

FATE-Tal System.

Character Generation Overview

1. Allot 10 points amongst at least 4 Aspects. A Maximum of 3 points can be put in each aspect.
 - a. At least 1 aspect must be a background aspect (A relationship to a person/group/area)
 - b. At least 1 aspect must be a negative aspect (EG: Lazy, Wanted, Untrustworthy, In debt, etc)
2. Spend 21 Points on statistics (Any left over pts can be allotted as extra skill points)
3. Allot skill groups
 - a. 1 skill at +10
 - b. 2 skills at +8
 - c. 4 skills at +6
 - d. 6 skills at +4
 - e. 8 skills at +2
4. Work out Hit Points and Stress Points.
 - a. Hit Points (HP) = 20 + 2x Con bonus (EG: Con +2 = 24 HP)
 - b. Serious Wound (SW) = ½ Hps or less left.
 - c. Stress Points (SP) = 20 + 2x Wil bonus (EG: Wil -2 = 16 SP)
 - d. Distressed (Dis) = ½ Sps or less left.
5. Note down beginning fate points
 - a. Each player character gets 3 fate points to start with.

Aspects

Aspects are the core of the FATE-Tal system. An aspect is a part description of a character. Aspects replace more traditional role-playing games use of, advantages and disadvantages.

Good examples of aspects are:

Career / Description

Aamian Witch Hunter, Earth Affinity, Eleven Archer, Dwarven, Blacksmith, Korvian Trapmage, Wizard of the EGIN (Burning Man) School, Knight of the order of Asus, Sindarian Collector, Bookish Librarian, Filthy Cutpurse, Burly Street fighter, Streetwise Gambler, Hardboiled detective, Military Intelligence Officer, Retired Solider, Portly Barkeep, Old Crone, Village Shaman, Politician, Marine, Burglar, Computer Hacker, Street Entertainer.

Personality and Traits

Addict, Tough as Old Boots, Lithe, Scrawny, Tall and Slender, Built like a Bull, Easily Upset, Charming Fop, Meddling Old Lady, Hateful, Blowhard, Foolhardy, Easygoing, Pedantic Perfectionist, Cowardly, Heroic Fool.

Background & Connections

Member of Corvian thieves Guild, Confidant of Princess Aldion, Born and Bred in Oxford, Mafia Connections, Friends in the Force, Ex Army, Member of French Resistance, Born in the city of Parthus, Well Travelled in the Dimurgain region, Childhood friend of Duke Akerley, In debt to the mob, etc.

An aspect should not only give a player a good Idea of a part of the characters background but should also help describe how the character comes across to others. For example "Tough" is not a very good or descriptive aspect whereas "Tough Street fighter" is far more flavoursome. Aspects are also a useful tool when deciding what skills a character has. For example a character who took an aspect in "Member of thieves' guild" would be quite welcome to take a high level of skill in lock picking, but not in atomic physics and a character that took an aspect in "Forgetful Professor" would be in the reverse situation. Any character that wants to take a type of magic will generally have to take a t least one aspect in that school and thus adhere to the schools strictures and duties. Final arbitration of what skills suit or should be allowed to a character is up to the GM.

If a character has an aspect and wants to perform an action in keeping with that aspect but does not have the specific skill (EG: someone with burglar (3), who has neglected to take climbing as a skill, they can make a skill roll using the level of burglar instead, this is not a bonus, so a pc with burglar (3), climb 6 would use climb at level 6 not at 6+3.

Example of Character Aspects

A player decided he wants to play a 1920s Mafioso from the Chicago area, so he takes the following aspects. Connected (Castiglione Mafia Family), In Love with Anna Castiglione (the dons daughter), Balls of steel, Chicago Native, Easily angered. The player then assigns a level between 1 and 3 to each of these aspects for example: Connected to the Castiglione Mafia Family (3), In Love with Anna Castiglione (the dons daughter) (2), Balls of steel (2), Chicago Native (1), Easily angered (2)

Statistics

Physical	Mental	Derived Stats
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	

Skills

Characters get a number of skill groups to allot. Skills start at a level equal to the statistic related to the skill plus the bonus allotted to the skill by the skill group. EG: A character who has a charisma of +2 and allots a +8 to his bargain skill would have a total starting bargain skill of +10.

