

Talisanta Generic rules.

Character Generation

1. Spend 21 Points on stats (Any left over pts can be allotted as extra experience points)
2. Spend 10 Points on Advantages and Disadvantages (Any left over pts can be taken as experience points)
3. Allot skill groups (Maximum starting skill total =13)
 - a. 2 skills at +8
 - b. 4 skills at +6
 - c. 6 skills at +4
 - d. 8 skills at +2
4. Work out Combat Rating, Magic Rating and Hit Points
 - a. Combat Rating (CR) = (Str + Dex + Spd)/3 rounded up
 - b. Magic Rating (MR) = (Int + Per + Wil)/3 rounded up
 - c. Hit Points (HP) = 20 + 2 per point of Con (EG: Con= +1 HP's = 22, Con = -3 HP's = 16)
 - d. Serious Wound (SW) = ½ HP's (EG: HP's=20, SW = 10)
 - e. Stress Points (SP) = 20 + 2x Wil bonus (EG: Wil -2 = 16 SP)
 - f. Distressed (Dis) = ½ SP's (EG: SP's=20, Dis = 10)

The Statistics

Physical	Mental	Derived Stats (Cannot Be bought)
Strength (Str)	Charisma (Cha)	Combat Rating (CR) = (Str + Dex + Spd)/3 rounded up
Dexterity (Dex)	Intelligence (Int)	Magic Rating (MR) = (Int + Per + Wil)/3 rounded up
Constitution (Con)	Perception (Per)	Hit Points (HP) = 20 + 2x Con bonus (EG: Con +2 = 24 HP)
Speed (Spd)	Willpower (Wil)	Stress Points (SP) = 20 + 2x Wil bonus (EG: Wil -2 = 16 SP)

Statistic Costs (21 pts to spend – remainders convert to extra skill points)

Stat Level	Points Cost	Description
+5	22	Maximum Human
+4	15	
+3	10	
+2	6	
+1	3	
0	0	Average Human
-1	-3	
-2	-6	
-3	-10	
-4	-14	
-5	-22	Minimum Human

Experience Points

A character gets somewhere between 5 and 15 EP per game session (Average of 10). Eps can be spent as follows:

Improve a skill = New level of skill (EG: Going from skill level 8 to 9 costs 9 EP)

Improve a stat = 10x basic cost of new stat (EG: Stat of +3 costs 10 pts at character generation, but 100 EP thereafter). A stat can be improved to a maximum of original stat +2. (EG: a char with an Int of 0 can be improved to a maximum of +2)

Using Eps for improving dice rolls

Re roll a d20 = 5 EP

Add +2 to a roll = 1 EP (Maximum +10)

Generic Fantasy Race Packages

Elf

Statistic Modifiers: +1 Dexterity, +1 Perception, +1 Willpower, -1 Strength, -1 Constitution.

Traits: Dark vision +4 to see in dark rolls, Aloof -2 to social interaction with non elves.

Dwarf

Statistic Modifiers: +1 Strength, +1 Constitution, -1 Speed, -1 Dexterity

Traits: Dark vision +4 To See in dark rolls, Stumpy -4 to Non Combat athletics rolls (Jumping, Climbing, etc).

Halfling

Statistic Modifiers: +2 Dexterity, +1 Charisma, -1 Speed, -2 Strength

Traits: Stumpy -2 to Non Combat athletics rolls (Jumping, Climbing, etc). Likeable +2 to social and persuasion rolls

Lizard Man

Statistic Modifiers: +1 Dexterity, +1 Speed, -2 Charisma

Traits: Scaled 1 point natural armour, Cold blooded -2 to all actions in cool conditions, -5 to all actions in freezing conditions

Cat Man

Statistic Modifiers: +2 Dexterity, +1 Speed, -2 Strength, -1 Willpower

Traits: Claws do small dagger damage in combat +4 to climb rolls, Easily Distracted -2 to perception in busy environments. Lazy -2 to willpower rolls involving laziness. , Aloof -2 to social interaction with non cats.

