Rope: Core rules

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Written by Wolf Bergenheim
Graphics by Mikko Metsälä & Wolf Bergenheim
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Table of Contents

1. Copyright

For Information regarding this game contact Wolf Bergenheim at:

wolf@bergenheim.net

The designers will attempt to answer any questions regarding the game.

2. Credits

This game is loosely based on the rules for Bushido, by Bob Charrette and Paul Hume published Fantasy Games Unlimited (FGU). I tried to contact the original authors , to ask for permission to distribute this work, but I have not received any word. So if you happen to know either author or know how to contact them, please either let them know of this work, or forward their contact information to me!
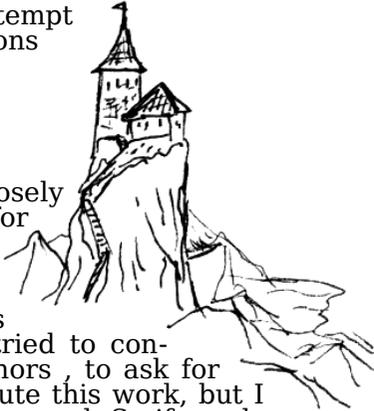
2.1. Support

I'll be happy to answer any questions that you may have. Just send me an email to wolf@bergenheim.net and I'll be sure to answer you.

2.2. Graphics

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2.3. Play testers

Mikko "Rustom" Tolonen, Sampo "Grupp" Koivula, Mikko "Jaradan" Metsälä, Zbyněk "Jaromir" Tudos, Anders "Angulion" Biström, Juha "Sir Tor" Leppäranta, Petri "Stilichon Wu" L., Mattias "Storm Crow" Huss, Eva "Sunwind" Örndahl, Jani "Efrael" Pitkänen, Jari "Gardan" "Mua'Dib" Koivikko, Mika "Shamir" Yrjöla, Anne "Lamya" Hakkinen, Markku "Ali" Vire

2.4. Review

Mikko Tolonen, Anders Biström, Tommi Nirha, Gardan, Vasilij Savin

3. Introduction

The name Rope comes from the Finnish word *roolipeli*, which means role-playing game (RPG). Rope is a generic role-playing game that is suitable for both the beginning player and the more experienced ("veteran") players. The system is realistic, but easy to understand and play.

Rope is split into several books. This book is the core rule book, which explains the basic mechanics of the system. In addition to this book there are genre books which contain setting specific rules.

3.1. Obtaining Rope

The newest version of Rope and can always be downloaded via the web at:

http://wolf.bergenheim.net/rpg/rope

alternatively you can send an email to wolf@bergenheim.net and ask to receive the newest copy.

3.2. Required Materials

To play you will need this rule book, one (or more) of the genre books, pencils, an eraser and dice. The dice you need are the standard dice sets, that can be found in most RPG-stores. It is recommended that you have at least one of each kind.

3.2.1. The Dice

Many different Dice are used in this game to reflect different probabilities. They are designated by an (optional, default is one) amount of dice followed by the letter 'D' (short for Dice) and then the type of dice, and followed by a modifier. Thus XDY+Z means you roll X dice of type Y and add Z to the **total**.

3.2.1.1. Multiplying dice

Sometimes the rules call for doubling dice and sometimes it calls for halving dice. And sometimes it calls for a dice to be increased by so and so many steps. All these modifications alter the dice type only, not the amount, nor the modifier. The Dice Table shows how the type of dice is changed.

Normal	Decrease	Increase	Double	Half
"1"	"1"	D2	D2	"1"
D2	"1"	D3	D4	"1"
D3	D2	D4	D6	"1"
D4	D3	D5	D8	D2
D5	D4	D6	D10	D2
D6	D5	D8	D12	D3
D8	D6	D10	D12	D4
D10	D8	D12	D20	D5
D12	D10	D20	D20	D6
D20	D12	D30	D30	D10
D30	D20	D50	D50	D12
D50	D30	D100	D100	D30

Table 1 Dice Table

3.3. Rounding and other rules

Unless otherwise noted all fractions are rounded using normal maths rules. That is any fraction less then 0.5 are rounded down, and 0.5 and up are rounded up.

4. The Character

This section describes the rules on how to create your character. It is however possibly more important to come up with a good background story. A background tells of amongst other things, the character's childhood, and adolescence, but perhaps the more important part is the part that describes the the motivations and passions of the character.

4.1. Stats

The stats define your characters raw abilities, they measure different aspects of your physical and mental traits. A stat has a minimum value of 1, and is at most 40 plus (+/-) racial modifiers.

4.1.1. The physical stats

4.1.1.1. Strength (STR)

Strength measures physical strength, for instance how much weight one can lift.

4.1.1.2. Deftness (DFT)

Deftness measures agility and physical nimbleness.

4.1.1.3. Speed (SPD)

Speed measures the over all physical speed and reflexes.

4.1.1.4. Health (HLH)

Health tells how much pain one can endure. It is also a measure of the amount of disease and poisons ones body can resist.

4.1.2. The mental stats

4.1.2.1. Wit (WIT)

Wit is more a reflection on learning ability and the ability to absorb new data than raw intelligence. Wit also measures your mental speed. A low wit doesn't mean that you have to play a moron.
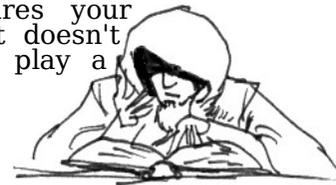
4.1.2.2. Will (WIL)

Will reflects your strength of personality, and also the ability to impose your wish on others. It is also a measure of bravery and sanity and over all ability resist mind-damage.

4.1.2.3. Charisma (CHA)

Charisma is a measure of your presence, your "aura" if you will. It also measures your mental and physical beauty, however it still counts as a mental stat, as physical beauty is only a minor part of it. (There are persons whose mere presence wakes a sense of respect, even though they are not physically beautiful).

4.1.3. Stat values

To get your initial stat values roll 2D10 seven times. You can choose what value you set to which stat. If you roll 19 or more you get an additional roll on a D10. Finally you add racial and professional modifiers to the stat. Notice that racial and professional bonuses might be negative, but because a stat must always be positive you have to put values that are greater than this (negative) bonus. If it is not possible, then you can re roll (if the GM allows it) or then it means that you have to select another profession. A stat can only be 40 plus the racial modifier (see specific genre books), so a human maximum for all stats is 40, while a dwarf has a maximum of 45 in STR, and 35 in CHA.

An alternative method: You have a pool of 77 points to distribute among the 7 stats.

4.1.4. Static v/s temporary values

The characters stats are split into two categories: Static and Temporary. The Static and Temporary values are usually the same; however magic, injury or other things may change (reduce or increase) a stat temporarily (has a defined end duration). The Temporary value is used to reflect this. Many abilities and everyman skills are calculated using the Temporary value, so it is important to keep track of both.

4.1.5. Increase and Decrease

There are several ways to increase ones stats. remember, though that one can not increase a stat to greater value than 40 plus the race bonus.

Training: By actively training on the stat it is possible to increase the stat. The increase is 1 point per 4 weeks spent training on the stat. The character will need a special facility that can accommodate his need e.g. a gymnasium for physical stats, and a monastery, library or collage for the mental stats.

Skill advance: Advancing in skill will also advance stats. For every point a Skill Rank is increased one of the appropriate stats may be increased by 0.05. This is always rounded down. A stat of 10.95 is treated as if it was 10.

Mastering a skill: When a skill is mastered one of the appropriate stats may be increased by The Learning Rate (LR) of the skill.

4.1.6. Saving Throws (ST)

To calculate the raw saving throw (RST) one divides the Static Stat value by three (3). To get the effective saving throw (EST) one adds the level of the character to this.

Sometimes you are required to do ST checks. They are resolved by rolling a D20 and adding the ST to the roll. If the total is above 20 the ST is successful.

4.2. Abilities

Abilities are values that further define the characters ability to react to the environment around him.

4.2.1. Strength based abilities

4.2.1.1. Encumbrance Capacity (ENC)

This Ability tell how much a character can carry around (armor, weapons, etc.) or lift (boulders, statues, ...). This Ability is split into different degrees of encumbrance. The limits are multiples of the characters temporary Strength, expressed in kilos (kg).

4.2.1.1.1. Unencumbered

The character suffers no penalties if he carries no more then his STR in kg.

4.2.1.1.2. Partially Encumbered

A character who carries more then STR but less then 2 x STR in kg is *partially encumbered*.

The character suffers a reduction of 25% to his Temp. SPD and DFT (and lowering the abilities based on this stats). In addition he receives a -1 to all Basic Skill Score (BSS) and physical ST rolls.

4.2.1.1.3. Encumbered

A character carrying more then 2 x STR but less than 3 x STR in kg is *encumbered*.

The character suffers a reduction of 50% to his Temp. SPD and DFT (and lowering the abilities based on those stats). In addition he receives a -2 to all BSS and physical ST rolls.

4.2.1.1.4. Over-encumbered

A Character carrying more then 3 x STR and less then 4 x STR in kg is *over-encumbered*. A character cannot walk around with more than 4 x STR in kg.

