

Kalarsys: Core Rulebook

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NOTICE!

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Introduction

If someone were to say to you, "Let's play a role-playing game!" you may think of a video game in which you play as a hero beating the tar out of several thousand nameless people and monsters in order to save the world. You may think of a "pen and paper" role-playing game, which people with thick-rimmed glasses and pocket protectors play with a dozen different types of dice while hitting each other with swords fashioned from cardboard. A few may even think of a woman dressed as a nurse while her significant other pretends to be injured in a sensitive area.

In a sense these could all be considered role-playing games. However, Kalarsys is not a video game, and is not intended to be something you would be nervous about sharing with your parents or children. Yes, it is a "pen and paper" role-playing game, but you do not have to be a genius to grasp the rules, nor do you need to sell internal organs to afford the required materials. By having this book, you are already halfway there.

Kalarsys is an open-ended role-playing system designed to be easy to pick up and play for both newcomers and veterans of role-playing. It requires only a few printed materials, easy-to-find six-sided dice, and some imagination.

How To Play

There are many common things role-playing games of this kind all have, Kalarsys included. Among these are players, characters and a game master. **Players** are the people, in the real world, who are playing the game. Each of these players controls a **character**, an imaginary person that exists in the imaginary setting of the game. One player is the game master (called **Tale Spinner** in Kalarsys), who controls the imaginary world and everything in it besides the characters that the other players are controlling.

Sitting at the table for this session are several players, among them are Sam and Jim. Sam will be playing his character, Buff Stonefist. Buff's hobbies include lifting weights, gloating, and not a whole lot else. Jim will be playing Rich Fullsack, a somewhat spoiled klutz who often finds himself talking Buff out of violent acts.

At the head of the table, Drew collects his notes and refreshes himself on where the party left off last time. As the Tale Spinner, it is his job to formulate an interesting session, and the smirk on his face implies that he has a devious idea or two for the team.

Generally, the game flows in a cycle:

1. The Tale Spinner describes in detail the surroundings of the characters,
2. the players mentally place themselves, as their characters, into that situation and tell the Tale Spinner what their characters would do, and
3. the outcome is determined by the Tale Spinner, possibly by using dice, and reported to the players.

There are two ways a player can control their character. A player may speak **in-character**, saying exactly the words their character would say, and perhaps even performing physical actions that the character would perform such as pointing. Playing in-character is best for dialogue or demonstrating complex motions that are difficult to describe. Actions may also be done **out-of-character**, where the player states what the character is doing, rather than acting it out.

rectly as long as everyone is enjoying themselves.

Sam looks across the table at Jim. "I'm way stronger than you, skinny boy! I'll take you on anywhere, any time!" Of course, Jim is not the target of this insult. Jim's character, Rich, is. Sam is acting in-character, and his words and gestures (which are, thankfully, omitted from this text) are exactly what is said and done in the imaginary game world by his character.

Continuing on, Sam looks at the Tale Spinner and says, "I'm going to go stretch, then do some curls with my weights." These words are not being said by anyone inside the imaginary realm, they describe the actions Sam's character, Buff, are taking. Sam does not have to go lift weights to show that his character is performing that action.

Not all actions are simple to perform. Sometimes an obstacle will be in the character's path, such as a steep hill, a speeding car, or another character. In times when the outcome is uncertain, dice are rolled to see if the character succeeds, and the magnitude of their success or failure.

There are a few simple dice systems that can be used to determine the results of a character's efforts, and they are used for different types of situations.

When an action is difficult enough that the character may fail to perform it, the Tale Spinner will ask the player to make a roll. After the roll is performed, the Tale Spinner will tell the player the outcome.

"That's it!" Jim yells suddenly, slamming his hands down on the table. "Rich is going to punch that guy in the face!" He glares sternly into Sam's eyes, the same way his character is looking at Buff's smug grin.

A little surprised, the Tale Spinner looks at Jim. "Okay, let's see if you hit him." Rolls based on the stats of Rich and Buff will be made, and their results compared. These results will determine the outcome of Rich's attack.

About Tale Spinning

Because the Tale Spinner controls the imaginary game world and all of the creatures and items within it, it may seem like he would have the most fun, using his limitless power to manipulate things the way he wants them to be while the players struggle to make their actions meaningful. While this is certainly possible, the Tale Spinner is going to be the only one having any fun, and will quickly find his fellow players looking for something else to do with their time.

In reality, the Tale Spinner has the toughest job of all. A good Tale Spinner must have a firm grasp of the game's rules, must create and maintain a cohesive world for the players to play in, and all the while must keep the game fun and fair for all those involved. All of this must be done while allowing strangers to interact with this imaginary world by describing to them it to them in an unambiguous way and changing it based in their input.

While role-playing is a challenging hobby that requires a lot of imagination, it can be a lot of fun, and the rules in this book should provide enough structure to prevent most arguments. That said, the point is to have fun. Do not be afraid to bend the rules a bit to make that happen. Also, it is inevitable that you and your fellow players will stumble across a situation not covered by the rules in this book. In this case, just improvise. It is impossible to play inco

Character Creation

A player's character is represented by a sheet of paper. On this paper is written many details about the character, including its identity and all of the abilities the character has. Character sheets should be available wherever you found this book, or you can attempt to make your own. In this case, it is useful to have a character sheet to reference until you fully understand how they are laid out.

It is advised not to use a pen to fill out a character sheet, as almost every piece of information can change at any time.

With a character sheet, pencil, and eraser in hand, follow these steps to create a character and fill out a character sheet for it.

Step 1: Character Information

This section deals with basic biographical information about the character. Every character will need a name, age, gender, and physical description. An extended biography is highly recommended and can be written on the back of the character sheet. Generally, beginning characters will start with no experience points.

It is important that each character have a personality for the player to role-play. Trying to play as a character with no personality is similar to acting with no direction. How can one know how a character would react to a certain situation when the character's methods of thinking and feeling are completely unknown? It can make a big difference in their behavior.

If players are struggling with creating personalities for their characters, some simple guidelines can be a big help. For instance, a short list of likes and dislikes, a goal or two, or even their astrological sign could go a long way in determining how the character acts and who they are.

Sally sits down with a blank character sheet, pencil, and eraser. Unsure what to name this new character, she writes "Kera Ktar" as the name.

Sally decides that Kera is a woman, age 22, who stands about 5' 3" with a build slightly more muscular than shapely. Her hair is long and dark, but usually kept in a bun to keep it out of her face.

Kera is an honest, straight-to-the-point talker who always tries to do the right thing, but has a tendency to question her decisions afterward.

Step 2: Stats

A character's stats (short for "statistics") are measurements of their capabilities. They are divided into three categories: Body, Mind, and Skill. For every character, each of these three categories has a value which will determine how fast the stats in these categories can grow as the character gains more experience.

The first step in giving a character its stats is determining the scores for its Body, Mind, and Skill.

A character's **Body** score is a general representation of how physically strong they are, where 1 is a scrawny, 2 is average, and 3 is athletic. **Mind** is similar to Body though it has to do with mental aptitude. To put it in perspective, a character with a score of 1 in Mind is a dimwit, 2 would make them average, and 3 would be a genius. **Skill** is a bit different from the other two in that it deals with the speed and precision of a character's physical and mental abilities.

All three start at 2 points each. For human characters, the player may choose to take one point from any category and place it into any other category. In this way, the character will either have 2s in all three categories, or have a category with 3, a category with 2, and a category with 1. The three scores will total 6, and range from 1 to 3 individually.

There is no normal means by which Body, Mind, or Skill scores can be changed after character creation.

In the Body category are the two stats Strength (STR) and Vitality (VIT). A character's **Strength** is a measurement of how powerful their muscles are. This is used when a character attempts to lift, push, or throw. **Vitality** is how well a character's body resists damage. It is used when a character is attacked or if they are trying to resist disease or other harmful physical effects.

The Mind category contains the two stats Intelligence (INT) and Willpower (WIL). When it comes to learning, using magic, and general knowledge, **Intelligence** is key.

Willpower is the character's self-control and mental fortitude, and is used to overcome physical and mental adversity ("fighting through the pain," as it were).

Finally, the Skill category holds the Dexterity (DEX) and Concentration (CON) stats. **Dexterity** is the character's speed and precision with their motor skills. Running a race or pickpocketing would bring this into play. **Concentration** is the character's ability to think quickly or act under pressure.