Skill Name	Related Statistic	Skill Name	Related Statistic
Acting	Cha	Navigation	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 vehicle)	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
Electronic Design / Repair	Int	Ride/Drive (One Animal or vehicle)	Dex
Electronic Security	Int	Search	Per
Engineering	Int	Seduction / Charm	Cha
Film & Television	Int	Sense Mood	Per
First Aid	Int	Sing	Cha
General Knowledge	Int	Slight of Hand	Dex
Gunnery (Specific Type)	Dex	Social Etiquette	Per
High tech (Specific Type)	Int	Social Intimidation	Cha
History	Int	Speak (Own Language)	Int +5
Knowledge (Specific)	Int	Speak (Other Language)	Int
Law	Int	Stealth	Per
Leadership	Cha	Streetwise	Cha
Lip Reading	Per	Storytelling	Cha
Magic (Specific Mode)	Magic Rating	Swim	Spd
		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

Character Improvement

Experience Points

A character gets somewhere between 1 and 10 EP per game session (Average of 5). Eps can be spent as follows:

Improve a skill = 2x new level of skill (EG: Going from skill level 8 to 9 costs 18 EP)

Increase an Aspect = 10x New Level of aspect (EG: Increasing an aspect from level 2 to 3 would cost 30 EP)

Improve a stat = 100xp per point of increase. 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 Int = +2)

To spend Eps on skills and aspects a character must either find a teacher of the appropriate skills/aspects or be involved in learning / using said skills or aspects on a regular basis. How difficult this is up to the individual GM.

Invoking Aspects and spending FATE points.

There are two ways an aspect can be used in FATE, Voluntary invocation (By a player) or involuntary invocation (By the GM).

Voluntary Invocation occurs when a player feels they need to increase a roll total or re-roll a botched dice. It can also be invoked when a player wants to make a minor plot or scene change. For example if a character wants to re roll their jump skill as they try to escape from some bad guys across a roof they could tick off a point of their "Trained athlete" aspect and either re roll the d20 or add +5 to their previously rolled total. Alternately they could tick off a box of an appropriate aspect or a fate point and say "I spot a plank I can put between the two rooftops". Final arbitrator of what aspects are relevant to a roll is always the GM.

Using an Aspect instead of a skill.

If a character has an aspect and wants to perform an action in keeping with that aspect but does not have the specific skill (EG: someone with "Nobleman (3)", who has neglected to take heraldry as a skill) they can make a skill roll using the level of nobleman instead. This can not be used as a bonus modifier, so a pc with nobleman (3) and Heraldry 6 would use heraldry at level 6 not at 6+3.

Involuntary Invocation occurs when the GM tries to force a character into doing something their player doesn't want. For example a character with the aspect "Chivalric Knight 2" could be forced against the player's better judgement to rush into a large crowd of heathens to save a young child by the GM giving the player a number of FATE points up to his level in the aspect (a maximum of 2 in this case). If the player really does not want to perform this action they must refuse the fate points and tick off a similar number of fate points instead. Sometimes what is known as **aspect bidding** will occur. EG: GM: You decide you like the look of the archbishops ring too much and decide to steal it. Have a fate point. Player: No I don't I may be a thief but I'm not stupid. Have a fate point from me instead. GM: The twinkle of the gems are getting too much for you nobody will know it was you. You decide to take the ring. Have 2 fate points. Player: Ok, Ill try to swipe the ring. (Notes down the 2 fate points on his sheet).

Fate Points are used in the same way as aspects but can be spent on any roll or type of dramatic editing, and so are not as limited as aspects. Unlike aspects which refresh after a period of time (usually a single game session but sometimes longer) once a fate point is spent it is gone forever. Fate points are gained by involuntary aspect invocation and sometimes as a bonus from the GM at the end of an adventure for exceptional play.

Skill and Combat resolution

Skill 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 Resolution

Initiative or who attacks first is dealt with in the following way. In each round of combat each player rolls $1d20 +$ their relevant combat skill the highest total goes first. If a character is doing multiple actions (each character gets 1 action or attack by default and must declare multiple actions at the start of the combat round.) their first action is dealt with on the characters initiative roll, the second action is resolved on the initiative roll -10 , the third on initiative roll -20 and so on. A character can only have as many actions as his initiative roll allows. EG: If a character rolls an initiative of 29 he could actions an action on 29, 19 and 9.

