

Mano a Mano Role-Playing System

Version

This is version 2004.12.24. (See *List of Changes* for previous versions.)

Acrobat (.PDF format) - should be printable on most systems:
<http://hack-and-slash.sf.net/hands/MaM-rps.2004.12.24.pdf>

OpenOffice.org (.SXW format) - original (source) document:
<http://hack-and-slash.sf.net/hands/MaM-rps.2004.12.24.sxw>

Style Templates (.SXW format) - for HTML and PDF conversion
<http://hack-and-slash.sf.net/hands/MaM-rps-style-internet.sxw>
<http://hack-and-slash.sf.net/hands/MaM-rps-style-printable.sxw>

License

Explanation - The Mano a Mano Role-Playing System is free for anyone to use, modify and redistribute.

When you distribute the Mano a Mano Role-Playing System or modified versions of it, you are required to extend the same privileges to whoever receives a copy.

The Mano a Mano Role-Playing System is not specifically a computer program (although you can use it in one), but it uses a license originally designed for software libraries. References to the "library" refer to all types of content covered by this license.

Copyright Notice - The Mano a Mano Role-Playing System is Copyright © 1997 - 2004 by Seth Galbraith and Benjamin Galbraith. The Mano a Mano Role-Playing System is free software.

You can redistribute and/or modify the Mano a Mano Role-Playing System under the terms of the *GNU Lesser General Public License* as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the *GNU Lesser General Public License* for more details.

You should have received a copy of the *GNU Lesser General Public License* along with this library; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Table of Contents

- **Introduction..... (p.1)**
 - *Version and License..... (p.1)*
 - *Table of Contents..... (p.1)*
 - *Things You'll Need..... (p.2)*
 - *Player Point Value..... (p.2)*
- **Rolling Dice..... (p. 2)**
- **Characters..... (p. 3)**
 - *Template Creation..... (p. 3)*
 - *Reach PPV Table..... (p. 3)*
 - *Stride PPV Table..... (p. 4)*
 - *Make a Template..... (p. 4)*
 - *Character Creation..... (p. 5)*
 - *Size Table..... (p. 5)*
 - *Encumbrance Table..... (p. 5)*
 - *Character Sheet..... (p. 6)*
 - *Description..... (p. 7)*
 - *Abilities..... (p. 8)*
 - *Make a Character..... (p.11)*
- **Equipment..... (p. 12)**
 - *Armor and Weapons.. (p. 12)*
 - *Hand Weapons..... (p. 15)*
 - *Missile Weapons..... (p. 16)*
 - *Making Equipment..... (p. 17)*
 - *Make an Item..... (p. 18)*
- **Action Rules..... (p. 19)**
 - *Hit Points..... (p. 20)*
 - *Maneuvering..... (p. 21)*
 - *Manipulation..... (p. 22)*
 - *Attacking..... (p. 23)*
 - *Thrown Weapons..... (p. 24)*
 - *Archery..... (p. 24)*
 - *Stance and Posture.... (p. 25)*
 - *Mounted Combat..... (p. 25)*
 - *Combat Tutorial..... (p. 26)*
- **GNU LGPL License..... (p. 28)**
- **List of Changes..... (p. 31)**

Things You'll Need

Although the Mano a Mano Role-Playing System can be used many different ways, you can play a Mano a Mano game with just a die, a pencil, and a sheet of paper or similar tools.

You will probably want two dice or one die for each player, and a pile of hit point counters for each player. Use ordinary six sided dice. We prefer to use a hex board (or a dot-grid) with 2 centimeter spacing, representing a meter per 2 centimeters. Characters are represented by pieces that show their line of attack and location.

Player Point Value (PPV)

Many things described in the Mano a Mano Role-Playing System - including characters, equipment, Templates and abilities - have a PPV. This number is a rough estimate of how valuable that thing is.

This value can be used in various ways. For example, players could design characters within a PPV limit, or the strength of opposing teams could be compared by the PPV of their characters and equipment. Typically the "average beginning character" is worth about 25 PPV, not including equipment.

Rolling Dice

Success Level - If an action is successful, the roll for success, minus the highest roll against it, is the action's "success level." Actions with a success level of one or more are fully successful, and actions with a success level of 0 are half successful. Actions with a success level of less than 0 are not successful.

Single Action - When rolling for the success of an action not directed at another character, roll one die for success and one for failure. Add whatever bonuses apply to the situation to the rolls. If the success roll is higher than the failure roll by a full success level, then the action is successful. If the action is successful by 0, then the action is half successful.

Difficulty - Difficulty is the total bonus against the success of an action. An action with a difficulty of 0 is slightly difficult, an action with a difficulty of 5 is very difficult, and an action with a difficulty of 10 is nearly impossible. Environment and hastiness can effect the difficulty of an action.

Opposing Actions - If rolling for the success of two players' opposing actions, roll one die for the success of each action and add the bonuses. The action with the higher total succeeds and the other action fails, if it is successful by at least one success level.

If the rolls are exactly equal, both actions are "half successful." Depending on the situation, this may mean both actions fail. But usually, "half successful" means that both actions have half of the effect that they would have had, if they had been fully successful.

Multiple Opposing Actions - If two or more characters are trying to stop another character's action there can be multiple rolls against the success of that action. If any of those rolls are higher than the one action they are all trying to stop, by at least one success level, they interfere with the action they were trying to stop. If any of those rolls are equal to the roll of the action they are all trying to stop, then they only partially ($\frac{1}{2}$ effect) interfere with the action they were trying to stop. If the interfering action has a success level of less than 0, then it does not affect the action it was meant to interfere with.

Characters

- *Template Creation*(p. 3)
- *Reach PPV Table* (p. 3)
- *Stride PPV Table*(p. 4)
- *Make a Template*(p. 4)
- *Character Creation* (p. 5)
- *Size Table*(p. 5)
- *Encumbrance Table* (p. 5)
- *Character Sheet*(p. 6)
- *Description*(p. 7)
- *Abilities*(p. 8)
- *Make a Character* (p. 11)

Template Creation

Templates - Templates are used to generate characters.

Player Point Value (PPV) - the PPV of a Template is the PPV of the Template's Natural Abilities, plus the PPV of the Template's average reach, stride and size, plus half of the PPV of the Template's natural weapons and armor. (See *Equipment/Making Equipment* for the PPV of weapons and armor, and *Characters/Abilities* for the PPV of abilities.)

Stride - To find the PPV of a Template's stride, look it up on the Stride PPV Table. (See *Characters/Stride PPV Table*.)

Limb PPV - There are some basic rules concerning limbs. If a character uses two or more limbs to wield a weapon, they get a +1 bonus to rolls with that weapon.

What we think of as a "right hand" is a "Primary Limb." Wielding a weapon with only a primary limb has a bonus of +0. Primary Limbs have a PPV of 3.

What we think of as a "left hand" is a "Secondary Limb". Wielding a weapon with only a Secondary Limb gives a bonus of negative 1. Secondary Limbs have a PPV of 2.

Wielding a weapon with two (or more) Secondary Limbs still provides a +1 bonus, even if there is no Primary Limb involved. Limbs that cannot be used to wield weapons but can still be used to attack with are called "Other Limbs" and have a Limb PPV of 1.

Each Template gets 1 Primary Limb, one Secondary Limb, three Other Limbs and a torso (main body) for no PPV. If the Template does not have any of these limbs, the PPV of the missing limbs is subtracted from the Template's PPV total.

For Example, a Snake has a head and a tail, (two "Other Limbs",) but does not use a third Other Limb, (PPV 1,) does not use a Secondary Limb (PPV 2) or a Primary Limb, (PPV 3,) and thus the Snake's Limb PPV is negative 6 (-1 + -2 + -3 = -6.)

Reach (in meters) PPV Table:

PPV	Reach	PPV	Reach	PPV	Reach
-6	0.38	1	0.96	8	2.4
-5	0.44	2	1.1	9	2.7
-4	0.5	3	1.25	10	3.0
-3	0.58	4	1.4	11	3.5
-2	0.65	5	1.6	12	4.0
-1	0.73	6	1.8	13	4.5
0	0.8	7	2.1	14	5.0

Stride (in meters) PPV Table:

Hit Points			Meters Per			Meters Per		
Level	PPV	Per Meter	Level	PPV	Hit Point	Level	PPV	Hit Point
-5	-5	13	1	1	1	6	6	6
-4	-4	11	2	2	2	7	7	7
-3	-3	9	3	3	3	8	8	8
-2	-2	7	4	4	4	9	9	9
-1	-1	5	5	5	5	10	10	10
0	0	3	6	6	6	11	11	11

Make a Template - Template Generation Tutorial

This tutorial shows how to generate a Template or character generation template. (See *Characters/Template Creation*.)

1. Dimensions, Abilities and Bonuses - First we need to determine the dimensions, abilities and bonuses of the Template we envision. Let's say I envision a Template of nasty monsters called "Sabretooth Penguins."

- I see them as being about 60 kg so they have 0 Size and 0 encumbrance bonus
- An average Sabretooth Penguin has 0.5 meters reach
- They have about 1 meters of stride, being super-fast waddling predators.
- They have somewhat sharp teeth and claws, I'd say about -3 sharpness
- The teeth and claws are retractable, giving them a conceal bonus of 3
- Their flippers give them a +3 Swimming bonus

1. Player Point Value (PPV) - The next step is to determine the Player Point Value (PPV) of the dimensions, abilities and bonuses you selected for the new Template.

- Our Sabretooth Penguin's 0 size is worth 0 PPV.
- For a 0 size Template, 0.5 reach is worth -4 PPV.
- 1 meter stride is worth 1 PPV, bringing the PPV total to -3.
- The -3 sharpness is worth 3 PPV, bringing the total to 0.
- The +1 conceal bonus is worth 2 PPV, bringing the PPV total to 2.
- The level 3 Swimming ability is worth 4 PPV, bringing the PPV total to 6.
- The total PPV of our new Sabretooth Penguin Template is 6.