Each of these stats, Strength, Vitality, Intelligence, Willpower, Concentration and Dexterity, start at a score of 2. The player then gets bonus points that can be used to boost these stats as they choose. The Body score determines how many points may be distributed amongst Strength and Vitality. In the same way, a number of points equal to the Mind score may be divvied up between Intelligence and Willpower as the player likes. Likewise with Skill, which grants the player a number of points to distribute between Concentration and Dexterity equal to itself.

Continuing on down the character sheet, Sally decides that Kera is more strong than smart, and decides she should have a Body score of 3, Mind score of 1, and Skill score of 2.

Sally writes in a 2 for both the Strength and Vitality scores. Now, she can add three points into these two stats as she chooses, because that is the score of the Body category. Thinking more about how Kera spends her time, Sally decides that she is pretty strong, so two points go into Strength (bringing it to 4) and the last goes into Vitality (bringing it to 3).

Kera's Mind score is only 1, so with the one point available, Sally increases Kera's Willpower to 3 and leaves her Intelligence at 2.

Finally, with the two points available in the Skill category, Sally boosts Kera's Concentration and Dexterity by one point each, bringing them both to 3.

Step 3: Abilities

Abilities are things your character can do better than the average person. These can include use of a specific type of weapon, specific physical or mental feats, or even just a hobby the character has become good at. A list is given in Appendix A for reference, though these should only be considered examples, not an exhaustive list.

Each Ability should come with some explanation of how the character developed it. Thinking about the character's profession is a good starting point for coming up with their Abilities.

Starting characters get six points to spend on Abilities, and each Ability has six possible levels. Each level requires three points before it can be advanced to the next level. One point brings the ability to level 1. The second and third points improve the ability, but it is still level 1. The fourth point, finally, increases the ability to level 2.

A character's Intelligence imposes a limit on how well they can master their Abilities. Characters can not have any Ability reach a level higher than their Intelligence score.

Sally decides Kera is a town guardsman. Being that she has been on the squad for a couple of years, she has become quite skilled with her sword. By placing four points in Kera's Short Sword Ability, her ability to use short swords becomes level 2. For the remaining two points, Sally decides that Kera has some knowledge of First Aid and sings as a hobby. She places one point each into these two other Abilities.

Ability	1	2	3	4	5	6
Short Sword	●●●	●○○	○○○	○○○	○○○	○○○
First Aid	●○○	○○○	○○○	○○○	○○○	○○○
Singing	●○○	○○○	○○○	○○○	○○○	○○○

When attacking an opponent, Sally rolls two additional dice for Kera's Accuracy when using a short sword. Additionally, when patching up an injured teammate, Kera demonstrates a knowledge of how to treat wounds and Sally gains an additional die to roll when Kera does so. Finally, when Kera is singing to herself, those who overhear her tend not to mind. Her voice certainly is not going to win her any awards, but at least it does not sound like two alley cats battling over territory.

Step 4: Flaws

Nobody is perfect. **Flaws** are things the character cannot do, or things that make the character unable to perform normally under certain conditions. A list of example Flaws is given in Appendix B, but this list is for example only, and is not exhaustive.

Unlike Abilities, Flaws have only one point per level. For each level of a Flaw that is taken, one additional point is available to the character for Abilities. Each level a Flaw has represents the number of dice that are removed from a roll when that Flaw comes into play.

As with Abilities, each Flaw should have some biographical justification unless it is some sort of condition (such as an allergy), in which case the severity should be discussed in detail. All Flaws are subject to approval by the Tale Spinner, as some Flaws may not be appropriate in the game's setting or may be inappropriate in general.

Flaws can make a bland character really come to life. The restrictions a character has can present challenges that must be overcome to complete missions. Though the added bonus points are a nice way to encourage players to think about taking them, some players may use these points to build powerful characters without regard to the role-play merits. Tale Spinners should be aware of this possibility, and bear in mind that Flaws should provide drawbacks appropriate for their Ability point rewards.

In order to balance the Tale Spinner's need to enforce the Flaws and the fun of the players, a limit on the number of total Flaw points could be set at the time of character creation. Six points is enough to double the character's Abilities and allow for serious debilitations, though a Tale Spinner may set this limit higher or lower to fit the setting and players.

Rich is not a particularly graceful person, due in part to the two levels of Clumsiness Jim provided him with on his character sheet. So when it comes time for Rich to jump from one moving wagon to another, he is understandably nervous.

Flaws	1	2	3	4	5	6
Clumsiness	●	●	○	○	○	○

His Dexterity of 3 is already not great, and with two dice taken away for his Clumsiness, is it even possible for him to safely hop across? With a deep breath, Rich steps to the edge of the wagon, and Jim picks up one die. Only one way to find out!

Step 5: Items

This category encompasses all of the things the character has on their person. Though in most games, a player is pretty safe with writing "clothing" down on their character sheet, any other items will be dependent on the game's setting and the characters themselves. The Tale Spinner will have the final say in what the character may have in their possession.

Items are what a character has that are not related to combat. Letters, food, key-cards, and musical instruments would fall under this category. Though these things can be incorporated into combat (smashing a lute over someone's head, for instance), it is not their primary function. Items that the character will start with should be things that are reasonably easy to obtain and should have some reason for being carried around by the character.

Good choices for starting items would be things that are related to the character's profession or everyday life. For example, a police officer might start with a small handgun and handcuffs, an everyday grocery store cashier would have their car keys and wallet. Poor choices would be things the character would not sensibly be carrying around, especially ones that would suggest some impossible knowledge of upcoming events the character would have no reason to expect. It probably goes without saying that only items that appear in the game's setting should be found in a character's possession.

Money is another important aspect of the Item category. The amount of money the character starts out with access to should reflect their profession and the prices of commodities in the game's setting. Because these will vary based on setting, both the currency and amount will vary wildly and guidelines are difficult to suggest. A character should be able to find food and lodging for a few weeks, with variance based on their level of income.

Step 6: Combat

A character's ability to perform in combat is determined by a few more stats. These are derived from the character's other stats (Strength, Dexterity, and so on) as well as their Abilities and the equipment they are using.

The first of these stats is **Health Points (HP)**. It is a representation of how much abuse a character's body can handle before the character is incapacitated. To find the amount

of HP a character has, add together the character's Vitality and Willpower scores. On the Kalarsys character sheet, leave this many boxes blank and lightly color the rest in to show that they are currently unavailable.

Equipment is the term for items that are intended for combat. Swords, armor and even combat-related magical objects would be listed here. The availability of these should be, as with items, directly related to the game's setting.

A **weapon** is the chief tool used for inflicting harm on other characters. Characters with certain professions, such as a town guardsman, would start the game with their weapons if reasonable. Obviously, only weapons that exist in the game's setting are available to characters, and even weapons that exist may be too expensive or otherwise unobtainable.

Characters trained in unarmed, hand-to-hand combat should note the relevant information about their skills here, treating it as a weapon.

Characters wielding bows and crossbows will note that their weapons have an attribute known as **Pull**. This is a measure of the string's tension, and acts as the Strength requirement to reload the bow and also the base power of that particular weapon. Crossbows are slower to load, but their Strength requirement is half of the implement's Pull rather than the full number as with regular bows.

The Kalarsys character sheet has space for three different weapons, each with its own stat scores. The first is **Accuracy**, a measure of how well the player can hit their target with the weapon. It is calculated by adding the character's Dexterity and Ability level in that weapon's use, then subtracting the weapon's Difficulty of use.

The second is **Damage**, the amount of physical harm the weapon can inflict. It is calculated by adding the character's Strength (or bow's Pull in the case of archery) and adding the weapon's Damage modifier (or projectile's Damage modifier for archery).

Ammo represents how much ammunition for that weapon the character is carrying. For melee weapons, this does not apply and can be left blank. For archers, the number of arrows or bolts the character has should be listed here. For thrown weapons, the number of applicable projectiles should be listed here.

For thrown weapons which can be used as projectiles or as melee weapons, separate scores are needed for Accuracy and Damage as these vary between the different attack methods.

Armor is worn by characters in order to reduce or prevent the harm that weapons cause. It is subject to the same sorts of issues as weapons: availability, profession and cost play roles in whether a character will begin the game with them or will even have access to them during the course of the campaign.

Some defensive stats are also to be listed on the character sheet. Firstly, **Evasion (EVA)** is how well the character can avoid being struck by oncoming attacks. It is calculated by adding the character's Dexterity to the Block rating of their equipped shield (if applicable) and subtracting the Weight of their equipped armor.

