

# LARA CROFT'S TOMB RAIDERS

## A ROLE-PLAYING GAME

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# INTRODUCTION



We grow up thinking we know how the world works. We cherish a collection of comforting explanations based on religion, science, education, and life experiences. Society has fed us this myth all our lives. It teaches us that our explanations are truth, and that the explanations of our ancestors are untrue - the quaint myths of ignorant primitives. Nothing could be further from the truth! These “ignorant primitives” were just as smart as we are. They built monuments, conquered their world, invented agriculture, and domesticated animals. They laid the foundation for everything we think we know. Their myths may be metaphoric, they may be exaggerated or distorted by time, but they are based in truth and observation.

Little evidence remains of what they observed directly. Architectural marvels are now ruins, fabled figures fallen to dust, cherished objects lost or destroyed. Those ancient myths, written, carved, or spoken, are clues to the truth. Find the truth behind myth, and the world will never be the same to you. You may discover that the world works differently from what you expect! There is a common theme among the myths of all ancient cultures: Strange beings with fantastic abilities walk among us! Angels, devas, fairies, demons, spirits... Beings possessed of advanced ability and “magic” (perhaps misunderstood technology) that the ancient world could barely fathom, and that the modern world refuses to even consider seriously.

These ancient people might have been visitors from another world, or just an advanced civilization that fell long ago... Whoever they were, they once interacted with humans. They had capabilities those humans could not comprehend. They spun tales of their own distinct greatness, to establish or enforce their own superiority. And then they disappeared – died off, went into hiding, ascended into heaven – for whatever reason, they vanished and humankind flourished.

The myths explain it, if you look closely enough. There is evidence too, real physical evidence, though it is dismissed by those who won't accept it. Look it up, if you like:

- The **Abydos Carvings** in the temple of Seti I depict helicopters and airplanes in hieroglyphics.
- The **Baghdad Battery** generated electrical power, 2000 years ago!
- The **Antikythera Mechanism** was a mechanical computer constructed in ancient Greece.
- The **Vimanas Aircraft**, in writings from ancient India depict advanced flying machines and weapons.
- The **Dropa Stones** describe the story of stranded space travelers on ancient stone discs.
- The **Klerksdorp Spheres** found in Precambrian rock in Africa. Their material and purpose are unknown.
- The **Yonaguni Monument** is over 8000 years old, of sophisticated construction, 100 feet below sea level.

Numerous metal objects discovered embedded in coal hundreds of millions of years old, including an ancient bell made out of an unfamiliar alloy and topped with a demonic-looking figure. Nazca lines, geoglyphs, crystal skulls, Roanoke Colony, Stonehenge, the Phaistos disc... Even if you dismiss examples that could be a hoax or misinterpretation, there are dozens of documented examples of things so baffling and so inexplicable that we make up implausible but comforting stories to explain them away – we mythologize what we do not understand! That is the key to understanding myths of the past: People mythologize what they witness but do not understand. The observations are real! We just need to find the truth behind the stories.

In the next forty minutes or so, we're going to review six ancient myths with real physical evidence yet no solid scientific explanation. It's time to take off the blinders.

**Desmond Hawthorne, Ph.D.**

*“Evidence of Advanced Antediluvian Civilizations”*

World Archaeology Conference, 2007





## ADVENTURE ROLE PLAYING...



In Lara Croft's Tomb Raiders, players assume the roles of fictional characters in the mysterious world of Tomb Raider. These characters explore ancient sites to discover artifacts... and the answers to questions they may not know they have! Most of this they do by imagining how their character would act or react to events around them. Often they roll dice to determine how effectively their character accomplishes their intent. Occasionally they also must track their character's condition, such as wounds and fatigue.

One player, called the Raid Master (RM) takes on the role of the world – everything external to the characters. The RM establishes the locations, the story arcs, and the villains and allies players encounter along the way. The RM describes the outcomes of player character actions, requests and interprets dice rolls, and assigns wounds and fatigue costs when appropriate.

As the story progresses, characters become more capable and tackle grander challenges leading to a final discovery and/or confrontation. Typically there is a villain or opposing force at work, making these goals difficult to achieve.

The core rules assume that your characters work for Lara Croft, a wealthy adventuress who has more leads to follow than she has time to follow them. But these rules apply equally well to any group of adventurers and explorers delving into the world's myths and mysteries together.

## ...WITH SOME VIDEO GAME FLAVOR

Role Playing Games simulate interactive adventure stories. Each rules system does it in a different way, and with varying degrees of realism. LCTR attempts to incorporate the high-stakes action of video games with the archaeological myth investigations of Tomb Raider, while maintaining the interactivity and choice that tabletop RPGs excel at.

To emphasize "Tomb Raider" aspects, the rules place a heavy focus on knowledge, languages, and investigative skills.

To achieve a "video game flavor," the rules also place a heavy focus on action-oriented skills – not just combat but athletics, driving, and manipulating machinery and the environment to overcome the game's obstacles.

It also creates an environment of high-risk activity, such that any mistake could mean death: leaping across chasms, fighting off animated stone statues, and accidentally setting off traps are all things that could happen in this game.

Like video games, these rules make it common to fail in high-stakes actions, yet somehow always manage to get another try. It is easy to fail and risk imminent demise, but difficult to actually die. Through a mechanism of saving rolls and spendable points, tomb raiders can survive almost any setback.

As players, you can read it in two ways: on the one hand, it's a video game – you die, and you respawn. Try again! On the other hand, it's an action movie – you almost slip, you appear to fall off the cliff, but when someone looks for you, you're hanging onto the tree root we didn't notice. Your particular interpretation is up to you, just trust that your characters can be as bold as video game and movie heroes, without fearing a quick death.



## TERMINOLOGY, ABBREVIATIONS, & NOTATION



**CHALLENGE** – Rules term ([Page 8](#)) for how easy or difficult a roll is to succeed.

**CHAPTER** – This game uses *chapters* to represent a portion of a larger story. Typically one chapter deals with a single location/tomb, or a single major plot point. Multiple chapters follow to create a larger story.

**COMPETENCE** – Rules term ([Page 8](#)) for how many dice a player rolls to perform an action in the game.

**NON-PLAYER CHARACTER (NPC)** – A game character controlled by the Raid Master to interact with the Player Characters (PCs) or progress the story.

**PLAYER** – While the Raid Master does play the game with everyone else, when the rules mention a “player” it means anyone except the Raid Master.

**PLAYER CHARACTER (PC)** – The game character controlled by an individual player. Each PC has an individual personality, will, and story that grows as the game progresses.

**RAID MASTER (RM)** – The person in charge of the adventures. Other games use terms such as Game Master, Dungeon Master, or Storyteller. The RM constructs the story and manages the game, trying to keep the players focused and cooperating as much as possible to make the game fun for everyone.

**ROLL** – In LCTR, players roll dice to determine the outcomes of their intended actions. The number of dice is usually called *competence*. Compare each die separately to the challenge of the roll. Each die result higher than the challenge counts as 1 *success*. 1 success is usually enough

but additional successes sometimes help. None at all means the roll is a failure with looming consequences.

See Action Resolution on [Page 8](#) for more info about rolls.

**STEPS** (Distance) – LCTR movement and combat rules use an abstract notation of distance, called *steps*. Mostly the purpose of this is to avoid potential arguments about how far a particular brand of gun can shoot and how fast a person can run. But it also helps avoid some of the metric-vs-Imperial distance issues and other mathy situations that distract people from the story and the game. The symbol ~ indicates a measurement in steps, so 3~ is 3 steps.

If you like to use gridded play mats to show characters moving around, a step could be one square or hex on the grid, which usually compares to either 5 feet or 2 meters. Otherwise, consider a step to be about 1 yard or 1 meter. It really doesn't matter, as long as everyone is using the same scale!

Vertical measurements use steps as well, even though very few tomb raiders will be walking up walls. It comes up mostly in jumping and climbing rules. Again: the exact distances don't matter so much.

If someone gets obsessed with the exact distance of a step, tell them that the numbers they need to calculate it are woven throughout the rules as a puzzle worthy of a true Tomb Raider. It'll keep them occupied for a while, hopefully.

**STORY** – The game uses the term *story* to describe an arc with a single primary goal. Stories typically focus on one myth, one artifact, or one villain. Stories comprise multiple chapters. Characters may progress from one story to another, to create a larger chronicle that follows the journeys of these characters.

**“SUCCESS” OR “FAILURE”** – When rolling dice, each die counts individually as either a *success* or a *failure* as explained in Action Resolution on [Page 8](#). The maximum number of successes equals the number of dice rolled.

**TEST** – Test is a term for comparing some game value to a challenge rating. Most of the time, this requires a *roll*. Sometimes, you can succeed at the test without rolling.

## SHORTHAND NOTATIONS

BEQPCWD

Each letter represents one attribute, as explained on [Page 13](#).

B=Brawn, E=Endurance, Q=Quickness, P=Perception, C=Cleverness, W=Will, D=Destiny

GTRAIMS

Each represents one quality, as explained on [Page 14](#).

G=Grit, T=Tenacity, R=Reflex, A=Alertness, I=Intuition, M=Mettle, S=Spirit

✓

“Number of successes rolled” as described on [Page 8](#).

Σ

“Sum of all successful dice” as described on [Page 10](#).

x > y

Indicates a test or roll, using competence x dice > challenge y.

~

Shorthand for the distance unit “Steps,” described above.

\$

Approximation of how expensive something is, from \$ to \$\$\$\$\$, as described on [Page 42](#).

#

Shorthand for “bulk units,” how heavy and large gear is, as described on [Page 41](#).







# BASIC RULES



## I JUST WANT TO MAKE A CHARACTER NOW!

If you don't need to know the rules yet and just want to make a character, skip forward to Character Creation on [Page 12](#).

Playing the game requires one person to act as the Raid Master, setting up the story, adjudicating the rules, and helping the other players navigate the game in a way that is fun for everyone involved. Hopefully your RM has some experience with role-playing games and knows how this sort of thing works. If not, I've provided some advice in "Adjudicating LCTR" (starting on [Page 134](#)).

The other players can get by with a pretty thin understanding of the rules. The basic game works like this:

### STEP 1

Make a character (that suits the group and story). Those rules come next.

### STEP 2

Give the RM a chance to set the scene. It may be that you are discussing an upcoming mission with your boss, or your team, or perhaps you have just reached the entrance to an old crypt and need to know what kinds of things you see in the area.

### STEP 3

Talk, and listen. Ask the RM questions about the scene, if you want to know more. Tell the RM what your character wants to do next. Speak as your character to the other characters around. Ask the others for help, or talk through ideas about what to do next.

Remember to let the other players talk too!

### STEP 4

When the RM tells you to roll some dice, roll some dice. "Action Resolution" on [Page 10](#) has more information about how the dice rolling works in LCTR.

That's about it! Oh, there are plenty of rules and other fiddly things you might do, but those four steps sum it all up. Mostly you'll be looping through steps 2 through 4 over and over.

## RULES ARE FLEXIBLE

This book provides a basis for resolving lots of situations, but your game group may have good ideas about how to improve the game for their style of play: change character creation; invent a new Talent or skill Trick; apply the rules to an even more fantastic world. You are a team, so as long as you all know what is happening, all of those things are okay.

Ultimately the RM decides how to apply new ideas. Players may suggest changes but the RM may have good reasons to do things their own way.