Skills List

Skill Name	Related Statistic	Skill Name	Related Statistic
Acting	Cha	Navigation (Specific Environment)	Per
Animal Husbandry	Int	Painting	Per
Arcane Lore	Int	Perform	Cha
Awareness / Notice	Per	Persuade / Lie	Cha
Bargain	Cha	Physical Intimidation	Str
Climbing	Dex	Physics	Int
Computer Hacking	Int	Pilot (Specific Type)	Combat Rating
Computer Programming	Int	Play (Specific Instrument)	Dex
Conversation / Whit	Cha	Poetry	Cha
Craft (Specific)	Dex	Potions / Poisons	Int
Cryptography	Int	Politics	Int
Culture (Own)	Int	Public Speaking	Cha
Culture (Other)	Per	Running	Spd
Disguise	Per	Ranged Weapon (Specific Type)	Combat Rating
Dodge	Combat Rating	Read (Specific language)	Int
Drive (Specific Type)	Dex	Ride (Specific Animal)	Dex
Electronic Design / Repair	Int	Search	Per
Electronic Security	Int	Seduction / Charm	Cha
Engineering	Int	Sense Mood	Per
Film & Television	Int	Sing	Cha
First Aid	Int	Slight of Hand	Dex
General Knowledge	Int	Social Etiquette	Per
Gunnery (Specific Type)	Dex	Social Intimidation	Cha
High tech (Specific Type)	Int	Speak (Own Language)	Int +5
History	Int	Speak (Other Language)	Int
Knowledge (Specific)	Int	Stealth	Per
Law	Int	Streetwise	Cha
Leadership	Cha	Storytelling	Cha
Lip Reading	Per	Swim	Spd
Magic (Specific Sphere)	Magic Rating	Tactics	Int
Medicine	Int	Track	Per
Melee Weapons (Specific Type)	Combat Rating	Theology / Philosophy	Int
Mental Resistance	Wil	Unarmed Combat (Grappling)	Combat Rating
Natural World	Int	Unarmed Combat (Strikes)	Combat Rating

Advantages and Disadvantages

Each Character can have a maximum of 4 advantages (10pts to spend on advantages)