Finally, **Defense (DEF)** is the character's resistance to bodily harm. It can be found by adding the character's Vitality to the Armor rating of the armor they are wearing in their chest.

Sally adds Kera's Vitality of 3 and Willpower of 3 to get her HP score of 6. Sally keeps this many boxes empty and lightly colors the rest.

Looking at Kera's stats, Sally sees that she is strong enough to wear chain armor, and asks the Tale Spinner if she may have a set. She also chooses a short sword and round shield.

To get Kera's Accuracy with the short sword, Sally adds Kera's Dexterity of 3 to her Ability level with shorts swords of 2, then subtracts the short sword's Difficulty of 0. The end result is an Accuracy of 5. Her damage with the weapon is Kera's Strength, which is 4, added to the weapon's Damage modifier of 1, for a Damage score of 5. The short sword requires no ammunition, so that space is left blank.

As for her defensive combat stats, Kera's Evasion is equal to her Dexterity (which is 3) added to her shield's Block rating (which is 2) minus the weight rating of her armor (also 2). The end result is an Evasion of 3. For Defense, Kera's Vitality of 3 is added to her armor's rating of 2 for a Defense of 5.

When increasing a character's stats, be sure to recalculate all of these derived stats. The formulas appear on the character sheet for easy reference.

Dice Systems

Actions performed by characters in Kalarsys can, at times, be difficult. Times such as these require dice to be rolled to see how effective a character's actions are. Such rolls use six-sided, cube dice. These are very common. There are countless games that use this type of dice, and even if you cannot find any around the house, they are very cheap to buy. The average gamer should not need more than ten dice.

Stat Roll

This type of roll involves a certain number of dice being rolled based on the stats of a character. There are two different variations on this type of roll: either the player rolls the dice and attempts to reach or exceed a predetermined score, or two or more players roll to see who scores the highest.

For easy tasks, the player may only need to score one or two points on their roll to succeed. Moderately difficult tasks might require three or four points, while difficult tasks could require five points or more.

In either case, the number of dice to be rolled is based on the most relevant stat of the character. The stat itself is only a starting point, as the Tale Spinner may determine that a character's Abilities or other outside factors can change this number. Once the total is decided, the player gathers and rolls that many dice.

To calculate the scores of these rolls is a simple matter. Just count up all of the dice that roll 1 or higher.

Optionally, for every two 1s rolled, one additional point is counted, and for every two 2s, a point is taken away. This can lead to some heroic feats and terrible accidents. If a player manages to score a negative amount of points, their character typically meets with some unfortunate circumstance, such as a weapon dropped or broken in the middle of combat.

Buff and Rich, the characters of Sam and Jim, work at a pub. It's near the end of the work day, and it's time to decide who is going to clean the outhouse. The two decide to settle the matter with an arm-wrestling match.

Sam rolls four dice, which represents his character's Strength stat of 4. He gets a 1, 2, 3, and 4 for a score of three. Jim rolls three dice, representing Rich's Strength of 3. His 1, 2, and 3 gets only a score of one, and Rich is quickly subdued.

For Rich, nothing is more horrifying than the latrine after a couple days of Buff's lazy, half-done cleaning. The Tale Spinner instructs Jim to roll Rich's Willpower to see if he can work up the courage to open the door. The resulting 1, 2, and 3 net a score of two, and the pair of 1s give a bonus point for a total score of three. Rich holds his nose and throws the door wide open.

After four more nights of cleaning the latrine, Rich is starting to see that arm-wrestling is not his strong point, but he has an idea. He stops by the local apothecary and purchases a potion from the cackling, wrinkled, old lunatic who runs the shop. Before the night's contest, Rich quaffs the smelly concoction, granting him a two-die bonus during the match and, he hopes, a night free of scrubbing human waste out of a bucket.

Tie-Breaker Roll

It is quite conceivable (and in some cases, quite likely) that two players engaged in a Stat Roll would roll the same score. That is when Tie-Breaker Rolls come into play.

During a Tie-Breaker Roll, all involved players each roll a die. Whomever rolls the highest on this "roll-off" succeeds over the others.

With only six possible outcomes in a die roll, it is possible that two players engaged in a Tie-Breaker Roll may roll the same. In this case, another Tie-Breaker roll is performed. Tie-Breaker Rolls can be repeated as many times as needed, and the more that are needed, the smaller the margin of victory.

Kera's Evasion roll scored 2, the same as her assailant's Accuracy roll. Sally and the Tale Spinner engage in a Tie-Breaker Roll, and both get the same result, 2, so another Tie-Breaker Roll is performed. Again, they get the same result, 2. Another Tie-Breaker Roll is performed, and finally Kera's 3 bests the Tale Spinner's 2. Kera dodges the attack, but watches as her attacker's knife cuts the extraordinarily expensive (but very comfortable) tunic she just purchased!

Fate Roll

Fate Rolls are used when the odds have nothing to do with the character's abilities; the outcome is up to chance. A player is asked to guess what the Tale Spinner will roll, and the Tale Spinner rolls one die. The more favorable result would occur if the player guesses correctly.

When the odds of either outcome are about fifty percent, the Tale Spinner may ask, "**Odd or even?**" If the odds are less favorable, they may ask, "**Low, mid, or high?**" Low numbers would be 1 and 2, mid would be 3 and 4, and high 5 and 6. Finally, if the odds are quite low, they may ask, "**Which number?**" After the player has made a guess, the Tale Spinner rolls a die. Whether they share the result is up to their own discretion.

In some situations, the Tale Spinner may like to adjust the odds. By rolling more dice, it becomes more likely that the player will guess correctly. Alternatively, they may perform multiple Fate Rolls in succession to reduce the odds.

It would be worthwhile to note that a heavy reliance on Fate Rolls may negatively impact the game experience. While an element of chaos and unknown makes the game interesting, using Fate Rolls too often can give the feeling that a character's skills are not useful. Where possible, rolls based on a character's stats should be preferred.

Kera is shopping for a new pair of boots. She's on the lookout particularly for something fashionable, but comfortable for long marches, and she'll pay the extra copper pieces if that's what it costs. While wandering the marketplace, she spots a stand where a man is selling a sweet, bubbling drink that has a penchant for making people burp. She purchases a bottle, and is quite enjoying it.

What Kera does not know about this drink (Burp-a-Lurp, as the vender called it) is that it has a tendency to turn its drinker's skin turquoise. The Tale Spinner asks Sally to call odd or even, then rolls a die hidden behind a folder he stood upright. Sally begins to get nervous as the Tale Spinner giggles to himself. In a couple of days, Kera (and Sally) will know the result of that roll.

Combat

Combat in reality is chaotic, with everyone acting all at once, frantically attempting to injure one another whilst avoiding injury to themselves. Trying to replicate this sort of action in a role-playing game is not feasible, if at all possible. At best, the game would grind to a halt as players engage in loud shouting matches about who is doing what to whom and to what degree.

To prevent this kind of chaos, each character involved in the combat must take turns, each of them performing actions one after another. The end result is that more attention to detail is given, and every possible moment of time during a fight is clearly described. For this reason, combat that may take no more than ten seconds for the in-game characters could take thirty or more minutes for the players sitting around the table.

Combat is a staple of role-playing games, and is one thing that many players enjoy. After all, how often in real-life can you engage in life-or-death battles with vampires, dragons, or golems, let alone do so and stand a chance of surviving?

In order to make the disorderly and chaotic into something fun and fair, certain rules and procedures must be followed. These rules are the topic of this chapter.

Before discussing how turns are taken, it may be prudent to define some terminology. A **turn** is the amount of time it takes for one person to act in combat. Under normal circumstances, every character gets one turn per **round**, the amount of time it takes for all characters engaged in combat to act.

Deciding Turn Order

Taking turns in Kalarsys combat is very similar to taking turns in any other game. The first thing that needs to be determined is the order in which turns are taken. At the start of combat, the Dexterity scores of all involved characters are compared. Those with the higher scores will get their turns before those with lower scores. Wherever there is a tie, the players may negotiate who will go first or use Tie-Breaker Rolls.

Some circumstances may call for additional considerations when determining turn order. For example, if one group of characters is ambushing another, the element of surprise is on their side, and each character of that team would get their turn before any character of the other team.

It's Your Turn!

On a player's turn, they are awarded two **actions**. These actions can be used for anything that takes about a second to do, such as running a small distance, jumping over a table, tossing a sword to a teammate, or attacking.

