

Dramatis Personae

By Stephen Scholz ©2000, 2004

Introduction: Dramatis Personae™ is a role-playing game. The design is minimalist, there are few rules, almost no statistics and as little math as possible. The rules are designed to facilitate creative role-playing with a minimum of roll-playing and very little rule-playing. That is the rules are designed to be simple and require very few mechanics, consequently they are less prone to the rules manipulation that plagues some games, and the constant time-consuming die rolling.

Dramatis Personae™ focuses on the play, the interaction between the players and the overcoming of adversity. It gives only a little attention to rules which limit and determine the abilities of the characters. Instead, each character is presumed to be generally able, possessing a variety of skills and knowledge which are part of his or her background. Each character is presumed to be roughly as able as the next. As they adventure and gain experience characters may advance in ability, but never to the degree that they eclipse the power or capabilities of other, newer characters.

Dramatis Personae™ uses as a model the ensemble cast serial adventure programs such as Star Trek, the Lord of the Rings, and other similar dramas. These are stories about people meeting challenges and adventuring together, no character is central, and none possesses abilities far in excess of the others. Likewise the character generation and development in Dramatis Personae™ encourages cooperation and egalitarian play. The quality of play and enjoyment should not be constrained by the limited understanding of the rules, or the ambition of the player.

The Players: Dramatis Personae™ has players design characters with two major features in their descriptions. The first is the character's *Background*. The *Background* describes the youth and relevant details of the

story thus far, the events dating to before actual play, the preface to the stories, and events that have occurred in the game play. There is no exact amount of data that is required. The background is not static. The background is developed as the game progresses. Characters are encouraged to define and further delineate their backgrounds in order to add more details to their characters. Little bits of information are collected adding flesh to the skeleton of the persona. The second element are the *Attributes*, or what we call in game terms the *Strengths and Weaknesses* of the character. These are a few adjectives designed to give both the player and the Game Master a guide to what the character is good at and what he or she is not good at. Characters can be strong and swift, or wise and knowledgeable. They can have many generally useful abilities, or a few specialized talents. These attributes are only vaguely defined at first. As the play continues, the *Attributes* are further defined and developed as the characters change and develop. This vagueness is both a product of the game's minimalist design and the goal. In real life our abilities are rarely so well defined. I may be a clever and thoughtful thinker, but poor writer and poor speaker. Am I a talented professor? It depends on who you ask. likewise in Dramatis Personae™ the outcomes of the games are as big a part in determining the *Attributes* of the characters as the initial design itself.

Character Generation: Unlike many other role-playing games Dramatis Personae™ does not burden the player with a laundry list of ability scores, characteristics, powers and skills. Each character possesses certain defining Strengths and Weaknesses which distinguish him or her from the other characters in the world. Those features which are not important for defining the character are assumed to be roughly equivalent in game terms to those of most others, though the

player may add as much definition as he or she desires.

Dramatis Personae™ assumes that most people are basically equivalent, such that with some exceptions most people are about as smart, strong, quick and hearty as the next. Those abilities which are not significantly better or worse than average need not be recorded. Strengths and Weaknesses are defined however the character chooses, as specific or general as the player wishes. The more specific the strength, the more likely that it will be precisely what is relevant in some challenges or contests, the more general the strength, the more likely that it will be related to the challenge or contest.

Step 1. Determine Background: (Origin and Default Abilities) The Background or history of a character determines a vast amount about him or her. The character's background is used in two main ways to help distinguish the character. The first is in a general sense. Background knowledge reflects the general knowledge, native language, physical characteristics, default abilities, and the like of the character. It can be reflected in the genre of the game: medieval, sci-fi, contemporary espionage, wild west etc.. A person in the medieval world might not understand basic physics, but it be able to ride a horse or recognize useful herbs. Much of this part of the background will be determined by the Game Master, but the player should inquire as to how it will affect his or her character's background. The second use is with regard to the specific history of the character. A character with strength in *Melee Combat* may have quite a different set of abilities if trained in the Green Berets or on the tough streets of the Bronx, or in the gladiator pits of Rome. In general they will all have advantages in typical melees (one need not be better than another), but the Street Fighter may best know how to use a chain or broken bottle, a gladiator with net and trident, the Green Beret in ambushes or silent strikes. If the abilities are very specific then the strengths should reflect that (*assassination* rather than *melee combat*). The

advantages of background are assumed to be equivalent for all starting characters. In particular different races, different gender, and different backgrounds all carry a variety of advantages of disadvantages. It is assumed that by themselves (without including Strengths and Weaknesses) each background story carries equivalent benefits.

