This meta skill indicates the degree of proficiency in herding animals. At the GM's discretion this skill could be used

for supernatural and extraplaner creatures, just treat them as a differentiable species. Each differentiable species must be developed separately.

### **Hiding**

This skill indicates the degree of proficiency in concealing an item(s) or an individual(s) using camouflage, silence, shadow, what is available from the surrounding environment, etc. This skill assumes once hidden the item or individual does not move.

### **History (T) {M,U}**

This meta skill indicates the degree of proficiency in knowing information about a culture's history. Each differentiable culture must be developed separately.

### **Hunting**

This skill indicates the degree of proficiency in hunting. This skill does not include tracking, which is a corequisite.

### **Hypnosis {U}**

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. This skill has a prerequisite of a common spoken language.

### **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 has a prerequisite of a common language.

### **Juggling {L,M}**

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

### **Jumping**

This meta skill indicates the degree of proficiency in jumping, either from a running or a standing start. Jumping horizontally or vertically must be developed separately. The skill has a corequisite skill of landing. This skill does not include using a pole, see pole-vaulting.

### **Landing**

This skill indicates the degree of proficiency in landing from a jump or fall without sustaining injury. As ones proficiency increases the distance will increase.

### **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 rating also increases the rate an entity can read.

### **Law (T) {U}**

This meta skill indicates the degree of proficiency in the practice of law. Each country and/or nation-state should be developed separately.

### **Leadership {U}**

This skill indicates the degree of proficiency in inspiring and commanding others. Applications include rallying (raising

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the moral) of those under ones command. This skill has a prerequisite of a common language.

### **Leather-crafts(T) {M}**

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, cobbler, furrier, saddler, tanner, tooler, etc.

### **Linguistics (T) {U}**

This skill indicates the degree of proficiency in the study of speech including the units, nature, structure and modification of language. This skill has a prerequisite of the spoken language to be studied. 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 therefore a prerequisite.

### **Lock-craft (T) {L,M}**

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. Prerequisite skills in Lock Identification, Lock Picking and an appropriate metal-craft are required. Identification indicates the degree of proficiency in recognizing locks and understanding their underlying mechanisms. Picking indicates the degree of proficiency in opening locks. A corequisite of Lock Identification is required.

### **Machinery (T) {M}**

This meta skill groups the various skills having to do with machines. The skills of fabrication and usage must be developed separately. Fabrication indicates the degree of proficiency in building/assembling/repairing a previously designed machine, engine, or equipment. This includes siege engines, mills, looms, etc. This skill has a prerequisite of Use Machinery. This skill does not include the fabrication of the various components, *i.e.*, a skilled craftsman may be needed to fabricate the various pieces or the machine. To actually create and design a new machine or engine requires the appropriate engineering skill. Use Machinery indicates the degree of proficiency in using existing machinery, engines and equipment. This includes siege engines, mills, looms, etc. At higher levels of proficiency this skill can be used to figure out how to use new and strange machines.

### **Magic Ritual (T) {L,M}**

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. Many other skills can enhance or are required during a magic ritual, these include: Circle Lore, Codex Lore, Dancing, Extraplanner Creature Lore, Flora Lore,

Meditation, Planer Lore, Singing, Supernatural Creature Lore, and Symbol Lore just to name a few.

Ritual magic involves long incantations that take much longer to cast and involve 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 maneuver 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 prerequisite skill rolls, *e.g.*, drawing a pentagram (Symbol Lore), Extraplanner 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

### **Math (T) {M,U}**

This skill indicates the degree of proficiency in performing mathematics. Basic and Advanced Math must be developed separately. Basic math includes the ability to add, subtract, multiple and divide. This skill is limited to algebra and geometry. Advanced Math has a prerequisite of Basic Math. Advanced math includes calculus, differential equations, linear algebra, trigonometry, statistics, probability, etc.

### **Medical Aid (T)**

This meta skill indicates the degree of proficiency in healing ill or injured creatures. This skill includes setting bones, suturing minor wounds, treating diseases and other ailments. This skill has prerequisites of First Aid, Diagnostics and potentially Use Herbs. Each differentiable species must be developed separately, *e.g.*, humanoids, cats, dogs, dragons, etc. Each extraplanner and supernatural creature is considered a differentiable species.

### **Meditation (T) {M,U}**

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. For example being relaxed allows for better concentration.

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### **Metal-crafts (T) {M}**

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, sculpture, etc. Additional applications include the ability to recognize previously viewed work and detect forgeries.

### **Metallurgy (T) {M,U}**

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) {L,M}**

This meta skill indicates the degree of proficiency in the delivery and care of babies. This includes pre and postnatal care of the mother. This skill must be developed separately for each differentiable species, including extraplaner and supernatural species.

### **Military Procedures (T) {U}**

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 assault, infantry, cavalry, marine, navy, etc.

### **Military Tactics (T) {U}**

This 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.*, cavalry, covert operations, infantry, naval blockade, 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 has a prerequisite of military procedures.