## THERE IS NO LOSING

Role-playing games like LCTR don't have winning and losing conditions. Sometimes you succeed and good things happen; sometimes you fail and bad things happen. The good and bad things are just part of a story. The story will have some highs and some lows, dictated by your choices and by the dice. Try to succeed, but don't fear failure. The rules and (hopefully) the story are designed to guide a team to the story's conclusion.

Even death can be a "win" if it is interesting and dramatic. If your character dies, but saves the world (or just a friend) with their sacrifice, that could be a great ending to their story!

## YOUR RAID MASTER DECIDES

You are all playing the same game, but the RM has some difficult responsibilities that no other player bears. She is trying to create a story that all the other players enjoy. The rules are a framework for doing this, but they cannot cover every possible scenario. Sometimes the RM will need to make a quick judgment, or withhold secret information, or create circumstances that hinder or harm the tomb raiders. She is not your adversary, she is a partner in your adventure and she ultimately decides what happens based on the rules, the dice, the story, and perhaps on ideas like karma and drama.

That means that if there is any question or dispute about rules, she decides how to handle it – even if that means blatantly violating what you think is the "best interpretation" of what's on the page. The game can still be fun if things don't work out the way you think they should... but it definitely won't be fun if people argue about what should happen.

If you have an issue with how the RM adjudicated a particular event, bring it up between game sessions. Perhaps things will go a different way the next time that situation arises.

## EVERYONE SHOULD HAVE FUN!

This game is about telling an adventure story. The RM sets the stage and introduces events and obstacles, but "fun" is created by the group, together. Interact with the story in ways you think are fun, as your character would behave or as a player who wants interesting things to happen even if it's not a great outcome for your character.

If you find that you're not having fun, it is a good idea to talk to the RM and other players about that. If you can identify what isn't fun for you, they might be able to help turn it around. If you keep it to yourself, it probably won't ever get better. The flip side of that is that if you think someone else isn't having fun, try to help them out if you can. If your version of fun requires making other players miserable, the game won't last long. Shine, but also let others shine!



# ACTION RESOLUTION



Each LCTR adventure provides many opportunities for action rolls, and a variety of other *tests*. The resolution system varies slightly depending on the situation, but they follow a simple pattern of *competence* versus *challenge*.

**Competence** usually comes from the character's skill for the situation. Some rolls use an attribute or another competence value instead of a skill.

**Challenge** represents the difficulty of the feat, from 1 (trivial) to 5 (difficult). Examples:

|                |   |
|----------------|---|
| 1: Trivial     | Noticing that the ground under your feet is crumbling away.             |
| 2: Typical     | Noticing that you have just stepped on a pressure plate.                |
| 3: Unusual     | Noticing that there are holes in the wall.                              |
| 4: Challenging | Noticing that your companion has just stepped on a pressure plate.      |
| 5: Difficult   | Noticing that there are divots in the wall that could open up as holes. |

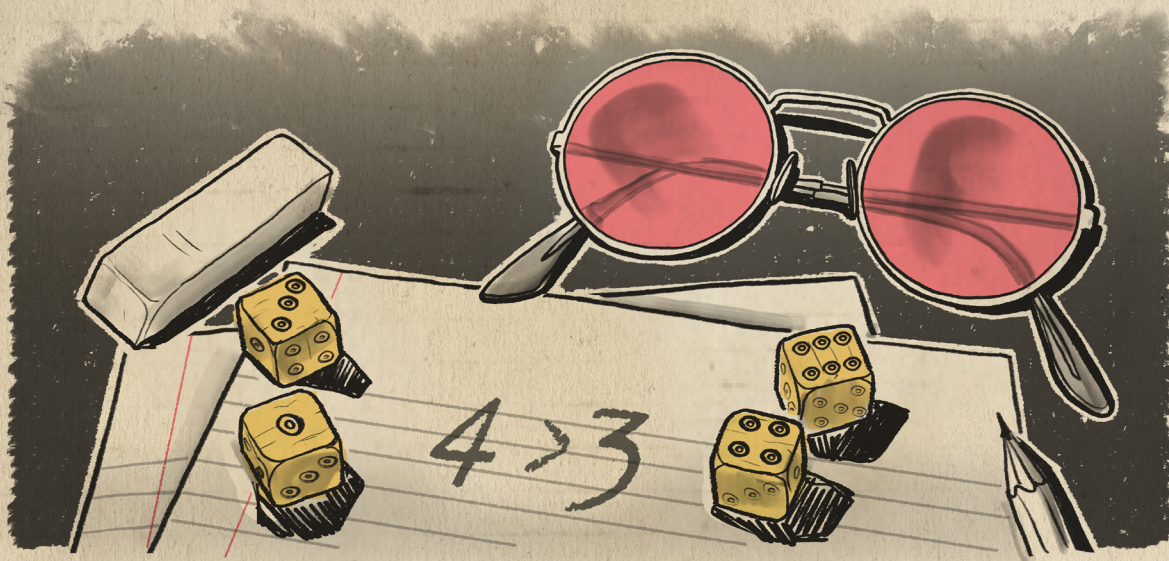
## SUCCESS

If someone's competence exceeds the challenge, they pass the test automatically. Otherwise roll a die (d6) for each point of competence. If any die rolls greater than the challenge target number, they pass the test.

Each die that succeeds counts as one *success* (noted "1✓"). Sometimes this degree of success is important to determine how well someone did. If they pass the test automatically, this counts as just 1 success – if a player hopes for more they must roll dice and risk failure even if they could auto-succeed.

Extra successes may be useful to move faster ([Page 30](#)), or in combat to achieve *precision* damage ([Page 33](#)) or in other situations to *assist* other PCs through an obstacle ([Page 11](#)).





## Test Notation: (Dice > Target, Successes ✓)

Explaining “roll X dice competence and count how many individual dice roll higher than challenge level Y” would get pretty cumbersome, so LCTR uses a notation system to simplify roll requests.

Rules use a shorthand in the form “Dice>Target.” *Dice* refers to the number of dice rolled due to competence skill and bonuses. *Target* refers to the number each rolled die must exceed to count as a success, based on challenge and penalties. For example: 3>3 means “roll 3 dice and count each die result over 3.” Using that challenge comparison, each die rolled is called a success or a failure. The number of successes sometimes matters.

Typically the notation calls upon a competence skill and either a fixed target number challenge or an opponent’s attribute. For example, Gunplay>Quickness (or >Q) means that the attacker rolls Gunplay skill, and counts successes as dice rolling higher than their target’s Quickness attribute.

Bonuses and penalties use a similar notation, “+Dice>” and “-Dice>” are the notation for more or fewer dice to be rolled (dice come before the “>”). “>+Target” and “>-Target” are the notation for an increased or decreased target number (target comes after the “>”). For example, a bonus of 2 dice is noted “+2>”. A penalty of 2 to the target number is noted “>-2”.

Note roll results with “Successes ✓”, or sometimes “+Successes✓”. If you see something in the form “X+✓” it means that the number of successes rolled in a preceding test adds to whatever X represents. For example: “Gunplay>Defense: Damage+✓” means that successes from your Gunplay test get added to your Damage.

## Impossible Tests: (>6 or more)

Sometimes the RM might rate the challenge for a test above 5 to represent that it is impossible for just about everyone, but that with some special powers or assistance it might be possible. Tests with challenge 6 or greater are considered “normally impossible”, meaning that normal people simply cannot do this, or would be setting some sort of world record by doing it.

By the success rules above it is impossible for anyone with equal or lesser competence to succeed: no matter how many dice they roll, they cannot roll higher than a 6 and thus cannot earn successes for a challenge of 6 or higher. In these cases they must take extra effort to gain bonuses for the feat – either ways to boost their competence to the point where they can auto-succeed, or to reduce the challenge below 6.

The most common ways to achieve these changes are to use tools (such as a springboard to cross a large jump), or to take extra time and caution (such as preparing for hours instead of minutes for a difficult climb). The RM may assign bonuses in any way desired, either increasing competence or reducing the challenge.

Barring that, a player may attempt an impossible task by accepting reduced competence: -1>-1 as needed until the challenge is down to 5. For example, if Tony has Swimming 4, and tackles a challenge 7 deep dive, he may attempt the swim as a 2>5 roll, reducing 4>7 with a -2>-2 modifier. Joe may not deliberately reduce the roll to 1>4.



# Test Types

## NO TEST

It is not necessary to roll dice for everything that happens in the game. Walking down the street doesn't require a Balancing roll unless you are drunk. The RM decides when a test is necessary. Here are some examples of when and why you just don't need to roll the dice:

- It is trivial to do: walking, talking, turning on the television.
- It has no effect on the plot: parking the car, buying a shovel with a credit card.
- There is no consequence for failure: reading a journal, taking a photo, sending a text message.
- There is no time pressure, and it is easy if you are careful: climbing a ladder, fording a stream.
- It isn't interesting, and might bog down or block the game: renting a car, shipping gear to your hotel, making camp.

## ACTIVE TEST

An active test occurs when the player is specifically trying to accomplish something that is not being hindered or opposed in any way. This is the standard situation in LCTR, such as trying to climb a cliff or leap across a chasm. It uses the standard test rules with a challenge rating set by the RM.

## OPPOSED TEST

When the player is directly opposing a living force (people, animals, and some Mys-Tech constructs), the abilities of the two beings come into conflict. The challenge of the task is equal to an appropriate attribute of the target, and the player must roll for the test even if their competence is higher. Also note that in most cases the one with the highest Quickness attribute acts first (with Cleverness as a tie-breaker).

Opposed tests do not allow automatic success.

## PASSIVE TEST

A passive test means that something is happening to the character that is not under their control. This could be a trap going off or something sneaking past them. In this case the RM (or acting player) rolls their own dice with a challenge based on the target character's applicable attribute – such as Quickness for a trap going off. Luck and Faith can still influence these results, so the RM should let players know that something is happening, even though their character might not notice. A passive test is really just someone else's opposed test.

## SUM TESTS ( $\Sigma$ DICE)

Sometimes you might be able to accomplish multiple things with a single roll – such as affecting multiple targets at once with a distraction, or gathering multiple clues from a single lore or interpretation roll, or you might be able to combine efforts from several rolls – such as when researching a complicated myth. Sum tests provide a quick way to track varying degrees of success for a variety of situations.

For a sum test, the initial roll has challenge >1, but rather than tracking individual successes, just add together the values of all the successful dice. Divide that sum among various objectives, each with a 1-5 cost that would normally be its challenge rating.

Always complete the easiest objectives first. Eventually you will often have some points left that are not enough to fulfil any remaining objectives.

Certain research challenges will present levels of information received based on a sum test, but if time allows you may be able to research more and roll again and improve your sum (though the challenge number increases with each roll). When affecting multiple targets at once (such as with a bluff or persuasion on a group), a sum test determines how many people you can actually affect when they have varying defense scores. An example sum test appears on [Page 52](#).

Sum tests have two different notations in the rules:  $\Sigma Dice > Threshold$  means “sum up *Dice* >1 results, and compare to a target sum *Threshold*,” if your total exceeds *Threshold* you have succeeded.  $\Sigma Dice - Number$  means “sum up *Dice* >1 results, then subtract *Number* for each target affected.” Modifiers  $+Dice >$  and  $>+Target$  affect the competence (dice) and challenge (target) as they do for other tests.

## CONTEST

When two or more people compete indirectly this is called a contest. For example, when racing an obstacle course neither player is affecting the other directly, but they still want to know who wins. In a contest, everyone tests their skill separately, and the one with the most successes wins.

If the contest has variable degrees of success (like darts or archery target scoring), then a sum test helps measure everyone's individual performance.