Hints: It is up to the player to try to find a use for one's strengths and avoid being harmed by one's weaknesses. If a character has a weakness, say in physical strength, he might be able to avoid suffering for it by using a light weapon or using harrying techniques. A strength, say great agility, might be made advantage of by fighting on the tops of tables or swinging from chandeliers. Seemingly unrelated strengths, say wisdom, can be made relevant by creative use. A player could use a strength in wisdom to gage when an all out strike would be optimal.

Step 2. Determine Starting Attributes: (Strengths and Weaknesses): Each character is allowed one free Strength (a better than average Attribute) for each experience level. Most beginning characters are assumed to begin at 1st level, but the GM can begin a game at any level. In addition to the initial Strengths, the character can take a number of weaknesses (which constitute some below average ability). For each weakness, the character may have one additional strength.

Weaknesses must be suitably general to warrant note. Thus weak physical or mental ability, weak knowledge of useful skills etc... are suitable, but weak swimming ability or weak magical ability may not be. As with all things the GM is arbitrator in these areas.

Kinds of Attributes: There is no limit on the sort of thing one might have as a strength (or weakness). Any natural ability, physical strength, mental acuity, social skills, charm or beauty is appropriate, as are various skills, talents and abilities such as melee combat

ability, bowmanship, driving, riding, healing, magical ability, athleticism. As a general rule, any adjective which could suitably describe the sort of person the character is, is a reasonable sort to be a strength or weakness. Strengths which are highly general, such as physical ability, are likely to relate to a number of possible tasks (*challenges* and *contests*), but they are not likely to apply perfectly to anyone in particular. The more specific the attribute (strength or weakness) the more likely it will apply to a task roll precisely.

Effects of Attributes: Strengths and weaknesses are rated for each task as either: irrelevant, related, or precisely relevant. Irrelevant attributes do not impact the task roll. Related attributes add or subtract 1d6 for the task roll. Precisely relevant attributes add or subtract 2d6 to the task roll. All of the character's relevant attributes should be taken into account for every task roll (contest or challenge). So a character may be a bonus for a related strength, a precise one, and a weakness all on the same task roll: *ex. Faust tries to summon a foul beast. His strength in summoning is precisely relevant (+2d6), his strength in magical ability is related (+1d6), and his weakness in courage is related (-1d6). His total adjustment is +2d6 to his task roll.* In some cases there will be no possible chance of performing an action unless one possesses Strength in that area. These functions cannot be taken as weaknesses (since they suppose no default ability).

Ranges of Attributes: All *attributes* are defined as either strengths or weakness. Since there are only three ranges of ability (strong, weak or average) each range is fairly broad and will contain a wide range of skill levels and ability. Within each sub-group there will be variation, some of this can be determined by the Player and GM at the time of character generation, and some of it should be left to the whims of fate (ones successes and failures on Challenge and Contest rolls). *Dramatis Personae™* does not distinguish inside these ranges because it is assumed that for the purposes of the game play, that there are

functionally equivalent, that is they do not affect the contest or challenge rolls. What this equivalency entails depends on the kind of strength or weakness. The background of the character will help determine how relevant the attribute is. A character can have a number or related strengths which are different by degrees of specificity. For instance a person might have strength in *General Scientific* ability, and strength in *Physics*. In a challenge to understand a strange machine, the GM may determine that both *Physics* and *Science* lore constitute related strengths, and therefore they might both apply. This variety of strengths and weaknesses can also reflect how a more experienced character is better able to handle various challenges and contests than the less experienced.