### **Mimery**

This skill indicates the degree of proficiency in the performance art of mimery, *i.e.*, conveying concepts or information without verbal communication (*e.g.*, language) or a codified signed language (*e.g.*, signaling). Additional applications include limited communication when neither party know the others language. Mimery of complex actions may require various props.

### **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**

This skill indicates the degree of proficiency in mixing with a group, crowd or population to escape notice from others. Applications include hiding, escape, evasion and moving through a crowded square. This skill has a prerequisite of disguise.

### **Mining {M,U}**

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

### **Mounted Combat {U}**

This skill indicates the degree of proficiency in fighting either with a weapon or unarmed while mounted. Jousting would fall under this skill. Prerequisites for this skill include riding and the weapon. This skill must be developed separately for each differentiable species, including extraplaner and supernatural species.

### **Movement**

This meta skill indicates the degree of proficiency at moving on land. Walking, jogging, running must each be developed separately. The rate and duration at which the character may perform this skill depends on their ability scores. Jogging has a prerequisite of walking and running has a prerequisite of jogging.

### **Muscle Memory (T) {M,U}**

This skill indicates the degree of proficiency in performing actions while mentally exhausted, distracted or even stunned. This skill does not remove the effects of mental exhaustion or stun it just allows the user to fall back upon their intense training and function at some level of physical ability. The level of ability will never be greater than it would be if the individual weren't stunned or mentally exhausted.

### **Music (T) {M,U}**

This skill indicates the degree of proficiency in writing/composing original music. Additional applications include: conducting, recognizing previously studied music and the ability to briefly remember and write down new music heard. Furthermore, this skill can be used to detect counterfeit works. This skill has a prerequisite of play instrument.

### **Navigation (T) {M,U}**

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.

### **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. Furthermore, this skill can be used to detect forgeries.

### **Physics (T) {U}**

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 skill has a prerequisite of Advanced Math.

### **Philosophy (T) {U}**

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

### **Picking Pockets {L}**

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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) {U}**

This meta 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 them in 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 is 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. Each plane must be developed separately.

### **Play Instrument {M,U}**

This meta skill 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 includes: the ability to recognize previously learned musical passages and memorizing new rhythms and melodies.

### **Poetic Improvisation**

This skill indicates the degree of proficiency in the performance art of improvising or reading poetry. Additional applications include recognizing previously learned poetic styles and forms and memorizing new poems. This skill has a prerequisite of a common language.

### **Poetry {M,U}**

This skill indicates the degree of proficiency in writing original poetry or any stylized form of writing. Additional applications include: writing stories, journals, political speeches and even identifying another writing style and or forgeries. This skill has a prerequisite of language.

### **Pole-vaulting {L,M}**

This skill indicates the degree of proficiency in using a pole to cross over an obstacle.

### **Polo (T) {U}**

This skill indicates the degree of proficiency in the game of polo. This skill includes knowledge of rules, techniques and history related to the specific game. This skill requires the prerequisite of riding.

### **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 requires the prerequisite of meditation.

### **Propaganda**

This skill indicates the degree of proficiency in influencing others indirectly, *i.e.*, written materials, spreading rumors,

creating situations, etc. This skill has a prerequisite of a common language.

### **Psychology (T) {U}**

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, race, culture must be developed separately. Extraplanar and supernatural creatures should be considered a separate species.

### **Public Speaking**

This skill indicates the degree of proficiency in influencing others directly, *i.e.*, entertaining, giving speeches, etc.. This skill is different from Tale Telling which is primarily used for entertainment, where public speaking is used to psychologically manipulate large groups of people. This skill has a prerequisite of a common language.

### **Quickdraw**

This meta skill indicates the degree of proficiency bringing a weapon into melee. This skill may be accomplished with any weapon that is normally carried by a character. Each weapon must be developed separately. For example, iaido allows one to draw their sword from its scabbard and strike in the blink of an eye, even while sitting or lying down. This skill has a prerequisite of a weapon.

### **Rappelling (T) {None}**

This skill indicates the degree of proficiency at rappelling. The rate and duration at which the character may perform this skill depends on their ability scores.

### **Religion (T)**

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

### **Reverse Strike {U}**

This meta skill indicates the degree of proficiency at attacking opponents on one's flank or rear without changing position. This skill must be developed for each weapon or unarmed attack separately; these skills are therefore a prerequisite.

### **Riding {M,U}**

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.

### **Rope Mastery (T)**

This skill indicates the degree of proficiency in manipulating and using lines and ropes. Applications include: knot tying, lasso, splicing, throwing, 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.

### **Sailing (T)**

This skill indicates the degree of proficiency in sailing a boat or ship. Navigation is a separate skill.

### **Scribing (T) {M}**

This skill indicates the degree of proficiency in performing the actions of a scribe. Applications include: calligraphy, clerk,

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copier of manuscripts, dictation, librarian, secretary, etc. Furthermore, this skill can be used to detect counterfeit documents, bank records, etc. This skill has the prerequisite of a common language.

### **Seduction**

This skill indicates the degree of proficiency in influencing others emotionally and sensually, or sexually. This skill has a prerequisite of a common language, mimicry or signaling.