## UNTRAINED ATTEMPTS

For people without training it is still possible to attempt most actions... but it's not easy. Even without skill you may roll 1 die but increase the challenge of the roll by >+2. If that raises the challenge above 5, then you simply can't succeed.

Or, spend an applicable Quality and add +2> to your competence, to give yourself 2 dice instead of none. When you do this, use the normal/original challenge rating (not increased by >+2).



# Saving Rolls

From time to time in adventures, the RM will request a *saving roll* as a way to save your character from death, discouragement, or other adventure-halting consequences. This is a roll of some applicable attribute, but otherwise works the same as any active test. In most cases a single success is sufficient to succeed the saving roll, though sometimes more successes are better, such as a saving roll to overcome a strong poison.

Making a saving roll twice in a scene is bad news. Each additional saving roll for the same situation adds >+1 penalty. So if you are stung repeatedly, even weak poison can kill you.

## Assists

Some people can use their skills to make tasks easier for others. This is called an *assist*. For example, a climbing assist helps a poor climber navigate a climbing challenge with guidance from a skilled climber. In an assist, the guide rolls his skill as if tackling the obstacle himself, then offers excess successes to benefit others. Who benefits depends on the circumstances, but the benefits are generally the same.

The benefactor keeps one success to manage his own attempt (if needed). Beyond that, each success (called an *assist*) provides one chance to help someone else with the obstacle. Assists grant additional dice that another character uses to try to improve their own roll.

The benefactor spends his assists, one at a time or all at once, to give the other character more dice to roll (one per assist).

Someone who receives assists may not then use their successes to assist others. You either provide assistance, or accept it!

### EXAMPLES OF ASSISTS:

#### EXAMPLE 1 – CLIMBING

The group must climb a difficult ruin wall to get to the roof. The climbing challenge is >3. Albert has Climbing 4, Betty has Climbing 3, Chet has Climbing 2, Diane has Climbing 1, and Edward and Francine have Climbing 0. The group has just one climbing kit (+2> bonus). Normally Albert wouldn't have to roll (4>3 auto-success), but he needs to assist the weaker climbers today.

They decide to let Edward use the climbing kit. Albert climbs across and gets 2✓, one for himself and one assist. Betty climbs and also gets 2✓, Chet gets just 1✓, Diane fails (0✓), and Edward with the climbing kit gets 2✓. The group has 3 assists remaining to help Diane and Francine. They give one to Diane, who rolls and fails again. They give her

another and she succeeds (1✓). They give the last assist to Francine, who fails the climb and falls from half-way up the wall.

#### EXAMPLE 2. MECHANICS

Most of the group has scaled to the roof of the ruin, but Francine has a broken leg and is unlikely to reach the roof on her own, even with assistance. The group decides to use a rope to haul her up. Since she is at risk of further injury, the RM deems that it is appropriate for the group to roll to haul her up. Her weight isn't much of an issue with so many people, but safety is. This requires an opposed Mechanics test to rig up the rope and reel Francine up safely. The RM declares that the challenge of the roll is Francine's Brawn+1 – a total of 3. Francine has Mechanics 4 but the RM rules that someone at the top of the wall has to be in charge of the project, but that Francine can assist from below by shouting instructions and checking the line they pass down from above. Edward takes charge atop the roof, with his Mechanics 2. He rolls 2>3 and fails (0✓.) Betty assists with her Mechanics skill of 1. Betty rolls 1>3, and fails. Francine rolls 4>3 and gets 2✓, two assists. Edward takes the two assists from Francine, rolls 2>3 and gets 1✓, enough to haul Francine safely to the roof.

Note: It would also be fine for the RM to skip this scene and assume the group can rescue Francine with enough time. That lets the game move along faster and get on to more fun and interesting plot points. Part of the RM's job is to find a fun balance of tension (playing out the rescue) and pacing (moving the plot along), based on peoples' preferences and the play time available. This example is about how to apply assists, not how to pace the game.

#### EXAMPLE 3. MEDICAL

Due to a recent climbing accident, Francine has a broken leg, 4 Wounds. Chet has Medic 3, but wants help to set it well. Diane and Edward each have Medic 1 so they will assist him. In this case, they do not need to set aside one success for themselves, since they do not need to be healed. Diane rolls 1✓, one assist, Edward fails without consequence (he simply fails to assist). Chet rolls with +1>, using Diane's assist. He gets 2✓ and heals two of Francine's Wounds, enough to get her moving without fear of incapacitation.

#### TEAMWORK IS THE KEY TO SUCCESS!

Teams of Tomb Raiders need everyone's skills to make it through the mystery. The scholar might not kill the bears, but the mercenary won't be able to decipher the Etruscan writing clues that lead to the secret door.

*Assist* rules are a core element allowing PCs to help each other through obstacles they couldn't get through alone.



# CHARACTER CREATION



Characters, particularly the PCs, are the main focus of a Role-Playing Game like LCTR. The story and locations give the characters something to do, but the most interesting bits are how they respond to discoveries, deal with obstacles, and overcome setbacks over the course of the game.

LCTR measures characters with a variety of traits that enumerate what they can do, and how well they can do it. These traits include attributes, qualities, talents, and skills. Each character starts with a unique combination of traits that defines their capabilities at the beginning of their tomb raiding career. As the game progresses, they will accumulate experience and get more competent.

**Step 1.** Concept

**Step 2.** Attributes ([Page 13](#))

**Step 3.** Qualities ([Page 14](#))

**Step 4.** Talents ([Page 14](#))

**Step 5.** Skills ([Page 15](#))

**Step 6.** Gear ([Page 18](#))

## 1. Define Character Concept & Group Context

Making a Tomb Raider character begins with a concept: who is this person? There aren't a lot of rules about what kind of concept is allowed, but there are some important things to consider:

- Where are they from?
- This is the start of their tomb raiding career; what were they doing before now?
- Why are they becoming a tomb raider?
- What motivates them? Why are they willing to risk danger when tomb raiding?
- What useful skill do they bring to a tomb raiding expedition?
- Give them a name.
- Give some thought to what they look like.

If you have difficulty coming up with a concept, ask for help from the RM and other players. It can be fun to develop your character with other people: make siblings together, or unlikely friends. Another approach is to take a character you enjoy from a movie or television show, and base your concept on them – just keep in mind that your beginning tomb raider will not be as competent as a solo action hero. If need be, just focus on one aspect of the character that you find most appealing to play.

Making a group that works well together is a bigger challenge. The RM may need to set ground rules. If your group is just 3 or 4 PCs, an important restriction is that players should divide up the training packages to ensure at least one athlete, one scholar, one guide, one mercenary, and one engineer (each PC has two different packages). That helps ensure your group can cover all the important tomb raiding skills. Your group's play preferences may dictate games with minimal investigation or minimal combat.

The RM may also have some restrictions based on the adventure they plan to run. Possibly all your characters have no experience with the strange mysteries of tomb raiding; maybe they have all seen something they couldn't quite understand; perhaps they must all be American (or none...).

Certainly, the RM should give some thought to how your characters come together as a team. Have they been pulled together by a third party? Do they already know each other from past interactions? This may provide other constraints you must incorporate into your concept. Most of the time this shouldn't be too difficult, as long as the RM makes the constraints clear up front.

### A NOTE ABOUT SKEPTICS...

It can be fun to play a skeptic in this world of strange and fantastic secrets. However, the strange and fantastic elements are a real power in the tomb raider world, so your skeptic is ultimately incorrect. Denials and elaborate rationalizations may get tiring. If you want to play a skeptic, it is a good idea to have a plan for what might "flip a switch" and set them on the track to believing and seeking the truth.

For example, a scientific scholar may deny fantastic explanations, but eventually be confronted with something they can't explain away. They could become obsessed with studying and analyzing the strange energies, trying to understand them. Maybe they start bringing along larger and more elaborate scientific equipment to analyze the mysteries they encounter.

### A NOTE ABOUT SCOUNDRELS...

Some players like taking the roles of vagabonds and shady treasure-hunters. Tomb Raider certainly invites the sort of people who don't worry about things like historic preservation and brushing dirt off of stones with care. But bear in mind that LCTR stories will have villains who represent these greedy and power-hungry impulses, and would probably be happy to recruit any PCs who are only in it for the loot. If the PCs are more violent, more greedy, and more self-serving than the "bad guys," it will make for a poor story. So, if you play someone with a selfish streak, try to include some conscience or moral code that elevates them, and makes them *the good guys* of the story.

#### QUICK CHARACTER:

If you are in a hurry look for the Quick Character recommendations with each rule. You don't have to use them all – you can spend your time on what matters most to you.



## 2. Rank Attributes

Attributes represent one's innate, passive, and constant ability. In game they represent the force or effectiveness of some actions, your resistance to things that affect you, and your ability to recover from failure. Each attribute has distinct useful purposes in LCTR. For more information, see "Attributes" on [Page 19](#).

Brawn



Strength and toughness. Brawn affects the force of blow you can deliver, and take, and how much you can carry.

Endurance



Health and stamina. Endurance is how persistently you can continue physical activity, and how long you can resist the effects of adverse environments, poison, disease, etc.

Quickness



Reflexes and speed. Quickness is how fast you move, and how well you dodge and avoid fast-moving dangers.

Perception



Senses and alertness. Perception affects how much you notice when you look or listen, and helps you spot or recognize dangers before it's too late to respond.

Cleverness



Intelligence and cunning. Cleverness helps you put together clues and resist confusion, and it affects how quickly you act when performing mental and social actions.

Will



Determination and self-control. Will measures your force of personality, strength of mind, and resistance to persuasion.

Destiny



Destiny represents a person's connection with the invisible forces and energies that govern the world. For most people, destiny works only at a subconscious level, like "luck." A few rare individuals recognize the destiny within them, and control it!

BEQPCWD



Rules often abbreviate attributes using their first letter. "B" for Brawn, and so forth. Charts and tables may instead use the more eye-catching icons such as



Everyone in LCTR possesses these seven attributes in varying degrees. Any attribute may be rated from 0 (deficient) to 5 (gifted). A rating of 2 is typical of regular people.

Attributes of 0 reveal a severe limitation or disability. For example, someone with Quickness 0 may be wheel-chair-bound or otherwise unable to move without assistance. This is not a good idea for tomb raiders, but it may be playable if handled thoughtfully.

### CHARACTER CREATION: 16 ATTRIBUTE POINTS

Starting characters allocate 16 attribute points among the 7 attributes.

Attributes of 1 to 4 are normal and cost 1 to 4 attribute points. An attribute of 0 costs nothing, but it may not be suitable for field work. Such employment would be on a probationary status, though Destiny 0 is an acceptable choice for a "mundane" tomb raider. If you want to make any other attribute 0, explain your concept to the RM and obtain permission.

To begin the game with an attribute of 5, you must have a Destiny of at least 1 and the *Exceptional* talent. If you plan to do that you may put a 5th attribute point into one of your attributes at start, or raise it later with an XP-based attribute increase.

**QUICK CHARACTER:** Pick your best attribute, rate it 4. Rate all the rest 2.



### 3. Note Qualities

Each attribute generates a spendable quality that the player can use for amazing feats of survival.

|           |     |  |
|-----------|-----|--|
| Grit      | = B | Grit helps you survive attacks and other physical damage.            |
| Tenacity  | = E | Tenacity lets you keep moving and acting when others would stop.     |
| Reflex    | = Q | Reflex lets you avoid incoming dangers and respond quickly.          |
| Alertness | = P | Alertness helps you notice things that you might otherwise overlook. |
| Intuition | = C | Intuition gives you an idea of what to do when you are confused.     |
| Mettle    | = W | Mettle lets you defy fear and other forms of mental influence.       |
| Spirit    | = D | Spirit activates special talents with a variety of benefits.         |

Players spend quality points during play to avoid the consequences of failure or overwhelming force, or to just do better at certain actions. “Qualities” on [Page 23](#) explains how this works.