Character Creation

Character Creation - Character generation begins by first determining how many player points can be used to generate your character. (This "player point allowance" is totally dependent on the specific game you are playing, as is your selection of the potential Templates.) Then you select a Template you have enough player points for, and give those racial attributes and abilities to your character, from his selected Template. Then you finish your character, by selecting enough other abilities (and ability levels,) to top off your character's player point allowance, and by filling out any other appropriate details.

Size - To get the PPV of the character's size, take that character's size, minus his Template's average size level, and unless this difference is negative, multiply it by 2. (So if a character is size level 12, and his Template's average size level is 5, then the PPV of his size would be 14. On the other hand, if his Template's size was 12 and the character's size was 5, then that character's size PPV would be -7.)

Reach - On the Reach PPV Table, look up the PPV of the character's reach and the PPV of it's Template's average reach. Then subtract the Template's average reach PPV from the character's reach PPV. The new number is that character's PPV for his reach. For example, if the character's reach is 0.9 meters with a PPV of 1, and their Template's reach is 1 meter with a PPV of 2, his actual reach PPV is -1. (See *Characters/Reach PPV Table*.)

Stride - In order to modify his stride, a character may get *Lame* disability or *Running* ability.

Natural Weapons and Armor - List the character's natural weapons and armor from his Template, as equipment on the Character sheet. Add the character's Size bonus to his natural weapon power bonus.

Individual Character Limb PPV: If a Character lacks a natural limb from his Template, he should also count off the negative PPV for the missing limb.

(For example, if a Sword fighter loses his primary limb in a fight, his loss should be considered to have a negative 3 PPV to his PPV total. But if he still has enough of a stub left to attack with, then his maimed primary limb may still be counted as an "Other Limb", and in this case it would only be a loss of 2 PPV.)

Size Table

size	kg/lbs	PPV	size	kg/lbs	PPV	size	tons	PPV
-6	3.8/8	-9	1	100/220	2	8	2.6	12
-5	6.3/14	-8	2	160/352	3	9	3.8	14
-4	10/22	-6	3	240/528	6	10	6.4	15
-3	15/33	-5	4	400/880	7	11	10.2	17
-2	25/55	-3	5	640/1408	8	12	15.4	18
-1	40/88	-2	6	960/2112	9	13	25.6	20
0	60/132	0	7	1600/3520	11	14	40.9	21

Encumbrance Table

Enc.	kg/lbs	Enc.	kg/lbs	Enc.	tons
3	3.8/8	-1	160/352	-4	2.6
2	10/22	-2	400/880	-5	6.4
1	25/55	-3	960/2112	-6	15.4
0	60/132			-7	40.9

Mano a Mano Role-Playing System 6

Character Sheet

-----MANEUVER-----			-----DEFENSE-----			-----WIND UP-----			
N	Rce	Occ	Lth						
R Age	Mas	Size	EqE	Enc	Rch			O	
E Sex	PPV (Rce	Abil	Oth	All	Std			T	
A ABILITIES	Bon / PPV							H	
D Strength	/							E	
Y	/							R	
	/								
	/								
	/								
D EQUIP. Cmb	Tgh	Abs	Cvr	Rch	Hft	Pwr	Shp	Special	Mas
A Naked									
M									S
A									T
G									U
E									N
MEGA DAMAGE			©1997-2004 S.Galbraith & B.Galbraith			MEGA STUN			

Description

A character's description can be found at the top of the character sheet. (See *Characters/Character Sheet*.) Certain parts of a character's description may have different names, options, measurements or limitations in various games. For example, some Templates may be sexless, or height may be replaced by length or wingspan.

Name - The character's name

Template - The character's Template (a template used to generate the character)

Appearance - What the character looks like

Personality - How the character behaves

Background - Where the character is from and what they've done

Sex - "male" or "female"

Age - "child", "youth", "adult", "old", or "ancient"

Height - Height of the character in meters or feet and inches

Reach - Distance the character can reach without taking a step

Stride - Distance the character moves for each hit point uses to move.

Mass - Mass in kilograms or weight in pounds

Size - is the character's default attack power and absorption bonus. Use the Size Table to determine the character's size from his mass. (See *Characters/Size Table*.)

(Also see *Action Rules/Attacking and Equipment/Armor and Weapons*.)

Encumbrance - is a character's attack and defense bonus, based on the effect of a character's mass and equipment on his dexterity and coordination. Use the Encumbrance Table to determine a character's natural encumbrance from his mass. (See *Characters/Encumbrance Table*.) To calculate encumbrance, add the character's natural encumbrance to his "equipment encumbrance."

Equipment Encumbrance - is 10 times the mass of a character's equipment, divided by the character's mass.

Occupation - is a title a character may have, which has certain advantages, disadvantages, duties or privileges associated with it. Occupations can provide character development opportunities for characters in a game.

Optional Occupation Examples:

Each game should have its own occupation system. Just one example is that it may be helpful to rate the relative value of each occupation, perhaps on a scale of one to five (with one being "peasant" and five being "King.") On this scale, a Knight or Assassin might be a three, while a Blacksmith or Robber might be a two.

Here are two optional examples of occupations: Knight and Robber. (It should be noted that if two characters are identical, except for their occupations, the Knight would be considered to have an advantage over the Robber.)

Knight - is required to have ability level 3 law and ability level 2 sword fighting (including Hand to Hand.) To maintain the occupation of Knight, the character must always obey the law in public, must always resist attempts to break the law in public, and must obey all direct orders from the King. Knights are always entitled to 50 PPV worth of equipment from the King. (If this equipment is damaged or lost, it may be restored at the King's armory.) Knights are entitled to the property of any Robber they capture. In this case, (in addition to that Robber's property,) the Knight also receives a reward of equipment from the King, equal to the personal PPV of the Robber.

Robber - is required to have ability level 2 stealth and ability level 1 in any armed combat ability. Robbers can always trade in stolen items for half of the item's PPV on the black market. A Robber may lose these privileges if he aids in another Robber's capture.

If a character meets both of these occupation's requirements they may begin as either a Robber or Knight. If this character begins as a Robber, but gains the reputation of being a hero who is loyal to the king, and if he ceases to take advantage of his robber privileges, the King may choose to give this character the occupation of "Knight." If this character begins as a knight, but proves himself disloyal to the king by participating in unlawful activity, he may become a Robber, losing all of his Knight privileges.

Abilities

Abilities allow a character to do certain types of actions. An individual ability has an ability level, which gives a character a bonuses to success, when that character attempts an action that would be enhanced by that ability.

Natural Abilities - A character's Template may give him abilities and ability levels. The PPV of these natural abilities and levels are part of the Template's PPV, but any ability or skill development beyond that adds to the character's total PPV.

Special PPV - Special Abilities, (or in other words exceptionally powerful abilities like flight,) have Special PPV. An ability's Special PPV is the player point value (PPV) of the having the special ability at ability level 0.

This does not include the PPV of any ability levels. The Special PPV of a natural ability is part of the Template's PPV, so it is not added again to the character's PPV.

For example, just to have ability level 0 flight, it requires 5 PPV. Ability level 3 flight costs the same as ability level 3, (4 PPV,) plus it's Special PPV, (5,) for a total of 9 PPV (for ability level 3 flight.)

Ability Levels - The player point value (PPV) of a character's ability level and their Template's ability levels are kept separate. (For example, a character's player can add 5 levels of ability for 16 points, even if his character's natural ability level is 4. The character's total ability level would then be 9.)

This table lists the PPV of each ability level:

Level	1	2	3	4	5	6	7	8
PPV	1	2	4	8	16	32	48	64

General Abilities

Some abilities are general bonuses which can be applied to many actions. For example: Hand to Hand ability gives a character a bonus to close range fighting with hand weapons or natural weapons.

Every game using the Mano a Mano should have it's own ability list, adapted to the needs of the game and it's setting, but here is an example of a general ability list:

Acrobatics	Art
Climbing	Communication
Craftsmanship	Detection
Hand to Hand	Marksmanship
Music	Power
Recovery	Regeneration
Running	Stealth
Strength	Swimming
Teaching	Toughness

Strength - This ability is related to hit points. (A character's total hit points is equal to double the character's Strength level.) It needs to be included in the game's list of abilities to use the hit point system. Strength reflects the character's general speed and strength relative to their size. (See *Action Rules/Hit Points*.)

Optional hit point abilities:

Power - The attack power bonus for size is increased by 1 point for every 4 levels of Power ability.

Toughness - The character's toughness bonus from size is increased by a 1 for every 4 levels of their Toughness ability. (See *Characters/Description/Size*.)

Regeneration - is the character's ability to heal quickly. Each level of regeneration is one extra hit point recovered from the character's damaged hit point pool each week. (Or, if the character does not have hit points in his damage pool, but he has hit points in his mega damage pool, a regeneration level moves one extra hit point from the mega damage pool to the damage pool.)

(Continued on next page.)

(Abilities Continued)

Movement Abilities

Movement abilities like running, swimming and flight give the character special advantages, based on his movement ability level.

(See *Action Rules/Maneuvering*.)

Running - A character's stride is increased by another ½ meter for every 3 levels of running ability. For example, if a character's stride were originally level 1, and the character had a running ability level of level 6, then the character's stride would be level 2 .

Stride can be reduced by the "Lame" Disability (see below.) For every level of Lame, stride is reduced by another 1 level. For example, if a character had a stride of level 1, and a Lame level of 4, then the character's stride would be level -3. (See the stride table.)

Swimming - Swimming level is the number of quarter meters a character can travel, for hit point used to move when over half submerged or over his head in the water. In this situation, characters have a -4 to their combat rolls. For every level of swimming ability up to level 4, characters get a +1 to combat rolls when swimming. After level 4 they still only have +4 to swimming combat rolls. When attacking from a situation where swimming skill applies, the stun effect on hit points is halved, except in the case of grappling attacks.