### **Sense, Spatial**

This meta 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. This skill must be developed for each room/area separately.

### **Service (T) {M}**

This skill indicates the degree of proficiency in performing the duties of a butler, maid, valet, etc.

### **Shield {M,U}**

This meta skill indicates the degree of proficiency in defense, moving and performing other skills while using a shield. *ORS*<sup>TM</sup> groups shields based upon their cumulative size, weight and encumbrance, *i.e.*, Large-Shield, Medium-Shield and Small Shield. 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 was held in the hand. The character will develop shield proficiency based upon what he is using. Shields are usually constructed of hide, wood or metal. If the shield is used as a weapon an appropriate weapon skill must be developed as well with the shield skill as a prerequisite. Examples include: the buckler, a small shield used mainly in the 13th to 17th centuries; 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 shields carried on the arm by infantry troops from the 13th to the 16th century; the Pavise, a large oblong shield used mainly by archers and crossbowmen from the 14th century to the beginning of the 16<sup>th</sup>.

### **Shuttlecock (T) {U}**

This skill indicates the degree of proficiency in the game of shuttlecock. This skill includes knowledge of rules, techniques and history related to the specific game

### **Signaling (T)**

This skill indicates the degree of proficiency in communicating without a spoken or written language. Examples of this include smoke signals, sign language and even seductive body language.

### **Silent Kill (T) {None}**

This meta skill indicates the degree of proficiency delivering the death blow 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. The execution of this skill usually involves delivering a strike to specific point on the targets body. This can be accomplished either unarmed or using a weapon, each must be developed separately. This skill is limited to opponents no more than twice the height of the practitioner. This skill assumes a significant amount of anatomical knowledge

about the opponent. This skill has prerequisite of Anatomy and either a weapon or unarmed strikes.

### **Singing**

This skill 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. This skill has a prerequisite of language.

### **Skating {M,U}**

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.

### **Skiing {M,U}**

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.

### **Skinning (T) {L,M}**

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

### **Sleight-of-hand (T) {L,M}**

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

### **Soccer (T) {M,U}**

This skill indicates the degree of proficiency in the game of soccer. This skill includes knowledge of rules, techniques and history related to the specific game.

### **Social Structure**

This skill indicates the degree of proficiency in knowing/deducing information about a specific culture's social structure. Social structure is the differentiation of a society based on status, caste, or wealth. Each society must be assembled separately. This skill has a prerequisite of active awareness.

### **Stalking {L,M}**

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 ones presence. This skill has a prerequisite of active awareness.

### **Stilt-walking {L,M}**

This skill indicates the degree of proficiency moving on stilts. This skill has a prerequisite of balance.

### **Stone-crafts(T) {M}**

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 forgeries.

### **Streetwise {L}**

This skill indicates the degree of proficiency in the skills and attitude necessary to survive in an often-violent urban environment. This includes understanding the proper protocol and attitudes when interacting with those who live and work in

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an urban (underworld) environment. This skill has a prerequisite of a language, active awareness and mingling.

### **Subdual (T) {U}**

This meta skill indicates the degree of proficiency rendering an opponent unconscious, stunning, or causing extreme pain effectively immobilizing them. The execution of this skill usually involves delivering a strike to specific point on the targets body. This can be accomplished either unarmed or using a blunt weapon, each must be developed separately. 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 human body. This skill is limited to opponents no more than twice the height of the practitioner. This skill assumes a significant amount of anatomical knowledge about the opponent. The prerequisites are anatomy and either a weapon or unarmed strikes.

### **Supernatural Creature Lore {U}**

This meta skill indicates the degree of proficiency in knowing information about supernatural creature, including their true name. Each differentiable creature must be developed separately.

### **Surgery (T)**

This meta skill indicates the degree of proficiency in successfully performing major surgery. This includes everything from brain surgery to repairing bones with pins and screws. This skill has a prerequisite of Medical Aid. Each differentiable species must be developed separately, humanoids, cats, dogs, dragons, etc. Each extraplaner and supernatural creature is considered a differentiable species.

### **Surveillance**

This skill indicates the degree of proficiency at watching a person, place or thing. This skill is often used simultaneously with the Hiding skill, so that the one doing the watching is not seen. This skill has a prerequisite of active awareness.

### **Survival {L,M}**

This meta skill indicates the degree of proficiency in knowing procedures and techniques to survive in various environments. This includes finding shelter, building a fire, finding food and water, etc. This skill must be developed for each specific environment, *e.g.*, desert, urban, forest, etc. This skill does not include the ability to hunt or fish. This skill has a prerequisite of Active Awareness and Foraging.

### **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.

### **Symbol Lore (T) {U}**

This skill indicates the degree of proficiency in having academic knowledge of magical symbols as they pertain to ritual magic and the codex.

### **Tale Telling**

This skill indicates the degree of proficiency in the performance art of telling a tale, to relatively small groups of people. Tales include fables, folklore and short stories from current or past events. Additional applications besides entertainment include: education, reciting of verbal histories and

memorizing new tales. This skill has a prerequisite of a common language.