The character that is in over encumbered state has the same penalties applied as in encumbered state, but in addition to that the character can not do any other activity (Magic, Skills, etc.) except to stagger along with his tremendous burden. He will also receive 1D10 subdual damage for every 10 minutes he exerts himself (walking up a hill, running etc). When his hit points fall below zero (1), he will slump down in exhaustion.

4.2.1.1.5. Lifting heavy weights

The character can lift up to 5 x STR in kg, over his head (ever seen weight lifting?). He can move 1m / detailed turn (DT, about 6 seconds) when doing this, but only if he succeeds in making a successful STR ST; should he roll a critical success he may move up to 3 m / DT; a critical failure means that the character has sprained a muscle. Roll a D10 and consult the Lifting critical failure table. Further more he will take 1D3, S damage from exhaustion every DT.

The character can move objects weighing up to 6 x STR in kg. This is a task worth [distance to move object] task points. and a task turn of one DT. Task points are gained by rolling STR ST. the task points collected so far is how far the object has been moved. In addition he will take 1D3 subdual damage for every 50kg of mass of the object. Critical success means double the amount moved, and no subdual damage. Critical failure will result in a sprained muscle, consult the lift critical failure table. Lifting or moving heavier weights will require team effort; same rules as a single user, except add STR of all characters involved and refer to the limits above.
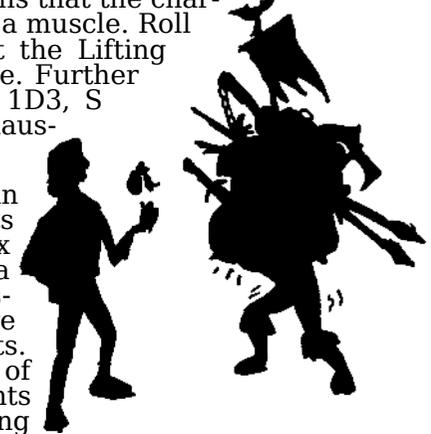
Roll	Effect
1 - 4	You hurt your leg (roll D6: 1-3=left, 4-6=right) Treat this leg as disabled.
5 - 8	You hurt your arm (roll D6: 1-3=left, 4-6=right) Treat this arm as disabled.
9-10	You hurt your back, take 1D6, S points of damage. Needless to say you drop your burden. You are at -10 for any activity using your back, and will take 1D3, S every DT you continue to do this activity.

Table 2 Lifting Critical Failure Table

Example:
Beowulf and Auralf are in a tomb. Beowulf has a STR of 35 (he is STRONG!), Auralf has 25 (not quite as strong). Beowulf wants to lift a stone lid (weights 200 kg), he is unable to do so, but he is strong enough to shift it. However, with the help of Auralf (total STR = 60) Beowulf can move it (4 x (25 + 35) = 240), but will be unable to do anything else except move it. However Gurlab the smith (STR 20) comes and helps out. Now they can move quite freely with the lid (3 x (25 + 35 + 20)) = 240, they will only be encumbered.

4.2.1.2. Damage Bonus (DAM)

This ability tells how the damage from hitting someone is to be modified. Cross-reference the **temporary** Strength in the DAM table for the DAM value. If the character has a STR of 1, he can do no damage in combat. His only hope is to use poison or slit throats of incapacitated opponents.

STR	DAM	STR	DAM
1	no damage	20 - 24	+2
2 - 4	-2	25 - 29	+3
5 - 7	-1	30 - 34	+4
8 - 15	+0	35 - 39	+5
16-19	+1	40 +	+6

Table 3 DAM Table

4.2.1.3. Unarmed Combat Damage (UCD)

The amount of damage a character gives when he is fighting unarmed is based on the **temporary** Strength of the character. The following table lists the damage done according to STR, all damage is subdual. *Note: DAM is not added to this.*

STR	UCD	STR	UCD
2 - 4	1D2	20 - 24	1D6
5 - 7	1D3	25 - 29	1D8
8 - 15	1D4	30 - 39	1D10
16-19	1D5	40 +	1D12

Table 4 UCD Table

4.2.2. Deftness based abilities

4.2.2.1. Base Action Phase (BAP)

Basic Action Phase is the first Action Phase that the character has. See section 6. for more about movement and actions in the detailed scale. This ability measures reflexes, and reaction speed.

BAP = DFT / 3 + Level

4.2.3. Speed based abilities

4.2.3.1. Base Movement Allowance (BMA)

The Base movement allowance is used to determine how fast a character can walk during a specific timespan.

BMA = SPD / 3

4.2.3.2. Maximum Number of Actions (MNA)

The Maximum Number of Actions (MNA) is the maximum number of actions that a character can do in a single DT. Each DT is split into Action Phases. A character has a number of action phases available equal to the MNA. Combat Reflexes determine which APs are primary and which are secondary. The characters first AP is equal to BAP, his next APs are evenly distributed. Maximum MNA is 3 + (race SPD / 10)

MNA = SPD / 10

4.2.4. Health based abilities

4.2.4.1. Healing Rate (HR)

Healing Rate determines how fast a character heals injuries. The healing rate is used to calculate the amount of hit points regained over a resting period. See section Injury and wounds for details. The healing rate is calculated by dividing the static HLH by 5.

HR = HLH / 5

4.2.4.2. Location Hit Points (LHP)

The body of a character is divided into five major areas. The head covers everything from the neck up. The chest covers the shoulders and downwards until the last rib. The abdomen covers the area from the chest down to the hips, including the genitals. Arms cover the arms and hands, and legs cover everything down from the hip. Each body location can take a number of hits before the area is rendered useless. These hit points are calculated according to the table below.

Location	LHP	Hit rolls in Melee	Hit rolls Ranged
Legs	HLH / 3	1 – 4, Left 5 – 8, Right	1 –3, Left 4 – 6, Right
Abdomen	HLH / 3	9 – 11	7 – 10
Arms	HLH / 4	12 – 14, Left 15 – 17, Right	11 – 12, Left 13 – 14, Right
Chest	HLH / 2.5	18	15 – 19
Head	HLH / 3	19 – 20	20

Table 5 LHP Table

4.2.5. Will Based Abilities

4.2.5.1. Mind Resistance (MR)

Magic Resistance measures the characters ability to resist mind-alteration. It is equal to WILL EST. Wizards, Priests and Animists add their Level to this.

MR = WILL EST

4.3. Wit Based Abilities

4.3.0.1. Freely Improvable Skills (FIS)

This is the number of skills that a character can actively train in without hindrance. It is equal to the static Wit Score of the character. Every skill that the character trains in takes up one FIS slot permanently. This reflects that people with low WIT don't learn new things as quickly as people with a high WIT.

FIS = WIT

4.3.1. Other Abilities

These abilities are based on more then a single Stat.

4.3.1.1. Total Hit Points (THP)

THP measures how much pain a character can take before he is incapacitated. Damage is measured in Subdual (S) and Lethal (L). The type of dice used to gain hit points is determined by adding HLH RST to WIL RST to the Level, see the Hit point Dice Table. One gets one roll every level of experience.

HLH + WIL + lvl * 3	THP dice	HLH + WIL + lvl * 3	THP dice
0 - 10	1D2	26 - 30	1D6
11 - 15	1D3	31 - 35	1D8
16 - 20	1D4	36 - 40	1D10
21 - 25	1D5	41 +	1D12

Table 6 Hit point Dice Table

4.3.1.2. Combat Reflexes (CR)

The combat reflexes measures the characters combat awareness. A characters Primary actions are equal to the value of CR, but no more than MNA. The rest are Secondary Actions. If CR is greater than MNA, all of the characters actions are Primary; this represents a greater mental combat affinity than the characters body has. Combat reflexes are calculated using the CR Table.

SPD + DFT + WIL	Character's Level								
	1	2	3	4	5	6	7	8	9
<10	1	1	1	1	1	1	1	1	1
11 - 40	1	1	1	1	2	2	2	3	3
41 - 60	1	1	1	2	2	2	3	3	3
61 - 90	1	1	2	2	2	3	3	3	4
> 91	1	2	2	2	3	3	3	4	4

Table 7 CR Table

4.3.1.3. Vitality (VIT)

Vitality is the life force of the character. It is both the will to live, and the body's ability to sustain life. It is also called the life essence. Vitality is the sum of static HLH and static WIL, divided by 5, plus the Level. Usually vitality is only lost in some special circumstances, see section Injury and healing for details.

VIT = ((HLH + WIL) / 5) + Lvl

4.4. Skills

This section details on how to use and train in skills.

4.4.1. The anatomy of a skill

A skill consists of three parts, the name, the rank and the Base Skill Score (BSS).

4.4.1.1. Skill rank

The skill rank is a measurement on how good a character is in a particular skill. A skill rank is a number ranging from 0 to 100. A rank of 100 means that a character has mastered the skill and normally can not become more skilled in it. There are some exceptions, how ever These exceptions are mentioned in the skill descriptions, below. A skill with a rank greater than 60 denotes a skill that a character is proficient in, further study is at a hindrance.

4.4.1.2. Skill proficiency

When a character reaches a rank of 60 in a skill, he is considered to be proficient in that skill. Skill proficiency means that the character will automatically succeed in any skill attempt or task, with a difficulty class of routine, easy, or light, involving that particular skill, if given enough time. If the circumstances are less than ideal or if the difficulty class is medium or greater, a skill check is needed. If the EN is important, a skill check should also be made.