Combat

The attacking character uses his applicable combat skill vs. the defending characters applicable combat or defensive skill the difference between the levels 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 for a Broadsword).

Damage, Consciousness and Permanent Wounds

Each time a character takes a wound in combat they must make a resistance roll using their remaining Hit Points $+d20$ on the results chart. On a mishap the character is knocked unconscious is bleeding at 1 HP per combat round until wounds are seen to and receives a **permanent wound** of some kind (this can be taken as a level of an aspect such as “Permanent Limp” or a decrease in a statistic -1 dexterity for example). On a failure the character is unconscious and is bleeding at 1 HP per combat round until wounds are seen to. On a partial success the character can remain conscious for a number of combat rounds equal to their remaining Hit Points. On a full success or better the character is unaffected in any immediate way by the damage.

Hit Points, Bleeding and Death

Sometimes when a character takes a wound that knocks them out they will continue to bleed until their wounds have been stabilised by someone making a medical roll with a negative modifier equal to the current negative HPs taken. EG: A character taken to -8 HPs would need to be stabilised by a successful healing/surgery roll at a -8 modifier. If a character ever goes to a HP minus equal to their original positive hit points then they are dead. EG: A character with 20 Hps takes a wound to -12 Hps; he is also fails the consciousness roll badly and is bleeding by 1 hp a combat round. If his HPs go to -20 Hps then he dies. This will happen in 8 combat rounds unless he receives medical attention.

Results Chart and Modifiers

Roll result	Result	Combat	Consciousness	Difficulty Modifiers	Modifier
0 or less	Mishap	Mishap / Fumble	As for Failure + Permanent Wound	Very Easy	+10
1 – 5	Failure	Attack Missed	KO, $-1hp$ per CR	Easy	+5
6 – 10	Partial Success	Hit for $\frac{1}{2}$ effect	Fights for remaining HP in rounds till KO	Average	0
11 –19	Full Success	Hit for full effect	Stays Conscious	Difficult	-5
20+	Critical Success	Critical Effect and $+1$ HP damage per point over 20	Stays Conscious	Very Difficult	-10
				Extremely Difficult	-15
				Impossible	-20

Sundry Combat Modifiers and Actions

Multiple Actions/Attacks = -5 per extra action/attack taken, each character gets 1 action per round by default..

Seriously Wounded = -5 to physical actions

Distressed = -5 to mental actions

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

Weapon Breaking = -5 to attack skill, $+5$ to damage on the weapon APs after a successful attack

Full Attack = $+5$ to attack skill for the round -5 to defence skill for the round

Full Defence = $+5$ to defence skill for the round -5 to attack skill for the round

Armour Points (AP) and weapon / shield damage

A weapons AP denotes the number of points of damage a weapon or shield can parry without receiving any damage. For example a broadsword (10 ap) can absorb up to 10 points of damage from an attack the remaining points pass through to hit the defending character (Armour takes normal effect), each time a weapons Armour Points are breached it makes a d20 roll minus the number of points in total its APs have been breached by on the chart below, and takes damage accordingly. If a weapon, shield or other item is ever reduced to 0 APs it breaks.

Critical Effects

A critical effect is an extra effect decided by the attacking character, the effect cannot be more damage or instant death of the target but it can be many other things, examples include things like permanent scarring, weapon disarm or weapon break, smashed shield, knocked backwards, etc. Players and GMs are encouraged to use their imaginations here.

Healing rates

A character regains 4 HP per day from convalescence in a very well equipped hospital, monastery, etc. A character heals 3 Hps per day from convalescence in a makeshift field hospital or other “make do” type situation. 2 HP from full relaxation and rest and only 1 HP per day is regained by a character that is on the move, or involved in any kind of strenuous activity. If a character has been taken to a negative hit point total they will remain unconscious until at least 1 positive Hit Point is regained. EG: A character taken to -4 HPs in a fight and left for dead in a ditch will be healing at 2 HPs per day therefore it will take 2.5 days of drifting in and out of consciousness to regain the 5 HPs needed to become fully conscious.