Step 3. Minutia/Quirks: In addition to strengths and weaknesses, the character may possess some discrete skills or abilities which do not lead to related abilities at all. To represent these skills or abilities that are not connected to a wide range of abilities one can acquire *Minutia*. These represent singular abilities, characteristics or skills. *Minutia* are like abilities that have limited utility, specific ranges and little or no impact on other task rolls except that for which they are precisely appropriate. Any number of these can be developed so, and for each initial *minutia* a single *quirk* must be taken. A *Quirk* is some disadvantaging or limiting feature: allergies, fears, distinctive appearance are all such *quirks*.

Examples of Minutia *Individual languages, trivia about a specific subject, knowledge or specific cultural history, job specific knowledge, scuba diver, famous or well placed contact, good skier,*

Examples of Quirks *Smokes, common allergies, heavy accent, distinctive appearance, nervous ticks or behavior, fear of crowds, fear of flying, rival or enemy, limiting code of conduct,*

Step 4. Complete the Description: It is important, though not necessary to the rules, to

describe the personality (bravery, demeanor, ambition, greed, honor, decency, piety, etc...), physical appearance (height, weight, hair color and size, facial hair, skin color), mannerisms, dress, hobbies, tics, accent, etc...

Try to develop a single sentence which gives the first impression that others are likely to have of the character. This is a useful guide for your role playing as well.

Step 5. Determine Current Status: Your current status may flow directly from your background. You may be returning from a war, setting out to make your fortune or fleeing the authorities in your homeland. It may be important to determine what career or occupation your character has, though in most adventuring campaigns the career will be secondary to the adventure. Perhaps your job is the spring board for adventures: you work for a government agency, you are knight in the service of the king, etc... Your current occupation may determine your level of wealth. In general most different levels of wealth are assumed to carry equal benefits and problems (this is a fantasy game). However if considerable wealth will be an advantage in the game, the GM should require that this be taken as a Strength or Quirk (depending on the utility). But since such things are never permanent, in general it should be part of the background. *Dramatis Personae*[™] makes little account of possessions. This is up to the GM to determine and should be relevant to the genre. A fantasy or swashbuckling campaign may involve vast treasures. But other campaigns may require little need of equipment or wealth. It is worth noting on your character sheet the possessions you keep with you: weapons, items of magic, gadgets, cash, etc... And those of importance possessed elsewhere (homes, cars, livestock, etc...) The lack of emphasis on specific equipment leaves the value of such up to the judgment of the GM. In general one weapon is considered as good as the next, with only great differences being relevant to the game. (See *Weapons and Armor* in *Combat*). If the game magic or high-

tech items those should be recorded as well.

Experience and Levels: In addition to the Strengths and Weaknesses, each character has a certain Experience Level. Level indicates the general experience a character has with adventure (in general). It is not a reflection on his or her ability with skills or other abilities, but it can improve those in various ways. It is assumed that most starting characters will begin at 1st level (although one may begin at any level the GM desires). A typical person in the world is assumed to be 0-level. Levels are supposed to represent experience, in particular experience with life defying and dramatic events. Levels are used to signify experience; they also indicate the number of Strengths a character can possess (without corresponding weaknesses), and they can be used to modify contest and challenge rolls. So a 3rd level character can have three more strengths than weaknesses. A 5th level character can have five more. The total number of strengths and weaknesses is up to the player (with consultation with the GM)

Advancement through Experience: The GM may reward adventuring with special prizes in the form of dice. Any harrowing adventure should result in some dice prize. A minimum of 1 or 2 dice per adventure is typical. These dice can also be the result of specially heroic or adventurous actions. If a character does something creative or inventive, takes an unusual risk or roleplays his persona very well, another Die ought to be granted. These may be granted in the middle of the adventure or at the end at the discretion of the GM (although they should never be used to advance a level except between adventures). Bonus Dice can come in both good (bonus) and bad (penalty) dice. Good dice are acquired by brave acts, acts of selflessness, and heroism. Bad dice are acquired in one of two ways. The GM may award bad dice for some cowardly, stupid or dishonorable acts, or the player may opt to take bad dice in order to modify some contest or challenge roll (this may be done after a roll). For instance if the party is defeated in combat by some thugs who would likely kill them, the

GM may give them some Penalty Dice and have a policeman show up and scare away the villains. Dice can be used in two ways: to advance in levels and to affect various challenge and contest rolls.