### **Tennis (T) {M,U}**

This skill indicates the degree of proficiency in the game of tennis. This skill includes knowledge of rules, techniques and history related to the specific game.

### **Textile-crafts (T) {L,M}**

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. Each specialization must be developed separately.

### **Throwing**

This skill indicates the degree of proficiency in throwing objects (excluding weapons). This skill impacts distance and accuracy.

### **Tightrope-walking {L,M}**

This skill indicates the degree of proficiency tightrope walking. This skill has a prerequisite of balance.

### **Toughness (T) {None}**

This skill indicates the degree of proficiency in conditioning one's body to withstand blows which would otherwise inflict damage. Examples include 'iron-shirt' Qi Gong and 'iron-bone' training. This type of training normally takes years of dedication.

### **Toxicology (T) {L,M}**

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 (plants, 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. This skill has a prerequisite of Flora Lore and Fauna Lore.

Preparation indicates the degree of proficiency in preparing a poison. Identify Poisons is a prerequisite skill. If the poison is chemical in nature a proficiency in alchemy is a prerequisite.

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. Toxicology has a meta skill of *HerbTox* which encompasses the similarities of Herbology and Toxicology.

### **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 proficiencies 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

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attempting to backtrack. Finally, this skill can be used to hide tracks, *i.e.*, make tracking by others more difficult.

### **Trading {M,U}**

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. This skill has a prerequisite of a common language, mimicry or signaling.

### **Training (T)**

This meta skill indicates the degree of proficiency in training of animals. This skill usually requires a significant amount of time and dedication. Applications of this skill could be the training of animals to perform various actions on command, either verbal or by gestures. Each differentiable species must be developed separately. Extraplanner and supernatural creatures should be considered as a separate species.

### **Trance, Cleansing (T) {None}**

This skill indicates the degree of proficiency using one's mind and Soul to remove negative influences on themselves or held objects, *e.g.*, curses, lingering evil, etc. In general this skill involves entering into a purification trance during which they will be unaware of their surroundings. The duration and severity of the curse removed is dependent on proficiency. This skill has a prerequisite of meditation.

### **Trance, Death (T) {None}**

This skill indicates the degree of proficiency using one's mind and Soul to enter a state that is virtually indistinguishable from death. While in this state one will appear dead and be unaware of their surroundings. The duration and the degree to which death is mimicked is dependent on proficiency. This skill has a prerequisite of meditation.

### **Trance, Healing (T) {None}**

This skill indicates the degree of proficiency using one's mind and Soul to speed up natural healing. In general this skill involves entering into a healing trance during which they will be unaware of their surroundings. The duration and amount of healing is dependent on proficiency. This skill has a prerequisite of meditation.

### **Trance, Recall (T) {None}**

This skill indicates the degree of proficiency using one's mind and Soul to recall events, names and situations. In general this skill involves entering into a trance during which they will be unaware of their surroundings. As proficiency increases the practitioner is able to recall events from long ago. This skill has a prerequisite of meditation.

### **Trance, Sleep (T) {None}**

This skill indicates the degree of proficiency using one's mind and Soul to reduce the amount of sleep required to be refreshed. In general this skill involves entering into a sleeping trance during which they will be unaware of their surroundings. The duration is dependent on proficiency. This skill has a prerequisite of meditation.

### **Trance, Stabilization (T) {None}**

This skill indicates the degree of proficiency stabilizing one's injuries by using one's mind to control normally involuntary bodily actions, *e.g.*, reducing blood loss by

constricting the blood vessels or by slowing down one's heart. In general this skill involves entering into a stabilization trance during which all metabolic processes are slowed down. The duration and degree of stabilization is dependent on proficiency. 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. This skill has a prerequisite of meditation.

### **Transference (T) {None}**

This rare meta skill indicates the degree of proficiency in temporarily increasing a body ability score and thereby temporarily increasing all skills dependent on that ability. The cosmic balance requires a similar reduction in a soul ability score. Each ability category must be developed separately. The linkage between the body and soul can be seen from the rows of the following table. The duration and rate of this transference is dependent on one's proficiency. Legend states that long ago people could perform other transferences as well, but the technique seems to have been lost.

Ability Category	Body	Soul
Attractiveness	Comeliness	Charisma
Celerity	Speed	Empathy
Flexibility	Agility	Creativity
Health	Vitality	Morality
Power	Strength	Spirituality
Stamina	Endurance	Will

### **Traps (T) {L,M}**

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. This skill has a prerequisite of Trap-Fabrication. 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. This skill has a prerequisite of Trap-Fabrication. Fabrication indicates the degree of proficiency in building and setting inanimate traps. This includes indoor and outdoor traps, mechanical and natural.

### **Two-Weapon Combat {U}**

This meta skill indicates the degree of proficiency in fighting with two weapons simultaneously. This will increase the user's attack and parrying potential. Each weapon, must be a one-handed weapon and be held in a single hand. This skill must be developed for each two-weapon combination individually. The weapons used are therefore a prerequisite.