Stress Points and Distress

Like hit points 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, SP's are regained at a rate of 1 per week of rest, 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 HPs or less	-5 on all physical rolls
Unconscious/Dying = 0 HPs or less	Unconscious and bleeding 1 Hp per round.
Mental Distress	Characters mental wellbeing
Stress Points (SP) = 20 + 2x Wil bonus	Normal Activity
Distressed (Dis) =1/2 SPs or less	-5 on all mental rolls
Comatose/Insane = 0 SP's	Unable to do anything but run away/curl up into a ball, make a successful d20 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	Event/Act	Typical SP's
Being Robbed	2	Being unable to save a loved one or innocent	6
Food / Water deprivation	2 per day	Killing a loved one or Innocent	12
Sleep deprivation	2 per night	Disfiguring someone for life	3
Killing a foe in self defence	4	Being heavily beaten	2
Killing multiple foes in self defence	6	Being Raped	8
Killing a foe to achieve a goal	6	Being Tortured for hours	6
Killing multiple foes to achieve a goal	8	Being Tortured for days or weeks	10
Committing cold blooded murder	10	Seeing things man was not meant to know	10
Mass Murder	14	Seeing a Demonic / Otherworldly entity	8
Being betrayed by a loved one / friend	4	Having a cleansing spiritual experience	-6

Magic

All magic users must follow a school of magic; the character must have one or more aspects in a specific school (or affinity) of magic. The GM decides what schools and types of magic are available what Themes or Motifs each school has and also what the strong and weak types of magic are for each school, each school also has Strictures and Duties a follower of the school must adhere to. For example the follower of a healing cult may not be able to take a “divine retribution” or “armouring enchantment” type spell, but a “Cast out Spirits” or “Neutralise Poison” would be fine.

Magical Affinities

A spell caster must have at least 1 affinity aspect or can optionally take 2 or more non conflicting affinities as are appropriate to their background. Each level in an affinity allows the spell caster to cast 1 free spell related to that affinity per day without incurring a spell casting drain penalty.

Example affinities: Air, Animals, Demons, Dreams, Earth, Fate, Fire, Hate, Life, Love, Luck, Mana, Metal, Necromancy, Plants , Spirits, Stealth, Specific God or Philosophy, Trickery, Water, War, etc.

Spell casters and Initial Spells

For each skill level in a specific mode a spell caster can create a single specific effect, for example a caster with attack 6 could create 6 different types of attack spells, these can be declared at character creation or alternately made up on the fly. But once chosen they are there for good. Each time a new mode level is gained a new spell can be created by the caster.

Example Spells

Fire Blast

Mode: Attack

Spell casting modifier: -16 (see description for individual damage, range and duration modifiers.)

Effect: Fire based attack spell doing a base damage of 10(-10)at up to 100 feet (-1) range with a radius of 5 feet (-5)

Repair Weapon

Mode: Heal

Spell casting modifier: -4

Effect: Repairs up to 4 Hps of damage to a single weapon or shield.

Spell Casting & Spell Level

For each level of power put into a spell a caster takes a -1 to the casting roll for that spell. EG: Casting a power level 6 spell induces a -6 modifier on the spell casting results chart.

Magical Casting results chart

Roll result	Result	Effect
0 or less	Mishap	Magical Mishap, GM determines spell mishap in keeping with spells intentions. Mishaps could be spell backfires, attack by evil entities, loss of stress points, etc.
1 – 5	Failure	Spell fails to be cast.
6 – 10	Partial Success	Spell cast for ½ specified spell effect
11 –19	Full Success	Spell cast for full specified effect
20+	Critical Success	Spell cast for better than full specified effect, each 2 points of success over 20 ads 1 spell level equivalent effect to the spell. EG: Spell casting total = 26 means that the spell works with an equivalent power as though it was cast with 3 extra spell levels..

Spell Drain

Each Spell cast gives the spell caster a cumulative -1 to all further casting rolls until he can rest. These minuses are removed at a rate of 1 per hours rest. For example a spell caster who had cast 4 spells would be at -4 to all further spell casting until they manage to get some rest. If they rest for 2 hours they would then be at -2 to their spell casing rolls. The only exception to this is spells cast for which the caster has an affinity. Each aspect level in an affinity allows the spell caster to cast 1 free spell related to that affinity without incurring a spell casting penalty. For example a mage with the aspect Affinity: Fire Magic (3) could cast 3 fire related spells a day without incurring any spell casting drain.