4.4.1.3. Mastering a skill

When a character reaches a rank of 100 he has mastered the skill. This means that the character will automatically succeed in any skill attempt or task of hard or less, as per skill proficiency. In addition to this one of the stats involved in the ISR of the skill may be permanently increased by the LR of the skill.

4.4.1.4. BSS and MSS

The Base Skill Score (BSS) is   calculated by dividing the skill rank with five (5). The BSS is used to resolve skill checks. Before a roll is made the BSS is modified by factors, and it is the modified skill score (MSS) that is usually of interest. If a skill is noted as being a bonus skill the character will add his level to the BSS. Other circumstantial modifiers may further adjust the BSS, these modifiers are mostly up to the GM to decide.

4.4.1.5. Bonus skills

All professions have bonus skills. These are skills that are core to the member of the profession. A character with a bonus skill should add his level to the BSS when using the skill in question.

4.4.1.6. Skill checks

A skill roll is resolved by taking the MSS, and then adding the result of a D20 roll to this (the skill roll); this is called the Raw Effect Number, or REN for short. If the MSS is negative it will actually decrease the skill roll. The GM then rolls a second D20 (the difficulty roll), and adds this to the difficulty rating (DR); this is called the Modified Difficulty Rating, or MDR. If the REN is greater than or equal to the MDR, the result of the skill check is a success. If the REN and MDR are equal, the skill check is successful if the MSS is greater than or equal to the DR.

If the skill roll was 20, then the attempt was a possible critical success; a second skill roll should be made, and if it also is successful, then it was critical success. If the skill roll was a 1, then the result was a possible critical failure, a second skill roll should be made, and it fails then the failure was a critical failure.

Critical success is an extra special success. It usually means that the character has done something very well, the details vary by every skill.

Critical failure is an extra special failure, the character usually will injure himself. See the individual skill descriptions for details on what happens in a critical failure.

The Effect Number (EN) measures the quality of the skill attempt. It is equal to (REN – MSR) / 2, except for critical success in which case it is equal to 20. If the skill check resulted in failure, the EN is negative, and in the case of a critical failure it is equal to -20.

4.4.1.6.1. Skill difficulties

The difficulty of a skill is determined by the GM. This should be something between -20 and 20 (inclusive). A normal difficulty is equal to 5. The Difficulty ratings table gives some suggested difficulties.

Difficulty class	Difficulty rating	Explanation
Routine	(-20) – (-11) **Suggested:** -15	A skill roll should only be required if there are some special circumstances, or if the skill should be done with flair.
Easy	(-10) – (-6) **Suggested:** -7	Something easy, that most people can do with no effort.
Light	(-5) – 0 **Suggested:** 0	Something that is still relatively easy, but does require some (minimal) effort.
Medium	1 – 7 **Suggested:** 5	Normal difficulty, for feats which are normally achievable, but will require an effort to be made.
Tricky	8 – 13 **Suggested:** 10	For attempt that are normally perceived as difficult.
Hard	14 – 16 **Suggested:** 15	For attempts that are hard to do.
Very Hard	17 – 19 **Suggested:** 18	Something that an average person would back away from.
Extreme	20+	Only a fool or master will attempt something this hard!

Table 8 Difficulty ratings

4.4.1.7. Opposed skill checks

An opposed skill check is a way to resolve a situation where one character actively tries to oppose what another is doing. Palming v/s searching, hindering some-one from escaping and hiding v/s detecting are examples of opposed skill checks.

Combat is also an example of opposed skill checks where one character tries to hurt one, and the other tries to avoid being hurt.

To resolve opposed skill checks, a normal skill roll is made, and the EN is marked down. Then the opposer makes a normal skill check, but with the EN of the skill roll as a difficulty.

4.4.1.8. Tasks

A task is a skill resolution that takes more than one turn. Some examples are creating of artwork, casting a spell, research, and more. The GM assigns a **Task Value (TV)** to the task, and the character will try to gain enough **Task Points (TP)** to complete the task. Every **Task Turn (TT)** the character can gain more TP:s.

4.4.1.8.1. Task Value (TV)

The Task Value is a measurement of both the difficulty of the task and the amount of energy that goes in to the task. That is building, and tearing down the same wall will have the same TV, but the TT and and difficulties will vary. The TV is assigned by the GM.

4.4.1.8.2. Task Points (TP)

The character gains TP by making skill checks. The effect number of the skill check is added to the TP. Since EN can be negative it is possible that the TP are indeed decreased. Sometimes a failed skill check simply means that you have to start over. See the individual skill descriptions on how to resolve failed skill checks.

A critical success allows for an immediate second skill check, and if this is successful the EN of **both** are added to the TP. If it fails it has no effect on the TP gained. Some skills may result in special events with a critical success.

A critical failure will at the least decrease the TP like in a normal failure. Depending on the skill, some other penalties may also result.

When the collected TP:s are equal to or greater than the TV, the task has been completed successfully. On the other hand if the task points go below zero (0), the task has failed and must be started over. This usually also means that the materials etc. need to be re-collected.

In most cases modifiers are made to the EN of the skill check rather than the BSS. This is because at least some skill is required to perform the task. Not even the finest tools can make a layman perform surgery, but fine tools will make the job so much easier for a skilled surgeon.

4.4.1.8.3. Task Turn (TT)

The TT is determined by the GM. It reflects how long one will have to work before progress is evident (gain more TP). This is the main criteria on what the TT should be. It is generally assumed that a TT of 8 hours equal a TT of one day. Likewise TT of 30 days is equal to a TT of 1 month, and TT of 12 months equals a TT of 1 year.

Together with the TV, the TT will set the overall difficulty of the task. A task requiring great care will have a long TT, but a low TV. One requiring much work, but little care would in stead have a short TT, but a high TV.

The following table will list some sample tasks with some sample TT and TV values.

Task	TV	TD	TT
Picking a lock	Varies: Simple = 10 Normal = 20 Complex = 40	1-10	1 DT
Creating an art piece	40 - 300	1	1 day
Performing art	Depends on the length/ complexity of the piece to perform: 40 - 300	1-10	1 DT
Constructing a building	400 - 1000	1	1 day
Tearing down a building	400 - 1000	1	1 hour

Table 9 Task Table

4.4.1.8.4. Banking (Optional rule)

With this optional rule the player can for some tasks "bank" his current progress.

After a player has pooled some Task Points he can spend one task turn (TT) to "bank" his Task Points. Basically he empties the pool that he has been building up until now and the sets the gathered points aside. During this time the character, who is actually doing the task, reviews his efforts, refines his plans and makes notes and stuff. The character is basically making sure that he is doing a good job, and then he looks for the best ways to ensure that he will continue to do a good job. During the banking turn a skill check is made and if it fails only half of the TP:s collected so fare are "banked". A critical failure at this point ST will result in a failed task.

To retrieve the points from the "bank" a character has to spend one task turn, and make a skill check. If this fails only half of the points that were "banked" are retrieved. Each "banking" stores the points in a unique deposit.

Example: *Beowulf is writing a book about sword fighting. It is a task worth 100 TP:s, and so far he has collected 50. He decides to review his progress and think of how to continue from here. In essence he tries to "bank" his progress, and succeeds. Now, if this skill check would have failed only 25 points would have been "banked".*

During his writing Beowulf collects another 20 points (which he banks to another deposit) and finally 30 points. Beowulf has now enough to complete his task, so he chooses to "withdraw" his points from the "bank". Since he has 3 deposits he must spend 3 Task turns "withdrawing", with any failures resulting in only half of the "banked" points are collected. If all three skill checks succeed then Beowulf has finished his book!

4.4.1.9. Contests

A contest occurs when two persons want to oppose each other in some way, and that the activity takes a while to resolve. This could be an arm wrestle or trying to pull a stubborn bull from the vegetable patch.

4.4.1.9.1. One-on-one contest

In this kind of contest there are two competitors, who try to beat each other. Each competitor rolls a D20 as in skill resolution, but the opponent is treated like the difficulty. Here a skill roll of 20 is treated like a critical success. a skill roll of one on the other hand is treated like a critical failure. A critical success always beats any normal success, and likewise a critical failure looses automatically. If the EN:s are equal, it is a tie, or if there can be no tie then the one with the higher BSS is the winner. Re-roll if the BSSes are also equal.

4.4.1.9.2. Multiple contestants

This is handled in a similar manner as one-on-one, except that the result of this contest results in ranking. So the person with the highest REN wins, and the one with the lowest, looses. Again critical success beats all others, except other critical successes, as in one-on-one contests.

4.4.1.9.3. Contest turn (CT)

A contest turn determines the time it takes to make a difference in a contest. so in an endurance contest, the CT would be quite long, and in a race for instance the CT would be typically one DT.

Contest	CT
Arm wrestling	1 DT
Running contest	1 DT
Marathon	10 minutes
Performance	1 - 10 minutes

Table 10 Contest table

4.4.2. Skill advancement

A character has two ways of increasing skills. They are training and skill use.