Flight - Flight level is the number of meters a character can fly for hit point used to move. The Special PPV of this ability is 5.

Skills

Skills are specialized abilities. A character can use a skill's ability level as a bonus to related actions, or often a character can combine the bonus of a skill with the bonus of another ability (usually a general ability.)

A character may combine a maximum of two abilities at a time. When a character uses the skill with another ability, the character's bonus is the other ability's level, plus the skill's ability level. For example, if a character's Hand to Hand ability is level 5, and that character applies its level 4 fencing skill, the character's bonus with the fencing weapon is 5 plus 4, resulting in a bonus of 9.

These are some examples of skills:

Acting	Animal Handling
Cooking	Gardening
Law	Literacy
Medicine	Piloting
Sailing	Sign language
Slight of Hand	Speed

The best bonus for the least PPV, is usually achieved by balancing the PPV of the general ability with the PPV of the skills used with that general ability. Sometimes a skill can be used with different abilities in different situations.

(Continued on next page.)

(Abilities Continued)

Disabilities

Disabilities are a different type of ability. While other Abilities have a Positive PPV and a positive effect on a Character, Disabilities on the other hand have a negative PPV, and a negative effect on the character. Disabilities should be more general than "General Abilities." Here are some typical Disabilities:

Thumbless - is a negative bonus to any action using a tool or weapon that is not part of or "restrictively" mounted on the character's body. ("Restrictively" means that the character can't easily take it off by himself.) This disability is important for generating Templates that don't naturally use tools!

Farsighted - is a negative bonus to any close range action, particularly Hand to Hand and Craftsmanship.

Nearsighted - is a negative bonus to any long range action, particularly Navigation and Marksmanship.

Deaf - is a negative bonus to any sound dependent action, particularly detection and communication.

Lame - is a negative bonus to any movement ability, particularly Acrobatics, Running, swimming, and climbing.

Ignorance - is a negative bonus to any action for which you do not have an applicable ability.

Disability Levels - Disability levels are similar to normal ability levels, the main difference being that the Disability Levels inflict negative PPV, instead of adding PPV. (The Negative PPV actually subtracted from the Character's total PPV.)

Disability Level bonuses are totally accumulative: for example, if Mr. B had Level 3 Thumbless and Level 4 Nearsighted, then he would have a total of a -7 to use a crossbow (-3 for using a weapon and -4 for doing a ranged attack equals -7 for using a crossbow.)

Unless other wise specified, Disabilities have a maximum level of 4 (or in other words a maximum bonus of negative 4.)

This table lists the PPV range of each disability level:

Disability Level	1	2	3	4
Negative PPV	-1	-2	-4	-8

Make a Character - Character Generation Tutorial

This tutorial explains how to make a useable character. (See *Characters/Character Generation*.)

1. Choose the Type of Character You Want to Make

- Consult the rules or the Game Master (or GM, the person in charge of playing the game,) to find out what Templates and how much Player Point Value (PPV) you can use to make characters. For our purposes here we'll assume that we are allowed 25 PPV with which to make a single character who's Template is "Sabretooth Penguin" (see *Characters/Template Generation Tutorial*.) His name is Modre.

2. Racial Dimensions, Abilities and Bonuses - Next we look at the effect of the Modre's Template on his dimensions, abilities and bonuses. Modre is a Sabretooth Penguin, so we know that unless modified, his size will be 0, his encumbrance will be 0, his reach will be 0.5 meters, his stride will be 1 meter, his claws and teeth will have -3 sharpness and +1 conceal bonus, and he will have a swimming level of 3. (See *Tutorials/Template Generation Tutorial*.) We make note of all this in the appropriate areas on our character sheet, listing the claws and teeth as an item in the equipment list. (See *Characters/Character Sheet*.)

3. Designate the remaining PPV - The next step is to designate the rest of our PPV allowance for enhancing Modre beyond his racial defaults. We know that the Sabretooth Penguin's racial PPV is 6, leaving only 19 undesignated PPV out of the 25 PPV allowance to enhance Modre beyond his racial defaults. As we designate PPV for Modre's dimensions, abilities and bonuses, we fill in the appropriate areas on his character sheet. (See *Characters/Character Sheet*.)

- We'll start with the essentials by using 8 PPV on Strength and 8 PPV on Hand to Hand, adding 4 levels to Strength and 4 levels to Hand to Hand and lowering our undesignated PPV to 3.
- Modre is a typical Sabretooth Penguin with average Size (0), Reach (0.5 meters) and Stride (0.5 meters), so these don't affect his PPV.

- Finally, we'll designate the last 3 PPV for Swimming, for an additional +2 to his natural +3 swimming ability, giving him a total swimming ability bonus of +5.

4. Naked Bonuses - For convenience we can enter Modre's "naked" bonuses as a piece of equipment on the character sheet. These are the his bonuses without any weapons or armor except natural armor.

We don't even include natural weapons (we list those as another piece of equipment) so that we can quickly figure out a Modre's bonuses with any weapon by comparing them to his "naked" bonuses.

- He has no natural armor, so Absorb and Cover (Abs and Cvr) are not applicable (leave them blank or write "n/a")
- To enter his Encumbrance (+0) as Heft (Hft), we first multiply it by negative 1 (to get 0, his maximum Heft.)
- Enter his Size (0) as Attack Power (Pwr)
- Enter his Reach (Rch) - 0.5 meters (his natural reach bonus for using with hand weapons.)
- Add Modre's Hand to Hand ability (3) to his Encumbrance (+0), and enter the result (3) as a Combat (Cmb) bonus. Combat bonus will be used to determine his Attack (Atk), Parry (Par) and Grapple (Grp) bonuses with hand weapons as well as his bonus to dodge attacks.

5. Natural Weapons - Now we enter Modre's claws and teeth as a piece of equipment on his character sheet.

- Enter the natural weapon's Sharpness bonus (-3) under Sharpness (Shp)
- Modre's natural weapons have no other bonuses, so copy the Reach (Rch), Heft (Hft), Attack Power (Pwr), and Combat (Cmb) bonuses from Modre's "naked" bonuses.

6. Equipment - The final step is to account for the character's equipment, but Modre isn't carrying any equipment at this time.

Equipment

- *Armor and Weapons* (p.12)
- *Hand Weapons* (p.15)
- *Missile Weapons* (p.16)
- *Making Equipment* (p.17)
- *Make an Item* (p.18)

Player Point Value (PPV) - is the PPV of this item (See *Equipment/Making Equipment*)

Mass (Mas) - is the item's weight in pounds, or mass in kg

Quantity - When listing equipment on the character sheet, you can use one line for more than one piece of equipment if the pieces are identical. Put the quantity in the same space with the name of the items, or label one of the blank columns "Qty" and put the quantity there. Multiply the PPV and Mass by that quantity. (See *Characters/Character Sheet*.)

Armor and Weapons

Equipment Lists vs. Character Sheets - The armor and weapon bonuses, listed on the character sheet, are determined by comparing the character's bonuses, to the armor and/or weapon's bonuses. The bonuses listed for a weapon on the character sheet may not be the same as the bonuses listed for the same weapon on an equipment list. When these rules mention the weapon's bonuses, they refer to the bonus on the equipment list (see *Characters/Character Sheet*.)

Special Bonuses (___) - Some weapons and armor will have bonuses not already listed on the character sheet. Label and use blank columns for these bonuses.

Reach (Rch) - character reach + weapon reach

Power (Pwr) - is the character's size or weapon's power, whichever is greater. (The power of a weapon is usually its heft or slightly higher. Weapons with more power than heft are considered "well balanced".)

Heft (Hft) - is the character's encumbrance or weapon's heft, whichever is lower. The heft of a weapon, is usually the weapon's size, as if it were a character, plus 15. (See *Characters/Description/Size Table*)

Sharpness (Shp) - Sharpness determines how many hit points go into the stun and lasting pools based off of the "penetrating attack power." (The "penetrating attack power is attack power that gets through the targets absorb bonuses.) Negative sharpness, (-1 and below,) represents the number of effected hit points that go into the stun pool; the rest of the effected hit points go into the damage pool.

For example, if Mr. A hits Mr. B with 5 penetrating attack power and -2 (negative two) sharpness, 2 of character B's hit points go into his stun pool, and 3 go into his damage pool.

Positive (and 0) sharpness represents the number added to the hit points moved to the damage pool. (All of the affected hit points are moved to the damage pool.) For example, if Mr. B is hit with a penetrating attack power of 7, and the attack has 3 sharpness, Mr. B's player puts 10 of Mr. B's hit points in the damage pool.

Blunt weapons, including most punches and kicks, have a sharpness of -6. A weapon with a sharpness of 0 is extremely sharp, and -2 is considered to be the sharpest of natural claws, quills, and teeth.

(Continued on next page)

(Armor and Weapons Continued)

Combat Bonus (Cmb) - is the character's Hand to Hand bonus + skill bonus (if one applies to this weapon) + encumbrance. This is a general bonus to attacking and parrying with the weapon, but it only applies if the weapon is used as a hand to hand weapon. Use the Attack (Atk) bonus instead this bonus for attacking with missile weapons like slings, bows and guns.

Attack (Atk) - character ability (such as hand to hand or marksmanship, plus a skill if one applies) + weapon attack + (character encumbrance or weapon heft, whichever is lower). This bonus is used instead of combat bonus (Cmb) when attacking. You need an attack bonus on the character sheet for missile weapons (such as slings, bows and guns,) and weapons that have an attack bonus. (See *Action Rules/Attacking*.)

Grapple (Grp) - is the character's Combat Bonus + weapon grapple bonus. This character's over-all grapple bonus is used instead of combat bonus (Cmb) when manipulating. Weapons that have a grapple bonus, require a grapple bonus on the character sheet. (See *Action Rules/Manipulation*.)