Both actions can be used for any purpose, with one exception: A character can only attack with an equipped weapon once per turn. That is, if a character is only equipped with one weapon, they may attack with that weapon only once. If they are equipped with two, they may use each once, but cannot do anything else that turn.

Making an Attack

At some point, one character will decide to harm another and will attack them. Two things will then need to be determined: whether or not they hit their target with the attack, and how much damage the attack does if successful. To find these things out, use the following procedure.

Step 1: The attacker declares whom they will attack. The target should be within range, which means within swinging distance of a melee weapon or within shooting distance of a ranged one. The space between should be clear of obstructing objects and people or they risk being struck instead. The attacker's player unambiguously declares their intent to attack the target and how they plan to do so.

Step 2: The defender declares whether they will attempt to evade. The most potent cure is prevention, and therefore the target of the attack will probably wish to avoid being struck. If there is enough room and the defender is unrestrained, he may attempt to evade. The player in control of the defending character tells the Tale Spinner if an attempt to evade will be made.

Step 3: Accuracy and Evasion are rolled. A competitive roll is made between the attacker's Accuracy and the defender's Evasion. (If no evasion attempt was made, the score is assumed to be zero.) If the attacker's score is greater than zero and higher than the defender's, the attack hits its mark. If the defender's score is higher or the attacker rolls zero, the attack misses harmlessly. In this case, the rest of the steps listed here are skipped, and the attacker's action is over.

If the two scores tie, Tie-Breaker rolls are performed. For each one that is performed, one die is removed from the attacker's Damage roll in step 4 if the attack ends up being successful. In the case that the attack misses, the evader is nicked, and the more Tie-Breaker rolls that are needed, the more serious the nick. The defender's clothing or hair could be cut, or even their skin grazed. No damage is done, but they will certainly know that they barely escaped the strike!

Optionally, for each ☐ rolled on the attacker's Accuracy roll, one die is added to their Damage roll in the next step. Also, for each ☐ the defender got, one die is added to their Defense roll, even though their evasive efforts failed to avoid the strike completely.

Step 4: Damage and Defense are rolled. A final competitive roll is performed, this time to determine how much damage is dealt. The attacker's Damage score is rolled against the defender's Defense. If the attacker rolls zero or the defender gets a higher score, no damage is done; the defender's armor and body absorb the blow. If the attacker scores higher, for each point they scored over the defender one point of damage is dealt to the defender.

Optionally, if a character is struck with an attack that deals damage equal to or exceeding their maximum number of HP, the character must make a check to see if they are knocked unconscious. Their Vitality is rolled, and if no dice read ☐ the character is knocked out.

The Aftermath of Combat

As in reality, it is best to avoid getting beat up or taking damage in Kalarsys. This section covers the effects of being beat up and how one can recover from such a state.

Characters can only take so much abuse before entering an unconscious state or dying. These numbers are represented by the character's Health Points. Getting struck by attacks, getting poisoned or sick, and being afflicted by other types of ill are ways a character can lose some HP.

In most cases, loss of HP is only temporary. A character will naturally restore up to one HP per day after a restful sleep. More HP can be regained though the use of medical abilities described elsewhere. Finally, HP can be regained through magical means if such powers exist in the game's setting.

When a character's HP reaches zero, they fall unconscious. They cannot regain consciousness until their HP is restored to a positive amount. While their HP is zero or below, they are very vulnerable to dying, and their teammates must take special precaution to prevent such an event.

A character with zero HP must be treated for his or her injuries immediately. Any further damage done to the character will kill the character, as will neglect of the injuries they have sustained. Characters recovering from nearly-fatal injuries will take significantly longer to recover than those with just a couple of cuts and bruises, and will need much more intensive care.

Magic

Among all of the abilities contained in the game of Kalarsys, magic stands out from the rest. Because it has no analogue in the real world, it requires much more explanation and will confuse many players, particularly newcomers to the game.

While no one should be discouraged from creating a character skilled in sorcery, players should take note that having previous experience with the game will make learning the systems behind magic much easier. As with anything, learning the essentials and building on them makes learning much less difficult, and game novices who have to learn how to play Kalarsys at the same time as learning how the complex magic system works may find themselves frustrated, which is not ideal when the goal of this game is to have fun.

It may also be worth mentioning that the magic system included in this core rulebook may not be appropriate for all game settings. While it adds a lot more types of characters to play and more ways to customize them, expansions to the game are likely to augment it, replace it, or remove it entirely. Just because these rules appear in this book does not mean that in a game set in the 1920's on Earth will contain detectives capable of tossing lightning bolts at their adversaries.

With those warnings out of the way, let us proceed to the discussion of how magic in Kalarsys works.

There are many types of magic in Kalarsys, but first we will discuss the common traits they share in order to show the general paradigm behind their use.

Brooke has decided her character, Dorran, will be a spell caster. Despite his popularity and apparent mastery of the arts at the academy, his skills are actually not quite what they ought to be after six years of training. His high Mind attribute gives him a sharp intellect, and moderate Skill grants him the ability to make friends easily and dodge the occasional punch. His dodging skills are a boon, as his low Body score would do little to resist whatever physical abuse he might find himself receiving.

Tools of the Trade

In order for a character to use magic, they must first know how. Use of magic requires many years of schooling or apprenticeship. This fact must be accounted for in a character's history and also makes it impractical for a character to begin their magical training at some point after the game's beginning.

Another prerequisite to using magic is the mage's catalyst. A catalyst is simply an item into which magical energy is placed before being cast at a target. One cannot simply pick up a stick and shoot magic from it, however. Very skilled mages study the special incantations and rituals used to create catalysts, and must enchant an item before it can be used as one. Wooden staves and wands are the easiest to enchant, and are therefore most commonly used by beginning sorcerers. While clothing and cloth items can be enchanted, their lesser durability makes them somewhat undesirable. Metal rods and weapons can be enchanted, but the process is much more difficult, and therefore considerably more expensive and rare. Metal items do, however, tend to hold up better for casting high-level spells.

The final requirements to using magical spells are determining the additional stats involved. First, **Magic Points**, abbreviated as MP, is a measure of how much magical energy a mage can conjure and use before resting. It is calculated by adding their Concentration and Willpower. **Magic Accuracy**, shortened to MACC, is used to determine if a spell hits its target and how long the effects last. MACC is equal to the character's Concentration. Adding a character's Intelligence and Ability level in a particular type of magic is generally how the Magnitude, or MAG, of a given spell is determined. The higher the Magnitude, the greater the effect.

After calculating Dorran's other stats, Brooke moves on to finding his magical attributes. Adding his Concentration of 4 and his Willpower of 3, she determines that he has 7 Magic Points (MP). Next, she finds Dorran's Magic Accuracy (MACC) by noting his Concentration, which is 4.

The power of Dorran's magic spells will be determined by adding his Intelligence of 4 to his level in the particular type of magic being cast, though Brooke is still undecided on what magic Dorran should know.

Casting Spells

In the general method of spell casting, the mage charges their catalyst with their magic spell, then, if able, they power it up to their liking, and finally fire it at a target.

The initial spell charge costs the mage one MP. Their skill with the magic (Intelligence + Ability level with that magic type) is rolled, and the score is noted as the magnitude of the spell. This charging can be done once for every level they have attained in that type of magic before launching the spell, and each charge takes one action and one MP.

To fire a spell at a target, the mage's MACC is rolled. If this roll is successful, the spell's effect reaches the target and their catalyst is drained of all of the spell's power. This action counts as an attack, and therefore can only be done once per turn.

There are four types of magic, each with its own special effects. A mage skilled in **Fire** magic can weave their magical energy into pockets of flame, which can be flung at foes. Those skilled with **Lightning** magic can form bolts of pure magical energy that flash from one point to another, causing damage and a thunderous bang, much like their namesake in miniature. Wizards proficient in **Ice** magic can use their magic to push the heat energy out of an area, causing harm and temporary immobility to those within. A mage wanting to help their allies perform their duties more effectively will be interested in **Bless** magic. Similarly, mages wanting to impair their enemies will find **Curse** magic suitable. Finally, mages keen on learning how to reverse damaging effects would prefer to learn about **Heal** magic, which restores health to its target instead of removing it.

Brooke is considering what Dorran would be like with fire magic, and is struggling to decide how many points to put into it.