4.4.2.1. Training Skills

The character can increase the skill rank of the skill by actively training in it. The amount that a skill is increased depends on the **learning rate (LR)**. The LR is calculated **for every skill** by comparing the **initial Skill Rank (ISR)** of an average representative for the characters profession to that of what the character would have. Use the Learning Rate table to determine the LR.

Every **week** of training increases the **skill rank** with the **modified LR**. (MLR) There are two kinds of modifiers to the LR, they are **hindrances** and **bonuses**. Each hindrance will halve the the LR, while every bonus will add to it. See the Learning Table for the items that adjust the Learning Rate

$$MLR = (LR + bonus(es)) / (2 \times (hindrances))$$
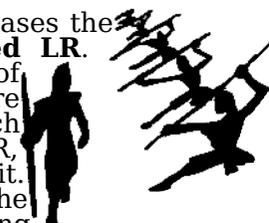
character's ISR	Learning Rate (LR)
0 – 10	1
11 – 30	2
31 – 50	3
51 – 70	4
71 +	5

Table 11 Learning Rate Table

Example: *Beowulf (STR = 35 (remember?), DFT = 29 WIL = 23) wants to train in Axe Fighting (The ISR is STR&DFT/WIL). His ISR in Axe fighting would be 61. Looking at the LR table we see that Beowulf is well equipped to fight with axes, because his LR is 4!*

4.4.2.1.1. Learning Bonuses

Each of these bonuses add 1 to the MLR, unless stated otherwise.

4.4.2.1.1.1. Studying with a teacher of higher level

This reflects the inherit superiority of of the higher level characters.

4.4.2.1.1.2. Studying with a teacher of Level 8 or greater (Master)

Studying with a Master gains the student a bonus, no matter what level the student has.

4.4.2.1.1.3. Studying with a teacher who has mastered the skill (rank 100+)

While anyone with a rank greater then that of the student can teach him new things, a teacher who has mastered the skill is assumed to have more insight in the skill and can give better direction.

4.4.2.1.1.4. Studying at a school / academy etc specializing in the skill

A school specializing in a skill is assumed to have developed specialized teaching methods that give one bonus per level of the place.

4.4.2.1.1.5. Studying a bonus skill

Training a skill which the student is familiar with (i.e. a bonus skill for his profession) is generally easier.

4.4.2.1.1.6. Studying with a teaching aid

Such an aid is written by masters, containing valuable tricks and pointers to the student. The aid gives bonus as the teacher who wrote it (if the student can read). So a scroll has a rank and a level equal to the author. If a teacher is **not** available the scroll can act in stead, but no bonus is gained from the book / scroll.

4.4.2.1.1.7. Private instruction

A teacher who spends all his time with a single student gives the student a significant bonus. The student receives a bonus equal to (teacher's rank – student's rank) / 10.

4.4.2.1.2. Hindrances

Each hindrance halves the LR, unless stated otherwise.

4.4.2.1.2.1. Studying without a teacher

A student without a teacher is at a dis-advantage, for he has no outside pointers, etc, thus he is at one hindrance.

4.4.2.1.2.2. Student has a rank of 60+

Once the student has reached this far in his studies, he lacks mostly finesse, and thus advancement is not equally rapid.

4.4.2.1.2.3. Student has a mastered the skill (100+)

A student who has mastered the skill can not learn very much more, thus is at an other hindrance. *Note that this is cumulative with the hindrance above!*

4.4.2.1.2.4. Not studying full time

A student may spend time in minor activities like holding a job, traveling, etc can still study but at a hindrance. If the student is adventuring, or doing something else that requires him to spend more than 10 hours per day, he may not study at all.

4.4.2.1.2.5. Not Studying a freely improvable skill

Once the student has trained in more skills then his FIS Ability, he is at a hindrance for all the additional skills he starts to train in.

4.4.2.1.2.6. Wounded / Sick

A wounded student can not concentrate as well as a fully healthy student, thus he is at a hindrance, if he can study at all. A wounded student can not for instance study any skill that requires physical activity (like combat and physical skills).

4.4.2.2. Skill use

Every time a skill check results in a possible critical success two learning marks should be noted. It simulates gaining new insight in a skill. Every time a skill check results in a possible critical failure a learning mark should be noted. This simulates learning from ones mistakes. Four learning marks result in that the skill rank is increased by the LR, not modified in any other way.

4.4.3. Skill Descriptions

This chapter describes the individual skill in detail. Skills are split into sub-categories for easier reference.

4.4.3.1. Everyman skills

The everyman skills are skills that every character has, regardless of profession, culture and race. They are directly derived from the stats and can't be trained. The everyman skills improve when the corresponding stats improve.

4.4.3.1.1. Brawling

Brawling is used as a combat skill when no weapon that the character knows is available, i.e. one can use a weapon that one has no skill in. If the character chooses to use no weapon he does damage equal to UCD. In the case of a weapon (improvised or other) the damage is reduced by one step, and any modifiers are dropped (i.e. A broad sword will only do 1D5, L). The character will receive no DEF when using brawling.
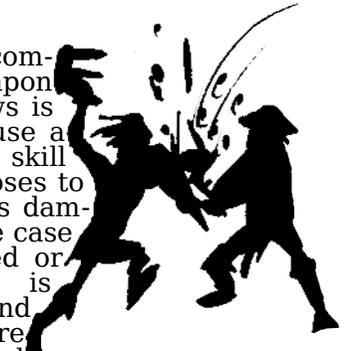
BSS: (STR + DFT + WIL) / 6

4.4.3.1.2. Climbing

Climbing is just that. The skill is used when climbing trees, walls or what ever. It may also be used to move faster over slopes and ladders. Climbs are split into difficulty classes with an associated difficulty modifier.

BSS: DFT / 2

4.4.3.1.3. Influence

Influence is used when a character wants to make someone do something that the character wishes. It can also be used on a crowd. Every time a character meets a stranger and wants to impress this stranger, influence is used. Influence can also be used to "talk out of a situation".

BSS: CHA / 2

Difficulty class	Description
Routine	Climbing a ladder or a steep slope or similar. A roll can be made to increase ones BMA. BMA is increased by one (1) per EN, but at most BMA. Without the roll the character will have a **MA = BMA / 2.**
Easy	A wall with lot's of good hand holds, a knotted rope. Same above for movement. No roll needed. **MA = BMA / 3**
Light	A thin tree with few branches, or a wall with some hand holds, or a wet knotted rope. Same as above for movement, skill check required. **MA = EN x 1.5**
Medium	A normal wall (like a city wall) or a rope. **MA = EN**
Moderate	A wall with some good hand holds, or an oiled / wet rope. **MA = EN / 2**
Hard	A somewhat smooth wall or a rough wall with a slight negative angle **MA = EN / 3**
Very Hard	A slippery / smooth wall or a normal wall with a negative angle. **MA = EN / 3**
Extreme	A cliff with negative vertical inclination, or an oiled wall with few and/or small hand holds, or a ceiling. **MA = EN / 4**

Table 12 Climbing Table

4.4.3.1.4. Leaping

Leaping is used for jumping either long or high. There are two (2) kinds of leaps: Long leap and High leap.

BSS: SPD / 2

4.4.3.1.4.1. Long leap

When leaping long the character will travel a distance equal to **(STR / 10) + (EN / 3)** in meters, and no higher than his waist, usually only 30-50 cm off the ground. If the character takes a running start one adds BMA to the distance traveled

If the leap roll should fail some distance is still traveled In this case the EN is a negative number and will thus reduce the distance. If the total distance traveled is less than one (1) the leap is aborted, and a speed ST is required to avoid tripping and falling

4.4.3.1.4.2. High jump

The character can jump up to a height of **((STR/10) + (EN / 2)) / 3 meters** , if the character wishes he can move a meter or so horizontally. If the character takes a running start he will **add** one-third of his BMA to the height, and up to one-quarter of his BMA to the length.

If the leap roll should fail some height is still traveled In this case the EN is a negative number and will thus reduce the height. If the total distance traveled is less than one (1) the leap is aborted, and a speed ST is required to avoid falling down.

4.4.3.1.5. Perception

Perception is used in perceiving hidden things. A hidden thing is something that is not immediately perceivable, like a key in a flowerpot, a hidden door, a trap, etc. The GM makes all perception rolls that are automatic (*like noting the assassin lurking behind the door*), but the player rolls when he declares that he is searching. The GM can assign difficulties to spotting hidden things, depending on how well they are hidden.

BSS: WIT / 2

4.4.3.1.6. Swimming

If the character can swim he may do so in any water above waist deep. He must, however swim in any water that is over his head. When one is unencumbered, and has at most light wounds (50 % of THP), and no disabled locations, one does not need to make a skill roll while swimming in calm water. Any other circumstances demand a skill roll. Success will allow the character to swim normally for one DT per EN. A failed roll means that the character is sinking, his head is under water. On subsequent DTs the character can try to get back to the surface if he makes a successful roll. However on any AP of every DT that the character's head is under water, he must make a HLH ST or start to drown.

BSS: (STR + DFT + HLH) / 6

4.4.3.1.6.1. Drowning

A character who has failed a swimming check and has his head under water, may suffer damage if they do not reach air in time. If the character expected to take a plunge, and took a lungful of air, he can hold his breath for a number of DT equal to his HLH. When a character is underwater and has run out of air, he has to make a HLH ST or take 1D4 points of subdual damage.