#### GTRAIMS

Rules often abbreviate qualities using their first letter, just like attributes.

### CHARACTER CREATION: QUALITY = ATTRIBUTE

Each quality is a number of points equal to the corresponding attribute.

### 4. Select Talents

Talents are special abilities that help tomb raiders excel in dealing with the dangerous, strange, and supernatural aspects of the world.

The following are examples of talents in LCTR. There may be others, as-yet-unquantified, but these are certainly the most common. While a person might claim to be lucky or faithful or confident, these qualities only provide tangible benefits to those with true inner power, destiny.

Activating a talent requires spending one point of your Spirit (quality). It will come back over time!

|               |  |
|---------------|--|
| Ancient Blood | You have a connection to ancient people. (Requires Destiny 3 or higher.)                 |
| Background    | Your unusual background or place of origin justifies something off about your character. |
| Confidence    | You can more often succeed at the skills you have trained.                               |
| Exceptional   | You may raise one attribute to a 5 with attribute points or experience.                  |
| Faith         | You resist negative mental states, and you know more about your religion.                |
| Honor         | You follow rules that help you press on in difficult circumstances.                      |
| Instinct      | You know the best way to respond to situations when there's no time to think.            |
| Knack         | You have a natural gift in one particular skill.   |
| Luck          | You sometimes pull unexpected success out of a bad situation.                            |
| Mystery       | You are casually subtle and deceptive.   |
| Resources     | You have money and/or influence to support your missions.                                |
| Spiritualism  | Your belief in invisible powers makes it easier for you to work with them.               |
| Trust         | You make it easier for others to help you.   |

### CHARACTER CREATION: CHOOSE TALENTS EQUAL TO DESTINY

Each point of Destiny reveals one “talent.” You may choose any talents you like, unless they specify a restriction you do not meet (e.g. Ancient Blood). There is no benefit to choosing the same thing twice.

**QUICK CHARACTER:** These selections work well for almost any character concept, and are easy for beginning players:  
Destiny: 1                      2                      3                      4  
Talent(s): Confidence +Luck +Trust +Instinct



## 5. Assigned Skills

Skills represent things you do, learned through training or practice. The *basic skills* below cover most situations in the game.

|                    |                |  |
|--------------------|----------------|--|
| Academic Skills    | Geography      | Knowledge of places, including locations, terrain, weather, politics, etc.                   |
|                    | History        | Knowledge of past events, including timelines, politics, important figures, etc.             |
|                    | Interpretation | Putting together clues and information to realize something hidden or secret.                |
|                    | Languages      | Competence in foreign languages and in translating languages you don't know.                 |
|                    | Mythology      | Knowledge of stories, religions, fables, and belief systems.                                 |
| Battle Skills      | Evasion        | Avoiding attacks and dangers.  |
|                    | Gunplay        | Handling firearms with precision, accuracy, and speed.                                       |
|                    | Hand-to-Hand   | Close fighting with weapons or unarmed.  |
|                    | Tactics        | Organizing a fight to give your side advantages.   |
|                    | Throwing       | Launching things through the air, rolling them along the ground, or catching moving objects. |
| Craft Skills       | Construction   | Knowledge of architecture, stonework, and other aspects of structures.                       |
|                    | Electronics    | Skill at analyzing, making, or altering electrical devices.                                  |
|                    | Mechanics      | Understanding of simple machines and physical forces.  |
|                    | Repair         | A broad knowledge of how to diagnose and fix things that aren't working.                     |
|                    | Security       | Experience in how to find, analyze, and bypass most locks and traps.                         |
| Exploration Skills | Medic          | Patching up injuries and diagnosing/treating illness or poison.                              |
|                    | Navigation     | Finding a path through unfamiliar or difficult terrain.                                      |
|                    | Observation    | Looking or listening to learn about something nearby.  |
|                    | Searching      | Finding things that may or may not be available, like food and shelter in wild environments. |
|                    | Stealth        | Moving quietly, or hiding from sight.  |
| Traversal Skills   | Balancing      | Navigating narrow walkways and unsteady ground.  |
|                    | Climbing       | Moving up and down difficult paths.  |
|                    | Leaping        | Crossing gaps, hurdling obstacles, and landing from heights gracefully.                      |
|                    | Swimming       | Moving through deep or flowing water.  |
|                    | Swinging       | Controlling your motion while hanging onto a moving object.                                  |
| Utilitarian Skills | Boating        | Operating small watercraft, and helping operate large watercraft.                            |
|                    | Demolitions    | Handling explosives, setting and defusing them. Using brute force to destroy big things.     |
|                    | Driving        | Maneuvering ground vehicles.   |
|                    | Flying         | Handling airborne vehicles: airplanes, helicopters, dirigibles, etc.                         |
|                    | Heavy Weapons  | Use of tripod or mounted weaponry, rocket launchers, and flamethrowers.                      |
|                    | Research       | Filtering out useful clues from books, internet, or other information sources.               |
|                    | Riding         | Handling horses or other riding animals.   |
|                    | Science        | Understanding and examining how the physical world works.                                    |
|                    | Socializing    | Dealing with people through haggling, diplomacy, intimidation, and subterfuge.               |
|                    | Tech           | Operating sophisticated communications, computers, and other high-tech gear.                 |

Each of these skills has more detailed information in "Skills & Challenges" starting on [Page 52](#). Skills improve as you adventure, as explained in "Character Improvement" on [Page 131](#).

### SKILL RANKS

Each character's competence in each skill gets ranked from 0 to 5. The skill ranks roughly correspond to expertise as follows:

|   |           |   |
|---|-----------|---|
| 0 | Untrained | You have no clue what you're doing.                               |
| 1 | Novice    | You have had basic training but little field experience.          |
| 2 | Competent | You are fully trained and as good as most professionals.          |
| 3 | Good      | You are better than many professionals with this skill.           |
| 4 | Expert    | Your skill is impressive and others might hope to learn from you. |
| 5 | Master    | You have studied every nuance of this skill.                      |

### "I HAVE NO SKILL!"

Not all Tomb Raiders will have all the skills needed to overcome obstacles. When you have 0 ranks in a skill you want to try, use these rules to help you succeed: Assists ([Page 11](#)), Exertion Point ([Page 24](#)), Skill Kits ([Page 45](#)), Untrained Attempts ([Page 10](#)). With these rules there should be no challenge a good team cannot overcome.



## TWO PRIMARY TRAINING PACKAGES X 15 SKILL POINTS

Each Tomb Raider character has competency in two core skill groups, and some additional training in other areas. Pick two of the following primary training packages: Athlete, Engineer, Guide, Mercenary, Jack-of-All-Trades, and Scholar (detailed below). Explain your character's training background in any way that makes sense, either meshing their two packages into a single profession or inventing a background that explains two distinct careers. The names of the package are not intended to restrict your concept. So "Mercenary Package" might be appropriate for an ex-soldier, someone with police training, or perhaps even a judo instructor.

Each package divides 15 points among a limited set of skills. Each point is one rank in a skill, up to a maximum of rank 5. Characters will improve their skills, and learn new ones, as they complete missions (see "Character Improvement" on [Page 131](#)).

### ATHLETE PACKAGE

Athletes might be professional sports players, Hollywood stunt performers, or recreational thrill-seekers. They must be physical, fearless, and able to push themselves through tough situations. Teams hire athletes to help them reach inaccessible and dangerous locations.

**Traversal:** 10 points among Balancing, Climbing, Leaping, Swimming, Swinging (minimum 1 in each)

**Scouting:** 5 points among Evasion, Medic, Navigation, Observation, Riding, Stealth

### ENGINEER PACKAGE

Engineers who raid tombs must be generalists. They must be able to understand ancient and modern crafts, with an eye for mechanisms that might be dangerous or important to the mission. Their primary purpose is to make sure the team doesn't get killed by the tombs themselves, or stranded by a broken-down vehicle.

**Crafting:** 10 points among Construction, Electronics, Mechanics, Repair, Security (minimum 1 in each)

**Troubleshooting:** 5 points among Demolitions, Interpretation, Observation, Searching, Science, Tech

### GUIDE PACKAGE

Guides are survivalists, wanderers, drivers, and pilots. To succeed in tomb raiding they need to be competent in the wilderness and capable with vehicles. The guide's purpose is to help the team find and get to lost ruins, and survive in the wilderness.

**Exploration:** 10 points among Medic, Navigation, Observation, Searching, Stealth (minimum 1 in each)

**Transportation:** 5 points among Boating, Driving, Flying, Geography, Repair, Riding

### JACK-OF-ALL-TRADES PACKAGE

People who dabble in a variety of different areas are often useful back-ups for the professionals. The jack-of-all-trades should have a wide spread of skills across several disciplines. Typically they will not be as good at any particular thing as someone who has a focused profession.

**Breadth:** Rank 1 in 10 new skills (may not be used to raise a skill above 1 rank).

**Focus:** 5 points divided among those 10 skills.

Resolve Jack-of-All-Trades package after your other primary training package.

### MERCENARY PACKAGE

Most mercenaries have some formal military or law enforcement training in their past, but some come from rough streets or lawless countries and had to learn how to fight to survive, or might be survivalist hunters or competition fighters. The merc's role is to protect their team from enemies and whatever hostile critters they come across.

**Battle:** 10 points among Evasion, Gunplay, Hand-to-Hand, Tactics, Throwing (minimum 1 in each)

**Sabotage:** 5 points among Demolitions, Driving, Heavy Weapons, Searching, Security, Stealth

### SCHOLAR PACKAGE

Tomb-raiding scholars specialize in history, geography, mythology, and languages. Physicists and chemists will be nearly useless in such endeavors. Archaeologists often have exactly the right skills. Teams drag along scholars to identify artifacts, translate records, and interpret findings and events, looking for any connection to the ancient mysteries.

**Academic:** 10 points among Geography, History, Interpretation, Languages, Mythology (minimum 1 in each)

**Practical:** 5 points among Construction, Observation, Research, Science, Socializing, Tech

### CUSTOM PACKAGES

If you have a strong concept, the RM may allow you to define a custom primary package, following the format above. I would not recommend this for first-time players or first-time RMs.

**QUICK CHARACTER:** Choose two packages that suit your concept, avoiding "Jack-of-All-Trades". For each package: first, from the 10-point skill set, put 3 points into your best skill, 1 point into your worst, and 2 points into the rest; then, put 1 point into five of the six additional skills listed.



## 2X **C** SECONDARY TRAINING SKILL POINTS

### (LIMITED TO RANK **C** IN EACH)

In addition to the two primary professional packages, each character begins with a few additional skills or specialties. Double your Cleverness rating, and divide that many skill points as you like among any basic skills, to a maximum of rank C in each. So, if your Cleverness is 3, you get 6 skill points to raise skills up to at most rank 3.

**QUICK CHARACTER:** Choose from these skills: Interpretation, Languages, Evasion, Gunplay, Hand-to-Hand, Throwing, Mechanics, Repair, Observation, Searching, Climbing, Swimming, Driving, Socializing.

**DON'T FORGET COMBAT!** If you do not have any fighting skills yet, use Secondary Skill points for at least 1 rank in Gunplay, Hand-to-Hand, or Throwing.