Parry (Par) - Combat bonus + weapon's parry bonus. This bonus is used instead of combat bonus (Cmb) when parrying. You need a parry bonus on the character sheet for weapons that have a parry bonus. (See *Action Rules/Parrying*.)

Toughness (Tgh) - When a weapon or armor is hit (by a successful attack, absorbing attack power, or hitting too hard,) the item's absorption is reduced by the attack power, minus the item's toughness. If the item's toughness is greater than the attack power, then the weapon loses no absorption at all.

Breaking - If the item is hit by more attack power than it has absorption, the item breaks. Usually this means that the item's reach bonus, parry bonus and cover bonus are halved, and 3 is subtracted from sharpness and heft.

Hitting Too Hard - If the attack power of an attack with a weapon is greater than the attacking item's toughness, and if the target's absorption is equal to or greater than the weapon's toughness, then the weapon is damaged instead of the target.

Cover (Cvr) and Absorb (Abs) - Cover is a bonus based on how likely a weapon or piece of armor is to provide protection against an attack. How likely the specific area of the body protected is to be attacked, is as important as the amount of the body protected. This bonus is used together by armor and weapons that can block some attack power.

Blocking - If the defense fails, (or if the cover bonus of the item is greater than the attack's success level,) then the attack is "blocked." This means that the item's absorption is subtracted from the attack power of the attack. If this happens, the item loses same amount of absorption as the attack power it absorbed.

But, if the cover bonus is equal to the attack's success level, then half the item's absorption is subtracted from the attack power, and the item still takes loses absorption based on the amount of attack power it absorbed.

(Continued on next page)

(Armor and Weapons Continued)

Armor

Any equipment with a cover bonus greater than 0 can be considered armor. Every piece of armor worn, and any item used to actively defend that has a cover bonus, has a chance of blocking an attack. Use this rule instead of the blocking rule when the character has armor:

Each piece of armor is sorted from the highest absorb bonus to the lowest (unless that piece is being used to actively defend.)

Beginning with the item used to actively defend (if any), followed by the sorted list of armor pieces, compare the success level of the attack to the cover bonus of that item plus the cover bonus of all of the items before it.

If the total cover bonus is greater than the attack's success level, then the attack is "blocked" by that item. If the total cover bonus is equal to the attack's success level, then the attack is "half blocked" by that item and "half blocked" by the next item (if there is one.)

Organizing Armor - One piece of armor can be treated as several pieces of armor that have the same absorb bonus, if the several pieces cover bonuses add up to the single piece's cover bonus. Several pieces of armor, that cover the same area of the body, and have the same cover bonus, can be treated as one piece, with the same cover bonus. This one piece of armor will have an absorb bonus, equal to the absorb bonuses of the several pieces added together.

How to do it: Divide each piece of armor into different areas that do or don't overlap other pieces of armor, then combine the overlapping pieces. For example, if you have partially overlapping leather and chainmail armor, then you would have an area protected by leather and chainmail, an area protected only by chainmail, and an area protected only by leather. Each of these areas should be treated as a separate piece of armor.

Mano a Mano Role-Playing System 15

Hand Weapons - example hand to hand weapon list

SHORT WEAPONS	Tgh	Abs	Cvr	Reach		Hft	Pwr	Shp	Atk	Par	Grp	Mass	
				ft	cm							lb	kg
Axe	3	4		3	90	+2	+3	-1			+1	9	4
Cane	2	2		3	90	-1	0	-5			+1	2	1
Baton	3	3		2	60	-2	-1	-5				2	1
Club	2	3		3	90	+2	+3	-5				4	2
Hammer	3	3		1	30	+1	+2	-5				7	3
Mattock	3	3		3	90	+3	+4	-2				11	5
Maul	3	4		3	90	+5	+6	-5				12	6
Pick	3	4		2	60	+1	+2	-3			+1	2	1
Knife/Dagger	1	1		0	0	-3	-3	0				0	0
Wooden Sword	2	2		2	60	0	+1	-4				2	1
Short Sword	3	3		2	60	+1	+2	0				4	2
Spike Knuckles	3	3		0	0	-2	-1	-3				2	1
Gaff	2	2		1	30	+1	+2	-3				4	2
Broadsword	3	3		3	90	+2	+3	0				7	3
Bastard Sword	3	4		4	120	+4	+5	0				11	5
Giant Sword	3	3		5	150	+5	+6	0				18	8
Pair of Spurs	1	1		0	0	-2	-2	-3				2	1

LONG WEAPONS	Tgh	Abs	Cvr	Reach		Hft	Pwr	Shp	Atk	Par	Grp	Mass	
				ft	cm							lb	kg
Pole	2	3		7	210	+2	+3	-6				7	3
Pike	2	2		8	240	+5	+6	-2				22	10
Spear	3	3		5	120	+2	+3	-1				4	2
Staff	3	4		4	120	+2	+3	-6				4	2
Trident	3	3		5	150	+3	+4	-1			+1	9	4
Bardiche	3	4		4	120	+3	+4	0		+1		15	7
Halberd	2	3		6	180	+3	+4	-1				13	6
Glaive	2	2		4	120	+3	+4	0				11	5

FLEXIBLE WEAPONS	Tgh	Abs	Cvr	Reach		Hft	Pwr	Shp	Atk	Par	Grp	Mass	
				ft	cm							lb	kg
Ball and Chain	2	3		4	120	+4	+5	-4	+1		+1	18	8
Chain Whip	2	3		6	180	+2	+3	0	+1		+1	7	3
flail	2	2		3	90	+3	+4	-3	+1		+1	4	2
Bullwhip	2	1		10	300	+2	+3	-3	+1		+1	4	2
goad	2	1		4	120	-2	-1	-4			+1	2	1

SHEILDS	Tgh	Abs	Cvr	Reach		Hft	Pwr	Shp	Atk	Par	Grp	Mass	
				ft	cm							lb	kg
Buckler	3	4	½	1	30	-1	-1	-5		+1		4	2
Wooden shield	2	3	1	2	60	+2	+2	-5		+2		7	3
Leather shield	1	2	2	3	90	+2	+2	-6		+3		9	4

Missile Weapons - example long range weapon list

THROWN WEAPONS	Tgh	Abs	Reach		Hft	Pwr	Shp	Atk	Par	Grp	Mass	
			ft	m							lb	kg
Boomerang	3	4	3	0.9	0	0	-5				2	1
Harpoon	4	4	4	1.2	+2	+2	-1				9	4
Javelin	2	3	3	0.9	+1	+1	-4				2	1
Tomahawk	3	4	2	0.6	0	+1	-3				2	1
Grapple	2	3	2	0.6	0	0	-4			+1	4	2

MISSILE WEAPONS	Tgh	Abs	Range		Reach		Hft	Pwr	Shp	Aim	Pul	K-D	Mass	
			ft	m	ft	m							lb	kg
Arrow	1	1			2	0.6	0	0	-2				0	0
Bolt	1	2			1	0.3	0	0	-4				0	0
Bullet	3	3			0	0.0	0	0	-5				0	0
Light Bow	1	2	500	150	3	0.9	-2	-2	-6	+1	+1		2	1
Compound Bow	2	2	500	150	3	0.9	-2	-2	-6	+2	-1		2	1
Heavy Bow	2	2	600	180	4	1.2	0	0	-6	+3	+3		2	1
Longbow	2	2	800	240	5	1.5	2	2	-6	+5	+5		4	2
Crossbow	1	2	700	210	2	0.6	1	1	-6	+10			7	3
Sling	1	1			2	0.6	0	+1	-6				2	1
Staff Sling	1	2			4	1.2	+1	+1	-6				4	2
Blowgun	1	1	50	15	3	0.9	-4	-4	-6				1	½

Making Equipment

Weapon and Armor PPV - The player point value (PPV) of most weapon attributes is based on the Ability level scale, sometimes with special modifications explained below. For example the Attack Bonus is worth "3 times the normal PPV", so a +3 Attack Bonus is worth 12 PPV, 3 times the PPV of ability level 3. (See *Characters/Abilities*.)

Creating Armor and Weapons - To create weapons and armor, you add up your bonuses and roll against a difficulty level of zero. Your success level is the number of Player Points you may spend on weapon attributes.

<u>Bonus</u>	<u>Time Invested</u>	<u>Industrial Influence</u>	<u>Tool Quality</u>
+1	15 minutes	Stone age	Makeshift / lacking materials
+2	30 minutes	Bronze age	Low quality / cheap
+3	1 hour	Iron age	Typical / mediocre
+4	2 hours	Steel age	High quality / expensive
+5	4 hours	Industrial age	State of the art / very rare
+6	8 hours	Machine age	
+7	16 hours	Cybernetic age	
+8	32 hours	Future age	

(You can keep adding 1 to the time invested bonus by doubling the time)

Attack - This bonus is worth 3 times the normal PPV

Conceal - This bonus is worth double the normal PPV

Grapple - This bonus to manipulation is worth double the normal PPV

Parry - This bonus is worth the normal PPV

Cover - This bonus is worth the normal PPV

Absorb - This bonus is worth the normal PPV

Extra Absorb Bonuses - These bonuses are worth the normal PPV. These are absorb bonuses in addition to regular absorb bonus. Examples include absorbing extra stun or extra damage.

Toughness - This bonus is worth the normal PPV.

This toughness bonus only affects the weapon or piece of armor even if it is natural armor or a natural weapon. It is not a bonus to the Template's toughness ability (which reduces attack power automatically regardless of armor.)

Power - No weapon may have a Power Level more than 2 levels higher or lower than it's Heft. To find the PPV of Power, subtract it's Heft from it's Power. Then find the normal ability PPV of this level and triple it to find the PPV of this Power.

For example, if I had a weapon that had a Heft of 5 and a Power of 3, I would subtract the Heft from the Power to get negative 2. The PPV of this weapon's Power would then be -6 .