This process continues until the character reaches air, or looses consciousness. For each DT after the first, the DR and damage taken are increased by one (1). An unconscious character in water will drown in HLH / 10 + 1 DT. If pulled out the subdual damage may be healed normally.

Example:
Beowulf (HLH = 30) has been diving for 33 DT. This is the third DT over his limit of 30. That means the the HLH ST is at DR 2. The ST is failed, and the EN is -6 (quite bad). This means that Beowulf has gulped some water and will take 1d4+2 points of subdual damage.

4.4.3.1.6.2. Movement in water

A character who is swimming normally moves at a base rate of BMA / 2, round up. This base speed can be increased by another Magic skill check. A successful die roll adds EN / 2 to the base rate. A critical success will allow the character to maintain this speed for an additional DT. A critical failure means NO movement. The character is treading water (probably some cramp in a limb or something). A simple failure does not decrease the speed. When doing physical actions in water (other then swimming) the skills, etc involved are averaged with the Swimming skill (if the original skill, etc is greater then the swimming score).

4.4.3.2. Combat

This category contains all the skills that are in any needed in any kind of combat situation. Also see the Physical category for related skills.

4.4.3.3. Special combat techniques

The combat skills described above consist only of the basic styles. Most of these will have more advanced, "secret", tricks and styles available for the dedicated student.

A special technique is a separate skill which allows the character to perform some extraordinary feat with the weapon. The BSS of the special technique is used in stead of the BSS of the basic style. No bonus is received in the special combat techniques.

Each special combat technique is tied to exactly one combat skill, i.e. a character studying piercing thrust for spear may not use piercing thrust with swordsmanship.

4.4.3.3.1. Studying special techniques

All study of special combat techniques is at one extra hindrance from the very start. The LR is the same as for the combat skill that the special combat technique is tied to. All combat technique teachers will not automatically teach the special combat techniques to everybody. The would-be student must make a successful moderate (10) Influence skill check on the teacher. And a mandatory gift or task of the teacher's choosing must also be provided. The gift is usually one that can be won by the clever use of the combat skill that the special combat technique is for.

4.4.3.3.2. Designing new techniques

Any character can invent a new special combat technique, but he must have mastered the basic technique first, i.e. he has to have a rank of 100 in the skill. It is also recommended to limit such innovation to combat skills that the character receives bonus in. This new special combat technique is tied to exactly one combat skill as in learning. A character cannot invent a new technique and use it with all his combat skills.

The invention process is a task with a TV of 100 and a TT of one month. The TD is equal to (100 - current total of task points collected) / 10. In other words the first roll with a TD of 10, and the last is at TD 0. The task-points are derived from the EN of the combat skill that the special combat technique is for. **Failed rolls do not decrease** the TP total, they are simply ignored.

The inventor may use the special combat technique at a score equal to the TP total, even if the task is not complete yet. But he may not teach the new skill until the task is complete.

This same method may be used to refine an existing special combat technique, but the character mus have mastered the existing special combat technique first.

4.4.3.4. Physical

Physical skills involve activity of some kind.

4.4.3.4.1. Aquatics

The aquatics skill is advanced swimming techniques, and it will increase the swimming skill by BSS / 5. Alternatively the skill can replace the swimming skill.

Initial Skill Rank: STR & HLH / WIL

4.4.3.4.2. Contortions

A skilled contortionist can wriggle himself out of virtually any bonds. He does so by having softened his joints so that he can even pop a joint (though not always without pain!) at need. If a skilled contortionist has been bound by somebody with a working knowledge in either ropemastery or contortions he (the escapee) is at a penalty equal to the EN of the binders skill roll. The skill is resolved as a task. The Contortions table gives details.

Initial Skill Rank: DFT & SPD / WIL

Situation	TV	TT	TD
Entangled in wines etc.	8	1 DT	1
Bound with ropes, unskilled in rope-mastery and contortions	10	1 DT	5
Bound with ropes, skilled in rope-mastery or contortions	10 + EN of binding	1 DT	EN of binding
Chains / Shackles / Handcuffs	15	1 DT	10
Wrapped in a strait-jacket or similar	20	1 DT	15

Table 13 Contortions Table

4.4.3.4.3. Grappling Hook

The skill of using a grappling hook. The grappling hook can also be used as a weapon that delivers grappling attacks.

Initial Skill Rank: STR & DFT / WIL

4.4.3.4.4. Gymnastics

With gymnastics the character can do all kinds of gymnastic and acrobatic maneuvers. Everything from swinging in ropes to leaping is covered in gymnastics. Gymnastics will enhance the leaping and climbing skills by BSS / 5 . The character may use his skill in gymnastics instead of the skills, and in stead of any DFT ST or SPD ST due to failure.

With gymnastics the character can reduce the damage from high falls. Whenever a character falls (or jumps down) he may make a skill check, and if it is successful the height of the fall will be reduced by EN / 2 in meters.

Initial Skill Rank: DFT & SPD

4.4.3.4.5. Marching

With marching the character can increase his daily traveling distance. The distance is increased by the EN of the skill check, expressed in km.

Initial Skill Rank: SPD & HLH

4.4.3.4.6. Riding

The skill of riding on the back of an animal. For every new kind of animal encountered the rider has to learn for a period of 1 week, on how to control the animal. Until that time has passed, the character is at half BSS.

Initial Skill Rank: DFT & WIL / CHA

4.4.3.4.7. Stealth

With this skill a character can move silently and unseen. He can become hidden thing to hear or see as he wishes. The EN of the skill check is the DR to notice him. The difficulty of the stealth depends on the surface the character is moving on. See the stealth table for sample modifier. The difficulty of the hiding depends on the quality of the hiding places available.

Initial Skill Rank: DFT / SPD & WIT

Situation	Difficulty Mod
Light undergrowth	+2
Heavy undergrowth	+3
Gravel on the ground	+1
Heavy snow on the ground	-1
Snow on the ground, cold weather	+3
Creaky floor	+2D6
Wearing armor	+(Total AV)/5
Moving faster than walk	+5
Climbing	+3
Raining	-3
Heavy rain / Snowing	-5
Heavy snowfall	-7

Table 14 Stealth Table

4.4.3.5. Social

These skills are used when one is socializing with other intelligent beings.

4.4.3.5.1. Acting

Acting can be used to change ones normal behavior believably. One can do this to lie believably, act like a foreigner, etc. Acting can also be used to impersonate somebody else. The subject must first be studied for a period. The Acting Table gives sample durations and difficulties. Naturally acting can also be used as an art, when performing in a play.

Additional difficulty modifiers are given, depending on circumstances, like trying to fool the subject's brother, etc.

Initial Skill Rank: CHA & WIT / DFT

Subject	Minimum period of study	Difficulty class
A general person, i.e. a merchant, or a profession.	1 hour	Easy
A more specific person, i.e. The sheriff	1 day	Medium
An individual.	1 week	Hard

Table 15 Acting Table

4.4.3.5.2. Command

Command is used to control troops. See mass combat rules for details.

Initial Skill Rank: CHA & WIT

4.4.3.5.3. Dance

The character can dance. He can also participate in any kind of dance, as long as he is shown the steps, or after he studies the dance.

Initial Skill Rank: DFT & SPD / WIT

4.4.3.5.4. Linguistics

The skill of speaking different languages. This skill rarely needs a skill check, like Literacy, except when this skill is averaged with skills where use of language is important, such as Rhetoric. Instead this skill is measured in terms of fluency level. See the Language Table for speaking fluency. This skill covers only one language.

Initial Skill Rank: 40 + WIT

4.4.3.5.5. Music – Instruments

The skill to play an instrument. The type of instrument must be chosen. The Instrument categories are: Percussion, Blow and String.

Initial Skill Rank: CHA & DFT

4.4.3.5.6. Music – Singing

With singing a character can sing (duh!).

Initial Skill Rank: CHA & WIL

4.4.3.5.7. Rhetoric

Public speaking and the skill of addressing crowds. This skill can be used like influence, if addressing a crowd. One can try to motivate a crowd to ones cause, and may be able to cause a riot or other strong feelings, and to boost morale.

**Initial Skill Rank: CHA & CHA / WIT**

4.4.3.5.8. Torture

Torture is used to get information from a victim. This skill is resolved as a contest between the torture skill and the will (or meditation skill) of the victim. Five consecutive victories is needed by the torturer to break the victim. The CT depends on how (un-)willing the victim is to part with his knowledge. The CT is also modified by the victims ability to sustain pain. See the Torture Table for the recommended CT:s. A broken victim will tell anything that the torturer wants to know. If the torturer looses a round the victim will loose hit points equal to the EN, these will be distributed evenly as lethal and subdual, with the odd point going to the subdual. If the skill is successful, then the victim will take damage equal EN / 4. Special torture equipment may alter the CT or give a bonus to the torturer.

Initial Skill Rank: WIL & CHA

Victim's Will	CT
1 - 9	1 Minute
10 - 15	5 Minutes
16 - 20	10 Minutes
21 - 30	30 Minutes
30 +	1 Hour

Table 16 Torture Table
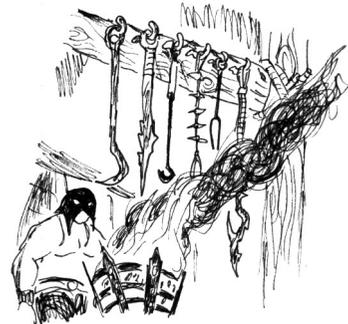
4.4.3.6. Practical

Practical skills are used in most normal daily activity.