## 1 ADVANCED TRAINING SKILL POINT

Choose a signature skill, which should also be your best skill (most ranks) and must be rank 2 or higher. You will begin the game with 1 rank in an advanced skill related to the skill you have chosen. "Advanced Skill Summary (by Group)" on [Page 84](#) lists advanced skills.

Also choose one trick from those listed for that skill, as explained on [Page 82](#).

If you do not want an advanced skill at this time, add 1 rank to any skill (to a maximum of 5).

**QUICK CHARACTER:** Add 1 rank to your highest skill.

### ADVANCED SKILLS

In addition to the basic skills, characters may learn special advanced skills that represent more focused training, specialization, or professional experience in various areas. Advanced skills are not required to play, but they add some fun options.

Each advanced skill links to one or more basic skills. So Kung Fu links to the parent skill, Hand-to-Hand. Advanced skills always require having at least 2 ranks in the parent skill, and can never be ranked equal to or higher than the parent skill. So someone with Hand-to-Hand 4 can only get Kung Fu up to level 3.

### CUSTOM SKILLS

Sometimes a character concept suggests or even demands a skill that just isn't covered by the basic skills list – which focuses on tomb raiding activities.

With the RM's permission, a player may invent new skills to use with their secondary training skill points. The RM may refuse the skill suggestion, especially if it seems to provide some unreasonable advantage.

Examples: Archery, Arts, Music, Politics



## 6. Choose Gear

Depending on who hired them and other story considerations, tomb raiders begin with a modest selection of appropriate equipment, including whatever weapons suit their training or background. Guidelines for choosing starting gear appear in Gear Selection starting on [Page 43](#), followed by a list of useful tomb raider gear items.

### PATRONS

If you work for Lara Croft or some other tomb raiding organization, the organization will provide you with equipment to aid your missions. The RM may dictate your equipment, allow you to choose freely, or may restrict a few items based on the resources and interests of the patron. These RM decisions are described in a bit more detail starting on [Page 138](#).

### CHARACTER CREATION: CHOOSE GEAR

The rules for starting gear depend on the story. Ask the RM if there are any custom gear selection rules; otherwise, refer to [Page 43](#).

**QUICK CHARACTER:** Use the Sample Tomb Raiding Kit on [Page 43](#).

### CHARACTER CREATION RECAP

To create your Tomb Raider character:

**Step 1.** Concept

**Step 2.** Attributes: 16 points among seven attributes: Brawn, Endurance, Quickness, Perception, Cleverness, Will, Destiny

**Step 3.** Qualities: Each equals the corresponding attribute. Grit (=B), Tenacity (=E), Reflex (=Q), Alertness (=P), Intuition (=C), Mettle (=W), Spirit (=D)

**Step 4.** Talents: One per point of Destiny. Background, Confidence, Exceptional, Faith, Honor, Instinct, Knack, Luck, Mystery, Resources, Spiritualism, Trust. Ancient Blood requires Destiny 3 or higher.

**Step 5.** Skills: Two primary packages (30 points), secondary skills (2xC points), advanced (1 point). Primary packages: Athlete, Engineer, Guide, Jack-of-All-Trades, Mercenary, Scholar.

**Step 6.** Gear: As explained starting on [Page 43](#). Patrons may offer more gear.



# ATTRIBUTES



## **B**Brawn

Brawn represents one's size, mass, strength, and ruggedness. Brawny people can lift and carry more weight, hit harder in hand-to-hand combat, and suffer less effects from most blows. Brawn may help in moving or breaking objects, and in helping others through tough areas.

Brawn 0 indicates someone who is frail and weak, or possibly just really small.

### **HAND-TO-HAND DAMAGE**

Brawn sets the baseline for damage done with hand-to-hand weapons, punching, kicking, and so forth. The brawnier you are, the more of a wallop you pack.

### **RESILIENCE**

Brawn is your resistance to damage, which translates to how much punishment you can tolerate before being incapacitated.

### **ENCUMBRANCE - CASUAL**

Brawn affects how much you can carry without being slowed.

### **HOLDING THINGS**

Brawn helps in saving rolls to hold things that are about to fall, roll, or push through. A common scenario is holding onto the rope when another character has failed to climb or leap.

### **SIZE**

Brawn hints at how bulky or heavy you are, which might affect certain traps (like weight-triggered pressure plates), and how hard it is for your companions to carry or drag you around if you are unable to move on your own.



## **E**Endurance

With endurance, a person can continue with hard activity for longer, and cope more easily with unfavorable conditions like heat, cold, and bad air. Enduring people press on when others must rest. This aids dealing with hostile environmental conditions, and recovering from injuries.

Endurance 0 signifies someone who is always sick and/or exhausted.

### **RESISTANCE**

Endurance sets the challenge for the effects of most poisons, drugs, and diseases to affect you. It affects how long you can hold your breath, and how long you can tolerate extreme heat and cold without issues.

### **RECOVERY**

Endurance determines how quickly you recover from injury, drugs, and illness, as well as recovering from a knockout attack.

### **ENCUMBRANCE - BURDENED**

Endurance affects how much additional weight you can carry when burdened.

### **PERSEVERANCE**

Endurance helps saving rolls for ongoing physical activity, like swimming and climbing for long periods.





## Quickness

Quickness is a combination of speed, reaction, and agility, allowing a person to avoid hazards and move into action sooner. Quickness helps movement actions and dodging. It also plays a key role in surviving athletic mishaps like falling.

Quickness 0 marks someone who is barely able to move their arms or legs (or have none).

### MOVEMENT

Quickness plays a primary role in how fast you can move. Someone with great skill might be able to overcome someone with natural speed, but low Quickness means they have to work at it.

### INITIATIVE - PHYSICAL

Quickness serves as the baseline for how quickly you act (physically) in combat, or any time the order of action matters. Quick people go first... usually.

### DEFENSE

Quickness measures your agility and energy in battle, making you a harder target to hit. Most enemies and traps will need to overcome your defense before they can hurt you.

### FALLING

Quickness helps to protect you from damage caused by falling. Your reflexes kick in and help you respond appropriately to the terrain.

### AVOIDANCE

Quickness serves in saving rolls to dodge fast-moving dangers, which covers many traps and natural hazards.



## Perception

A person with good Perception notices dangers before they become problems. This helps in searching for paths or hidden treasures as well as spotting ambushes, tails, or anyone trying to sneak past you. It also affects your speed when using firearms.

Perception 0 represents an extreme sense deficiency, or perhaps obliviousness through poor attention.

### VIGILANCE

When someone tries to take something you are watching carefully, or wants to sneak up to or past you, your Perception sets the challenge for their roll.

### INITIATIVE - TIMING

Perception affects how quickly you act in combat with firearms and crossbows – where good timing is more important than the physical action of pulling the trigger.

### SPOT DANGER

Perception provides a chance to notice a hazard or trap before setting it off, or to glimpse an ambush or sneaky foe before they strike.

### NOTICE OPPORTUNITY

Perception saving rolls notice an opportunity that you had previously overlooked, allowing a second chance when failing to find something you need.





## **C**Cleverness

Cleverness is a mental agility that is good for putting clues together to solve a puzzle, and the wit to charm or impress other people. This also protects one from confusion, cons, and similar trickery.

Cleverness 0 represents a person unable to figure things out for themselves, who believes everything they hear but applies none of it to future situations.

### **CLARITY**

Cleverness is your primary resistance to confusion and subterfuge. Anyone trying to trick you verbally or socially uses your Cleverness as the challenge rating in their attempt. If they try to trick someone else, you might notice the trick even if their intended target does not.

### **LEARNING CAPACITY**

Cleverness measures how quickly you learn. When you create your character, you gain more starting skills based on your Cleverness (as explained on [Page 17](#)).

### **TACTICAL MANEUVERING**

When an opponent attempts to use tactics to counteract your tactics, it is your Cleverness that they must overcome.

### **INITIATIVE - QUICK WITS**

Cleverness determines how quickly you act in actions of thought and wit, such as taunts and intimidation.

### **PUZZLES**

Cleverness helps when solving puzzles and investigating ancient mysteries.

### **NEW IDEAS**

Cleverness provides a saving roll to come up with a new approach when dealing with people, puzzles, or just about anything perplexing.



## **W**Will

The will attribute measures self-control, concentration, force of personality, and courage. This also helps to resist mental fatigue, taunts, and coercion.

Will 0 is the measure of someone who has no motivation or drive of their own, possibly despondent or lost in their own thoughts most of the time, they just do what they are told to do and let others do what they will.

### **MENTAL FOCUS**

Will reduces battering effects in combat.

### **COURAGE**

Will serves as your main resistance to anything spooky or discouraging that would make other tomb raiders give up.

### **MENTAL STRENGTH**

Will measures the forcefulness of your personality and intellect, when you are trying to pressure someone to a course of action they don't want to do.

### **MENTAL FORTITUDE**

Will resists direct mental and social influences like intimidation, taunting, and distraction. It may also resist mental effects of certain ancient energies.

### **PERSISTENCE**

Will provides a saving roll in situations where repeated obstacles or failures would cause most people to stop trying.





## Destiny

Destiny is a measure of unusual or inexplicable advantages some people seem to possess. In ordinary lives this may go unnoticed and ignored, but in a world of danger, adventure, and mystery, these forces can mean the difference between insignificance and world-shaking power.

Destiny 0, while it might not be noticed, represents a person who doesn't matter. There is nothing special about them, and they will accomplish nothing of great import on their own.

Each point of Destiny provides one "talent". While a person might claim to be lucky or faithful or confident, these qualities only provide tangible benefits to those with true inner power, destiny.

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### TALENT

Destiny unlocks *talents*, special abilities that provide a variety of minor benefits during play. Find more information about talents starting on [Page 25](#).

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### MYSTIC INFLUENCE

Destiny provides a saving roll when you are struggling to harness mysterious energy, such as when trying to activate an ancient device.

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### UNCANNY SURVIVAL

Destiny provides a saving roll when you should probably, but not definitely, just die – such as when you suffer a terrible fall. Characters with high Destiny tend to recover from seemingly mortal wounds, while those with low Destiny don't.



# QUALITIES



Each quality ties to one particular attribute, which sets the maximum amount available to spend. Each also has a unique benefit during play as summarized here:

|           |  |
|-----------|--|
| Grit      | Spend Grit to <i>reduce injury</i> .   |
| Tenacity  | Spend Tenacity to <i>hang on or keep going</i> .                                   |
| Reflex    | Spend Reflex to <i>dodge</i> one attack or trap.                                   |
| Alertness | Spend Alertness to <i>spot</i> something hidden or unnoticed.                      |
| Intuition | Spend Intuition for a <i>hunch</i> , a clue or hint from the RM (to get un-stuck). |
| Mettle    | Spend Mettle to <i>act your will</i> when the rules make you act differently.      |
| Spirit    | Spend Spirit to activate one of your <i>talents</i> .                              |

Qualities sometimes mean the difference between life and death. When you run out of a quality, you become vulnerable to serious consequences. For example, when you are out of Tenacity, a failed swimming roll causes wounds that can drown you.

## Quality Benefits

### GRIT: REDUCE INJURY

Whenever you are struck, you may spend 1 Grit to reduce the effect of the attack by 1 – either to reduce the wounds taken, or the stun effects. You can spend multiple Grit points to reduce the effect even more, or reduce both wounds and stun.