Pts Cost	Advantage	Disadvantage
5	Local Hero: This character is well liked in his home area and many of the locals will help him in tough situations	Despised: The character is despised in their local area most people would be glad to see harm befall the character.
5	Able Drinker: +3 on tests involving alcohol	Lush: -3 on tests involving alcohol
5	Square jawed: +3 on tests involving being knocked unconscious	Glass jawed: -3 on tests involving being knocked unconscious
5	Brushes up Well: Character gets +3 to Cha if they are wearing expensive clothing and makeup, etc.	Mutton Dressed as lamb: Character gets -3 to Cha unless they are wearing expensive clothing and makeup, etc.
5	Iron Willed: +6 Stress Points	Weak Willed: -6 Stress Points
5	Firm Grip: The character gets +3 in tests involving holding onto things.	Weak Grip: The character gets -3 in tests involving holding onto things.
5	Sure Footed: +3 to tests involving staying standing.	Bad Balance: -3 to tests involving staying standing.
7	Strong Trait: +1 to characters highest stat, even if it brings the statistic above racial norms.	Weak Trait: -1 to characters lowest stat, even if it brings the statistic below racial norms.
3	Light Sleeper: Character is ready for action the round he is awoken.	Heavy Sleeper: Character takes 3 Combat rounds to be ready for action when he is woken.
5	Extra Tough: Character gets +4 HP	Easily Hurt: Character gets -4 HP
5	Animal Empathy: Character naturally gets on with animals +6 to all rolls involving interaction with natural animals.	Animal Antipathy: Animals dislike the character, -6 to all rolls involving interaction with animals.
5	Good Reputation: The characters name is known as being trustworthy and honourable.	Bad Reputation: The character is known as being untrustworthy and a dishonourable cad.
5	Inheritance: Your character has inherited a single item worth up to 5000 sp/\$/£, GM decides item.	Theft: Your characters most expensive single item was stolen; mark it off your character sheet.
5	Patron: You have a powerful patron who gives you missions to accomplish and gifts you with resources in return.	Powerful enemy: You have made a powerful enemy they will try to cause you grief at every turn.
5	Connected: You are a member of a guild, cult, or secret society and will be accepted and helped by other members in return for your loyalty.	Hunted: You have upset an important individual and have had a price placed on your head.
5	Manservant: You have a servant or slave who sees to your every need.	Escaped Slave: You are an escaped Serf / Slave who is on the run. If not applicable use the hunted result instead
5	Ambidextrous: Character gets no minus for using the off hand.	Club Hand: The Characters off hand is useless.
5	Casanova: You can have anyone you want and you know it. +4 on your seduction skill, and a reputation to match.	Betrothed: Your marriage has been arranged. When the time comes you are expected to get married regardless of how you feel.
5	Beautiful: +3 to rolls involving beauty	Obvious scars/burn marks -3 on rolls involving beauty
5	Alliance: The character has a strong professional alliance with an individual of influence and skill.	Vendetta: There is an individual of influence you hate so much you want to hurt them even if it affects your friends and self.
5	Beloved: Someone with influence has fallen in love with you and would do anything to stop you coming to harm.	In Love: You are deeply in love with someone and would do anything to stop him or her coming to harm.
5	Friends in high places: You know an individual who is in a very important position in your chosen religion (or profession if inapplicable).	Excommunicated: You have done something to offend your church and have been excommunicated. Particularly nasty for priest characters
5	Loan: You have loaned someone 1d6 x1000 sp/\$/£ and they have disappeared with it. You want it back.	Traitor: In a moment of weakness you betrayed someone, you are trying to keep this secret but someday it may come out and cause you grief.
5	Honoured: You have received a high honour for services to your home area, you can expect to be treated well in that area by most people.	Exiled: You are exiled from your home area for something you did, to return would mean your execution.

3	Extended Family: You have a very large family, you seem to be bumping into cousins all the time.	Orphan: You have no home or family and have no Idea of who they are.
5	Fleet footed: +3 on tests involving running	Club Footed: -3 on tests involving running
7	Lightning Reactions: +3 in tests involving quickness of reaction.	Slow Reactions: -3 in tests involving quickness of reaction.
5	Drug Resistant: Character has a strong resistance to drugs and gets +3 when making rolls to resist their effects.	Addiction: The character is addicted to a particular substance and must have it at least once a day or suffer -1 con per day until -5 con is reached (recalculate HP's). Regain Con at 1 per day when a new supply is found.
3	Fearless: Choose a single creature type or phenomena, the character will never be afraid when faced with this obstacle.	Phobia: The character is irrationally afraid of a single creature type or phenomena (EG: Spiders, Fire, Etc) all a characters rolls are halved when faced with his phobia.
5	Naturally Resistant: The character is resistant to disease and gets +3 to when a roll is needed to avoid the effects of an infection.	Allergy: Choose a common substance, Roll 2d10 for severity (Used as Potency when character is exposed to the substance)
3	Positive Persona Trait: Choose from, Self-Confident, Courageous, Optimistic, Patient, or Other.	Different Sexuality: Choose from, Sadomasochist, Transsexual, Asexual, Gay/lesbian, Bisexual, Necrophile, Other.
3	Secret Knowledge: You know something about a person in a powerful position that they would prefer not to "Get Out", This may be used to garner favours or for blackmail.	Mental Problems: Choose from, Obsessive, Kleptomaniac, Pyromaniac, Manic Depressive, Hypochondriac, Megalomaniac, Paranoid Compulsive Liar, Multiple Personalities, and Sociopath.
7	Natural Warrior: +2 to Combat Rating (CR)	No warrior instinct: -2 to Combat Rating (CR)
7	Natural Wizard: +2 to Magic Rating (MR)	No magical affinity: -2 to Magic Rating (MR)
5	Landed: Roll 1d20: 1-15 A House, 16-18 A small business, 19-20 A Minor Estate.	Dispossessed: Someone took away your families lands and you want them back. Roll 1d20: 1-10 A House, 11-15 A small business, 16-18 A Minor Estate, 19-20 A Major Estate.
5	Ex Army: You have served in the army, and have the documents to show it. +2 to your main weapon attack.	AWOL: You went AWOL from the army, and have the military police looking for you. Expect to spend a year in jail, unless it was during wartime (20% chance), and then expect execution.
5	Minor Gentry: The character has a minor title his family has little influence at court (or whatever is applicable for his chosen profession).	Wanted: The character has committed some minor crimes and is wanted in a small area. The jail term would be 1d10 years.
5	Windfall: Triple the characters starting cash.	In Debt: In debt to the tune of 3 times their starting cash.
7	Gentry: The character has a major title, and is related to a powerful noble with much influence at court. (Or whatever is applicable).	Outlaw: The character is hunted by the law of an entire nation for a crime that is punishable by death.