Sharpness - To find the PPV of a weapon's sharpness, find it on the following scale:

Sharp.	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5
PPV	0	1	2	3	4	8	16	32	64	128	256	512

(Continued on next page)

(Making Equipment Continued)

Reach - The PPV of a weapon's reach is 5 PPV per meter, (or 1 PPV for every 20 cm, or 1PPV for every 8 inches.) However, natural weapons don't go by this rule, instead they use the following rules:

Reach for Templates - In the case of natural weapons for a Template, look up the PPV of the natural weapon's reach and the PPV of it's Template's average reach on the Reach and Stride PPV table. Then subtract the Template's average reach PPV from the natural weapon's reach PPV. This is the PPV of the natural weapon's reach. (See *Characters/Reach PPV Table*.)

Reach for Characters - In the case of reach for natural weapons of an individual character, look up the PPV of the individual character's natural weapon's reach and the PPV of it's Template's average natural weapon reach on the Reach and Stride PPV Table. Subtract the character's Template's average natural reach PPV from the individual character's natural weapon reach. This is the PPV of the individual character's natural weapon's reach. (See *Characters/Reach PPV Table*.)

Make an Item - Equipment Generation Tutorial

In this tutorial we'll use the rules for making weapons and armor to make a sword in 3 easy steps. (See *Equipment/Making Equipment*.)

1. Add up your Bonuses - Your bonuses are abilities, time invested, industrial influence and tool quality:

- Let's suppose the the character trying to make the sword (the craftsman) is an expert, having a +5 craftsmanship ability and a +2 from blacksmith skill. So far this total bonus is 7
- Let's say the craftsman works on the sword 4 hours per day for 8 days (a total of 32 hours) that's another +8, for a total of +15;
- Let's assume that steel age technology is readily available, so add an additional +4; for a total of +19
- Let's say the craftsman is using high quality tools - another +4; bonus - making the total +23

2. Roll vs Zero - The next step is to roll the total bonuses versus zero to get the success level of the craftsman attempt. Let's say we roll a 6, for a total of +29, and the opposing roll is a 2, so the success level for this action is +27.

3. Designate the PPV:

- Since we are making a sword, we definitely want it sharp, so we'll designate the 4 PPV for -2 sharpness. That brings us down to 23 PPV left to designate
- We'll take a heft of 3 and power of 4 to bring our undesignated PPV to 20.
- Then we need some reach, so we bring our undesignated PPV down to 17 by using 3 to get 0.6 meters reach for the sword
- A sword is supposed to be a durable weapon, so we'll drop our undesignated PPV to 9, by using 8 PPV to get 4 absorption for the sword.
- Next we back up that absorption, by lowering our undesignated PPV to 1, by using 8 to get 4 toughness.
- We can use that last 1 PPV to give the sword a very nice hilt with a parry bonus of 1.

In this example, we used a craftsman with a total of a +7 bonus for blacksmithing, who spent 32 hours working on the sword, who had high quality tools, using steel age technology, who did well on his roll (his 6 verses the opposing 2) to give us a total of 27 PPV for our sword. With that PPV we were able to make the equivalent of a shortsword with a +1 parry bonus.

Action Rules

- *Hit Points* (p.20)
- *Maneuvering* (p.21)
- *Manipulation* (p.22)
- *Attacking* (p.23)
- *Thrown Weapons* (p.24)
- *Archery* (p.24)
- *Stance and Posture* ..(p.25)
- *Mounted Combat* (p.25)
- *Combat Tutorial*..... (p.26)

Actions - Most actions require the use of at least one hit point. This hit point, and additional hit points, might be used to maneuver, manipulate an opponent, or add to the attack power of an attack. (See *Action Rules/Maneuvering*, *Action Rules/Manipulation*, and *Action Rules/Attacking*.)

Action Rounds - An action round is two seconds - enough time for most characters to attempt a couple of short actions, or to do part of a very large action.

Turns - Each round is broken up into turns. Each character has one turn each round. Each turn is broken into 3 phases:

- **Phase One:** In the first phase, if the character has any hit points in his stun pool, one of those hit points are moved into the other used pool. IF the character does NOT have any hit points in his stun pool, AND he has hit points in his mega stun pool, then one hit point from the mega stun pool is moved into the stun pool.
- **Phase Two:** In the second phase, of the hit points that are NOT in the stun, mega stun, damage or mega damage pools, up to the character's strength in Hit Points are moved into the ready pool.

For example, if a character's strength was 3, (for a total of 6 Hit Points,) but 4 of those hit points were in his stun pool, only 2 of his hit points could go into the ready pool. If on the other hand only 2 of his hit points were in the stun pool, then all 3 hit points (his strength in hit points,) would be moved into ready.

- **Phase Three:** In the third phase, the character's hit points in his ready pool are "spent" (or in other words used by doing actions, and moved to the appropriate pools.) When the character's ready pool is empty, his turn is over.

Surprise - if a character uses stealth or some other trick they have their turn first, regardless of other factors.

Initiative - Characters have their turns in the order their players are seated, going around the group of players clockwise. The character with the longest reach should have the first turn.

Interfering - Actions can keep other actions from succeeding. These actions are known as interfering actions. Interfering action rolls take place against action rolls on other characters' turns. (Attacks may be used to interfere. If a character is interfering with an action with an attack, in self defense, no other defense roll is made. In order for an attack to successfully interfere with an action, the attack must stun, damage or manipulate.)

Multiple interfering actions may be used to interrupt a single action. For each interfering action, another roll is made against the targeted action. If any of these interfering rolls are successful, the target action fails. The number of hit points used in the action being interrupted, is the maximum number of hit points that can be used from the interfering character's wind-up and/or maneuver pools.

Parrying - A parry is a one hit point action to interfere with an attack. Any special parry bonus that the character or his equipment may have is added to the parry roll, in addition to the character's passive bonus. (See *Action Rules/Maneuvering*, *Equipment/Armor and Weapons/Parry*.)

Hit Points

Hit Points - Characters' hit points are used to make actions. A character's hit points are equal to strength times two. (See *Action Rules*.) Each individual hit point always exists in one of the various pools, and can be moved to other pools for various reasons.

Ready Pool - The hit points in the ready pool are the hit points that have not yet been used for anything or spent. No character should have hit points in his ready pool on another character's turn. In the second phase of their turns, characters put their strength in hit points, in their ready pool, if there are enough non-stunned and non-damaged hit points to do so.

Maneuvering Pool - Hit points in the maneuvering pool count as a bonus towards rolls where a character is attacked but is not attacking. Hit points in the maneuvering pool can be used to increase the bonus to hit of an attack. When hit points in the maneuvering pool are used for an attack, those hit points are moved to the defense pool.

Defense Pool - Hit points in the defense pool count as a bonus towards rolls where a character is attacked but is not attacking, in addition to any hit points in the maneuvering pool. (This sum is called the "passive bonus." See *Action Rules/Maneuvering*.)

Wind-Up Pool - Hit points in the wind-up pool can be used to add to the attack power of attacks and to do actions like standing up, parrying, and interfering. Hit points in the Wind-up pool can not be used for maneuvering. Characters may accumulate wind-up hit points and spend them on later turns, including using them to interfere with others' actions. Any amount of hit points in the wind-up pool may be used for an attack. When hit points in the wind up pool are used, they should be moved to the other used pool.

Other Used Pool - Any hit points that are used, but are not added to the maneuvering, defense, or wind up pools, should go into the other used pool. Hit points in the other used pool can be moved to the ready pool in the second phase of a character's turn, like other hit points in not-damage and not-stun pools.

Stun Pool - Stun is the short-term effect of pain and injury. Hit points added to the stun pool of a successful attack, are the attack's attack power, minus the target's absorb bonus. Only half of the hit points are moved to the stun pool, if the attack is only half-successful.

Mega Stun Pool - When hit points are supposed to be moved to the stun pool, but all of the character's available hit points are already in the stun pool, then the same amount of hit points that were supposed to be moved into the stun pool, are instead moved from the stun pool to the mega stun pool.

Damage - Damage is the long-term effect of injuries that heal slowly, such as cuts, bruises, and burns. The hit points added to the damage pool by a successful attack, are the attack's attack power, plus the weapon's sharpness bonus, minus the target's absorb bonus. Only half of these hit points added to the damage pool, if the attack is only half-successful. (See *Equipment/Armor and Weapons/Sharpness*.)

Also, when hit points are supposed to be moved to the mega stun pool, but all of the character's available hit points are already in the mega stun pool, then the same amount of hit points that were supposed to be moved into the mega stun pool, are instead moved from the mega stun pool to the damage pool.

Very Damage Pool - when hit points are supposed to be moved to the damage pool, but all of the character's available hit points are already in the damage pool, then the same amount of hit points that were supposed to be moved into the damage pool, are instead moved from the damage pool to the mega damage pool. Once all of the hit points are in the mega damage pool, the character is dead.

Receiving Stun and Damage - Hit points moved into the stun and lasting pools are taken from specific pools until those pools no longer have hit points. The hit points come first from the wind-up pool, second from the maneuvering pool, third from the defense pool, and fourth from the other used.

(Continued on next page.)

(Hit Points Continued)

Regeneration - Characters recover from damage at the rate of one, plus their regeneration ability bonus, in hit points each week. Hit points recovered from the mega damage pool, are moved to the damage pool

Rest should be considered a bonus to any attempt to heal the character that week. Each day the character engages in no physically strenuous activity -

especially combat, training and travel - counts as a +1 bonus to the roll for that week. If the roll is successful, double the regeneration bonus of the resting character for that week. Opposition to this healing roll would include lack of resources, harsh conditions, poison or infection (easily up to +5 for each individual opposing factor.)

Maneuvering

Maneuvering - Maneuvering can be combined with most other actions by using extra hit points to maneuver during that action. A character can maneuver as an action.