Advancing Levels: The player may use saved dice to advance in level (only dice granted as a result of adventuring not the free dice pools achieved through levels.) To attain 1st level a character must acquire dice equal to 10 times the level desired. Thus 1st level require 10 bonus dice, 2nd level 20 bonus dice, 3rd level requires 30 , etc.. Once dice are used to advance in level they are lost. Strengths may be developed at a rate determined by the GM. It should be fairly easy to develop a strength in a related field to one already possessed (to develop *fencing* when one already has *melee combat*), somewhat more difficult to develop a strength in an unrelated field or ability. Developing a weakness so that it is no longer a weakness is also possible depending on the weakness (if may be impossible to alter some weaknesses (missing eyes etc.) but they can be made to be less hindering.

The Dice Pool: Level also grants an number of floating bonus dice, which can be applied to various contest and challenge rolls during an adventure (once used they cannot be used again until the next adventure or the GM determines they are available again). The number of such bonus dice available in an adventure is equal to the square of the level. Thus at 1st level one has +1d6, at 2nd level +4d6, 3rd level +9d6, 4th level +16d6, etc...

Using the Dice Pool: A character may add any number of dice to any roll from his or her dice pool. These dice improve the odds of rolling a high number. No matter how many dice are added only 3d6 are counted for the roll. If the net bonuses are positive then the top 3d6 are counted. If they are negative, then the bottom 3d6 are counted. Thus for all rolls there is a minimum roll of 3 and maximum roll of 18. There are diminishing returns to adding or subtracting dice beyond a few. Characters may add dice to the to a roll even if they have no

more bonus dice left. However this incurs a dice debt. For every die added in this way, two penalty dice are added to the dice pool. 4

Challenges and Contests: In any adventure there will be cases where the characters want to do something which is difficult and uncertain. In some cases the GM can arbitrate whether the character succeeds or not. In others, the GM may want to add an element of chance into the game. This can be achieved using one or both of the two central rules to resolve such situations: challenges and contests.

Challenges: Challenges are tasks which are difficult or uncertain where the character faces odds which are determined by the nature of the task, environmental factors and his or her abilities. Each task a base success number which must be met on three six sided dice. The number of dice rolled will be modified the player's attributes, the circumstances and any dice from the *Dice Pool*, if appropriate. The specific number needed to be met is determined by the GM. The GM may not require rolls for Typical or easier tasks unless there is some reason why their outcome might be in doubt (other factors making it difficult to concentrate, make-shift tools and the like).

Partial Success/Partial Failure: Surpassing a challenge roll or winning a contest roll results in a partial success. This means progress was made on the task, it was successful with some side-effects, or was partially but not entirely successful. (In general 4 or fewer partial successes equals a complete success (until difference equals 4 greater than needed)) A roll of less than needed results in a partial failure. In most cases this will result in no benefit but little or no harm. It may take longer to succeed, it may be a slight error which prevents the functioning of some task, or it might be giving in somewhat but not wholly to one's opponent.

Complete Success/Complete Failure A roll of 4 more than needed indicate complete success. Such a roll indicates that the task or contest was completely successful as intended or better. The goal was accomplished in the expected time and without major side-effect.

Likewise a complete failure indicates that not only did the task fail, but some harm came of it, the person alerted the target, left marks or otherwise did worse than doing nothing at all.

Critical Failure/Critical Success A roll or twice the needed number or 18 (whatever is lower) will result in a critical success. This indicates some unusual and unexpected result which benefits the character. A roll of half of what is needed or 3 (whichever is higher) results in a critical failure. This results in some negative unexpected consequence.