Skill and Combat resolution

Skill resolution is performed in the following manner. Take the active characters skill (EG: lock picking +8) apply an appropriate difficulty modifier (EG: -5 for a difficult lock) roll a d20 and look up the result on the chart below. For the example above $8 - 5 =$ roll of $3 + d20$ on the chart below, a roll of 10 for example would give a 13 or “full success” result.

Combat is handled in a similar manner the attacking character uses his applicable combat skill vs the defending characters applicable combat or defensive skill the difference between the level of the two skills is used as a modifier for the attackers roll. The full damage dealt by a weapon attack is shown under the weapon statistics (EG: $8 + \text{Str}$ for a Broadsword). On a roll total of 20 or more (a Critical result), not only is the full applicable damage dealt but the character receiving the damage must make a roll of con vs. damage received +20 on the chart to stay conscious. A fumble of failure means the character is out of the fight. A half success applies a -5 to the character for the next combat round, and a full or critical success means the character keeps on fighting. There are a number of other applicable modifiers for multiple attacks, avoiding armour, seriously wounded characters etc that are shown below.

Talislanta Results Chart and Modifiers

Roll result	Result	Combat	Magic	Difficulty Modifiers	Modifier
0 or less	Mishap	Mishap / Fumble	Mishap / Fumble	Very Easy	+10
1 – 5	Failure	Attack Missed	Spell Failed	Easy	+5
6 – 10	Partial Success	Hit for ½ effect	Half Effect	Average	0
11 – 19	Full Success	Hit for full effect	Full Success	Difficult	-5
20+	Critical Success	Critical Effect and +1 HP damage per point over 20	Added effectiveness, duration or range.	Very Difficult	-10
				Extremely Difficult	-15
				Impossible	-20

Sundry Combat Modifiers

Avoiding Armour = - DV of armour on roll (EG: Leather of DV 3 is a -3 to hit if you wish to avoid its effects)

Multiple Actions = -5 per extra action (applies to all actions)

Seriously Wounded = -5

Distressed = -5

Wounds and Distress

Hit points (HP's) are a general measure of a characters current physical wellbeing and Stress Points (SP's) are a measure of a characters current mental wellbeing. If either goes to half its total value or less then the character is going to be operating at a minus due to mental or physical problems. HP's can be regained by natural healing at quite a high rate (1 per day), SP's are regained at a rate of 1 per month (or 1 per week if attending appropriate therapy), mental problems picked up can only be recovered from through the use of certain magics, by attending psychotherapy or by performing deeds that help the character get over the reasons behind their distress (GMs option).