Moving - The maximum distance a character can run is the number of hit points being put into his maneuver and/or wind-up pools, times the character's stride. (Hit points applied to maneuvering and/or wind-up pools can also be applied to other movement abilities instead of running.)

Maneuvering in Combat - Hit points in the ready pool may be put into the maneuver pool. Once a hit point in the maneuver pool is used to attack, it is moved into the defense pool.

Passive Bonus - A character's passive bonus is equal to the hit points in the maneuver pool, plus the hit points in the defense pool.

Optional Flanking Rule - The line of attack is an imaginary ray that starts at a character's location, and projects infinitely far in the direction they are facing. When a character is attacked by something other than a counter-attack or parry, and he is unable to face his attacker, the attacker gets a special bonus.

If the attacker is off the line of attack of its target up to 90 degrees, then he gets an addition of 1 to his combat rolls against the target. If he is more than 90 degrees off the line of attack but not directly behind the target, he adds 2 to his combat rolls against the target. When the attacker is directly opposite his targets line of attack he adds 3 to the combat rolls against the target.

Speed Damage - Traveling at high speeds causes a character's attacks to have greater attack power, AND attacks against him to have greater attack power. For every 5 meters a character moves per round, he has a +1 bonus to the attack power of his attacks, and he has a +1 bonus to the attack power of attacks against him. For example, if a character was riding on top of a vehicle traveling 15 meters in that round, every time that round the character hit a target, he would have a +3 bonus to attack power (15 meters divided by 5 is 3.) and every time he was hit that round, the attacks against him would have a +3 bonus to attack power.

If one character is following another, then Speed Damage works differently. First, the speed damage rule only works for the character who's moving the fastest. Second, it only applies by how much faster per round that character is going than the slower character. For example, if Mr. A is following Mr. B, and Mr. A is going 15 meters that round and Mr. B is going 10 meters that round, then if Mr. A hits Mr. B, then Mr. A only has the Speed Damage bonus of going 5 meters per round for that hit (15 meters - 10 Meters = 5 meters.)

This "Speed Damage" rule acts in addition to and separate from Hit Point rules. (So for example, if a character had moved 15 meters in one round by spending his own hit points, he would have a +3 bonus to the attack power of his attacks in addition to any hit point attack power bonuses.) The Speed Damage rule applies to Thrown Weapons, but not other kinds of missile weapon attacks.

Manipulation

Manipulation - The attacker gets his size as a bonus to manipulate, plus 1 for every hit point he uses to manipulate. The total bonus is then compared to the target's size. The difference in favor of the attacker is subtracted from the target's next combat roll in either this round or the next. In addition a successful manipulation attack can be used to disarm, hold, choke, wrench or throw an opponent.

Manipulation with Missile Weapons - Most missile weapons (such as thrown weapons, slings, bows and guns) cannot be used to hold, choke, wrench or throw. When using a missile weapon to manipulate, use the weapon's attack power minus 5, (instead of the attacker's size and hit points used to manipulate,) to determine the attacker's manipulation bonus.

Disarm - disarms an opponent if the opponent is armed with a weapon not attached to its body.

Hold - A hold attack can hold an opponent. The attacker must use as many hit points to maintain the hold each round as it originally used to manipulate the attacked character at the beginning of the hold. Each round the hold is maintained, the character being held gets the manipulation minus from all of his combat rolls.

If a holding attack is half successful, the attacker must use the same amount of hit points to maintain the hold, but the hold only gives half of the manipulation minus.

Choke/Wrench - A choke or wrench is an attack that acts like a hold. The large half of the attack power of the choke/wrench adds a manipulation bonus, and the small half of the attack power acts like a normal attack (using any appropriate bonuses if equipment used to perform the choke/wrench.) These effects are applied each round that the choke or wrench is maintained. If a choke or wrench is half successful, the attacker must use the same amount of hit points to maintain the choke or wrench, but the choke or wrench only gives half attack power and half of the manipulation bonus.

An example can be seen in a dispute between Mr. A and Mr. B, two unarmed clones. Mr. A successfully chokes Mr. B with 5 hit points used for attack power, so that Mr. B has a minus 3 to all his rolls, and is hit by an attack with +2 attack power, from Mr. A. These two effects on Mr. B are repeated every round Mr. A maintains the choke.

Throw - The thrown character ends up in a lying down or "prone" position (or crouching "semi-prone" position if half-successful.) The thrown character takes the appropriate stun or damage from any weapons or other objects they are thrown into. Most objects and surfaces are considered blunt weapons. The thrown character can also be considered a blunt hand to hand weapon in the hands of the attacker while being thrown. The thrown character's size is the power bonus of this weapon. The total reach of this weapon is 3/4 of the thrown character's height (or length or wingspan, whichever is longest,) plus the thrower's reach, all added to the product of the thrower's stride, times the number of hit points the thrower used to move during the throw.

Attacking

Readying weapons - Unless surprised, characters will usually draw their weapons before the beginning of combat. If they have to ready the weapon during an action round, drawing the weapon from it's sheath, holster, scabbard, belt, or other convenient location, this act usually requires the use of at least one hit point.

Loading weapons - Some weapons must be loaded before each attack, or reloaded after a certain number of uses. If the ammunition is in a convenient location (a quiver, pocket, pouch, bandoleer, etc.) it can be drawn from that location with an action that uses one hit point.

Then the ammunition can be loaded into a simple weapon like a sling or a bow with another action that uses one hit point. More complex weapons may have extra steps that use more hit points. If you have to load a revolver one bullet at a time for example, you must use an extra one hit point action to load each bullet.

Unloading weapons - Most weapons are designed to be loaded quickly, but unloading them can be trickier. Unloading a weapon is usually a one hit point action, but then you are either holding the ammunition or let it drop (your choice.) Putting away the ammunition you are holding requires an extra one hit point action - assuming that you have a single convenient place to put it. (If you have to load several rounds of ammunition into individual locations, each round of ammunition will take a separate one hit point action.)

Attacking from a Distance - Use the bonus from this table (based on the distance from the attacker to the target) instead of the attacker's encumbrance if it is less than the attacker's encumbrance:

	cm/in		m/ft		m/ft		m/ft		m/ft
+30	18.8/7.50	+18	0.75/2.50	+6	3.0/10.0	-6	12/40.0	-18	48/160
+29	21.9/8.75	+17	0.88/2.92	+5	3.5/11.7	-7	14/46.7	-19	56/187
+28	25.0/10.0	+16	1.00/3.33	+4	4.0/13.3	-8	16/53.3	-20	64/213
+27	28.1/11.3	+15	1.13/3.75	+3	4.5/15.0	-9	18/60.0	-21	72/240
+26	31.3/12.5	+14	1.25/4.17	+2	5.0/16.7	-10	20/66.7	-22	80/267
+25	34.4/13.8	+13	1.33/4.58	+1	5.5/18.3	-11	22/73.3	-23	88/293
+24	37.5/15.0	+12	1.50/5.00	0	6.0/20.0	-12	24/80.0	-24	96/320
+23	44.8/17.5	+11	1.75/5.83	-1	7.0/23.3	-13	28/93.3	-25	112/373
+22	50.0/20.0	+10	2.00/6.67	-2	8.0/26.7	-14	32/107	-26	128/427
+21	56.3/22.5	+9	2.25/7.50	-3	9.0/30.0	-15	36/120	-27	160/480
+20	62.5/25.0	+8	2.50/8.33	-4	10/33.3	-16	40/133	-28	144/533
+19	68.8/27.5	+7	2.75/9.17	-5	11/36.7	-17	44/147	-29	176/587
+18	75.0/30.0	+6	3.00/10.0	-6	12/40.0	-18	48/160	-30	192/640

Attacking - Attacks are actions that stun and/or damage and/or manipulate a target. An attack puts at least one hit point into the maneuver pool, OR adds a plus one bonus to attack power (putting the hit point into the other used pool.) Additional hit points can be used to manipulate the opponent (See *Action Rules/Manipulation*), maneuver or increase attack power.

Attack Power - The attack power of a hand weapon, (including bare hands,) or a thrown weapon, is the weapon's power bonus, or the character's size - whichever is greater - plus the number of hit points used to increase the attack power. The attack power of a bow is the bow's pull bonus.

Target Size - Larger targets are easier to hit, so the encumbrance of a target is added to the roll against the success of any attack against that target, even if the target is not defending or inanimate. A character or object's encumbrance is only applied once for each attack, so if a character is parrying an attack, don't add their encumbrance because the parry bonus already includes encumbrance. (See *Characters/Description/Encumbrance*.)

Out-reaching - If a character is outreached and not using a missile weapon or similar long range weapon, he can only attack his target's weapon and not the target, and then only when his target attacks him. The exception is if when his target attacks the target's weapon's reach is shorter than the defender's (this character's) total reach.

Thrown Weapons

Throwing Power - The throwing power of a thrown weapon is the weapon's power bonus or the character's size - whichever is greater - plus the number of hit points used to increase the attack power.

Maximum Range - The maximum distance you can throw a weapon is the throwing power of the attack, multiplied by your natural reach, plus any reach added by a sling or spear thrower used to throw the weapon. The thrown weapon's reach bonus is not included.

Optional Ability-Based Extra Distance Rule - Add 10% to the character's reach for throwing purposes for each level of throwing ability (plus the bonus of one skill if any applies.) A half level adds 5%. This reflects special types of strength, flexibility and coordination which contribute specifically to throwing ability.

Slings and Spear Throwers - Slings and spear throwers add to your reach to determine maximum range. They usually also change the heft and attack power of the thrown weapon.

Archery

Drawing a Bow - Before a bow can be aimed or fired, and after it has been loaded (i.e. after the arrow is knocked) it must be drawn. This action requires one hit point or hit points equal to the bow's pull minus the character's size, whichever is greater. These hit points are moved into the other used pool. Your reach must also meet or exceed the bow's minimum reach requirement.

Releasing the Bow - Releasing the bow without firing the arrow is a one hit point action.