Hypothetically, a pivotal battle rages, and it is now Dorran's turn! He takes his first action to charge his catalyst, and Brooke checks off one MP from her character sheet. She rolls his Intelligence of 4 plus his Fire magic level of 2. On these six dice, she scores 4, quite admirable!

With his second action, Dorran launches a fiery missile at the nearest foe. Brooke rolls Dorran's MACC of 4 and scores 3. The foe's evasion roll of 1 means he cannot avoid the spell, and he's engulfed in flames. His Willpower roll scores 2. This 2 is taken from Dorran's Magnitude of 4, leaving 2 points of damage on the foe.

Unsatisfied with his previous spell, Brooke decides to implement a different strategy on his next turn. Next time, Dorran backs away from his opponent a safe distance and charges his catalyst again. Brooke marks off another of Dorran's MP and rolls six dice, scoring 3. The move and charge take up Dorran's two actions, forcing him to wait until the next round.

After everyone else has gone, Brooke picks up where she left off. Since Dorran's Fire magic is level 2, he has the option to charge again before firing, and does so. Brooke marks off a third MP and rolls six dice. She scored 5, bringing the total of Dorran's spell Magnitude to 8. Dorran launches the powerful fireball, and Brooke rolls his MACC. She's not so lucky this time, scoring only 1. The foe's Evasion roll scores a 2, and the foe dives out of harm's way. Brooke grimaces at the dice, arms crossed in frustration.

Fire Magic

When using Fire magic, the mage creates flame, which can then be launched at a target. The flame will not harm the spell caster until it is activated, which the spellcaster does when it is launched. These flames can travel quite fast, and leave behind burn marks and a smell similar to burning sulfur.

Forms: Fire magic has four forms.

Missile: Always available. Strikes a single target in the mage's line of sight up to 8 meters away.

Fan: Available at level 2. Creates an arc in front of the caster that strikes up to three targets. The arc is three meters wide by one meter deep.

Wave: Available at level 4. A heat wave crawls through the air damaging all targets it runs across. The wave is one meter wide and travels six meters in a straight line.

Explosion: Available at level 6. A burst of fire sears a sphere five meters in diameter. All targets within are damaged.

Additional Effect: Targets of fire magic have a chance to be set ablaze. For each \square the mage gets on his MACC roll, the target receives one additional point of damage after their next turn. This number is reduced by one every round, and is limited to the mage's level in Fire magic.

Two bandits stand in front of Dorran. He sees his an opportunity to try a fanning fire

spell, which his level 2 fire magic allows him to do. It has a short range, but is wide enough to hit them both.

One MP is spent and he charges his catalyst. His Intelligence and Fire are rolled, scoring five points. With his second action, he casts the spell at the targets. His Magic Accuracy is rolled, scoring two points. Evasion rolls are made for both bandits, one scoring a single point and the other getting none. Since neither rolled above Dorran's two points, they are both hit.

A wide arc of fire shoots from the tip of his catalyst, burning both foes. The first scores three on his Willpower roll and takes only one damage. The other is not so lucky, only scoring one point. The unlucky bandit takes three damage.

Lightning Magic

Lightning magic manifests itself as a bolt of electricity, much like the lightning that stretches from the clouds to the earth. It gives off a flash of light and a loud snap, similar to the sound of a whip but much louder depending on the strength of the spell.

Forms: Lightning magic has a single form.

Bolt: Strikes a target in the caster's line of sight, up to five meters away, plus an additional meter for each level the character has attained in their Lightning magic ability.

Additional Effect: This electrical attack has the potential to arc from one target to another. For each \square the spell caster gets during his MACC roll, one additional target can be hit. These targets must be close enough to the initial target to hit him with a melee attack, and are struck as though hit with a spell of half the original spell's magnitude. The spell caster's level in Lightning magic is the maximum number of additional targets that can be struck by a bolt's arcs.

Brooke considers a different hypothetical for Dorran: what if he possessed Lightning magic instead?

Dorran charges his catalyst with his level 1 lightning magic. His Intelligence and Lightning skill are rolled, and of these five dice he scores three points. He chooses a target and points his catalyst at him, and his Magic Accuracy of 4 is rolled and scores only one point. That's enough, though, as the target has not seen Dorran and cannot attempt to evade.

With a loud, high-pitched boom, a stem of lightning flashes between Dorran's catalyst and his target. The enemy's Willpower roll scores two points, and he takes the remaining point of damage. Anyone who was unaware of Dorran's location no longer is!

Ice Magic

By forcing the heat energy out of an area, damage is caused to creatures and items unfit for low temperatures. Quickly frozen moisture creates snow and frost, showing the spell's general area. The sudden shift in temperature also creates a gust of wind, but hardly creates a noise.

Forms: Ice magic has three forms.

Missile: Always available. A sphere of freezing energy is thrown from the caster's hand at a single, visible target up to 8 meters away.

Cone: Available at level 3. Starting at the caster's hands, a funnel-shaped area of cold extends out four meters, measuring two meters wide at the far end. All targets inside this area are subject to the icy effects.

Rain: Available at level 6. A visible five-meter by five-meter area is selected, and the caster causes cold within this area, freezing targets and causing moisture to condensate and cling to them before freezing. All creatures within this area are affected.

Additional Effect: The chilling effect caused by these spells makes it difficult for the target to move, causing them to lose actions from their subsequent turns. For each \square the caster rolls in his MACC, the target loses an action, but no more than the caster's level in this type of magic. For each two actions that are lost, whole round is lost and the target may not move, including attempting to evade oncoming attacks.

Bless Magic

To Bless a character does not deal damage, but will increase their effectiveness by directly changing the scores they roll for a brief period.

First, the spell caster expends one MP and charges their catalyst with the Bless spell. They may expend additional MP to charge again, up to a total number of charges equal to their level in Bless magic before firing the spell. Once the spell has been charged the desired amount, the spellcaster can choose a target.

When casting the spell on a target, the mage rolls their MACC. For each point rolled, the effect lasts for one consecutive die roll made for the target character, starting with their next roll. On each affected roll, the Bless mage's player looks at the roll made by the target's player and choose a number of dice equal to the mage's Bless level, and these dice are each "bumped up" to the next highest face value (\square becomes \square , for instance). The same die can be chosen multiple times, but no dice can exceed \square .

Forms: Bless magic has a single form.

Ray: The spell caster must have a clear line of sight to their intended target, up to one meter away, plus an additional meter for every level the spellcaster has attained in Bless magic. The ray will briefly give off a glow, mostly white but with another slight coloration. The glow is brighter when the effect will last longer, and advances through the visible spectrum as the effect becomes stronger, with red being a small blessing and violet being the strongest.

Curse Magic

Curse magic is the detrimental counterpart of Bless magic. While it does not damage the target's HP, it causes their actions to be less effective for a short time.

To use Curse magic, the caster spends one MP and charges their catalyst with Curse magic. The spell can be charged further by spending additional MP, up to a total number of charges equal to the caster's Ability level with Curse magic.

Once the player has finished charging the spell, they can take an action to fire it at a target. Their MACC is rolled, and for each point scored on this roll, the effect lasts for one roll made by the target. The affected rolls are consecutive, and start with the next roll made for the target character.

On each affected roll, the Curse mage's player looks at the roll made by the target's player. They choose a number of dice equal to the mage's Curse level plus one, and these dice are "bumped down" to the next lowest face value (\square becomes \square , for example). The same die can be chosen multiple times, but no dice can be dropped below \square .

Forms: Curse magic has a single form.

Ray: A dark beam extends in a straight line in the mage's line of sight from the mage's catalyst or fingertips and envelops the target. The ray can reach a target up to one meter away plus another meter for each level the mage has attained in Curse magic. A sparse cloud of black energy swirls around the affected character while the effect lasts. The cloud increases in darkness as the mage's Curse level increases, and becomes less dense as the effect fades.

Heal Magic

While most types of magic are intended to injure or impose a burden on foes, one type has the power to restore lost vitality and reverse the effects of attacks. Heal magic can seal up slices, remove burns, and mend broken bones.

For each point of magnitude that has been charged into the catalyst, one point of damage is removed from the target of the spell, returning HP to the target up to their maximum count of HP but not exceeding that number. Unconscious targets do not immediately wake up, nor do dead ones return to life.

Forms: Heal magic has a single form.

Ray: The spell appears as a ray of light, extending from the tip of the caster's catalyst to the target, widening slightly as it travels. The light always appears white, but the energy of some individual casters can leak into the spell, giving it a slight green or blue hue. A single target can receive the effects, and there must be an unobstructed path for the ray to travel through. The spell can travel to targets up to a meter away, plus one additional meter for every level in Heal magic the spell caster has attained.