4.4.3.6.1. Commerce

The skill of haggling and trading in general, and the ability to identify the real value of an ordinary commercial item. Haggling is resolved like a contest.

Initial Skill Rank: WIT & CHA

4.4.3.6.2. Crafts

General crafting skills like leather working, carpentry, etc. The third ISR stat is determined by the type of craft. See the Crafts table for suggested stats, and sample crafts.

Initial Skill Rank: Varies & WIT

Craft	Stat	Craft	Stat
Net making	DFT	Winery	WIL
Basket weaving	DFT	Cooking	DFT
Weaving	DFT	Wood-working	STR
Leather-working	STR	Tailoring	DFT
Pottery	DFT	Book-binding	DFT
Ink Making	DFT	Smithing	STR

Table 17 Crafts Table

4.4.3.6.3. Fishing

The skill of catching fish. It may be with a net in the ocean, or a spear in the stream, and everything in between. A successful skill check will catch enough fish for the purpose.

Initial Skill Rank: WIT & WIL / DFT

4.4.3.6.4. Gambling

The skill of playing money-games, professionally. The skilled gambler may also use this skill to cheat, or to detect a cheat. The gambler will know the rules of one game per (Rank / 5).

Initial Skill Rank: DFT & WIT / WIL

4.4.3.6.5. Painting

The skill of creating paintings. The user of this skill is assumed to know one style of painting per (Rank / 5).

Initial Skill Rank: DFT & WIL

4.4.3.6.6. Ropemastery

The skill of tying knots. Also covers rope-tricks like lasso, etc. (Indiana Jones would be good at ropemastery, using his whip).

Initial Skill Rank: DFT & SPD

4.4.3.6.7. Sculpture

The skill of creating sculptures. The user of this skill is assumed to know one material to sculpt per (Rank / 5).

Initial Skill Rank: DFT & WIL

4.4.3.7. Knowledge

Knowledge skills involve knowledge and fine arts.

4.4.3.7.1. Literacy

The skill of writing. Without Literacy, the character can not read, nor write any language. The BSS is rarely used, except when averaging with skill that depend on writing, or reading ability. Se the Language Table for reading and writing fluency. This skill covers only one script or alphabet.

Initial Skill Rank: DFT & WIL

BSS	Speaking	Reading / Writing
– 5	Only a few words.	Recognize letters.
5 – 9	The character can talk a "broken" form, with short simple sentences.	The character is partially literate, and can read and write small texts, given enough time, and he can also sign his name.
10 – 18	The character can express himself, but will make mistakes, and grammatical errors, and has a distinct accent.	The character is fully literate. He can read and write with ease. Normally literacy is not needed at a higher degree,
19+	The character can speak like a native.	The character is expertly literate, able to read and write all variation of the script with ease.

Table 18: Languages Table

4.4.3.7.2. Lore

knowledge of a some specific topic. Some examples could be Lore - Animals, Lore - History, etc.

Initial Skill Rank: WIT & WIL

4.4.3.7.3. Military Organization

With this skill a character can muster, and/or summon an army. This skill also covers the issue of supplying the troops with new weapons, armor, clothing, food, etc.

Initial Skill Rank: CHA & WIT

4.4.3.7.4. Theology

Religious doctrine, and how to interpret religious texts. Also covers the knowledge of religious ceremonies, how and when to perform them, and whether they have any real effect.

Initial Skill Rank: WIT & WIL

4.5. Professions

This section describes the different professions that a character can have. Professions are so much bound to a genre that this core book doesn't contain any professions. Please see in the appropriate genre book for professions.

4.6. Experience and Levels

In Rope level has a minor impact on the over all ability of the character. Experience is reflected in two ways: Raw experience points which contribute to the level, and experience is included in skill advancement (by using skills you learn). There are two statistics which are used to calculate a character's level. The first one is Experience (the raw value), and the second score is Fame. Fame indicates how well known a character is, and how well known his deeds are. A very experienced thief might be known for stealing the star of Arbul, but no-one really knows who this thief is. It might be even known (or speculated) that this same thief stole something else. Another example of fame might be that everybody knows Beowulf killed Grendel the demon.

The following chart shows the minimum number of points a character must have in both Experience and Fame to be of a certain level.

Level	Experience	Fame
1	0	0
2	10	10
3	30	30
4	60	60
5	100	100
6	150	150
7	300	300
8	500	500
9	800	800
10	1200	1200
11	1700	1700
12	2300	2300
13	2900	2900
14	3600	3600
15	4400	4400
16	5200	5200
17	6100	6100
18	7000	7000
19	8000	8000
20	9000	9000

Table 19 Level Table

4.6.1. Level

Levels describe how experienced and (in)famous the character is. Levels affect BSS of bonus skills, HPT, ST:s, some Skill bonuses. The effect is, however is not so large. In most cases you add your level to these items. The characters start at level 1. There is no limit how high a level one can reach, however it is rare to reach levels above 7, and Extremely unlikely that a human should ever reach levels beyond 10. The average adventurer is around level three or four.

4.6.2. Gaining levels

4.6.2.1. Experience Points

4.6.2.2. Fame points

4.6.3. Training packages

Training packages represent formal training a character can seek to have. This can be in the form of mentor-apprentice or it might be more formal training in a school or similar.

Each training package lists the skills and other benefits the student can receive. Each training package also lists the number of weeks it takes to complete it. Training packages can be taken multiple times, and sometimes they offer different gains each time they are taken. For this reason the player should keep track of each training package and how many times he has selected it.

4.6.3.1. Apprenticeship

These training packages have in common that a single Mentor takes the character as an apprentice for an amount of time, and as such they can vary a bit depending on the Mentor. Only about 25% of the apprenticeship time is spent actively learning, the rest is taken up by chores and missions that the mentor gives to his apprentice.

See the appropriate genre book for suitable mentor types.

4.6.3.2. Schools

Schools are places of learning. Some schools specialize in only one or a few related skills, while other schools have a broader curriculum. Below are a few suggestions for schools and their curriculum.

See the appropriate genre book for suitable schools

4.6.3.3. Clan / Community

Clans and communities also train their members in skills that are needed. Usually clans and communities also demand some duties from its members in exchange for training and shelter.

See the appropriate genre book for suitable Clans and Communities

4.7. Changing profession [optional rule]

Changing profession might happen at any time in the career of the . Characters may seek a new path in life, for religious and/or ethical reasons retiring as a priest is the common way to retire in many cultures), etc.

Upon deciding to change profession the character goes into retirement for 24 - (Wit / 8) months. He will do this in a place where he will receive the basic training for his new profession. Once this is complete he will emerge as a level 0 member of the new profession with 0 experience, and a variable loss in fame. The character will have gained the professional special abilities if there are any. The new character will need to gain 10 experience and fame points to reach level 1. After this point continue to use the Level Table, with the sum of both profession levels.

[keep or remove?]

5. Combat

Combat is a contest between the attackers skill and the defendant's defensive skill.

5.1. Detailed Turns (DT)

Combat is split into a number of time slices of about six (6) seconds, called a Detailed Turn (DT). Each DT is split into a number of action phases, staring from the highest BAP. The BAP is the first action phase of a combatant and the rest are distributed evenly.

Example: Beowulf has an BAP of 15, and a MNA of 3, so his AP:s are: 15, 10 and 5.

5.2. Activity

During each DT a combatant has a certain number of actions determined by the MNA. There are three kinds of actions: Basic action, Primary action and Secondary action. The CR of the combatant determines what kind of actions he can perform. The first action is always a Primary Action. If a character has a MNA of > 1 then the remainder of the actions are primary or secondary. A combatant can only have as many primary actions as his CR (the first Basic action is counted as a primary). Secondary actions are preformed at half BSS.

Example: Bardaf the quick has a MNA of 3 and a CR of 2. His first action is a Basic action, his second is a Primary and his third is a secondary. The first and second actions are at full BSS, while the third, secondary, action is at half BSS.

5.2.1. Basic Actions

These actions are available to all combatants and take one complete detailed turn to resolve.

5.2.1.1. Move

This action allows a combatant to move from one place to an other in different ways.

5.2.1.2. Walk

This action allows a combatant to move up to his BMA in meters.

5.2.1.3. Run

This action allows a combatant to move up to 3 x BMA in meters.

5.2.1.4. Charge

This action moves a combatant in a straight line towards his chosen opponent. The combatant is running so he moves up to 3 x BMA meters. At the end of the charge the combatant may execute one attack (on phase 2). At least 3 meters must be moved to gain any bonuses to DAM or BSS.

5.2.1.5. Close to Engage

This action allows an free combatant to move up to half BMA in meters and execute an attack at the same time. The attack is resolved on the same phase as this option.

5.2.1.6. Leap

This action is used for all kinds of jumping and acrobatic maneuvers in combat.