Magic – Spell Modes

Spell Modes

Mode	Description & Maximum effects spell level
Alter	<p>Description: Enhances or reduces an individual's statistics, skills of inherent powers.</p> <p>Specific Alteration (a skill, etc): +1/-1 per 3 spell levels</p> <p>Broad Alteration (A statistic, etc): +1/-1 per 5 spell levels</p> <p>Range: Touch</p> <p>Subjects: -1 per extra subject</p> <p>Duration: 1 minute, -1 per doubling of duration</p>
Attack	<p>Description: Any spells that attack with either direct magic or elemental blasts, etc.</p> <p>Damage: 1 hp damage per spell level</p> <p>Range: 50 feet, -1 per doubling of range</p> <p>Duration: Instant for ranged or 1 combat round for touch, doubled per -1 on casting roll</p> <p>Area: -1 to casting roll per foot radius</p>
Conjure	<p>Description: Creates objects and substances for the duration of the spell.</p> <p>Maximum Mass: 10 pounds per spell level</p> <p>Maximum Area: 1 cubic foot per spell level</p> <p>Range: 50 feet, -1 per doubling of range</p> <p>Duration: 1 minute, -1 per doubling of duration</p>
Defend	<p>Description: Creates magical barriers or enhances a creatures toughness (adds HPs), etc.</p> <p>Hit Point Rating: +2 HP per spell level</p> <p>Range: Self/Touch, -1 to casting roll per 10 foot of range</p> <p>Barrier Armour Rating: 1/3 the spell level.</p> <p>Dome/Sphere barrier area: 6ft high, 2ft radius. -1 per extra foot of height or radius.</p> <p>Duration: 5 combat rounds, -1 per doubling of duration</p>
Heal	<p>Description: Heals wounds, diseases and poisons. Also fixes and repairs broken objects.</p> <p>Effect: 1 HP per spell level or 1 disease/poison level per spell level</p> <p>Range: Self/Touch, -1 to casting roll per 10 foot of range</p> <p>Duration: Instant</p>
Illusion	<p>Description: Creates illusory phantasms controlled by the caster.</p> <p>Basic Illusion (Human Sized, Visual only): Spell Level 1</p> <p>Features: +3 Spell Levels per extra feature (Smell, Sound, Touch, Doubling of size, etc.)</p> <p>Range: 50 feet, -1 per doubling of range</p> <p>Duration: 5 combat rounds, -1 per doubling of duration</p>
Influence	<p>Description: Allows caster to make a target think, feel or do something against their will.</p> <p>Range: 5 feet, -1 per doubling of range</p> <p>Duration: 5 combat rounds, -1 per doubling of duration</p> <p>Resistance: Will roll -1/2 Spell Level, target may get a save bonus against certain acts or thoughts.</p>
Movement	<p>Description: Spells involving movement, Telekinesis, Teleportation, etc.</p> <p>Strength Equivalent: Str +0 (100lbs lift), +1 Str per 3 spell levels</p> <p>Teleportation: 5 Spell levels per person</p> <p>Range: 50 feet, -1 per doubling of range.</p> <p>Speed: -9 (10 feet per round) +1 Spd per 3 spell levels</p> <p>Area: -1 to casting roll per foot radius</p> <p>Duration: 5 combat rounds, -1 per doubling of duration</p>
Reveal	<p>Description: Perception enhancement, Scrying, Substance detection and Fortune Telling spells.</p> <p>Sense: +1 Perception per Spell Level</p> <p>Range: 50 feet, -1 per doubling of range</p> <p>Scrying Range: 1 mile, -1 per doubling of range</p> <p>Duration: 1 minute, -1 per doubling of duration</p>
Summon	<p>Description: Summons creatures both mundane and magical.</p> <p>Ability Level of Summoned Creature: 1 per spell level</p> <p>Casting Time: 1 round per spell level</p> <p>Duration: 1 minute, -1 per doubling of duration</p>
Transform	<p>Description: Transforms one object or being into another (Unwilling target gets a will save)</p> <p>Spell Level required: 3-25+ (Dependant on severity of change, level of creature to be changed into)</p> <p>Range: Touch</p> <p>Duration: 1 minute, -1 per doubling of duration</p>
Ward	<p>Description: Protection against environment, spirits, Undead, poisons, etc.</p> <p>Base Level: 10</p> <p>Range: Touch</p> <p>Area: -1 to casting roll per foot radius</p> <p>Duration: 1 minute, -1 per doubling of duration</p>