### TENACITY: HANG ON / KEEP GOING

When you fail an athletic roll such as climbing or swimming, spend 1 Tenacity to keep it together and try again. This can also save your bacon when someone is actively trying to knock you off a perch or disarm you, canceling their action... this time. This also allows you to keep acting when you should be incapacitated from wounds or stun. Spend 1 Tenacity to stay mobile until something harms you again.

### REFLEX: DODGE ATTACK

When an attack or trap strikes, you may spend Reflex to cancel it. The amount of Reflex you must spend equals the

number of successes of the attack, so you can dodge even a very skillful attack if you are willing to spend enough points. Sometimes it is useful to partially dodge an attack – some types of attacks do extra damage based on the number of successes.

### ALERTNESS: SPOT HIDDEN

You may spend Alertness when you suspect there is something secret or hidden nearby, but have been unable to locate it with skills. Spend 1 Alertness to “spot hidden” regardless of your skills. The RM will reveal one secret or hidden thing in the area – usually the biggest or most plot-important thing like a trap or secret door. If there is really nothing to spot, the RM will tell you that you spend time searching and find nothing. You do not get your spent Alertness point back!

You may spend additional points of Alertness to notice more things, or the RM may ask you to spend additional points to spot something that is exceptionally well-hidden. For example, to spot a stealthy enemy, you must spend Alertness points equal to its successes in hiding, or equal to the Concealment rating of a trap or hazard (see [Page 149](#)).

### INTUITION: HUNCHES

When you aren't sure what to do, or are getting frustrated with a puzzle, riddle, or conundrum, spend 1 Intuition for a clue or hint from the RM. The RM will reveal an action you should take or consider that will move the plot forward. It won't necessarily be an outright answer (unless the RM is also eager to move things along); it might be something like “that fresco you passed in the hall isn't just art, you should take a closer look” or “there must be some sort of secret door around here somewhere.” If your options are obvious, the hunch might be obvious as well: “Left or right, hm. You think the right-hand passage looks like it's seen more use. That's probably where you want to go.”

### METTLE: ACT AS YOU WILL

Through mysterious mind control or simple intimidation, sometimes the rules will prohibit you from choosing your character's actions freely. Spend 1 Mettle to ignore the outside influence and do what you want anyway, briefly. This also applies when you should otherwise be incapacitated, unable to act due to wounds: spend 1 Mettle to take an action anyway – but only one action. You may continue to spend Mettle while it lasts, to take several actions contrary to imposed restrictions. You may also spend Mettle to resist an action that is being imposed upon you – such as running away from a scary thing. If the influence lasts multiple rounds, spend 1 Mettle each round that it would normally influence your actions.

Note that this does not give you capabilities you never had. You cannot spend to suddenly fly or teleport, no matter how badly you will it!



## SPIRIT: ACTIVATE TALENTS

Spend 1 Spirit to use the benefits of one of your Talents. Depending on the talent and the situation, this point may have just one immediate effect, or the RM may rule that it helps several rolls during the scene. “Exceptional” is an exception, in that it does not require spending Spirit.

---

## Exertion Point

On any skill roll you may spend a quality point to improve your odds: spend 1 point from an appropriate quality to add +2 to your skill for the roll. This is called *exertion*. If there is any doubt, the RM specifies which quality applies.

Example: A long rope climb is ahead. Spend 1 Tenacity to add +2 to the climbing roll, even if you have no climbing skill.

Tip: Some rules or adventures will specify the exertion point for a particular roll with shorthand, like this: “Roll Climbing >3 (xT)” means roll Climbing skill over a challenge rating of 3, exert 1 Tenacity to roll Climbing+2.

---

## Saving Point

When you fail a saving roll (see [Page 11](#)), you may spend a corresponding quality point to treat the saving roll as a success. Sometimes you must do this in order to survive, or to progress past a difficult obstacle.

---

## Recovering Qualities

Qualities recover slowly: *Seven hours of rest restores one point of each quality.*

The RM may allow you to recover qualities more quickly in situations like hospital care, comfortable rest, and the like. Between missions the RM will usually allow you to refresh all qualities.



# TALENTS



Talents provide minor benefits during play, and they also help to define/distinguish your character a bit. For example, does your tomb raider possess faith or honor? Do they attribute their successes to luck or confidence? Here is a summary of talent benefits:

|                             |  |
|-----------------------------|--|
| <i>Ancient Blood (3+)</i>   | You have a connection to the Predecessors that may reveal secret abilities.              |
| <i>Background (specify)</i> | Your unusual background or place of origin justifies something odd about your character. |
| <i>Confidence</i>           | Re-roll skill dice and keep the new result (even if worse).                              |
| <i>Exceptional</i>          | You may raise one attribute to a 5 with attribute points or experience.                  |
| <i>Faith (specify)</i>      | Refresh Mettle to resist corruption or fear; History/Mythology+1> for your own religion. |
| <i>Honor (specify)</i>      | Refresh one Quality (not Spirit) when fulfilling your code.                              |
| <i>Instinct</i>             | Succeed any saving roll, or refresh Intuition.   |
| <i>Knack (specify)</i>      | When using your knack skill, add +1√ to the result (rolled or auto-success).             |
| <i>Luck</i>                 | Roll a luck die (1>3) to replace a roll made by or against you. "1" is very bad!         |
| <i>Mystery</i>              | +2> for rolls to deceive people, and >+1 when they try to investigate or read you.       |
| <i>Resources</i>            | Special starting equipment, and activate to gain gear mid-mission.                       |
| <i>Spiritualism</i>         | +2> to understand or use mysterious ancient artifacts, energies, etc.                    |
| <i>Trust</i>                | +2> for someone directly assisting/saving you, or to consult a contact.                  |

You may take each talent just once.

## Talent Cost (1 Spirit)

Using a talent to activate its benefit (usually) requires spending 1 Spirit, unless the rules below specify otherwise.

## Talent Notes

### ANCIENT BLOOD (REQUIRES DESTINY 3+)

You come from an ancient and mysterious lineage. Some claim links to fairy ancestry, aliens, gods, werewolves, witches, dragons, kings... The common and unbiased term is *Predecessors*. Most people probably have no idea why they are different, and some don't even realize that they are different.

The benefits of this depend on the Raid Master's take on the mysteries of the world... it may have no clear benefit at all, or it may be a plot point in the story. Sometimes this manifests as minor mental powers that you can learn to control. This talent may help when attempting to activate and use mystical devices known as *mys-tech* (mystic technology).

To pick this talent you must also have a Destiny attribute of at least 3.

Activating Ancient Blood allows you to activate an intact mystical item briefly.

Note: Lara Croft is suspicious of people exhibiting mystical powers, having had bad encounters with such people in the past. As such, she will not knowingly hire a mystic, and will only retain their services (should their power become known) if she considers the employee highly trustworthy.

### BACKGROUND

You have a strange background story that most would consider unusual. Work out with the RM the details of your background, and what you want it to do for you. The background helps to justify some benefit that the rules might not otherwise cover.

The RM takes your background into consideration and then proposes any rules changes she will allow. Typically this will have both good and bad effects for your character. If "what you want it to do for you" is a big ask, the RM may tack on a high cost in some other way, or may just reject your idea as being too difficult. The RM does not have to allow any rules changes at all, and you can have the background quirk just for flavor.

Background benefits and issues may be constant, or occasional. Typically it will cost 1 Spirit to control occasional benefits at your convenience, or to overcome an occasional issue when its effect is problematic.

The RM may require this talent for some character concepts, leaving the exact benefits and issues open-ended until she can find a way to incorporate it into the game.

Example: River Cunningham grew up in the backwoods of Kentucky, out of touch with modern society. When a creature emerged from a lake and killed her family, River escaped into civilization and was promptly scooped up by Hollywood to star in a reality TV show. River is famous, has little understanding of modern technology and society, and knows more about bows than guns.



The RM decides to let her take Archery instead of Gunplay with her starting skill points. Her fame and cluelessness won't have too much impact in the story, so they are just role-playing opportunities. River's player can spend 1 Spirit to make fame helpful when dealing with NPCs.

## CONFIDENCE

Your self-assurance helps you succeed. Confident explorers rely on their training on experience to get them through difficulty.

Activating Confidence allows you to re-roll your skill dice for one roll, whether you succeeded or failed, but before the RM explains the consequences and before you attempt a saving roll to mitigate a failure. You must accept the new roll, whether better or worse. You ignore the original roll completely, and roll only your skill dice – no bonuses from assists or Qualities! Obviously, this doesn't help if you don't know the skill in question, and works best for skills you are very good at already.

## EXCEPTIONAL

You are naturally superior to most people in one aspect. You can raise one of your attributes to 5 – most PCs stop at a maximum of 4.

At character creation, if you choose Exceptional you may put a 5th attribute points into one attribute right away (this comes out of your 16 point total, it is not a bonus). If you don't do this, then you may raise any one attribute to 5 using normal advancement rules, such as when you reach 50xp. You do not need to choose the exceptional attribute until you acquire it.

You may not choose "Exceptional" twice, and may not raise more than one attribute to 5.

## FAITH

Belief in a higher power grants you conviction and wisdom. Faithful adventurers believe that everything will work out as it should. Faith becomes most helpful when others try to influence your actions, or when investigating mysteries that tie to your own faith. When you choose this talent, specify the faith you follow, which should be a real religion from present or past that has a set of recognized moral rules or lessons.

When you are confronted with a corruptive or terrifying influence that tests your convictions, activating Faith gives you an amazingly strong will: refresh your Mettle pool (to 0 spent). You may spend Spirit to use Faith to restore Mettle and immediately spend Mettle to overrule the unwelcome influence. In this manner it should be almost impossible for someone to make you act against your convictions.

Without spending Spirit, Faith provides a +1> bonus for History and Mythology rolls related to your own religion, because you have heard or read its stories so many times. This bonus applies even if your skill is 0. The RM decides when a myth relates to your religion and when it doesn't, though

you may remind her of your bonus and ask if it applies. If you have chosen a faith that has no fixed lore, book, or dogma to study, then ignore this particular benefit. If you choose a very obscure faith unrelated to the story, you are unlikely to get many opportunities to use this benefit.

## HONOR

You live by high standards of behavior that give you strength through a sense of purpose. Honorable explorers don't hesitate to act, since their choices are largely dictated by their code. You may design your own code of honor (with the RM's approval), or draw one from past and present cultures. It is best to spell out the main points of the code, to remove questions about when it comes into play.

Activating Honor allows you to refresh one of your Quality pools (except Spirit). However you may only activate Honor when confronted with a difficult situation dictated clearly by your code, and you act accordingly. You may only reset one pool per situation, though if you suffer for a prolonged period due to upholding your honor, you may activate Honor as often as necessary to withstand the consequences. (For example, to resist torture by refreshing your Mettle pool several times until you run out of Spirit.)

The RM decides when your code clearly applies, and when it doesn't. If your tenets are clear, then there shouldn't be any question. If your code says "never kill people" then it's clear that you are following your code when you have both cause and opportunity to kill someone, but go out of your way to spare or protect them instead. It should not apply when you just spare the life of random innocents you encounter.

If the RM ever decides that you have casually, willfully, or blatantly violated one of your honor tenets, they may make you spend 1 Spirit with no benefit. This represents the moral uncertainty you should be feeling as the result of your failure to act appropriately. If you have no Spirit to spend, or blatantly violate that same tenet again, the RM may cross it off your list of honor tenets. You can't just act honorably when it benefits you; it must be something that defines your behavior.

The RM may also decide that some of your tenets are too vague, confusing, silly, or otherwise inappropriate to the game. She may do this to prevent players from taking advantage of this powerful Talent.