Leveling Up

Characters in Kalarsys might not be very fun to play if they can never improve from the efforts they make. Throughout the course of play, characters become more experienced in the things they do, and their stats and Abilities can change to reflect the things they learned or the strength they have gained.

Players should only be allowed to spend experience on stats and Abilities that they have worked to develop during play sessions. A character, for instance, is not going to get stronger by reading lots of books. There are no strict rules for this, however. Players should suggest what stat they'd like to increase and justify their selection. The Tale Spinner would then decide if this increase is appropriate.

Gaining Experience Points

In Kalarsys, experience is measured in **experience points**. As a player plays their character, the character gains these points, which are spent on improving the character's capabilities. Experience points are awarded after major objectives are completed, and at the end of each playing session.

Five to ten points should be awarded to each character who played an active role during the game session. This number should be adjusted based on how well the player stuck to their character's personality and if they made significant contributions to the fun and story of the game. Points awarded at the end of plot-points should vary by the size, difficulty and importance of that plot-point.

Kera has just returned from a week-long dungeon exploration, having successfully retrieved Jensathen's Tunic, a magical garment that will empower a member of her party to sneak past the legendary dragon Dus'Thuul and rescue Princess Orelia, thus ending an age of turmoil and martial law. This would obviously earn more experience points than helping an elderly lady cross a street.

Perhaps the latter case would not earn any experience at all, unless this elderly lady was a wise sage who had revealed the location of Jensathen's Tunic to the character that assisted her.

There are no magical formulas, so Tale Spinners will just have to rely on their instincts and prior experiences to determine an appropriate number of points. Five to eight at the end of a session is a good starting point for beginners, but this number will need to be adjusted based on the actions of the players.

In addition to experience points, each character gains one point in an Ability they have used during the session. The Tale Spinner may assign it to the skill the character used most or worked hardest to improve, or simply allow the players to decide where the point is placed.

Increasing Stats

To increase a stat, the number of points to be spent depends on the stat's current score and the score of the relevant category.

First, subtract the category's score from five. Multiply this number by the stat's current

score to get the number of experience points needed to raise it by one point.

Sally wants to increase Kera's Strength, and considering all the terrifyingly hideous giant spiders she had to chop up during the session, the Tale Spinner tells Sally this is an appropriate use of Kera's experience points.

Subtracting Kera's Body score of three from five gives a result of two. Multiplying Kera's current Strength of 4 by this number, she finds that eight experience points are required to increase Kera's Strength to 5.

Kera knows she has gotten stronger, but that is hardly consolation when she considers how many hours of scrubbing she will have to do to get all of the spider guts off of her favorite pair of marching pants.

Increasing & Adding Abilities

As stated above, each character gains one Ability point at the end of each session. Its assignment may be determined by the Tale Spinner or left up to the player.

Extremely good rolls or clever uses of the Ability may warrant bonus points as well.

In addition to the point gained at the end of the session, ten experience points can be spent to add one point to an Ability the character has. As with any Ability point gained, player cannot just choose any Ability and increase it; the character must have successfully used the Ability a few times since the last time it was increased. Only by practicing an Ability can a character get better at it.

A character can also gain new Abilities. However, a player cannot just pick an Ability out of the clear blue sky and throw it on their character sheet. The character must work on this new Ability for a significant amount of time before they get the hang of it. Someone must teach them, and they must work at it for a while before the skill can be developed. After this requirement is met, the player can spend 10 of their character's experience points or the Ability point gained at the end of a session to place the first point in their new Ability.

Reducing & Removing Flaws

Flaws can bring life to a character and players are rewarded for taking them. Overcoming these shortcomings can add some fun drama to a game as they struggle to throw off the demons that hold on to them and turn their "lives" around.

Just as in reality, however, making a change such as this is very difficult, and in some cases, impossible. A character must grapple with their problem, come to terms with it, and try to change it. Once they have fought hard enough and succeeded a few times in changing their ways, the Tale Spinner can give the player a chance to spend experience points to lessen the Flaw.

The number of experience points that must be spent is ten times the current level of the flaw. Some flaws cannot be removed in this manner, however. Missing body parts cannot be regenerated, for instance. Example Flaws listed in this book that cannot be removed are described as such.

Playing A Session

Starting A Game

Character Creation Summarized

1. Biographical Information
 - Name, age, gender, appearance
 - Personality
 - Profession
2. Stats
 - Body, Mind and Skill: Start at 2 each, one point may be moved
 - Distribute points into STR, VIT, INT, WIL, CON and DEX
3. Abilities
 - Six points to use
 - Six levels, three points in each level
 - No levels higher than INT score
4. Flaws
 - Six levels, one point each
 - Maximum of six points recommended
 - Gives additional Ability points
5. Items
 - Consider setting
 - Discuss with Tale Spinner
6. Combat
 - HP (VIT + WIL)
 - Accuracy (CON+Ability+WpnDifficulty)
 - Damage (STR+WpnDamage)
 - Evasion (DEX+Shield-ArmorWeight)
 - Defense (VIT+Armor)

Leveling Up Summarized

1. Increasing Stats
 - Cost: Current Score x (5 - Category Score)
 - Only stats have have been extensively used can be increased
2. Increasing Abilities
 - Ten experience points to add a point to existing Ability
 - Ten experience points to add a new Ability with one point
 - Requires the skill to have been exercised in-game.
3. Overcoming Flaws
 - Cost: Current level x 10 to decrease by one level
 - Requires effort to overcome the Flaw

Game-play Example

David, Marie, Mike and Will sit down at a table and rummage through some folders to dig out their character sheets and notes. David gathers his Tale Spinning notes and clears his throat. Will, working on a sketch he made of his mighty sword-wielding warrior, looks up to see if everyone else is ready. Mike refreshes his memory about the loot his crafty thief scored in a poker game he rigged during their last play session. Marie does some quick math and informs David that she's increased her wizard's intelligence by one point using the experience points she had accumulated during their journey.

When everyone is ready, David refreshes everyone's memory about where they left off last week. "Mike and Will, you guys are in an underground jail cell together. Marie, your character is in a jail cell is right next to theirs. None of you have your weapons because the guards took them when they brought you in. The whole area appears to be carved from stone. On the other side of your sturdy, steel jail bars you can see a door leading to a dark room on the left end of the opposite wall and a spiral staircase going up from a doorway on the right corner of the same wall. A town guard is sitting on a chair in the center of the room jingling a ring of keys and staring you down angrily."

Will looks down at his character sheet, lost in thought about what to do. Mike looks at David and asks, "He's going to see me if I try to pick the lock, right?"

David replies, "Yeah, he's only about five feet away from the door and he's staring into the cells, so there's no reason he'd miss you do something like that."

Suddenly, Marie seems struck with an idea. "Can I cast an illusion to make him think someone is calling him upstairs?" she asks eagerly. "I know Mike's character can pick locks because we were all there when he picked the lock to that old lady's house last time we played."

"Sure," says David. "Go ahead and roll your characters Intelligence plus Illusion." Marie rolls the dice and scores 4. The guard scores only 2 on his Concentration roll and he falls victim to the illusion. "Okay, what does the guard hear, Marie?"

Marie pauses for a moment. "Uh, he hears the guard captain yell down the stairs, 'Hey, get up here! We've got a prisoner on the run and we need help!'" David nods, and tells them that the guard runs up the stairs in an irritated hurry. "My character quietly says to the guys, 'Quick! Pick the lock before he comes back! That was just an illusion I created!'"

"My character takes out a lockpick and gets to work!" says Mike. David instructs him to roll his character's Dexterity plus Lock picking. Mike scores a decent 5 and David tells him that the lock was successfully removed. "I'm going to open the door then go

get to work on Marie's lock."

"My character is going to walk over by the stairway and keep a watch for the guard." says Will. "Since I don't have my sword, I guess I'll just try to pummel him with my fists if he comes back down." David nods in acknowledgment.

Mike rolls the dice to unlock Marie's cell and gets nothing but a pair of 1s and some 2s, giving him a score of negative 1. David tells Mike the lockpick broke. Mike utilizes some foul language, then says, "That was my last one! Now what?"

David interjects, "The guard has returned and he shouts angrily at all of you, 'How did you get out, you scum!? You tricked me!'"

