DURATION SYSTEM – RULES LIGHT

CHOOSE A RACE

This is chosen from the racial tables of the Worldbook being used. Various STAT bonuses and maluses can be added to the STAT values on the character sheet from the Racial table bonuses listed.

DESCRIPTION OF STATS

There are eight STATS for characters in the Duration System. Values are required for each of the STATS. A value of one is incredibly low and barely functional in human terms. Any character with a STAT of one is likely to be crippled, severely underdeveloped, very young, or just plain infirm. A STAT of 10 is considered the adult human average. Very high STATS, above 18 will indicate have a character who is exceptionally capable in that regard.

PHYSICAL

Consitution [CON]
Stamina, endurance, damage resistance, immune system and metabolism.

Strength [ST]
Explosive strength, exercise force against, lifting, carrying, physical power and brawn.

Prowess [PRW]
Making the whole body move as desired: balance, co-ordination, acrobatic ability, speed of body, reaction time, celerity, accuracy, dexterity and grace.

MENTAL

Diagnose [DIAG]
Problem solve, extract meaningful information from the clutter, speed of finding a solution. Also mental quickness, reasoning, wit, sharpness of thought, memory and eloquence.

Awareness [AW]
Alertness, perceptive ability, intuition. In general play this stat can be used like a traditional perception skill.

Will [WILL]
Force of mind, strength of purpose, motivation, discipline, confidence, etc

MAGICAL

Psychic ability [PSY]
A measure of psychic ability, a value of 13+ is generally required to have any psychic power in Khara Thel. As this stat becomes higher the character is more perceptive of the following things:

- General amount of power in a spell (little, some, lots, extreme)
- Potency of magical items (modest, potent, very potent, artefact)
- A sense that magic has been used recently in the immediate location (minutes, hours, day, days)

HOW TO CALCULATE THE VALUES

Either roll random values with an array of dice & fixed additions. Example: 2d6+6, 3d6, 2d10, 3d4+6, etc.
Generate a total of "Character Points" to purchase STAT values with.
Stat Value Point Cost Table

Stat value	Point cost
1-7	Half
8-11	Normal
12-17	Double
18+	Triple

STAT VALUES AND BONUSES

The tables below show the STAT value, its bonus for skills and other 2d10 rolls and a percentile success figure.

Stat Bonus Table

STAT	Bonus
1	-4
2	-4
3	-3
4	-3
5	-2
6	-2
7	-1
8	-1
9	0
10	0
11	0
12	+1
13	+1
14	+2

STAT	Bonus
15	+2
16	+3
17	+3
18	+4
19	+4
20	+5
21	+5
22	+6
23	+6
24	+7
25	+7
26	+8
27	+8
28	+9

HIT POINTS

Total of CON, ST, PRW, Body Hardening = Hit Points. {HA=30}
All damage inflicted is deducted from hit points.
When zero hit points are remaining the character is incapacitated.
When the hit points are negative an amount equal to CRT+1 the character is comatose (see below for CRT explanation).
When the hit points are negative an amount equal to Constitution+1 the character has died.

Hit Points Example:
If Callum had 34 hit points, CRT of 7 and CON of 12, he would be incapacitated at zero, comatose at -8 and dead at -13.

The natural rate of healing is Constitution in Hit Points per week of very light activity. Nothing more strenuous than an easy walking pace.

CRT

Critical Rating Threshold = 1 + (Constitution/2) {HA=6}
Single attacks inflicting damage greater than the CRT inflict critical wounds. Critical wounds have a rating (effect) equal to the amount of damage exceeding the CRT.

Examples:
1) Gunnar Brashahari has a CRT of 13. A shot from a crossbow inflicts 15 damage. Gunnar has a rating 2 wound.
2) Jondo has a CRT of 7. He is hit by a crossbow bolt that inflicts 15 points of damage and now has a rating 8 wound.