### **Unarmed, Blocks**

This skill indicates the degree of proficiency in blocking or avoiding an opponent's unarmed or armed attack. It can be used to completely nullify the attack or just keep an opponent at bay. This skill includes aspects of many martial arts including Tai-chi.

### **Unarmed, Grappling**

This skill indicates the degree of proficiency in immobilizing an opponent. Examples of this include wrestling and aspects of various martial arts like aiki-ju-jitsu, etc.

### **Unarmed, Strikes+**

This skill indicates the degree of proficiency in striking an opponent to inflict bodily damage. Strikes can be from the

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hands, feet, head, etc. This skill includes most martial arts including boxing and at its lowest level brawling without weapons. This Skill also includes natural attacks including, claw, bite, rake, etc. At extreme levels of proficiency the practitioner can shatter inanimate objects while taking no damage.

### Unarmed, Sweeps

This skill indicates the degree of proficiency in sweeping an opponent's legs and having them fall to the ground. This skill includes tackling, throwing and aspects of kung-fu, aiki-ju-jitsu, etc. Many arts follow up a successful Sweep with a grappling skill to pin the opponent's arm or leg, or a strike to inflict additional damage. This skill also include natural attacks including tail sweep, etc.

### Ventriloquism {L,M}

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, tale telling, etc. The use of various props can help when performing this skill. This skill has a prerequisite of language.

### Weapons

This skill indicates the degree of proficiency using weapons for both offensive and defensive combat, i.e., parrying. Parrying can be used for both armed and unarmed attacks. Parrying is developed in parallel with a weapon, i.e., it is part and parcel of learning a weapon. Note: some weapons are not designed to be used for parrying (e.g., bow) and have negative modifiers and may be destroyed if used in this manner.

ORSTM groups weapons based upon the following general categories: 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, 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 trebuchet) 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	10/75/150/320
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.

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. Shield bash

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.

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.

Weapon Name	Weight (#)	Length (feet)
Bastard Sword	4.5 - 6	3 - 4
Broadsword	3 - 5	2 - 3.5
Dagger	0.5 - 1.5	0.75 - 1.5
Falchion	3.5 - 5	2 - 3
Hand Axe	4 - 6	2 - 3
Katana	4 - 6	3.5 - 4
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.

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.

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.

Weapon Name	Weight (#)	Length (feet)	Range (feet)
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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** - This type of weapon includes all hand weapons designed to hurl missiles at a target.

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
Sling	0.5 - 1	1.5 - 3	10/60/120/180

**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.

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 which can normally be thrown.

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
Club	3-7	3-5	-/5/10/-
Dagger	0.5 - 1.5	0.75 - 1.5	-/10/25/50
Darts	0.5 - 1	0.5	10/25/50
Grenade (Black powder)	1 - 2	0.3 - 0.5	10/30/100/150
Hand Axe	4 - 6	2 - 3	-/10/25/50
Javelin	3 - 5	4 - 7	10/50/100/-
Lasso	1 - 2	25-35	10/25/-/-
Mace	3.5 - 8	2 - 3	-/10/-/-
Main Gauche	1 - 2	1 - 1.5	-/10/-/-
Net	1.5 - 4	4 - 8	10/20/-/-
Short Sword	2 - 4	1.5 - 2	-/10/-/-
Shuriken	0.25 - 0.5	0.2 - 0.75	10/25/50/-
Spear	3 - 8	6 - 11	10/25/50/-
War Hammer	4 - 7	1.5 - 4	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.

**Wood-crafts (T) {M}**

This meta skill indicates the degree of proficiency in crafting, maintaining and repairing wood objects. This skill must be developed individually for specialized areas, e.g., carpentry, cartwright, fletching, sculpture, carver, building, shield-maker, shipwright, wheelwright, etc. Additional applications include the ability to recognize previously viewed work and detect forgeries.

## 21.2 Combined Skill Descriptions

**Culture Lore**

This skill indicates the degree of proficiency in knowing information about a specific culture. This includes general knowledge of art, food, history, language, law, politics, religion, rituals and social structure. Each culture must be assembled separately.

**Dodging & Evasion {L,M}**

This skill indicates the degree of proficiency in the using acrobatic skills while moving. Specifically this skill helps in avoiding projectile weapons and evading or escaping encounters. This skill combines the skills of acrobatics and Walking/Jogging/Running. This skill cannot be used in conjunction with parrying.

**Politics {M,U}**

This skill indicates the degree of proficiency in the arena of politics. This skill combines the skills of language, law, propaganda, public speaking and religion. Each political party must be assembled separately.

**Research {None}**

This skill 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. This skill combines Active Awareness and a combination of other skills, e.g., Alchemy, Chemistry, Magic Ritual, Math, Physics, etc. Each research endeavor should be assembled separately.

**Situational Awareness**

This skill indicates the degree of proficiency in the performing an action while being aware of the environment around them. This skill combines the meta-skill of awareness with some other skill.

**Swashbuckling {M,U}**

This skill 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, swing from a rope while fighting, etc. This skill combines the skills of acrobatics and weapons.

## 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

For simplification the following table can be used to convert the various currencies that will be found in the 1592 Terra campaign.