"What a nuisance! Can I punch him?" asks Will, excited to finally see some combat.

"Sure," responds David. "He didn't expect you all to be out so I'll say you can go first." He tells Will to roll his character's accuracy.

Will enthusiastically rolls his character's Accuracy, scoring 5 including a pair of 6s. The guard's Evasion roll of 3 is not enough and the attack lands. Will rolls his character's Strength plus two dice for the 6s in the Accuracy roll. His final score is 6, and the guard's Defense roll only scores 2. David checks to see if the guard remains conscious after the attack, but the guard has no 1s and blacks out. "Well, you deck him in the face and knock him right out!" says David.

"Sweet!" exclaims Will. "I'll toss the guard's keyring to Mike's character and then check out the dark room over in the corner."

"I'll try all of the keys. Does one unlock Marie's cell?" asks Mike. David nods. "Okay, once she's out I'll check out that dark room, too."

"Me, too," says Marie.

"Okay," says David. "Your weapons are in there along with a couple of spare short swords and a quiver of arrows. I figure you're all getting your weapons back, then?" The three nod. "Anyone going to take the other stuff?"

"Nah," says Will. "My longsword is all I need."

"I'll take the arrows so I can use them with my bow," says Mike.

"Alright, let's get out of here!" says Marie. "Hopefully we can get past all the guards upstairs without too much trouble."

Will takes a deep breath. "Okay, let's do this!" The three players have their characters travel carefully up the spiral stairway and closer to freedom...

Appendix

Appendix A: Example Abilities

Acrobatics

Under certain circumstances, a little bit of grace can go a long way to prevent harm, find shortcuts, or show off. In these circumstances, characters gain a dice bonus equal to their level in this skill, which is rolled along with their Dexterity. A few example situations include balancing, climbing, jumping, and landing.

Summary: DEX+Acrobatics

Allure

There are those that can make themselves appealing to just about anybody. A good-looking singer with obvious musical shortcomings can often sell a lot of records, and an attractive secretary can sometimes gain access to files typically out of reach through normal means. Being naturally attractive or being able to make oneself appear attractive through the use of make-up or gestures is granted by this ability.

For each level in this Ability, a one-die bonus is given when the character is trying to gain favors from another through suggestive means. The roll that is made is CON + Allure vs. WIL. The character being seduced may gain bonuses, such as when the seducing character is pushing them too far and the target is in a happy relationship. The target may bring in lunch from a fast-food restaurant without worrying what the wife would say, but an offer to commit adultery would likely give them pause if they like their current family arrangements. They may receive a penalty in the opposite situation, however. This typically only works with people of the opposite gender, though there are some who are exceptions to this rule.

Summary: User's CON+Allure vs. target's WIL.

Athletics

There are many benefits to being athletic. Fame and fortune are among perks had besides the general health and fitness.

When selecting this Ability, the player will chose a sport or activity that the character is skilled in. At all levels, the character gains a number of dice equal to their level as a bonus when challenging feats are performed, supposing that they are activities that are performed in that sport (a football player would gain a bonus when running, for instance). Other bonuses are also gained at certain levels.

- At level one, this Ability grants the character a knowledge of how the sport or activity is performed and the equipment involved.
- At level two complex rules of the game and strategies are more easily understood by the character.
- At level three, the character is good enough to participate in a minor league of the sport, perhaps earning some recognition.
- At level four, they are likely to be participating in a well-known team, and fans who closely follow the sport will know the character by name. The character probably holds a salaried position on the well-known team and the sport is their full-time job.
- Level five grants the character a high salary, and high recognition among fans of the sport, and perhaps those who are not familiar with the sport will still recognize the character's name.
- Finally, at level six, the character is a sports legend. They are likely rich and constantly followed by the press. Their abilities are unquestioned.

Bear in mind, however, that as fame increases, so does the possibility of being defamed, and their activities are more closely monitored by the public as their fame grows.

Awareness

Occasionally, the biggest clues are right in front of you, but they just do not stand out enough to be noticed. A thing that is not where it used to be, some faint sound, or a brick that does not match the others can give a hint as to what is going on. Maybe there is danger just around the corner, or a valuable hidden item where no one would think of looking.

In these situations, the Tale Spinner can request, seemingly at random, for a character to roll CON plus their level in this Ability. If they score high enough, they are given a

hint about whatever it is that is out of place. Players may use this Ability manually as well, and the Tale Spinner may give them more detailed descriptions or hints if they score well. Conversely, if the check is failed they are unaware that anything is amiss, and if they obtain a negative score, they are given a false impression of what is going on.

Tale Spinners, however, should be careful not to give away that something is around. Making false checks can prevent a feeling of there always being something nearby when a check is called for, or the rolls could be made well in advance of a situation.

Summary: CON+Awareness

Bartering

Characters skilled in Bartering are able to accurately determine an item's worth and haggle with those they want to strike a deal with. Bartering is a skill essential to merchants and useful to thieves. A roll of INT+Bartering is used in order to determine the value of an object, and the better the score the more accurate their estimation. Rare or unique items require higher scores to get useful guesses of worth. To haggle, a competitive roll of INT+Bartering vs. the target's INT+Bartering is used. Prices can be modified accordingly, where the more one character scores over the other, the further the going price swings in their favor.

Summary: INT+Bartering to appraise, INT+Bartering vs. INT+Bartering to haggle.

Charisma

Those with the gift of Charisma can convince others of their point of view simply through speech. Charisma also aids in performance art and any other sort of public performance. It is an ability needed for a successful career as a politician, actor, or well-known personality.

When putting on a performance, the character's INT+Charisma are rolled, unless a more appropriate Ability can be substituted. The higher their score, the better the performance. When attempting to convince another character of their viewpoint, the character's INT+Charisma is rolled against the target's INT. Many penalties may be incurred, however, such as religious or political beliefs. The stronger these beliefs, the more points over the target that are required.

Summary: INT+Charisma (or appropriate stat) for performing, INT+Charisma vs. INT to convince.

Disguise

Characters can get themselves into all kinds of trouble during the course of a game session. When this happens, it may become useful or even necessary for a character to hide his or her identity. By changing clothing, using make-up, or altering their voice, a character can make it more difficult to be identified.

For performing these actions, the Disguise ability is used. The character's Concentration and Disguise are rolled against their pursuer's Intelligence.

The character disguising themselves suffers a penalty for every attribute about themselves the pursuer knows but they fail to hide. For instance, if the pursuer knows what the character is wearing and the character does not have a change of clothes, a penalty is suffered (and a major detail like that may be -2, while smaller details may only be -1).

Summary: CON+Disguise vs. INT

Hobby/Job

If one were to list all the things they could do on a sheet of paper, it would likely take them the rest of their life, or many hours at least. For well-rounded characters who participate in a society, this is likely to be true of them also.

One way to compensate for this large list of abilities is to state, instead, what the character does for a living. This will give them an array of relevant abilities and give them a means for making money without listing every little thing they know.

When taking this ability for a character, the player must specify a job that the character can do or has done, be it town guardsman, gourmet chef, office clerk, or professional musician. When in a situation where knowledge in this field can be used, the player

asks the Tale Spinner if they can make use of the ability, and the Tale Spinner decides if the character's knowledge is relevant enough to warrant a bonus in dice rolled.

Unlike other, more clearly defined Abilities, these require creativity to put to use, but can be versatile in the right hands.

Lock Picking

Locks are handy devices to prevent people from entering doors or opening chests. But, unfortunately, they are not perfect. By using this Ability, one can manipulate the inner workings of a lock and open it without the key or passcode.

To pick a lock, the character must have a lockpick. If they do not, an improvised one can be used (such as a hair pin), but a penalty will be placed on their rolls. Then, the character's CON and Lock Picking are added and rolled. If the roll is greater than the lock's difficulty rating, the lock is opened.

If the attempt fails, the character wastes valuable time and may break their lockpick. When a character fails to pick a lock a number of times (in a row) equal to their current Lock Picking level, the lockpick they use is broken. For instance, a character with a Lock Picking level of 2 may attempt and fail to pick a lock once, and if they fail to pick a lock again, their lockpick breaks.

Summary: CON+LockPicking vs. LockDifficulty

Magic

Being able to cast magical spells requires this ability. When a player chooses this ability for their character, they must decide what type or types of magic the character will know. This Ability may be taken multiple times, once for each type of magic the character knows.

See the chapter titled Magic for more details. The Magic system is more complicated than anything else in this rulebook, so it is not recommended for novices.