Weapons and Armour

Weapon Name	Damage Rating	AP	Range (S / M / L / Ex)	Cost
Dagger	4 + Str	6	Melee, 3m / 6m / 9m / 12m	Cheap
Club	4 + Str	6	Melee	Cheap
Staff	6 + Str	6	Melee	Cheap
Staff (Iron Shod)	8 + Str	10	Melee	Expensive
Mace / Warhammer	8 + Str	10	Melee	Expensive
Short sword	6 + Str	8	Melee	Cheap
Sword, Axe, Hammer	8 + Str	10	Melee	Expensive
2h sword, 2h Axe, 2h Hammer	10 + Str	12	Melee	Expensive
Spear	8	8	Melee, 3m / 6m / 9m / 12m	Cheap
Buckler Shield (+2 defence skill)	3	10	Melee	Cheap
Wooden Shield (+2 defence skill)	4	12	Melee	Cheap
Knights Shield (+3 defence skill)	4	14	Melee	Expensive
Kite Shield (+4 defence skill)	4	16	Melee	Expensive
Sling	6	0	5 meters per range inc	Cheap
Throwing Knife	4	4	3m / 6m / 9m / 12m	Cheap
Short Bow	6	4	3m / 10m / 30m / 60 m	Cheap
Long Bow	8	4	3m / 20m / 60m / 120 m	Cheap
Light Crossbow	6	5	3m / 10m / 30m / 60 m	Expensive
Heavy Crossbow	8	6	3m / 20m / 50m / 100 m	Expensive
Light Pistol	8	2	3m / 10m / 30m / 60 m	Cheap
Heavy Pistol	10	2	3m / 20m / 50m / 100 m	Cheap
Light Rifle	12	4	3m / 40m / 100m / 300 m	Cheap
Shotgun	12	4	3m / 10m / 30m / 60 m	Cheap
Sub Machine Gun	8 x1 / x3 / x5	4	3m / 10m / 30m / 60 m	Cheap
Assault Rifle	12 x1 / x3 / x5	4	3m / 40m / 100m / 300 m	Cheap
Sniper Rifle	16	4	3m / 80m / 200m / 600 m	Expensive

Armour Points (AP) and weapon / shield damage

A weapons AP denotes the number of points of damage a weapon or shield can parry without receiving any damage. For example a broadsword (10 ap) can absorb up to 10 points of damage from an attack the remaining points pass through to hit the defending character (Armour takes normal effect), each time a weapons Armour Points are breached it makes a d20 roll minus the number of points in total its APs have been breached by on the chart below, and takes damage accordingly. If a weapon, shield or other item is ever reduced to 0 APs it breaks.

Weapon and Item Breakage Chart (1d20 - Damage over AP taken by weapon or item)

Roll result	Result	Effect
0 or less	Mishap	Weapon or Item breaks
1 – 5	Failure	Weapon or Item reduces its AP by an amount equal to the damage over AP done
6 – 10	Partial Success	Weapon or Item reduces its AP by 1 point
11 – 19	Full Success	Weapon or Item takes no damage
20+	Critical Success	Weapon or Item takes no damage

Armour Type	Armour Points (AP)	Cost
Padded Cloth	1	Cheap
Leather / Hide / Fur	2	Cheap
Scale Armour	3	Expensive
Chain mail	4	Expensive
Partial Plate & Chain	5	Very Expensive
Full Plate	6	Extremely Expensive
Kevlar Vest	6 (3 vs melee weapons)	Cheap
Kevlar & Plates	10 (5 vs melee weapons)	Expensive
Duelling Energy Shield	10 (Loses an armour point / energy charge each time hit)	Expensive
Handheld Energy Shield	15 (Loses an armour point / energy charge each time hit)	Very Expensive
Assault Energy Shield	20 (Loses an armour point / energy charge each time hit)	Extremely Expensive