Drawing a Bow Half Way - If your reach is at least half the bow's reach you can draw it halfway instead of drawing it normally. This requires half as many hit points, or one hit point, whichever is greater. The bow fired this way has one fourth of the normal range and has 2 points less attack power.

Keeping a bow drawn - Once a bow is drawn you can keep it drawn for the rest of the round. To keep the bow drawn each following round until it is released or fired, you must use hit points equal to the bow's keep-drawn cost minus your size, or zero hit points if your size is greater. The keep-drawn cost is the same as pull for normal bows. Compound bows have a lower keep-drawn cost. You don't have to use any hit points to keep a crossbow drawn.

Crossbow Drawing Tools - A tool can reduce the hit points needed to pull a crossbow by splitting it into multiple steps. A simple lever can reduce the hit point requirement by 2 points, but requires 2 actions instead of 1. A crank that requires 3 actions instead of 1 reduces the hit point requirement by 3 points. A 4 action crank reduces the requirement by 4; a 6 action crank reduces the requirement by 5; a 8 action crank reduces the requirement by 6; and so on. (Doubling the actions reduces the requirements by 2.) Each action uses one hit point

Stance and Posture

Standing - This is the position where characters are ready to do most actions, but they are also fully exposed to missile weapon attacks such as thrown weapons, slings, bows and guns. While standing a character can move at normal speed and have no special bonuses from this position.

Crouching or Sitting - (This is also known as being "in the semi-prone position.") If a character is crouching or sitting they have a -1 bonus against their hand to hand rolls, and a +1 bonus against being hit by a missile weapon attack. A crouching or sitting character moves only 1/2 as far as they move while standing.

Lying Down - (This is also known as "being in the prone position.") If a character is lying down they have a -2 bonus to all of their hand to hand rolls, but they have a +2 bonus against being hit by missile weapons. A character lying down moves only 1/5 as far as they move while standing.

Getting Up Quickly - It takes one hit point to get from a crouching or sitting position to standing up, or from a lying down position to crouching or sitting. It takes two hit points to get from lying down to standing up. In order to get up this quickly the character must make a success roll using their acrobatics ability. The difficulty of this move is 1 to get from crouching or sitting to standing, or from lying down to crouching or sitting. The difficulty is 2 to get from lying down to standing.

Getting Up Slowly - If the character gets up slowly, they don't need to make a roll. Getting up slowly from a crouching or sitting position to standing takes 1 round. Getting up slowly from a lying down position to crouching or sitting takes 1 round.

Getting Down - The difficulty, time and hit points needed to get into a crouching or sitting position from standing, or to get into a lying down position from crouching, sitting or standing, is the same as going in the opposite direction and can be done slowly or quickly (using hit points and making the difficulty roll.)

Mounted Combat

When the Animal Attacks - When riding an animal, the animal will fight automatically if it is trained to do so. Every time the animal attacks or defends, the rider must make a roll using their riding ability to stay mounted.

Stopping the Attack - To keep the animal from attacking the rider must make an animal handling success roll every time the animal is attacked, and every round that the animal's attacker is visible. The difficulty of this roll is +2 bonus against success, or +4 if the animal has hit points in its stun or damage pools.

Animals that do not Fight - Animals trained to be ridden but not to fight, will not attack if they are being ridden, instead they will try to run unless a successful animal handling roll succeeds. The difficulty of this roll is +3 bonus against success, or +5 if the animal has hit points in its stun or damage pools.

Charging Attack - A rider's attack power is increased by the speed of his steed. (See *Action Rules/Maneuvering/Speed Damage*.)

Combat Tutorial

Basic Hand to Hand Combat - Here is a demonstration of the basic combat system. (See *Action Rules*.) Modre (see *Characters/Character Generation Tutorial*) has a clone, by the name of Fishy. One day they get into a fight. This is what happens, and how it works.

1. Establishing Initiative - Because Modre and Fishy have the same reach, their players roll against each other to establish which character will have initiative. Modre's player rolls a 4 and Fishy's player rolls a 1, so Modre has initiative.

2. First Round Begins - The Sabretooth Penguin clones both have 8 hit points (4 strength times two is 8.) Modre and Fishy's players put their hit points into their maneuver and wind-up pools however they like, because they have no hit points in various damage or stun pools at the start. Modre and Fishy both put 4 hit points in their maneuver and wind-up pools. (See *Characters/Character Sheet*.)

3. First Turn - Because Modre has initiative, the first turn is his. In the first phase, he has no hit points in the stun or mega stun pools, so goes onto the second phase. 4 of Modre's hit points, (his strength in hit points,) are put into the ready pool. 2 hit points come out of the wind-up pool and 2 come out of maneuvering pool. In the third phase, his player puts two hit points from the ready pool into the maneuver pool, and two into the wind-up pool. (see *Action Rules/Maneuvering*)

4. Second Turn - Now Fishy has initiative because his player is next in the circle. He has no hit points in the stun or mega stun pools, so he goes onto the second phase. 4 of Fishy's hit points, (his strength in hit points,) are put into the ready pool. 2 hit points come from the maneuver pool and 2 from the wind-up pool. In the third phase he attacks Modre with his claws.

The two hit points in Fishy's maneuver pool, are moved into the defense pool, and add +2 to his attack roll. Fishy's player puts his 4 hit points in ready into the other used pool, to add a +4 to the attack power of his attack. He also puts the 2 hit points from the wind-up pool, into the other used pool, to add +2 more to the attack power of his attack. Fishy has a +4 combat bonus, so his attack has +6 to the roll (+4 combat bonus, plus 2 from the hit points from the maneuver pool.) Because the claws have a +0 power bonus, his attack has +6 attack power (2 from the wind-up pool and 4 from the ready pool.)

In order to defend himself, Modre attempts to interfere with Fishy's action, by attacking with his claws. His player moves 6 hit points out of the maneuver pool and puts them into the defense pool. He puts the 2 hit points from his wind-up pool into his other used pool, to give him +2 to his attack's attack power. Because he has a +4 combat bonus, there is a total of +10 to Modre's attack's roll (6 from his maneuvering, and 4 from his combat bonus.) Modre's claws also have +0 power, so his attack has +2 attack power (from the wind-up hit points going to the other-used pool.)

Now both rolls are made. Fishy's player rolls a 5 on his die, so that Fishy's total roll is +11 (6 plus 5 is 11.) Modre's player rolls a 2 on his die, so Modre's total roll is +12 (10 plus 2 is 12.) Because Modre's interfering attack was successful, (12 is greater than 11,) Fishy's attack fails and there is no penetrating attack power. Fishy is hit by an attack with attack power of +2 and sharpness -3, so he puts 2 hit points from his defense into the stun pool.

This is the end of all of the characters' turns and therefore the end of the round.

(Continued on next page.)

(Combat Tutorial Continued)

5. Second Round/ First Turn - It is Modre's turn again. Modre still has no hit points in the stun or mega stun pools so he goes onto the second phase. Modre's player takes 2 hit points out of Modre's other used pool, and 2 hit points out of Modre's defense pool, and puts those hit points into the ready pool. (The total hit points in the ready pool are now 4, Modre's strength in hit points.) In the third phase Modre's player puts the 4 hit points from ready into other used to add to the attack power of an attack against Fishy.

Fishy has 2 hit points in his defense pool, and therefore a +2 passive bonus. Both players roll. Fishy's player rolls a 2 on his die so his total roll is 8 (2 plus a +4 combat bonus, plus a 2 passive bonus.) Modre's player rolls a 5 on his die so his total roll is 9 (5 plus +4 combat bonus.) Modre is successful (9 is greater than 8.)

Modre is successful and Fishy is hit by an attack with +4 attack power and -3 sharpness. Fishy's player puts 3 hit points from Fishy's other used pool into the stun pool. He also puts 1 hit point into the damage pool from other used pool.

6. Round Two/Second Turn - It is now Fishy's turn. In the first phase his player moves 1 hit point from the stun pool into the other used pool. In the second phase Fishy's player moves the 3 hit points from the other used pool into the ready pool. (He can not have 4 in the ready pool, because the rest of his hit points are in his stun and damage pools.) In the third phase Fishy puts his 3 hit points from the ready pool into the maneuver pool, to avoid being beat down again. This is the end of the second round.

7. Third round and beyond - The third round (and following rounds) follows the same general pattern that the first and second round followed, as far as what characters act in what order, while the players continue to control their characters by moving hit points around in the various pools.