Challenge Difficulty Chart

Simple (5+)	<i>Driving</i> on a relatively straight road at moderate speeds.
Routine (6+)	Finding edible plants in a wooded environment with <i>survival skills</i>
Mundane (8+)	Using <i>thief skills</i> to pick someone's pocket in a crowd.
Typical (10+)	Use <i>computer skill</i> Accessing unencrypted data from a strange computer.
Challenging (12+)	Using <i>social skills</i> to bribe a DMV employee for access to private records.
Difficult (14+)	Using ones <i>contacts</i> to get passage aboard a military vessel.
Very Difficult (15+)	Using <i>linguistics</i> to translate an alien message.
Heroic (16+)	Using <i>Mechanics</i> to build an ultra-light airplane from a parachute and washing machine parts
Incredible (17+)	Using one's <i>physical strength</i> to lift a small car off of a small child.
Legendary (18+)	Using <i>Medical</i> ability to re-attach a severed limb with only primitive tools.

Number indicates roll needed on 3d6.

Modifications to the Challenge Rolls: It has already been indicated that having Strengths and weaknesses in related fields can affect one's chance of success with Challenge by adding or subtracting dice. There are, of course, many other factors as well. As with Strengths and Weaknesses, these add bonus or penalty dice to the roll.

Modifiers Circumstances

±1d6	Character possesses strength (weakness) in a related ability or area.
±2d6	Character possesses strength (weakness) in precisely the appropriate ability or area
+1d6 to +2d6	Using good equipment or tools (if appropriate)
-1d6 to -3d6	Lacking needed equipment or tools (or background knowledge)
+1d6 to +3d6	Experience with the particular challenge (depends on experience)
-1d6 to -4d6	Distracting or confusing conditions (combat, bad weather, movement, crowds, fire, etc)
-1d6 to -3d6	Alien or unusual object involved in challenge.
See below	Taking extra time for perform the action.
See below	Taking less than the normal amount of time to perform the action
Varies	Range if appropriate
Any	Application of Positive and Penalty Dice from <i>Dice Pool</i> .

Range: For challenge rolls such as perception, and ranged weapon fire, the range can affect the chance of success with a challenge. The specific ranges will depend on the type of weapon or sense being used, these can be modified by varies enhancements (scopes, amplifiers etc..)

Mod	Range	Vision	Bow	Pistol	Rifle
+2d6	Point Blank	<5m	<10m	<5m	<10m
0	Short	<10m	<20m	<15m	<30m
-2d6	Medium	<20m	<40m	<25m	<60m
-4d6	Long	<40m	<80m	<50m	<120m
-6d6	Very Long	<80m	<160m	<75m	<250m
-8d6	Extreme	>80m	>160m	>75m	>250m

Time: Most tasks require a certain amount of time (on average). If the character takes more or less time, than the chance of success will be modified. Compare the normal time it takes to perform the task will how long the character takes. For each step in the time chart (up or down) that the character takes to complete the task add or subtract 2d6 to or from the

challenge roll. In some cases, such as with time bombs and medical operations, taking extra time may not be possible, or doing so will result in other unwanted consequences. As a general rule if one fails a challenge roll, then the minimum time needed to get another roll (as one continues to try) is one step up the time chart. So for example, a person who fails to pick a lock on the first challenge roll (taking 1 minute) could continue to work on it and after 5 minutes get another roll. (Note this extra time does not grant any bonus).

Examples: Defusing a bomb normally takes 30 minutes. Our hero has only 10 seconds to do it before it explodes. Since 10 seconds is 3 steps lower than the normal time required, the character must take a penalty of -6 (-2 x 3) on the roll. Reading a 300 page book normally takes 1 week. Our scholar wants to analyze it carefully so he takes a whole month to go over it. He gets a +2 on a challenge to find some bit of arcane knowledge hidden within the text.

Time Chart
Split second (<1 second)
1 moment (3 seconds)
10 seconds
1 Minute
5 Minutes
30 Minutes
1 Hour
8 Hours (full day)
24 Hours
1 Week
1 Month
1 Year

Changing Difficulty versus Changing Dice

The GM should indicate a base difficult for any challenge. This is how difficult the task would be in ideal circumstances to a normal person with the relevant skills (if any). This is useful to help the characters decide what can and what cannot be modified. Then dice modifiers can be added for the circumstances.