5.2.1.7. Turn and flee

Using this option allows an engaged combatant to disengage and move equal to his BMA in meters. On the phase that this action is declared the combatant turns about, and on the phase that is halfway between this phase and 1 the combatant starts to move. The full BMA in meters must be moved, if possible.

5.2.2. Primary Actions

These actions are available to combatants during their Primary Action Phases.

5.2.2.1. Alter Position

This option allows a combatant to alter his position from prone (lying down) to crouching, or from crouching to standing, or from standing to either crouching or prone. If the combatant is engaged he must make a speed ST in order to succeed.

5.2.2.2. Combat action

With this action a combatant can use a combat skill to attack a foe. He can move up to 1 meter during the use of this option.

5.2.2.3. Exchange weapons

This action allows the combat to change his weapon(s) to different. The weapons will be properly put away in their scabbards or holster. Up to 1 meter movement is also possible.

5.2.2.4. Give Orders

This action allows the combatant to tell others what to do, or give feed back on ideas, etc. If the game master is strict about combat this is the only way for combatants to communicate other then one or two words per action. Up to one meter can be moved during this action.

5.2.2.5. Mount / Dismount

Using this action the combatant may mount / dismount his beast. If the combatant is engaged a speed ST or Riding Skill Check needs to be successful in order to succeed.

5.2.2.6. Observe Situation

Using this action the combatant looks around himself and takes in the bigger picture. This allows a character to make perception skill check on hiding or stalking foes. The combatant will know where every one is, and how they are doing, in a general sense. Up to one meter may be moved, using this option.

5.2.3. Secondary Actions

These actions are available to a combatant during a primary or secondary action phase. If used during a primary action phase the combatant can move 1m either before or after the action.

5.2.3.1. Attack

A combatant can use this action to attack a foe that is within reach for his weapon.

5.2.3.2. Parry

A combatant can use this action to parry attacks in the front facing or from the flanks. This action is active until the next action phase of the combatant. A parry is a medium(5) maneuver. Parry will add, EN / 4, round up, to the total DEF, and if the skill check failed then +1 will still be added. If it was a critical failure then one should roll on the appropriate fumble table. A critical success adds an additional +1.

5.2.3.3. Half-Parry [Optional rule]

A combatant can spend his action in ready state, waiting for an opportunity to attack. This works like parry, but with half BSS, except that the combatant can also make a second-strike at any action phase until his next available. If a second-strike is made the parry is no-longer valid.

5.2.3.4. Dodge

A combatant can use this action to dodge attacks in the front facing or from the flanks. This action is active until the next action phase of the combatant. A successful DFT ST is required. If it is successful the defender may add his full DFT ST to his DEF. If it fails he still gets a +2 bonus to his DEF.

5.2.3.5. Feint

A combatant can make a feint attack to draw the defender to defend against a fake attack. The feint is resolved as a contest between the skill in feinting versus the skill in the weapon of the defender. If the attack is successful, the defender looses all benefits to DEF, parry, dodge and shield to the next attack from the attacker. The attacker must make an immediate second strike with his weapon in order to gain the benefits of the feint.

5.2.3.6. Draw weapon

With this action combatant can draw one weapon, if he has a free hand (or drops whatever is held before).

5.2.3.7. Sheathe weapon

This action allows a combatant to sheathe his weapon, in a proper way.

5.2.3.8. Perform Action

With this action a combatant can perform some complicated action. Such action can take one or many consequent actions, it is up tho the GM to decide how many actions it takes to complete the action.

5.3. Attacking and defending

Combat is a contest between the attacker's offensive skill and the defender's defense.

5.3.1. Attack methods

This section describes the different attack methods.

5.3.1.1. Bash

This is a special attack for that is inherent in some massive weapons, or some large creatures. When this attack causes damage to a combatant, the damage done (after reduction from armor) is a chance in thirty (30) of a bash special effect. This will drive the victim back one meter, and eliminate his next available action. In addition a Strength ST is needed to remain standing. If the ST fails the victim will fall down and be stunned for one DT.

See the bash table for modifiers to the chance of giving a bash special effect. In addition to this some special circumstances exist that the GM might have to make a ruling on. If a flying combatant is bashed, he is knocked down from the sky, and takes falling damage, in this case the Strength ST may be substituted with a flying skill. A riding combatant may substitute the strength ST with a riding skill check, but must also make another riding skill check to see if he can retain control of his mount.

Circumstance	Modifier
Target is not on sure footing (Treacherous ground, climbing, running, etc.)	+7
Target is not on the ground at all (leaping, riding, flying, etc.)	+10
Target is charging the attacker	+5
For each 50 kg that the attacker outweighs the target	+5
For each 50 kg that the target outweighs the attacker.	-5

Table 20 Bash Table

5.3.1.2. Disarm

The goal of the disarm attack is to remove the weapon of the opponent. There are two forms of this attack (which must be specified before resolving the attack) remove and break weapon. If the disarm attack succeeds (versus the skill of the opponent), the opponent mus make a Strength ST versus the EN of the attack, and if this fails the weapon flies 1D3 meters in a random direction. If the attack was of the break weapon kind, the weapon must make a breakage ST. An average weapon has a base ST of 10. add 2x any bonus to this. If this fails then the weapon breaks and is useless. The target can release the weapon before the breakage ST is made, the effect is in this case the same as that for the remove variant.

Weapons allowing a Disarm attack allow a combatant to make a disarm attack if the parry succeeds (i.e. the attack fails). A critical failure versus a parrying foe gives a +10 to the disarm attempt.

An unarmed combatant may make disarm attacks only if he is skilled in any form of unarmed combat, but the disarm attempt is at – 2, and the break weapon form is not available.

5.3.1.3. Entangle

With the entangle attach the attacker tries to bind his foe so that he is unable to move. If the attack is successful, the target must make a Speed ST or he is entangled. If the ST is successful the target suffers Restrictions equal to the EN of the attack.

An entangled combatant can try to break free on any Primary Action phase. If a Strength ST is successful the combatant has broken free. Alternatively if the combatant has a cutting weapon, he may attempt to cut his bonds. He can try to do this with 50% of his BSS versus the EN of entangle attack. Normal Rope has 5 hit points, silk or hair rope has 10 hit points and a chain has 50. Once the amount of hit points on the entangling material reaches 0 (zero) it is cut apart, and the combatant is free to take any action.

A critical success on the entangling attack results in the target being automatically entangled.

5.3.1.4. Grapple

A grapple attack is an attempt to get a grip on the target that renders him immobile. This is resolved like a normal attack. If the attack succeeds, the target area indicates the location of the grip. A chest or abdomen may involve nerve-points. Once the attacker has a grip on the target he may try to subdue the foe.

Once the target is gripped he may try to break loose on each Primary action phase in one of two ways:

1. **Wait passively**. With this option the target waits for the attacker's grip to loosen. He may make a Strength ST on each Primary action phase. The EN of this ST is reduced from the TPs gained so far.

2. **Attack**. He can only attack the grappler and only at 50% of his BSS.

If the grip of the attacker is broken he must make a Deftness ST or he falls prone to the ground. Alternatively the ST may be replaced by a skill check with skill that the attack was made in.

The subduing is resolved like a task, with a TT of 1 DT (resolved on the primary action phase of the attacker) and TV equal to the targets Strength, and TD equal to the defenses of the target. Once the Task is complete the attacker has got such a grip on the target that he is subdued. If the TP:s ever fall below 1 the grip has been broken loose.

Once the target is subdued either combatant may choose to fall down, by choosing the alter position action. This will of course bring down the other combatant. A 1D6 is rolled for each combatant to determine who lands on top. The combatant with the highest roll is on the top, all ties are re-rolled. This falling can stun the combatants, all must make a Health ST to avoid being Stunned. The topmost combatant adds the AC of all combatants under him to his ST. The combatant on the bottom subtracts the AC of all combatants on top of him from his roll.

Multiple combatants may work together to grapple a foe, in that case they all collect TP:s to the same pool.

5.3.1.5. Second Strike

A second strike is an additional attack. it is at half BSS. The primary strike also receives a penalty of 1, and the increased chance of possible critical failure is also increased by one. The combatant also loses any bonus he might have to defense, and all strikes at him are at +1 until his next available action phase.

5.3.1.6. Strike

This is the basic attack. The combatant strikes another with the "business end" of his weapon.

5.3.1.7. Throw

In a throw attack the attacker tries to throw the target. If the skill check (versus the target's defense) is successful then the EN is the chance in 12 that a throw has occurred. If the target is thrown he is thrown 1D4 m in the direction that the attacker chooses, or (if the attacker choose,s so) at the feet of the attacker. The target must make a Health ST or he will be stunned, critical failure on the ST renders the target unconscious. If the Attack was successful, but there was no throw, the target still looses his next available action.

5.3.1.8. Trip

If the attack is successful the target will suffer from EN number of distractions. If a Speed ST is failed the target is tripped, and will fall down. At this point a Health ST must succeed, in order to avoid being stunned, and a critical failure results in that the target is knocked out.

5.3.2. Situational modifiers

Depending on how the attacker and defender are positioned to one and other they get a certain amount of bonus or penalty to their attack or defense Most penalties to attack also increase the chance of fumble.