WOUND RATINGS

Wounds that inflict damage greater than CRT penalise activity in the form of negative modifiers to any skill, psychic or magic resolution (every task). This penalty can potentially be negated with a SS (system shock) roll (see below).
Wounds bleed at their rating in hit points every ten CR (combat rounds). [hits lost = wound rating/10]

SS ROLLS (SYSTEM SHOCK)

SS = CON bonus + WILL bonus + Body Hardening skill ranks + Racial Bonus {HA=+0}
Basic TN is 10.
Roll 2d10 (normal resolution dice) add SS and subtract wound rating.
Some skills and powers add bonuses to SS rolls. Some races have an inherent SS bonus, too.
The SM of this test offsets wound rating penalties to activity until it is healed. You have on ly one chance to succeed in this fashion. Call it adrenaline, luck, hardness, or other such reasoning. A success means that the character is not penalised but they still bleed as described in CRT. If the SS test fails the wound rating becomes a malus as described above.

SKILLS

Skills have ratings, or levels that are a reflection of competency: higher is more competent. Specialisations are "attached" to a skill and narrow its focus. The level of the specialisation adds, or stacks, on to the core skill.

Buying Skills (DIAG + DIAG + CON + WILL)

A starting character has a number of skill points equal to their DIAG + DIAG + CON + WILL. Skill points buy ranks at the cost of the rank. All characters also gain the "Base" skill package to give them their home-language, an idea about civilisation in general and the ability to operate in their home culture.
NOTE: This is quite a 'lean' start for an adventurer. I recommend a few additional skill points or some starting packages (see "Starting Packages" below).

> Example:
> To buy 5 skill ranks cost 1+2+3+4+5=15 skill points.

Skill Costs Table

Ranks Purchased	Skill Points Cost	Skill Point Cost for Specialisations
1	1	1
2	3	2
3	6	3
4	10	4
5	15	5
6	21	6
7	28	7
8	36	8
9	45	9
10	55	10

Buying Specialisations

Specialisations can be taken to improve a skill when applied on a much narrower scope. The key to defining specialisations is the scope. Specialisations have levels and these are added to the base skill's total bonus. Specialisations do not have bonuses from stats. The maximum level a specialisation can be taken to in any circumstances is the root stat of the base skill. Skill points buy specialisations at one point per level (see Skill Costs Table, above).

SKILL LEVELS

The number of ranks in a skill indicates proficiency. To provide a list of terms that can be used in-game to describe one's skill the following table is provided.

Skill Proficiency Table

Skill Ranks	Proficiency	Guild Rank	Combat
1-4	Beginner	Novice	Recruit
5-9	Proficient	Apprentice	Man-at-arms
10-14	Expertise	Journeyman	Veteran
15-18	Mastery	Master	Elite
19+	Elite	Artisan	Master

Difference in Skill Level and Specialisation Level

A specialisation level can not be in a higher proficiency that is not 'adjacent' to the core-skill as shown in the Skill Proficiency Table above.

> Example
> Clem has Locale core skill level at 1 (Beginner). The highest any of his specialisations of Locale can be is 9. Should a specialisation be at 10 it will be in the Expertise proficiency level which is not adjacent to Beginner.

Skill Total Bonus

Skill total bonus is the sum of the Skill Level, the Bonus from the applicable STAT and the applicable Specialisation Level.

Skill Limit

The skill list shows a column for “Limit”. This is only relevant if there is an entry. Any time it is listed as empty there is no limit save the cost in skill points or background points.

SKILL USAGE AND SKILL TEST RESOLUTION

Follow the standard resolution mechanic: 2d10 + [relevant modifiers]
Result is equal or greater than required TN
Where TN is taken from difficulty of task (see Base Target Number Table)
Where relevant modifiers are any single or multiple of the following:

- Skill Rank
- Specialisation Level
- Stat bonus
- Opposed skill rank
- Opposed specialisation level
- Opposed Stat bonus
- Situational modifiers (environmental, wounds, etc.)
- Bonus from equipment that aids the resolution
- Penalty from equipment that does not help the resolution