Example: A character is trying to cross a 20m chasm on a two rope bridge. The GM determines this to require no special

skill but to be a difficult task 14+. However it is windy and rainy. This causes the GM to add 3d6 of penalty onto the roll. Also the party has a skilled mountain climber assisting them, this the GM decides will give them +1d6 on their rolls (net -2d6

Distinguishing Challenges from Contests:

As a rule any task for which a person's abilities are pitted against another's then the task is a contest. Where the two or more persons match rolls. In general all other tasks are challenges. In some cases where one person's abilities are far more important to the task than the others, but the other's abilities are some factor, then it might be a challenge. (i.e. a person trying to shoot another is mostly going to use hir or her skill as a marksman. But if the target is evading rather than just standing still then some modifier may be applied. But unless the target has skill in dodging missiles, his or her skill is not very relevant.

Contests: Contests occur when two people are trying compete in roughly the same way. Melees, interrogations, weapon drawing, and psychic duels are all examples of contests. Contests are generally resolved in one of two ways. Both or all participants decree what they are doing (simultaneously): in some cases the actions that the players describe will result in specific consequences (for example if both combatants in a melee flee, then no contest happens.) In other cases the results will be indeterminate and require a Contest roll by each character. Each roll is modified according to any of the modifications appropriate (see above list for examples) then whoever rolls highest is considered to have a partial success. If the roll of one opponent is 4 greater than the other, that one has a complete success. If the roll is twice as high as the opponent (or is a natural 18), then the higher character is considered to have a *critical*. In contests of will, interrogations, diplomacy, trade deals, haggling and the like the consequences translate roughly as follows (the GM is always final arbitrator regarding the results of any contest):

Partial Success A character with the advantage wins some small concession from the other, an admission to some point of fact, a reduction in the cost of a bargained for item etc.. if the contest continues the character may gain some ongoing advantage in the contest (e.g. +2d6).

Complete Success A character who succeeds in a contest gains the contested thing, be it a confession, a desired price, some political agreement, what have you. Note that people will not contest those things which they cannot reasonably give up or wager.

Critical Success With a critical success the character succeeds exceptional well and the loser may suffer some further indignity or ongoing problem . In general critical failures are not panalize more than the contest grants as a result for winning. (With the possibility of many negative dice in a roll, the likelihood of getting 3s goes up quite quickly).

Melee Combat: Melee combat involves special contest using 3d6. When people are engaged in melee combat, all combatants roll against each other. The players dice off adding what dice they can for circumstances, and from their dice pool.

Combat Results

Partial Success	Loser suffers 1 penalty die
Complete Success	Loser suffers 2 penalty dice and winner can finish fight with a challenge 14+ blow.
Critical Success	Loser is Finished. (Winner can KO, Disable or Kill opponent).

Any penalty dice in the winner or losers hand can be applied to consequences of the fight for wounds, death, escape etc.

Various factors can influence the rolls. Combat modifiers affect the number of dice rolled. If the modifiers are positive, the character rolls the additional dice and *takes the best three*. If the modifiers are negative, the character rolls the

three original dice plus the modifier dice and *then takes the worst (lowest) three dice*.

Dice Pools: Characters use 3d6 in typical combat rolls. In addition, the characters may gain dice for their pool from the circumstances (such as surprise) or from special maneuvers. There is no limit to the number of dice a character can add to any roll (but there are diminishing returns to added dice).

Common Modifiers to Melee Contests

Modifier	Circumstances:
-1d6†	For each additional opponent faced by a single combatant beyond one.
+1d6/-1d6	For strength or weakness in general fighting, or melee ability.
+2d6/-2d6	For strength or weakness in the particular area of fighting
+1d6	If armed against an unarmed opponent
+1d6	Armed with a superior weapon (given the circumstances)
-1d6	Fighting against an unusual style (unfamiliar martial art)
+1d6	For each die from the dice pool applied before the roll
+1d6	For every two dice from dice pool applied after the roll.