Physical Wounds	Characters physical wellbeing
Hit Points (HP) = 20 + 2x Con bonus	Normal Activity
Serious Wound (SW) = ½ HP's	-5 on all physical rolls
Unconscious/Dying = 0 HP's	Unconscious, make con roll each minute until stabilised or character dies
Mental Distress	Characters mental wellbeing
Stress Points (SP) = 20 + 2x Wil bonus	Normal Activity
Distressed (Dis) = ½ SP's	-5 on all mental rolls
Comatose/Insane = 0 SP's	Unable to do anything but run away/curl up into a ball, make a Willpower roll or character gains an insanity (GM decides)

Stress example

If a PC with a Mental Resistance skill of +3 was captured by an enemy and then subjected to several hours' torture the player would make a roll of -3 (3 for PCs Mental Resistance skill -6 for torture)+d20 on the action chart. A failure would apply 6 SP's of damage to the PC. On a ½ success ½ (3pts in this case) damage is applied.

Typical Stress damage values (applied to SP's on a failed Mental Resistance roll)

Event/Act	Typical SP's
Being Robbed	2
Food / Water deprivation	2 per day
Sleep deprivation	2 per night
Killing a foe in self defence	4
Killing multiple foes in self defence	6
Killing a foe to achieve a goal	6
Killing multiple foes to achieve a goal	8
Committing cold blooded murder	10
Mass Murder	14
Being unable to save a loved one or innocent	6
Killing a loved one or Innocent	12
Disfiguring someone for life	3
Being heavily beaten	2
Being Raped	8
Being Tortured for hours	6
Being Tortured for days or weeks	10
Seeing something man was not meant to know	10
Encountering something Demonic / Otherworldly	8
Having a cleansing spiritual experience	-6
Being betrayed by a loved one / friend	4

Weapons and Armour

Weapon Name	Damage Rating	Min Str	AP's	Weight	Range	Cost
Dagger	4 + Str	NA	8			
Club	6 + Str	-1	8			
Staff	6 + Str	-1	8			
Staff (Iron Shod)	8 + Str	+1	12			
Mace / Warhammer	8 + Str	-1	12			
Short sword	6 + Str	NA	10			
Broadsword	8 + Str	0	12			
2h sword	10 + Str	+2	14			
Spear	8 + Str	0	8			
2h Warhammer	10 + Str	+2	16			
Buckler Shield	3 + Str	-1	10			
Wooden Shield	4 + Str	0	12			
Knights Shield	4 + Str	0	14			
Kite Shield	4 + Str	+1	16			
Sling	6	NA	0			
Throwing Knife	4	NA	6			
Short Bow	6	-1	4			
Long Bow	8	+2	4			
Light Crossbow	6	0	5			
Heavy Crossbow	8	+1	6			
Light Pistol	8	NA	0			
Heavy Pistol	10	+1	0			
Light Rifle	12	0	6			
Shotgun	12	0	6			
Sub Machine Gun	8 x1 /x3 / x5	0	6			
Assault Rifle	12 x1 /x3 / x5	+1	6			
Sniper Rifle	16	+1	6			

Armour Type	Protection Rating (AP's)	Min Str	Cost
Padded Cloth	1	NA	
Leather / Hide / Fur	2	NA	
Scale Armour	3	+1	
Chainmail	4	+3	
Partial Plate & Chain	5	+3	
Full Plate	6	+4	
Kevlar Vest	6	NA	
Kevlar & Plates	10	0	
Helmet	4	NA	
Combat Helmet	10	0	
Duelling Energy Shield	15 charges (1- per hit absorbed)	NA	
Handheld Energy Shield	15 charges (1- per hit absorbed)	NA	
Assault Energy Shield	20 charges (1- per hit absorbed)	NA	

Characters get a -2 modifier per point their strength falls short of the Min Strength rating of an item.
 EG: A Str +1 char using broadsword (min Str +0) and wearing Chainmail (min Str +3) would suffer a -4 on combat and athletic actions due to the armour but no minus due to the sword.