Here are some common and reasonable honor tenets to choose from:

- **JUSTICE** – When you dole out appropriate punishment that will probably cause you trouble, or risk consequences to release someone from undeserved punishment.
- **LAW** – When you cooperate with unfriendly authorities or obtain legal authorization to enter a protected area (such as an ancient ruin).
- **LIFE** – When you have an "evil" or dangerous foe at your mercy, but do not kill them, or allow an enemy to escape rather than risk killing them.
- **LOYALTY** – When you suffer a risk or cost to stand by an ally.



- **PROPERTY** – When you turn over something you have found to its proper owner, or let a foe keep something they own, that you'd rather they didn't have.
- **PROTECTION** – When you risk danger to save or defend a stranger, location, or object from harm. (This does not apply to helping your friends through a big fight, unless you work to draw the attention of enemies away from someone weak or hurt.)
- **SECRECY** – When you suffer trouble to keep information from those who shouldn't have it.
- **TRUTH** – When you tell the plain truth in a situation that causes trouble for you.

## INSTINCT

You follow your intuition almost reflexively, trusting ideas that have no basis in experience or training. Your instincts can save you from big mistakes and guide you to insights you might otherwise miss.

Activate Instinct to treat a failed saving roll as a success (regardless of which attribute it used).

Activate Instinct to refresh your Intuition points (to 0 spent).

## KNACK

You are a prodigy at one particular skill. When you take this talent, choose one of the basic skills and write its name next to the Knack talent. Your knack skill never changes. This does not have to be a skill you have ranks in – it might be a knack for something you've never done before.

You may activate your Knack talent any time that skill needs to be tested (before or after rolling), for +1 ✓ (1 additional success) on the result. This could grant you one auto-success if you otherwise wouldn't have one, or two automatic successes if you would get one normally. Or you can roll the dice and add this success to those rolled to do better.

You may activate your Knack talent for the same bonus when using any advanced skill that derives from your knack skill. For example, if you have a knack in Driving, you can also use this benefit for Stunt Driving maneuvers.

You may not take the Knack talent more than once (as with all talents).

## LUCK

Things just work out for you, when it seems that they shouldn't. Lucky tomb raiders sometimes succeed when their skills and gear fail. In areas of competence, luck is not very helpful, but it can pull you through a difficult situation.

Activate Luck to roll a single luck die (1>3) to try to change the results of a roll made by or against you – yes: you can use your luck to counteract an opponent's roll. The luck die works differently than normal rolls, because the Chal-

lenge of the roll has only a little to do with the outcome.

After the normal roll you don't like, spend Spirit to activate Luck and then roll 1 die.

"1" on the Luck die means very bad luck – something exceptionally unfortunate (for you) happens!

"2" or "3" means you are out of luck – the original roll stands.

"4" or "5" means good luck – treat the roll as either 1✓ (one success) or as a failure, your preference.

"6" means exceptional luck – if you want the roll to succeed, treat it as 1✓ for each point of Challenge rating of the original roll below 6, to a minimum of 1✓ (for example: 5✓ for Challenge >1, 4✓ for >2, 3✓ for >3, 2✓ for >4, and 1✓ for >5 or higher. If you want the roll to fail, it is an abysmal failure with dire consequences (determined by the RM).

Examples of a "6": You failed an attempted Climbing > 3 roll, which could cause you to fall and be badly hurt. You activate Luck and roll a 6. This translates into 3✓ for the Climbing roll, you slip into a hidden path to the top!

Your enemy shot you with a shotgun. That could be very painful. You activate Luck and roll a 6. They suffer an abysmal failure. The RM decides that not only have they missed, but their gun has jammed and they must clear it before they can use it again.

## MYSTERY

You thrive on secrecy and enjoy being an enigma. Mysterious tomb raiders do best when nobody knows what they're up to.

Activating Mystery grants a +2> bonus to deceive people through stealth, subterfuge, or sleight of hand.

Automatically, without spending Spirit, Mystery increases the challenge (by >+1) for other people trying to identify, investigate, notice, or interrogate you. You are naturally difficult to figure out.

## RESOURCES

Through inheritance or investment you have access to a lot of money and influence, that help to support your tomb raiding.

You begin the game with more gear, as outlined in Choose Gear below ([Page 43](#)).

Activating Resources in a civilized area allows you to obtain more gear, faster (see Gear Replacement, [Page 49](#)).

Activating Resources in a civilized area allows you to place social pressure by calling upon useful contacts. This might be useful to get out of trouble with local authorities, or to obtain help that might not otherwise be possible. Using your resources this way provides a +2> bonus to a Socializing test to gain some sort of urgent assistance or legal leeway.



## SPIRITUALISM

You believe in the existence of invisible forces such as ghosts and mystical powers. Spiritual adventurers accept the unusual and expect the inexplicable, which is helpful when delving into occult mysteries.

Activating Spiritualism adds +2> when trying to understand or harness unusual manifestations, energies, artifacts, etc.

---

## TRUST

You rely on others to help you through tough spots. Trusting tomb raiders find help when they need it most. This is very useful when your allies are trying to help you.

Activating Trust provides +2> to someone who is trying to directly assist you or save you, or when you consult one of your contacts for information.

---

## New Talents

If you have a strong concept, the RM may let you suggest another talent that defines your character. The RM gets the final say about what the talent does for you. The standard benefits are:

- +2> for a dice roll in specific situations. (Faith, Mystery, Spiritualism, Trust)
- Refresh one Quality pool. (Honor, Instinct)
- Re-roll in a particular way. (Confidence, Luck)
- Success in a limited circumstance. (Instinct, Knack)

Some talents have multiple lesser benefits, or unique benefits, or require specific other conditions to be true. The RM may define the talent in any way they like.

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# COMBAT



Combat is a common occurrence in LCTR. Whether fighting hungry wolves or fending off the Golem of Prague, it is hard to settle world-shaking mysteries without a scrap or two.

## Combat Timing

### ROUNDS

Combat proceeds in rounds, each round being a very short time frame in which everyone gets to take one action. A normal combat round is about 6 seconds, though mostly the exact time doesn't matter.

Each round, everyone participating in the scene may (usually) move and take one action. Sometimes they cannot act at all, or cannot move, or act so slowly that the action happens on the next round.

### INITIATIVE

Each round, actions occur in an order based on the initiative of the participants. Initiative is calculated based on an attribute (Brawn, Quickness, Perception, or Cleverness depending on the action), and on the weapon or trick being used.

Most full-body actions like athletics and hand-to-hand combat use Quickness for Initiative. Gunplay uses Perception. Social actions like intimidation use Cleverness. Actions restricted by strength, such as loading a crossbow, use Brawn. If there is any ambiguity, the RM may decide.

In the case of ties, all those with the tied initiative act simultaneously – thus two may shoot each other and stagger each other with serious wounds.

### INITIATIVE BASE ATTRIBUTES

|            |   |
|------------|---|
| Quickness  | Most physical actions: evasion, hand-to-hand combat, athletics      |
| Perception | Timing/reactions: gunplay, activating trap at the right moment      |
| Cleverness | Social/mental actions: intimidation, taunting, distraction, tactics |
| Brawn      | Heavy ranged weapons: loading a crossbow, aiming a flamethrower     |

#### INITIATIVE < 0:

Some actions have initiative penalties that can bring the total initiative below zero. This action takes so much time that it cannot be performed in a single round of combat.

Once you resolve all the actions for the round, anyone with a negative initiative total then adds the corresponding initiative attribute (Q/P/C/B) +1, to determine their initiative next round. At this time they may instead abandon the slow action and choose something else to do next round.

Example: Loading a crossbow uses Brawn-4 Initiative. Someone with Brawn 4 may load it in one round with Initiative 0 (Brawn 4, -4). Someone with Brawn 3 takes two rounds to load it: First round Initiative -1 (B3-4), next round Initiative 3 (-1 +B3+1). Someone with Brawn 1 takes three rounds: Initiative -3, -1, 1.

### SURPRISE

Sometimes one side of a conflict will be waiting to ambush the other. When one side initiates combat and the other side is not aware of their presence, this provides one round of surprise. Those with a surprise advantage may attack for one round while those without the benefit cannot act and have Defense 0 (stationary) or 1 (walking). If they were already moving quickly for other reasons, they receive normal Defense but cannot act.

Characters actively looking for an ambush test Observation > C (ambush leader's Cleverness), or spend a point of Alertness to cancel the surprise for themselves. It is common for some people in the defending group to be surprised while others in the group can react. Calling out a warning is an action that gives those who are surprised a Quickness save to get their normal defense.

## Combat Movement

Each round anyone who is not restrained may make one simple movement of Q steps (Q~) over normal ground. Those with certain advanced skills may be able to perform more movement, or move through tricky areas.

Movement may occur before or after your combat action, but you cannot attack mid-movement unless you have an advanced skill trick granting that.

Instead of other actions, you may sprint over level ground to cover a lot of distance quickly. Without rolling, move Q+5~. If the ground is slippery, rocky, sandy, or otherwise treacherous, you may be required to make a Balancing traversal move instead.

Moving during a traversal test covers distance based on how well you perform at the skill. This is your action (no evasion or attacks), and your total movement is Q+√~ (successes), except when climbing. Movement along uneven, sloped, or slippery ground uses Balancing.

|                |      |   |
|----------------|------|---|
| Standard Move  | Q~   | Quickness steps may take another action   |
| Sprint         | Q+5~ | Quickness + 5 steps no other action, only on safe ground                                  |
| Traversal Move | Q+√~ | Quickness + √ steps no other action, horizontal movement using applicable traversal skill |
| Climbing Move  | √≤Q~ | Least of Q or √ steps up no other action, vertical movement using Climbing skill          |



# Combat Action

Each participant may choose one action to attempt. Most physical attacks are opposed tests, in which the challenge is equal to the opponent's Quickness score (usually). If attacking an inanimate object like a rope, use an active test instead (possibly no roll needed).

Resolve actions each round in Initiative order. Since players can change their actions each round, the easiest way to handle this is to announce the Initiative of the fastest NPC (enemy), and ask if any of the players are doing something faster. Once you know the highest initiative number, count down from there: "Anyone acting on Initiative 4? 3? 2? 1? 0?" Anyone with Initiative less than 0 can then calculate their initiative for the next round as described on [Page 30](#).

The following are the most common combat actions.

## ATTACK IN MELEE

Strike a close opponent with or without using a weapon. Melee attacks use Hand-to-Hand skill pitted against the target's Quickness defense rating.

## ATTACK AT RANGE

Shoot a gun or throw a knife to attack an opponent out of reach. Different weapons have different useful ranges, discussed later ([Page 37](#)). Depending on the weapon, ranged attack uses Gunplay, Throwing, or Heavy Weapons skill.

## DEFEND

Forego attacking to avoid harm or block it. You increase your own defense +1, and may use a Evasion or Hand-to-Hand skill to make it hard for skilled opponents to land a blow against you, as described below ([Page 32](#)).

You may instead use your skills to defend another person or object, as described with each skill (Evasion [Page 56](#), Hand-to-Hand [Page 58](#)).

## EVALUATE ENEMIES AND ADJUST TACTICS

A sharp eye and keen mind can help a team fight more effectively. Tactics skill ([Page 59](#)) describes the rolls involved in evaluating enemy tactics or coming up with effective tactics that provide benefits to a team.

## READY A WEAPON OR ITEM

Draw a weapon from a holster, pick something up from the floor, or otherwise get ready to fight. This does not normally require a roll, though if you are swimming or climbing at the same time the RM may request a roll. If the item is inside some sort of case or pack it takes more than one action to ready.