5.3.2.1. Distractions

Distractions are things that interfere with the combatants senses in such a way that they hinder him in his effort. The EN of a WIL ST reduces the amount of distractions. this ST can be attempted on every DT. Distractions decrease the BSS of the attack by their amount, the chance of a critical failure also increases by the same amount.

Distractions include every friendly combatant within range of the attacker's weapon, something impeding free use of a limb and other things described as distractions in the rules. The GM can of course declare other things to be distractions (like a dog running in the legs of the combatants)

5.3.2.2. Restrictions

Restrictions are hindrances to combat due to environment around the combatant, they can not be ignored. They include things like trees, walls, ceilings and anything else that the GM decides. The amount that these decrease the attacker's BSS depends on the number of such obstacles within range. Restrictions also increase the chance of a possible fumble by the same amount.

5.3.2.3. Circumstances

Circumstances are all the other factors that would affect the combatants. Some affect the defense, others the attack, some increase the chance of a possible fumble. The situational modifier table describes some sample circumstances, as a guide.

5.3.2.4. Engagement

Engagement means that an armed attacker is threatening a (possibly) armed defender. Once the defender is within weapon range the foe can be engaged. Usually the attacker will wait for the optimal distance, though.

To avoid being engaged (trying to run past an armed guard etc.) the avoider has to make a successful SPD ST at DR equal to the BAP of the attacker. If the ST fails the attacker gets to strike the foe at his next available AP. This attack is at least to the flank, possibly to the rear of the disengager. The same rules apply when trying to flee from melee.

A SPD contest is used when one or both opponents want to alter the engagement distance. The winner can change the engagement distance by one step.

Circumstance	Modifier
treacherous ground	-1 to BSS Critical failure: +1
elevated position (on horseback, standing on a table, etc)	+1 to BSS
kneeling	-2 to BSS Critical failure: +1
prone	-5 to BSS, Critical failure: +2
in target's side facing	+5 to BSS
in target's rear facing	+10 to BSS
unable to see	-10 to BSS Critical failure: 11 - Level
partially blinded	-5 to BSS Critical failure: 6 - Level
charging	+1 to BSS and DAM

Table 21 Melee attack modifiers

Circumstance	Modifier
surprised	-1 to DEF
in elevated position	+1 to DEF
kneeling	-2 to DEF
prone	-5 to DEF
passive	NO DEF
in attacker's side facing	+5 to DEF
in attacker's rear facing	+10 to DEF
unable to see attacker	NO DEF
partially blinded	-4 to DEF
charging	-2 to DEF

Table 22 Melee defense modifiers

Circumstance	Modifier
Disabled in leg	-1 to BSS
unable to see	-10 to BSS Critical failure: 7 - Level
partially blinded	-5 to BSS Critical failure: 4 - Level
engaged in melee	-15 to BSS Critical failure: 10
engaged while using a throwing weapon	-5 Critical failure: 2
firing into melee	-2 Critical failure: 1

Table 23 Missile attack modifiers

Circumstance	Modifier
Passive	NO DEF
Prone	+1 to DEF at PB range +3 to DEF at other ranges
Moving	+2 to DEF
Running	+4 to DEF
Gymnastics	+EN to DEF
Partial cover	+5 to DEF

Table 24 Missile defense modifiers

Engagement Distance	BSS modifier for weapon of given length		
	Short	Medium	Long
Contact (Grappling)	+1	-2	N / A
Short (½ m)	+0	-1	-3
Medium (1 m)	-1	+0	-1
Long (2 m)	N / A	-1	0
Extra Long (3 m)	N / A	N / A	-1

Table 25: Engagement table

5.3.3. Defense

This section describes the ways a combatant can avert an attack.

5.3.3.1. Base defense (DEF)

DEF is the ability to avoid being hit in a fight, it forms the base for defense. The base DEF is calculated as (SPD+DFT)/10 If a combatant is using a weapon that is bonus to his profession and is fighting a human-like opponent he may add his level to his DEF. If the attacker is not aware of the attack he gets no DEF. DEF against missile attacks is halved.

5.3.3.2. Parrying

If a combatant is parrying he can add his parry bonus to attacks that he is aware of. The maximum number of attacks that can be parried are equal to the BSS / 5 + level of the combatant.

5.3.3.3. Dodging

If a combatant chooses he can chose to dodge attacks. He can try to dodge all attacks he is aware of and may dodge up to a number of attacks

equal to DFT / 10 + level of the combatant.

5.3.4. Hitting a foe

If the attack was successful, a d20 is rolled to determine where the blow landed. Use the Melee column of the hit location table if the striking weapon was a close-combat weapon. This table is modified with an increased chance of hitting an extremity, and a reduced chance of hitting the vital chest and abdomen. If the defender is unaware of the attack use the Ranged column instead.

Next, the damage done to the defender has to be determined. Each weapon (See the genre books for suitable weapons and their damages) is listed with a base amount of damage. Lookup the EN in the weapon damage table to see the amount of damage done. This is the Base damage delivered. Modify this by the applicable damage modifiers (DAM) like (DAM due to strength or weapon quality, etc). This is reduced by the armor value (AV) of that hit location, except if it was a critical success, in which case armor is ignored. If the total is still more then zero, any remaining hit points are delivered to that hit location and the THP.

If the hit was a critical success then an additional roll should be made on the critical hit table for that location and the effects should be noted.

If the attack was greater then the combat threshold then the attacker doesn't have to roll on the hit location table, but can instead freely choose the hit location. Combat Threshold (CT) is calculated as :

(40 - [Raw BSS + item bonus]) / 2

5.3.4.1. Effects of wounds

If a hit location has damage, but this damage (total subdual and lethal) is less then the hit points for that location (LHP), no penalty is gained. Also if the total hits taken (S and L) is less then the THP, the character can still function normally.

If the character takes more hits than his THP, the combatant must make a WIL ST with a DR equal to the total hits taken - THP, or is **knocked out**. A knocked out combatant is prone and passive, actually he can't do anything. If the WIL ST was successful then the combatant can go on without any additional penalties. If the Lethal damage taken is greater then or equal to THP then a HLH ST with a DR of lethal damage - THP. If this ST fails then the character will fall into a **system shock**. The combatant is prone and inactive. He has to make a HLH ST every DT at AP 1. If the HLH ST fails the temporary HLH is reduced by the FN. A successful surgery, suitable herbs or other healing is needed to stabilize the patient. When HLH reaches zero the combatant is dead. Five consecutive successful HLH ST will also stabilize the patient, and the character is only treated as if he has been knocked out.

When the taken damage to a location exceeds the location hit points (LHP) that location is disabled. Disabled limbs mean that that limb is not usable. Arms mean that anything held in that hand will be dropped and a disabled arm will reduce the deftness (DFT) of the character by half. If a leg is disabled, then the character will have to make a DFT ST at DR 2 or fall down. SPD is reduced to half. If abdomen is disabled the character will fall down and will be incapacitated. (holding his guts) He can only do actions that do not require much movement like surgery on himself, but he is at half BSS to all physical maneuvers and will take 1d4, S hit per DT unless he makes a WIL ST.

A disabled chest results in the character being knocked out, and unless a HLH ST is also made he will go into shock (as above). Further hits after the LHP to the chest result in additional HLH ST at a penalty equal to the extra hits taken.

A disabled head is potentially lethal. The character must immediately make a HLH ST. If he fails he is dead. If he is successful he is still dying. He goes into a coma and a system chock (see above)

Location	Close	Ranged	Curled up
Legs	1 – 6	1 – 6	1 – 4
Abdomen	7 – 9	7 – 10	5 - 7
Arms	10 – 15	11 – 14	8 - 15
Chest	16 – 18	15 – 19	16 - 19
Head	19 – 20	20	20

Table 26 Hit location Table

5.3.4.2. Area-of-effect weapon damage

Some weapons and effects do damage to a whole area. When a character is in such a blast radius he will get damage to 2+1D4 locations from this weapon, just as normal, use the ranged column. Note that the AV of each location will be treated as if the character was hit by multiple attacks. If the character is able to curl up in a ball use the curled up column to determine the hit location. Duplicate results mean that the same area is hit multiple times.

5.3.4.3. Falling damage

When falling a character takes 1D4 damage per every 2 m of uncontrolled falling. Roll hit location separately for each D4 on the Close hit location table. By using Gymnastics a character can reduce the falling distance by 1m / EN of the Gymnastics. DR is equal to the total falling height.

5.3.4.4. Fire damage

Fire will damage just as normal, but in addition to

normal damage there is a chance that the are that was hit will ignite. The chance that an ignition occurs is [damage taken] per 30. If a location is ignited then that location will take 1D5,L each DT until extinguished. Extinguishing takes one whole DT and involves rolling around or trying to douse the flames with water. If not extinguished then the next DT the adjacent locations have half the chance to also ignite. This chance increases each DT by the damage received.

Location	Adjacent locations
Legs	Abdomen
Abdomen	Chest, Arms, Leg
Arms	Chest
Chest	Abdomen, Arms, Head
Head	Chest

Table 27: Fire Spreading table

Source of flame	Fire Damage
Torch	1D3
Lantern, smashed	2D6, 1m radius
Greek fire	3D5
Dragon flame	2D12 – 5D12

Table 28: Fire damage table

6. Appendixes

Abbreviations

Index of Tables

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