England	1 Sovereign (£)	1 Crown (c)	2 Shillings (s)	4 Groat (g)	1 Penny (d)
Flemish		1 gelder		Double Plack	
France	5 Couronne	1 écu			
Holland			Florin	Doit	
Naples					Cavallo
Nederlands					Korte
Portugal		Pistolet			
Spain	3 Moidore	1 Ducat	Real		

In England the basic dominations are 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 an Elizabethan England. Also shown are the average weights and packed volume the item would encompass.

Accessories	Cost £	Volume	Weight (pounds)
Billament	2c+	0.01ft <sup>3</sup>	2 oz
Bodkin	1c+	0.01ft <sup>3</sup>	1 oz
Bracelet	1c+	0.01ft <sup>3</sup>	3 oz
Broach	1c+	0.01ft <sup>3</sup>	4 oz
Brush	1s	0.01ft <sup>3</sup>	2 oz
Comb	5d	0.01ft <sup>3</sup>	1 oz
Earrings	10s+	0.005ft <sup>3</sup>	1 oz
Fan	1s	0.02ft <sup>3</sup>	2 oz
Incense, stick (12)	1s 6d	0.005ft <sup>3</sup>	1 oz
Jewels	2c+	0.001ft <sup>3</sup>	1 oz
Makeup	5d – 2s	0.02ft <sup>3</sup>	8 oz
Necklace	10s	0.01ft <sup>3</sup>	7 oz
Parasol	2c	0.19ft <sup>3</sup>	8 oz
Pendant	10s+	0.01ft <sup>3</sup>	4 oz
Pomander	3s	0.06ft <sup>3</sup>	8 oz
Rings	1c+	0.001ft <sup>3</sup>	1 oz
Rosaries	1s 6d	0.02ft <sup>3</sup>	3 oz
Spectacles	10s	0.01ft <sup>3</sup>	2 oz
Symbol, silver religious	2£ 10s	0.01ft <sup>3</sup>	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 hand held 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. Facepaint, 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 rigeur 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 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 order 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 human eyes, sometimes for purely aesthetic reasons but normally for vision correction or eye protection. 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 won't be invented until 1752.

**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 16<sup>th</sup> 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

These are the various types of armor generally found in a medieval setting. The table lists a cost and weight multiplier to apply to the type of armor based on composition. Also shown are the standard prices for the armor, how long the armor takes to make and how much the standard piece of armor weighs.

Material	Cost Multiplier	Fabrication Time (days)	Weight Multiplier
Banded Mail/Splinted Mail	6X	45	5.5X
Brigandine	5X	30	4.5X
Chain Mail	10X	60	4.5X
Full Plate, Custom Embossed	30X	140	7X
Full Plate, Embossed	25X	120	7X
Full Plate, Normal	20X	100	7X
Leather, Normal	2X	10	3.5X
Leather, Studded	3.5X	20	4X
Plate Mail	15X	80	7.5X
Quilted Armor	0.4X	1	1X
Scale Mail	5.5X	35	4.5X
Ring Mail	4X	20	5X

**Brigandine/Scale Armor** consists of 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. The Romans had a variant that had the appearance of scales. In Europe this type of armor was primarily used during the 13-15<sup>th</sup> centuries. Scale has no advantages over Brigandine but is more pleasing to the eye and more expensive to make.

**Banded/Splinted Armor** is made of narrow bands (horizontal) and or splint (vertical bands) that are riveted together with 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 12<sup>th</sup> and 13<sup>th</sup> 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.

**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 15<sup>th</sup> century.

**Leather Armor** is made of strong, thick and stiff leather that has been boiled in oil. While it is still pliable it is stretched over forms and allowed to dry.

**Leather, Studded Armor** is a soft pliable leather garment that has thousands of steel rivets evenly distributed over it. The rivets are very close together and the armor is flexible. The rivets are usually half-round but other shapes are not rare.

**Plate Mail** consists of chain mail with shaped steel plates attached at vital area, e.g., chest, head groin, joints, etc. This

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type of armor was seen late in the 13<sup>th</sup> century and through the end of the 15<sup>th</sup> century.

**Quilted Armor** consists of 2 or more layers of cloth, *e.g.*, canvas, stuffed with thick batting and quilted together.

**Ring Mail** consists of iron or steel rings sewed on leather. This armor was extremely heavy and the links were large. This type of armor was replaced by chain mail starting in the early part of the 12<sup>th</sup> century.

The skill section provides a brief description of the various parts of the armor.