Medicine

As is the case with most things, it is much easier to make someone's body stop functioning than it is to repair functionality. Mending wounds, setting broken bones and diagnosing and treating illnesses can be quite a task. Those without proper training are bound to do it improperly, possibly causing more harm than good.

Each day, a character can use this Ability to restore some of another character's health or remove a negative effect, such as poison or illness. The roll can only be made once per day per character healed. When treating wounds, the number of HP restored is equal to a roll of INT plus the level of this Ability the character has attained. This number is cut in half (rounded up) if the character performing the medical actions does not have proper medical supplies (bandages and such).

When removing a poison or treating an illness, the poison or illness is assigned a number of points, and each time a Medicine roll is made against it, the score is subtracted from this number. In this way, the condition gradually fades, dealing

negative effects until it is removed.

Summary: INT+Medicine health points are restored. Requires medical materials. Can be used once per target per day

Stealth

By moving, interacting with objects, or just breathing, people make noise. Other people can hear these noises and thus know when others are around.

It can be to one's benefit to be unheard, whether sneaking past a sleeping bear, or wandering through a house while someone is in the next room. With this skill, a character can move around undetected.

Using this ability requires both concentration and dexterity, so either can be used, whichever is higher. This is added to this ability's level and rolled.

If the score is higher than CON (+Awareness, if applicable) rolls made by characters nearby, then the character is not detected. Any character whose CON roll scores better than the sneaking character's roll hears the character and may choose to investigate the sound.

Summary: (CON or DEX)+Stealth vs. CON+Awareness

Thievery

This ability allows characters to take the possessions of others without the theft being noticed. While anyone can grab and run, this ability can prevent the running part from being necessary.

When stealing while no one is watching, the thief's CON+Thievery is rolled. In plain sight or if pickpocketing from a conscious victim, this number is cut in half before rolling. If this roll scores higher than the victim's CON (CON+Awareness, if applicable) roll, the theft goes unnoticed. If the theft occurs while no one is around, people very familiar with the place will get to roll the next time they enter.

Summary: CON+Thievery vs. CON+Awareness. CON+Thievery is cut in half when pickpocketing or someone is watching.

Weapon Skill

In a world where combat is prevalent, it is often pretty handy to know how to use a weapon.

A player who selects this ability must choose, specifically, what type of weapon their character will be skilled with. For instance, "Long sword", "katana", and "short bow". "Sword" is not specific enough. When using a weapon of this type, the character gains an Accuracy bonus equal to their skill level with that weapon. If they have only a similar weapon skill, the bonus is cut in half, and if they have no similar weapon skills, they receive a -2 penalty instead. See the chapters dealing with Combat for details.

This Ability can be taken multiple times, one for each type of weapon the character knows how to use.

Appendix B: Example Flaws

Addiction

Certain substances are chemically addictive, and others can cause feelings that are addictive. These addictions can place a financial burden on the character or place the character in harm's way. In some cases, both. The severity of the dependence and its effects on the character varies with the level of the addiction.

With one or two points, the character finds themselves indulging at least once every two days. With three or four, it becomes every day. Any higher and it becomes twice a day. The frequency of these activities goes up in more stressful situations. If this requirement is not met, the character begins taking penalties to appropriate stats equaling the level of this Flaw.

Common addictions include tobacco products, alcohol, illicit drugs and gambling. For quantity, bear in mind that at levels 5 and 6, the character would smoke two packs of cigarettes a day, not two cigarettes.

Allergy

People can have inappropriate immune system responses to a variety of things, including certain types of animals, foods or many other substances such as metals.

At levels up to three points, the effect is a mild to severe irritation when in contact with the substance and for several hours after. At four points, the character can become sick, experiencing nausea, vomiting, and painful rashes. Five points is enough to see a character incapacitated for a day or two after moderate contact. Six is enough for the character to experience up to a week or more of incapacitation or even death with prolonged exposure.

Relevant stat penalties are generally equal to this Flaw's level, though at higher levels roll opportunities may be negated depending on the circumstances. In most cases, this Flaw cannot be removed through the use of experience points; an individual generally has very little influence over the internal processes of their body.

Clumsiness

Not everyone is gifted with a swan's grace. In fact, some people seem to just be drawn to situations where the probability of self-injury is extremely high.

When performing physical feats requiring Concentration and Dexterity, characters with this Flaw can expect to deduct a number of dice equal to this Flaw's level from their rolls.

Woe be the neurosurgeon, gymnast or dart-thrower with a Flaw such as this!

Dulled Sense

Listening to loud music and staring at computer screens all day can take a toll on your ability to perceive your surroundings, but genetics can have the same effect.

Up to three points in this flaw will cause a character to lose that many points when using their dulled sense. More than that, and at certain ranges they do not get to roll at all, where four points represents distances moderately far away and six points being a total or near-total loss of the sense.

Sight and hearing are common senses limited by this Flaw. While such a Flaw can be managed using items or equipment, it cannot be removed using experience.

Foible

Certain character flaws have existed since the dawn of man. People in every society succumb to them, including Kalarsys settings. While there are many of them (seven to be exact), they all work much the same way.

When taking this flaw, one vice is chosen. At least once a day, at the Tale Spinner's choosing, the character's WIL is rolled, and if the score is not greater than their level of this flaw, they give in to their desires.

The action they seek to do is determined by the vice chosen. See the list below for details.

- Wrath: The character attacks the offending person, verbally or physically.
- Greed: The character attempts to take more than their fair share of whatever is available.
- Sloth: The character attempts to avoid work by all means available.
- Pride: The character brags about their merits, belittling those around him.
- Lust: The character engages in debauchery, perhaps by visiting a brothel or harassing whomever is nearby.
- Envy: The character is tangled up in their jealousy and seeks to take or destroy the subject at hand.
- Gluttony: The character eats twice as much as is required, costing them money or rations.

Handicap

Handicaps come in many forms, but in this case, missing body parts is what is being referenced. The number of points awarded is relative to the body parts that are missing, regardless of whether they disappeared due to birth defect or were removed later.

The point values for each missing appendage are listed below:

1. Missing fingers, toes, vocal chords
2. Missing hand, eye
3. Missing arm
4. Missing leg
5. Missing any two limbs

The physical disability is not the only difficult part of this Flaw. There is also the social reactions to their disfigurement. Points are only awarded for handicaps present at the time of character creation; getting your arm chopped off during a play session gets you no reward. This Flaw can be worked around with prostheses, but cannot be removed with experience.

Phobia

Even body builders can be afraid of spiders. With this flaw, a specific thing is chosen, but as the level goes up, it can become less specific ("Bugs" instead of "Spiders" for instance).

When the character encounters this thing or situation, their WIL is rolled. If they score higher than their level in this flaw, they manage to cope with the situation. If they do not score high enough, they are either frozen in terror or sent running and screaming, whichever is more appropriate. If they manage to get a negative score, the character faints.

Slow Healing

Most characters heal an automatic one HP per day. (See the section titled The Aftermath of Combat for details.)

Every day, when the other characters rest and gain their one HP, characters with this Flaw roll their VIT. If they do not score higher than their level in this Flaw, they do not gain that one HP.

This Flaw's effect stems from a problem inside the character's body, and cannot be removed by experience. However, increasing their VIT will make it more likely that they will succeed in healing properly.

Appendix C: Example Equipment

Melee Weapons			
Weapon	Required STR	Difficulty	Damage Modifier
Knife	2	0	+0
Short Sword	3	1	+1
Long Sword	4	2	+2
Spear	3	1	+1
Axe	4	3	+2
Mace	3	2	+1
Quarterstaff	3	1	+0

Thrown Weapons			
Weapon	Difficulty	Damage Modifier	Recommended Capacity
Knife	1	-1	10
Javelin	2	+0	5
Axe	3	+1	2

Bows & Crossbows				
Weapon	Suggested Pull	Reload time	Difficulty	Damage Modifier
Short Bow	3 to 5	1 action	2	+1
Long Bow	6 to 9	1 action	2	+1
Light Crossbow	4 to 6	2 actions	1	+1
Heavy Crossbow	7 to 10	3 actions	1	+1

Armor			
Armor	Required STR	Weight	Protection
Leather Chest	2	0	1
Chain Mail Shirt	4	2	2
Breastplate	6	4	4

Shields		
Shield	Required STR	Block
Buckler	3	1
Round Shield	4	2
Kite Shield	5	3
Tower Shield	7	5