GNU Lesser General Public License

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.
59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts
as the successor of the GNU Library Public License, version 2, hence
the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software—to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages—typically libraries—of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it mega clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- **a)** The modified work must itself be a software library.
- **b)** You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- **c)** You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

(GNU Lesser General Public License Continued)

- **d)** If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful. (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

- **3.** You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

- **4.** You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

- **5.** A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

- **6.** As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

- **a)** Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- **b)** Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- **c)** Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- **d)** If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- **e)** Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

- **7.** You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

- **a)** Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.
- **b)** Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

(GNU Lesser General Public License Continued)

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the library's name and an idea of what it does.
Copyright (C) year name of author

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library 'Frob' (a library for tweaking knobs) written by James Random Hacker.

signature of Ty Coon, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

List of Changes

2004.09.21

OpenOffice SXW - <http://hack-and-slash.sf.net/hands/MaM-rps.2004.12.24.zip>
Acrobat PDF - <http://hack-and-slash.sf.net/hands/MaM-rps.2004.12.24.pdf>

- Characters/Description
 - Removed "background"
 - Added "occupations" and related optional examples
- Changed name of Role-Playing System from "Hack and Slash" to "Mano a Mano"
 - "Mano a Mano" was a former name of the system from the 1990's
 - "Mano a Mano" originally implied "player vs. player" or "playing without a GM"

2004.08.07

- "Race" changed to Template"
- Redesigned layout in OpenOffice.org format for printing
- Action Rounds section deleted and round rules moved to Action Rules
- Character Creation, Race Generation, and Combat Tutorials updated
- Size more clearly defined
- Instances of "damage bonus" changed to attack power, or "penetrating attack power"
- Spelling corrections and long paragraphs split
- Reordered statements in Disability Level rule
- New Character Sheet Design
- Put List of Changes and LGPL at the end
- Moved H&S RPS license to the 1st page

2004.03.19

- Action Rules/Action Rounds -
 - the maximum hit points a character can spend per turn is their strength
 - removed carry-over hit points
 - added hit point requirement to interfering rules
- Action Rules/Hit Points -
 - ready are equal to twice strength plus one
 - wind-up usage includes "now" maneuvering
 - "old" and "new" maneuvering and wind-up included in order of losing hit points
 - one hit point is recovered from stun at the end of each round automatically
 - one additional hit point is recovered from lasting if regeneration is successful
- Action Rules/Attacking - attacking rules clarified
- Action Rules/Maneuvering -
 - maneuvering is now "old" and "new", instead of "multiple targets"
 - passive defense bonus concept revised

2004.09.21

OpenOffice SXW - <http://hack-and-slash.sf.net/hands/hands-rps.2004.09.21.zip>
Acrobat PDF - <http://hack-and-slash.sf.net/hands/hands-rps.2004.09.21.pdf>

- Expanded license explanation
- Reorganized Table of Contents (tables no longer separated)
- Created separate loadable style sheets for internet and print formats
- Cleaned up formatting to convert to HTML more consistently
- Tested and fixed most of the links
- Added links to PDF versions of the document
- **Arranged List of Changes into rows (easier to repaginate)**

2004.08.19

- Halved Encumbrance (supposed to have been done in last release.)

(2004.08.07 Continued)

- Tutorials renamed and moved to appropriate sections, Tutorial section removed
- "Half Levels" of ALL KINDS removed from ENTIRE system
- "Damage" changed to new kinds of hit point pools ("Stun pool, Mega Stun pool, Damage Pool, & Mega Damage Pool",) with accompanying new rules in appropriate sections throughout the system, and with appropriate rewording throughout the system.
- Characters/Race Creation - Limb PPV changed
- Characters/Race Creation/Tutorial - Gnome changed to "Sabretooth Penguin," Podre's name changed to "Fishy," and the characters are now "clones" instead of "brothers."
- In the Equipment section "special absorption" was changed to "extra absorption" to avoid confusion with the new character sheet design.
- Sharpness scale altered, -6 is now "blunt" sharpness.
- Ability section slightly rearranged.

(2004.03.19 Continued)

- Characters/Character Sheet - converted to 3x5 character sheet
- Characters/Abilities -
 - ability scale updated
 - whole abilities added, max at 2 abilities
- Characters/Description - new Size Table
- Characters/Description - new Encumbrance Table
- Characters/Race Creation (see also Character Creation) - new Reach PPV
- Equipment -
 - Armor and Weapons - sharpness redefined
 - example hand weapons and missile weapons updated
 - Making Equipment - sharpness PPV scale
- Hack and Slash Role Playing System - typical "average beginning character" PPV is mentioned
- Tutorials - Updated ("Make an Item", "Make a Race", "Make a Character", "Combat Tutorial")

(List of Changes Continued)

2003.08.26

- All sections - "Table of Contents" link added to the bottom of each page
- Action Rules/Action Rounds -
 - "Carry Over" hit points and turns introduced
 - Only half of "used hit points" must become ready at the beginning of the round
 - "Outreaching" changed to "Initiative" and revised. (Most "ready hit points" is the most important initiative factor.)
 - "Turns" changed to require at least 1 "ready hit point" to be used by a character, if they have one, each time it's his turn.
- Action Rules/Attacking - The required hit point for an attack increases attack power
- Action Rules/Maneuvering -
 - Maneuvering in Combat section added
 - Distant Maneuvering section added
 - Passive Defense Bonus section added
 - Offensive Maneuvering and Defensive Maneuvering sections removed
 - Charging modified
 - Opening paragraph modified
 - Optional Flanking rule modified
- Characters/Abilities -
 - PPV scale of abilities and disabilities (1 PPV = ability level 1)
 - Maximum disability level is 4
 - Running ability modified to work with new stride table and hitpoint rules
 - Swimming combat rules modified
 - Special PPV rules updated

2003.03.19

- Action Rules/Maneuvering - speed damage rule added
- Action Rules/Mounted Combat - charging rule fixed using speed rule
- Characters/Abilities -
 - Disability rules added
 - "Ignorance" disability replaced "Intelligence" ability
 - Running Stride rule replaced old running rule
- Characters/Character Sheet - a "Running Stride" has been added under Stride
- Characters/Race Creation - Limb PPV specified
- Equipment/Making Equipment/Heft -
 - Heft can not be more than 5 levels higher than Power
 - Heft no longer has it's own PPV, but instead effects the PPV of *Power

2002.08.03

- Characters/Abilities - "Basic PPV" eliminated, replaced with "Special PPV" for special abilities only
- Equipment/Making Equipment/Weapon and Armor PPV - Punctuation clarified
- Equipment/Armor & Weapons/Cover - Cover definition explained

(2003.08.26 Continued)

- Characters/Character Creation -
 - Reach PPV modified for characters
 - Character stride modification rule changed
- Characters/Character Sheet - updated and optimized
- Characters/Hit Points -
 - Passive Defense Hit Points section removed
 - Maneuvering Hit Points section added
 - Hit Points equal strength plus 1
 - Wind-up hit points are explained
- Characters/Race Creation -
 - "Reach and Stride PPV Table" changed to simply "Reach PPV Table" (also changes "Characters/Character Creation".)
 - Various PPV Rules adjusted (Limbs, Stride, Reach, Size)
 - New "Characters/Race Creation/Stride PPV Table" section added
- Equipment/Making Equipment -
 - "Reach", "Reach for Races", and "Reach for Characters" revised
 - Various equipment bonuses' PPV modified
 - Heft and Power must be within 2 levels of each other
 - When creating equipment the PPV bonus is not multiplied
- Tutorials - Updated ("Make an Item", "Make a Race", "Make a Character", "Combat Tutorial")

2002.12.12

- Characters/Abilities - Intelligence now applies to normal travel abilities
- Characters/Hit Points - "Losing Hit Points" section added
- Action Rules/Thrown Weapons - "Throwing Power" updated/corrected
- Action Rules/Manipulation - "Choke/Wrench" updated
- Characters/Race Creation - "Reach" and "Stride" minimum PPV limit set

2002.07.19

- Characters/Abilities/Skills - Skill rules clarified, example added
- Equipment/Making Equipment/Sharpness - Sharpness PPV rules readjusted and clarified, examples added
- Equipment/Armor & Weapons/Sharpness - Sharpness rules clarified, examples added

(List of Changes Continued)

2002.05.25

- Hack and Slash Role-Playing System/Hack and Slash Role-Playing System License - "OGL" license option removed due to anticipated incompatibility
- Characters/Abilities/Intelligence - Intelligence Ability rule clarified
- Action Rules/Manipulation - Grappling rules modified, wrench and choke now use same rules
- Tutorials/Make a Race and Tutorials/Make a Character - Race described here changed to "Gnome"
- Hack and Slash Role-Playing System/List of Changes - Zipped versions of H&S RPS now available by clicking on respective version numbers
- Most pages - Copyright notices updated to 2002 and/or minor grammar corrections

2001.12.14

- Started this list of changes
- Hack and Slash Role-Playing System (main page)
 - Added die type to "Things you'll need" rule (formerly in Rolling Dice section)
 - New Version "rule" with link to old versions and this list of changes
 - New License "rule" with link to license
 - New Table of Contents page
 - New Player Point Value rule
 - Added List of Changes, Table of Contents and license to left side menu
- Characters
 - Race/character generation, the character sheet and it's sections are now in the main Characters category
 - Dimensions merged into Description
 - Encumbrance and Size definitions are now in Description instead of with the tables
 - Left-side menu changed to match the links on the main Characters page
 - Skills are now a type of ability and use the same PPV table for levels
 - Added basic PPV rule to Abilities and basic PPV for each type of ability
 - Moved Ongoing Character Development, Teaching and Experience out of Abilities
 - Renamed Race/Character "Generation" to Race/Character "Creation"

2001.11.08 - First official version

2002.01.03

- Characters/Abilities/Power and Toughness - new rule for how these really work
- Characters/Character Creation/Natural Weapons and Armor - new rule
- Equipment/Armor and Weapons/Toughness describes how weapon damage works
- Equipment/Armor and Weapons/Hitting too Hard - use toughness instead of absorption
- Equipment/Making Equipment/Power removed confusing rule for racial natural weapons
- Equipment/Making Equipment/Toughness no longer applies to racial toughness ability

(2001.12.14 Continued)

- Equipment
 - Added Quantity rule
 - Reorganized, clarified and removed obsolete items from Armor and Weapons
 - Renamed the Equipment sections so the Equipment page and menu match better
 - Updated Hand Weapons and Missile Weapons example lists
 - Overhauled the Making Equipment rules - should be easier to use
- Action rules
 - Combined Rounds and Turns into new "Action Rounds" page
 - Merged Hand to Hand and Missile Weapons rules into general rules
 - New sections - maneuvering, manipulation, attacking, thrown weapons and archery
 - Corrected and clarified Size (now "Target Size") rule
 - Attacking from a Distance - new scale and now applies to all attacks
 - Changed Crouching section to Stance and Posture, added Standing position
- Tutorials
 - Renamed tutorials "Make [a|an] [Item|Race|Character]" and "Combat Tutorial"
 - All tutorials have been updated to reflect the new rules
- Started adding link to license to each pages copyright line
- Started spiffy new generic, style-less color scheme
- Started removing rigid numbering system in favor of better section/rule names
- Changed license to optionally LGPL or Open Game License