Armor	Location	Base Cost £	Weight (pounds)
Backplate	Back	0.25	3
Breastplate	Chest	0.3	3.5
Basinet	Head & upper neck	0.25	0.5
Bracers	Forearm	0.07	3.6
Cap	Top of head	0.05	0.25
Chausses	Legs	0.25	1.3
Cuisse	Front of thigh	0.12	0.5
Helmet	Head but not face or neck	0.15	0.35
Helmet, close	Head, face and upper neck	0.25	0.5
Gauntlet	Hands and wrist	0.2	0.07
Gorget	Neck	0.07	0.2
Greaves	Lower legs	0.08	0.5
Poleyn	Knee	0.05	0.3
Sabaton	Feet	0.05	0.2
Shield, Large		3s	25
Shield, Medium		2s	15
Shield, Small		1s	10
Shirt	Chest, arms, shoulders, back, hips	0.5	5
Suit	Complete body coverage	1	10
Vest	Chest, shoulders and back	0.4	4.5

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	0.44	3.3
Crinet	Upper side of neck	0.22	2.2
Crupper	Hindquarters	0.22	2.2
Cuello	Underside of neck	0.55	5.5
Flanchards	Side attached to saddle	0.33	3.3
Peytral	Chest and front sides	0.55	5.5
Suit	Full set of all of the above	2.2	22

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

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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.

**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.

**Tipset** 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 entertainment 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 <sup>3</sup>	2.5
Backpack	5d	1ft <sup>3</sup>	3
Bedroll, light	5d	0.6 ft <sup>3</sup>	5
Bedroll, heavy	1s	0.9 ft <sup>3</sup>	10
Belt, weapon	1s	0.02 ft <sup>3</sup>	1
Bowl, wooden	1d	12oz	0.5
Box, large iron	2£	4 ft <sup>3</sup>	10
Box, small iron	10s	1 ft <sup>3</sup>	4
Brush (writing)	1d	0.002 ft <sup>3</sup>	0.1
Bucket	10d	3gal	2.5
Caltrops (10)	2s	0.07 ft <sup>3</sup>	5
Candle	1d	0.006 ft <sup>3</sup>	0.2
Case, bone scroll	8s	0.13 ft <sup>3</sup>	1.2
Case, leather scroll	3s	0.13 ft <sup>3</sup>	1
Cask, wood	4s 9d	4gal	5
Chain, iron	1s	10 ft	9
Chalk (2)	1d	0.003 ft <sup>3</sup>	0.5
Charcoal	5d	0.2 ft <sup>3</sup>	1
Chest, large wood	1£	4ft <sup>3</sup>	5
Chest, small wood	5s	1 ft <sup>3</sup>	2
Chisel	1s 2d	0.004 ft <sup>3</sup>	2
Clock	5£	1 ft <sup>3</sup> +	5+
Climbing Pick	5s	0.25 ft <sup>3</sup>	2
Compass	8s	0.07 ft <sup>3</sup>	0.5
Fire-starting bow	1d	0.1 ft <sup>3</sup>	0.5
Flint & Steel	2.5d	0.05 ft <sup>3</sup>	0.5
Framepack, canvas	8d	2 ft <sup>3</sup>	4
Grappling hook	2s	0.2 ft <sup>3</sup>	1
Hammer	2s	0.2 ft <sup>3</sup>	2
Hammock, rope	2.5d	0.5 ft <sup>3</sup>	2.5
Ink	4d	1 oz	0.25
Ladder, 10'	8d	7.5	15
Lantern, bullseye	4s	0.5 ft <sup>3</sup>	1.5
Lantern, hooded	2s 5d	0.5 ft <sup>3</sup>	1.5
Lock, average	5s	0.01 ft <sup>3</sup>	1
Lock, good	15s	0.01 ft <sup>3</sup>	1
Lock, superior	2£ 5s	0.01 ft <sup>3</sup>	1
Lock pick set	2s	0.005 ft <sup>3</sup>	0.5
Mirror, large metal	1s	0.005 ft <sup>3</sup>	0.5
Mirror, small silver	7s	0.005 ft <sup>3</sup>	0.5
Nails (40)	1d	0.07 ft <sup>3</sup>	1
Oar, wood 7'	2d	0.3 ft <sup>3</sup>	5
Oil, Lantern	7d	16 oz	1
Paddle, wood 5'	1.5d	0.25 ft <sup>3</sup>	3
Paper (10)	2s 2d	0.007 ft <sup>3</sup>	0.2
Parchment (10)	4s	0.01 ft <sup>3</sup>	0.02
Pegs, wood (20)	1d	0.12 ft <sup>3</sup>	2
Pens, quill (10) goose	1d	0.004 ft <sup>3</sup>	0.25
Plank, wood (4) [2"x6"x10']	1d	0.28 ft <sup>3</sup>	16
Plaster box	1£	1 ft <sup>3</sup>	3
Pole, wooden [2"x10']	1d	0.02 ft <sup>3</sup>	2.5
Pot, cooking	1s 5d	2 quart	2
Pouch, large	6d	1 ft <sup>3</sup>	1.5
Pouch, medium	4d	0.5 ft <sup>3</sup>	1
Pouch, small	2d	0.25 ft <sup>3</sup>	0.5
Quiver, large (20)	3d	0.35 ft <sup>3</sup>	0.8
Quiver, medium (12)	2d	0.25 ft <sup>3</sup>	0.5
Rope, 50' hemp	1s	0.1 ft <sup>3</sup>	7
Rope, 50' braided leather	2s	0.1 ft <sup>3</sup>	9
Rope, 50' silk	4s	0.1ft <sup>3</sup>	6
Sack, large canvas	4d	3 ft <sup>3</sup>	4
Sack, medium canvas	2d	2 ft <sup>3</sup>	1
Sack, small canvas	1d	1 ft <sup>3</sup>	0.5
Saw	5s	0.15 ft <sup>3</sup>	2
Skin, water/wine	1d	16 oz	0.5
Scabbard (belt)	5s	0.25ft <sup>3</sup>	1
Scabbard (shoulder)	6s	0.3ft <sup>3</sup>	1.5
Sewing kit	10d	0.01 ft <sup>3</sup>	0.25
Spade, iron	3s	0.9ft <sup>3</sup>	4
Spikes, iron	5d	0.25 ft <sup>3</sup>	3
Spoons, wooden (4)	1d	0.5 ft <sup>3</sup>	0.25
Surgeon's chest	2£	3 ft <sup>3</sup>	20
Tarp, canvas [5' x8']	2.5d	0.5 ft <sup>3</sup>	4
Telescope, 8X	1£ 10s	0.25 ft <sup>3</sup>	2
Tent, 2 man canvas	1s 3d	3 ft <sup>3</sup>	18
Tinderbox	1d	0.01 ft <sup>3</sup>	0.25
Torch (5)	1d	0.06 ft <sup>3</sup>	5
Vial, glass	5d	2 oz	0.25
Water, Holy	1s	4 oz	0.5
Wire, 100' iron	1s 9d	0.001 ft <sup>3</sup>	3
Whistle, wood	5d	0.01 ft <sup>3</sup>	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 mould, 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** was its 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 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		
Brandywine	3s		
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	
Strawberries	10d	1 quart	
Sugar	1s		1 pound
Verjuice	1s	1 quart	
Wine, Canary	2s	1 quart	
Wine, Claret	10d	1 quart	
Wine, Malmesey	2s	1 quart	
Wine, Rhenish	2s	1 quart	