Base Target Number Table

TASK DIFFICULTY	TARGET NUMBER	EXAMPLE
Easy	10	Getting quickly out of a chair without falling over
Normal	15	Climbing a rope-ladder
Moderate	20	An easy task but in a life-threatening situation
Difficult	25	Forging a pattern-welded sword
Hard	30	Lock-picking a quality padlock
Very Hard	40	Forging a fine pattern welded sword
Insane	50	Swimming in a full suit of plate armour
Almost Impossible	75	Bodily tackling a bull bison to the ground
Preternatural	100	Lifting the giant's foot off your head

Standard Task Resolution Modifiers Table

CONDITION	MODIFIER
Distractions	-1 (or more)
EXH loss: 1/3	-1
EXH loss: 2/3	-2
EXH loss: all	-3
Exposure: Frigid	-3
Exposure: Cold	-1
Exposure: Hot	-1
Exposure: Scorching	-3
Wounded	-varies by wounds
Exhaustion: CON loss	-1 per CON loss

TN and percentile of success with 2d10

TN	PERCENTILE
2	100%
5	95%
10	55%
15	15%
18	4%
20	1%

COMBAT

Combat is resolved in “rounds” which are discrete amounts of time equal to about three seconds. These are referred to as CR throughout the text, meaning; Combat Round(s).

Initiative

Resolution: 2d10 + Awareness total + PRW total
Highest is who manages resolve an action first.
Ties are resolved with a single die roll, without bonuses, until someone has the highest number.
Actions are declared in ascending initiative order. The lowest initiative holder declares their actions first, then the next highest, etc.

Actions

Each of these is one action

- Attack
- Reactive defence
- Complete one Casting phase
- Use item
- Complete one reload step (RLD)
- Move (can be combined with other actions)
- Move at maximum speed (cannot be combined with any other action)

Activity Points or Actions

{HA=2}
Activity points “pay” for actions taken within a CR. A character's activity points is a count of how often they can act in combat. They are calculated as; 1 + (PRW/10).

Attacking

Attacking is the use of a combat skill to inflict damage on a foe or target. The method of attack requires the correct skill; whether it be melee, missile, firearm or other device.
Resolution: 2d10 + skill total + modifiers
Costs an action/activity point.

Defending

Any defender, aware of an attack, has a defence value. There are some conditions which may prevent awareness of attacks such as being outnumbered in melee. This does not cost an activity point. It is referred to as MDV (Melee Defence Value).
Value: MDV = PRW total + AW bonus {HA=10}

Active Defence

Using a combat skill to aid your defence. Costs an action/activity point.

Reach

Reach is only an issue in melee combat where there is significant difference: say between unarmed and one with a longsword. Reach is categorised into four lengths: S for short, M for medium, L for long and VL for very long.
Short is all bare-hand-attacks and daggers.
Medium is most swords, maces, and other hand-weapons.
L is the larger hand-weapons usually two-handed.
VL is for the long spears, pikes and polearms.
The reach difference gives the wielder of the longer weapon +2 to MDV and +2 to attack. When someone has a S-weapon against someone with an L-weapon, that is two reach differences and is +4 MDV and +4 attack for the wielder of the L-weapon! This stays in effect until the wielder of the shorter weapon manages to inflict damage on their foe or their foe's armour (damaging a shield does not count) showing they are inside the reach. After this the wielder of the longer weapon has -2 MDV and -2 attack per reach difference against the wielder of the shorter weapon. Should the wielder of the longer weapon inflict damage on their foe or their foe's armour they regain the reach advantage.

ARMOUR

Armour protects from damage. It has a Threshold (THR), an Armour Rating (AR) and a Structure (STR).

THR (Threshold)

The THR is the amount of damage that can be ignored. When damage is inflicted greater than this it will also reduce the STR by the amount exceeding the THR. So if the THR is 2 and the damage inflicted is 5 then 3 points are reduced from STR.

STR (Structure)

STR measures the armour's ability to take damage and still provide protection. It is an all or nothing value. When the STR is positive the armour will protect. When the STR is zero the armour is so damage it is useless. Full version Duration has better armour modelling rules.

AR (Armour Rating)

The AR is the maximum amount of damage that the armour can protect against. Damage inflicted that exceeds the AR makes it through the armours protection. The amount of damage inflicted will be total damage minus AR.