Sequence of Play: Each round, all opponents describe any special tactics or relevant background they believe important. They also indicate any dice they wish to add from the dice pool (or acquire penalty dice). Each side calculates the number of dice to roll. The initial 3d6 for the roll count as positive in the basic equation. To Initial Dice (3d6) Add: Bonus Dice from Strengths, Bonus Dice from Modifiers (weapons, circumstances, quirks, etc.) Bonus from Style Modifiers, Bonus Dice from Pool (or acquired) Then Subtract Penalty Dice from Weaknesses, Penalty Dice from circumstances Penalty Dice from Pool. If total equals *3d6 or more*, then roll dice and take top 3 dice. If total is *less than 3d6*, add 1d6 for each die under 3, roll dice, and take the lowest 3d6.

Recovery from Finishing Blows: Although it is assumed that any finishing blow finishes a fight for the opponent, it is reasonable that in some circumstances a person may be able to

recover and re-enter the fight. If the winner of the fight does something which gives the loser a chance to recover and fight, then the fight can begin again. Obviously if the person was knocked out or dealt a mortal blow, the circumstances necessary to re-enter a fight are very different (magical or high tech healing for example).

Weapons Use: *Dramatis Personae*™ does not focus much attention on the weapons or equipment a person may use. Again in the broadly construed idea of the game, the differences in weapon types are by in large inconsequential. Swords, Axes, Bats, Clubs, Spears and the like are by our standards of about equal value in a fight. There may be some cases where one weapon is clearly superior, for example, a spear might be useful against an opponent using brush for cover. In such cases the GM is encouraged to give an advantage of +1d6 to the combat rolls of the person with the superior weapon. If both opponents are using the same weapon, then no one should get a bonus. Note that the intentions of the combatant are relevant to whether a weapon is superior. If one does not want to seriously wound anyone, a sharp or pointed weapon may be the less effective weapon. Weapons can affect the kind of wounds which are done, consult the wounds chart to find the type of damage that best reflects the weapon. (See appendix for some information about the weapons).

Ranged Attacks As noted above most ranged attacks are not contests but challenges. A ranged attack against a motionless target approximately man-sized at short range is Typical (11+). However there are numerous dice modifiers to the challenge roll.

Ranged Combat Modifiers

Modifier	Circumstance
-1d6*	For targets twice the size of a person (-4 for x4, -6 for x8, -8 for x16 etc.)
-1d6*	For targets half the size of a person(+4for 1/4,+6for 1/8, +8 for 1/16 etc.)
varies	Range (Point blank to Extreme) as determined by weapon.
-1d6	Target is mobile (but roughly in the same place)
-2d6	Target is evading (if target has strong agility +1, weak -1)
-4d6	Target is moving into and out of range (or sight) in one moment or less (as in melee).
-2d6	Target is partial concealed (30% concealed)
-4d6	Target is mostly concealed (70% concealed)
-6d6	Target is almost entirely concealed (90% cover)
-1d6 to -3d6	Target is well camouflaged
+1d6	Braced (makes shooter immobile)
+2d6	Taking extra time to aim (+1 on time chart, more time doesn't help)
varies	Targeting bonuses or penalties for the weapon type

Consequences of Melee Combat: Wounds occurring during the melee are assumed to affect the match insofar as the character acquires penalty dice to his or her rolls. However at the conclusion of combat it is appropriate to determine what lasting wounds may have occurred. Characters who receive finishing blows are likely to receive wounds in typical melees. At the end of a combat if the loser has penalty dice make a roll against a challenge rating of 11. If total result (including penalty dice is less than 11, then the character may have received some cosmetic injury, if the result is 7- the character received some debilitating injure (1d6 to some physical actions), if the result is 5-, the character is disabled, if the result equals 3 dead. The GM can apply any opponent penalty dice to that roll as fits the story. Players can apply bonus dice to the rolls of themselves or their opponents.