## 22.9 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
Caltrops	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 Oz	1 oz
Purslane	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

## 22.10 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	

## 22.11 Poisons

*ORS GM's Guide™* 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™*. Information regarding appearance, regions in which it grows and effects and symptoms will be found in the *ORS Entity Encyclopedia™*. 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.

**22.12 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
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
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
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
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	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
Wet Nurse	6s	1 month
Yeoman	40£ - 60£	1 year

\* 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.

**22.13 Tack & Harness**

Tack & Harness	Cost £	Volume	Weight (pounds)
Bag, Feed	0.5d	0.25 ft3	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, harding	2£		20
Saddle, riding	1£ 9s		15
Saddle bags, large	10s	1.5ft3	7
Saddle bags, small	5s	1ft3	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.

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**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.

## 22.14 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

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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. Carrack's 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 **pinnacle** is a small vessel of 20-40 tons, usually fitted with two masts. Every large warship had a pinnacle 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.

## 22.15 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	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	
Dagger, thrown	2s	
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£	
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	

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

## 23 Converting from other Gaming Systems

### 23.1 D&D

<i>Trait Category</i>	<b>Body</b>	<b>Mind</b>	<b>Soul</b>
<b>Attractiveness</b>	Comeliness (Chr+Con)/2	Eloquence (Chr+Int)/2	Charisma (Chr)
<b>Celerity</b>	Speed (Dex)	Quickness (Int+Dex)/2	Empathy (Chr+Wis)/2
<b>Flexibility</b>	Agility (Dex)	Intuition (Wis+Int+Dex)/3	Creativity (Average of all 6)
<b>Health</b>	Vitality (Con)	Stability (Con+Wis)/2	Morality (Wis+Con)/2
<b>Power</b>	Strength (Str)	Reasoning (Int)	Spirituality (Wis)
<b>Stamina</b>	Endurance (Con+Str)/2	Memory (Int)	Will (Wis+Con+Str)/2

### 23.2 RMSS

<i>Trait Category</i>	<b>Body</b>	<b>Mind</b>	<b>Soul</b>
<b>Attractiveness</b>	Comeliness (Appearance)	Eloquence (Pr+Re+Em)/3	Charisma (Pr)
<b>Celerity</b>	Speed (Qu)	Quickness (Qu+Me+Re)/3	Empathy (Em)
<b>Flexibility</b>	Agility (Ag)	Intuition (In)	Creativity (Em+In+Ag)/3
<b>Health</b>	Vitality (Co)	Stability (Me+SD)/2	Morality (Em+SD)/2
<b>Power</b>	Strength (St)	Reasoning (Re)	Spirituality (Em+In)/2
<b>Stamina</b>	Endurance (Co+SD)/2	Memory (Me)	Will (SD)

<b>RMSS Mod</b>	<b>OR<sup>SM</sup> z-score</b>
10	3.0
9	2.9
8	2.8
7	2.6
6	2.4
5	2.1
4	1.8
3	1.4
2	1.0
1	0.5
0	0
-1	-0.5
-2	-1.0
-3	-1.4
-4	-1.8
-5	-2.1
-6	-2.4
-7	-2.6
-8	-2.8
-9	-2.9
-10	-3.0

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