## RELOAD A GUN

Replacing ammunition in a weapon uses an action, sometimes more than one. Gunplay skill ([Page 57](#)) covers how to reload quickly.

## RESTRAIN OR GRAB, OR ESCAPE RESTRAINT

Grab an opponent, or use a rope or something similar to restrain them. If restrained, squirm free. A restrained combatant is easier to strike, and cannot move anywhere deliberately. [Page 58](#) explains these actions in more detail.

## TAKE COVER OR HIDE

Move behind a wall or large object to stay out of danger. Use Stealth skill ([Page 69](#)) to avoid notice completely, as cover does not guarantee perfect safety (as described on [Page 32](#)).

## TAUNT, INTIMIDATE, OR DISTRACT OPPONENTS

Through words or physical attitude, engage an opponent's attention or emotions to influence their actions. Socializing skill ([Page 80](#)) explores the options.

## WAIT

Hold an action until later in the round (or early in the following round), as a way to strike a mobile opponent at the right moment or respond to their action. The actions resolve simultaneously in this case, but the person holding their action may choose what to do (such as attack or evade), based on what their opponent declares. This never lets one act sooner than they could otherwise have done.



# Attacks

Whether melee or ranged, all physical attacks test the appropriate weapon skill (Gunplay, Hand-to-Hand, Throwing, or Heavy Weapons) against the target's Quickness defense. Success means the attack connects with its target and inflicts damage (as discussed below), though some attacks, such as grabbing, have non-damaging effects.

|   |  |
|---|--|
| <i>Melee Attack</i>                                   | Hand-to-Hand > defense (Q)   |
| <i>Ranged Attack</i>                                  | Gunplay > defense (Q)<br>Heavy Weapons > defense (Q)<br>Throwing > defense (Q) |
| <i>Social Attack (Taunt, Intimidate, or Distract)</i> | Socializing > Will   |

## OH NO! I HAVE NO SKILL!

Even with no ranks in weapon skills, there are plenty of ways to participate in combat:

1. Use Untrained Attempts (Page 10) and Exertion Points (Page 24) rules to fight even with no skill.
2. Let your mercenary assist you (Page 11) when he attacks.
3. Use Tactics or social attacks to help your team.
4. Use Medic skill to keep your team intact.
5. Use Science, Observation, or academic skills to gain information that could help win the fight.

# Defenses

Defense is normally free and automatic, as the default challenge target for an attack roll. People with high Quickness are harder to hit. Evasion and some advanced skills can counter attacks as part of defensive actions. Defenses reduce if you are unbalanced (noted in "Damage" below), and go away completely if you are prone or otherwise immobile.

0 Defense means the attacker can hit automatically (1✓), or test at >1 to try for more successes. If they roll and fail, they miss.

|                             |                                   |   |
|-----------------------------|-----------------------------------|---|
| <i>Normal Defense</i>       | attack > Quickness                | free (not an action) vs physical attack                 |
| <i>Defend Action</i>        | attack > Quickness+1              | May combine with Evasion or Hand-to-Hand defense action |
| <i>Evasion Defense</i>      | Evasion > 3                       | Contests opponent's attack ✓                            |
| <i>Hand-to-Hand Defense</i> | Hand-to-Hand + Reach > 3          | Contests opponent's melee attack ✓                      |
| <i>Prone</i>                | attack > 0                        | Flat on the ground, an easy target                      |
| <i>Surprised</i>            | attack > 0 (still) or 1 (walking) | Spend 1 Alertness for normal defense                    |
| <i>Social Defense</i>       | attack > Will                     |   |

## RESILIENCE

Everyone has a Resilience rating, equal to their Brawn plus any armor or cover bonuses that apply. Where Defense is the challenge for the attacker to hit, Resilience is the challenge for a successful hit to hurt the victim. This applies to physical attacks from weapons, pummeling, and hard-hitting trap effects.

|                   |                                |
|-------------------|--------------------------------|
| <i>Resilience</i> | damage > Brawn + Armor + Cover |
|-------------------|--------------------------------|

## COVER

If you are hiding behind objects, opponents can't aim as easily to hit you with ranged attacks. There are two ways to think about the benefits of cover. First, cover makes it harder to see, aim, and hit you, as you are only partially visible (if at all). Second, hard cover absorbs damage. Some types of cover have both benefits.

The cover rating, from 1-5, is a combination of how likely the cover is to intercept a shot and how sturdily it does so. Cover adds to the target's Resilience score for purposes of resisting damage from ranged attacks, and also reduces the Batter result by a similar amount (see Damage rules below). Note that it is possible for enemies to shoot you through cover even if they can't see you. For example, if they fire at

the wall you are behind, there is a chance for bullets to go through or for splinters of wood and stone to hurt you even if the bullet doesn't.

Normally cover does not apply to hand-to-hand combat, but the RM might apply it in situations where you chop through a wall to get at someone on the other side, or when furniture separates two combatants.

|         |                |  |
|---------|----------------|--|
| Cover 1 | Minimal cover  | Behind a paper wall, behind a thin tree, attacking from a window |
| Cover 2 | Standard cover | Behind a hay bale, hiding in a tree or behind a bush             |
| Cover 3 | Good cover     | Behind a sturdy door or table, or around a corner                |
| Cover 4 | Great cover    | Behind a slatted or pocked wall                                  |
| Cover 5 | Total cover    | Peeking through a hole in a wall, crouched behind a car          |

Cover (1-5) adds to Resilience, reduces Batter vs ranged attacks



# Damage and Batter

*Damage* and *batter* represent two degrees of harm inflicted in combat. Damage is potentially serious, traumatic, or even deadly harm. Batter is painful but temporary – sometimes called non-lethal damage.

Each attack has a numeric Damage rating, based on the size or power of the weapon, and sometimes on the attacker's Brawn attribute. Damage will inflict some combination of *wounds* and *batter*, based on the results of a test.

The attacker rolls Damage dice, with a challenge equal to the victim's Resilience.

Successes score *wounds*, which are serious injuries, difficult to heal. Failed dice cause *batter*, which inflict *stun* effects if batter exceeds the target's Concentration (equal to their Will). Stun effects put the target off-balance and might even knock them out. If you do 5 Damage and roll 2✓ against an opponent with Concentration 2, you inflict 2 wounds and 1 stun (3 batter - 2 Concentration).

If the target's Resilience exceeds 5, subtract the excess from the Damage dice, before rolling >5. So: 5 Damage vs 7 Resilience rolls as 3 > 5. When high Resilience reduces the Damage dice, calculate the batter based on the reduced dice.

Grit points help to resist injury. After any attack, you may spend 1 Grit to reduce the incoming wounds or stun by 1. You may spend multiple Grit for multiple reductions.

|                         |   |
|-------------------------|---|
| <i>Resilience</i>       | Equals Brawn + Armor + Cover                                |
| <i>Concentration</i>    | Equal to Will   |
| <i>Wounds Suffered</i>  | Damage > Resilience successes<br>(reduced by spending Grit) |
| <i>Batter Inflicted</i> | Failures from Damage roll, minus<br>target's Cover          |
| <i>Stun Suffered</i>    | Batter minus Concentration.<br>(Reduced by spending Grit.)  |

## PRECISION DAMAGE

Some attackers rely on skill rather than large weapons, to inflict potentially deadly wounds. If the attacker rolls well with a *precise* weapon, they may substitute attack successes for Damage. So, if your knife normally does just 2 damage, but you roll 4✓ to attack, then your skillful strike actually does 4 damage, not 2. This applies to most melee or ranged attacks, but not to blasts or collateral damage. It can apply to battering attacks but does not turn a batter-only attack into something lethal.

Substituting precision damage is optional, and unless otherwise specified it is assumed that attackers will use whichever damage rating is greater.

## WOUNDS AND INCAPACITATION

5 Wounds are all it takes to *incapacitate* humans and many animals. Some creatures withstand more or fewer based on their size. When you are wounded, mark the wounds on your character sheet or use beads, poker chips, or a special wound die to keep track.

Someone who falls incapacitated is left helpless, for friends to save or foes to kill. They can speak but not shout, crawl but not walk (maximum speed 1), and cannot attempt any actions that require dice rolls, including saving rolls!

Death never happens as an accidental consequence of a single attack. Either a foe must use an attack action to deliberately kill the incapacitated character, or they must be left without any medical assistance for a long period, or hazards in the environment could kill them (traps, explosions, etc). *Death* and *"Near-Death"* on [Page 140](#) outlines rules about death.

Upon suffering 5 Wounds you are incapacitated unless you choose to spend 1 Tenacity. This lets you hang on and continue acting until wounded again. Even if you do not spend Tenacity, you may spend 1 Mettle to act once. For example, you could spend 1 Mettle to defend against an enemy trying to finish you off.

*Any damage in excess of 5 Wounds increases the cost of staying conscious.* So, if you have actually taken 7 Wounds, you would need to spend 3 Tenacity to stay functional, or a combination of 3 Tenacity and Mettle to take one more action. It is probably best to let yourself fall unconscious and save your qualities for another challenge – if you're really this badly wounded you have lost the fight!



## STUN

Even when a blow fails to cause serious wounds, it may be able to affect the target in some way. Stun effects represent temporary non-lethal effects from being hit hard. These hindrances put the victim at a brief disadvantage, and in some cases may be the best or only way to take down a tough opponent.

The table below shows which stun effects you suffer based on the amount of stun accumulated. The higher the stun, the more effects you suffer simultaneously.

If you were previously wounded, it may aggravate the effect. If your prior Wounds are equal or greater than the Batter, increase Batter by one before calculating Stun. For example, with Batter 2 and 4 Wounds, increase Batter to 3. If your Will is 3, this still reduces to Stun 0 (= Batter – Concentration).

Stun accumulates over multiple hits, like Wounds, but recovers much more quickly. Each round after your action, recover (erase) one point of Stun – starting with the lowest (Knockback). This ends the effect on the line you recovered, but other (higher) effects may linger.

If desired you may take no action on your turn, to shake off all Stun. This recovery action takes place with a base

Initiative equal to your Endurance, and requires no roll. You cannot move or take any other action this round: recovery is your action! Note that if you are knocked out, a recovery action does not reverse this effect: you must still spend Mettle to act once, or Tenacity to shake off the effect completely.

As noted above, you may spend Quality points to prevent stun effects. This only prevents the effect listed on that line, but you still accumulate stun that could trigger more/higher effects. If you suffer a large amount of stun, it could get expensive to try to avoid all the side-effects. You can spend the point to cancel a stun effect even after putting up with it. This might be important if you are suffering repeated ongoing effects.

### REPEATED AND INCREASED STUN EFFECTS

If you get battered over and over, the penalties accumulate, and you may need to spend more Qualities to cancel effects you already prevented once. Note that it is wise to back away from danger if you find yourself accumulating penalties faster than you can inflict them.

| STUN | EFFECTS (CUMULATIVE)                      | DURATION                              | TO PREVENT/CANCEL |
|------|---|---------------------------------------|-------------------|
| 1+   | Knockback: Move 1 step as chosen by enemy | Instant, and with each additional hit | Spend Grit        |
| 2+   | Interrupted: -1 Initiative                | Until recovered                       | Spend Intuition   |
| 3+   | Unbalanced: -1 Defense                    | Until recovered                       | Spend Reflex      |
| 4+   | Dazed: -1> on actions                     | Until recovered                       | Spend Alertness   |
| 5+   | Vulnerable: -1 Resilience                 | Until recovered                       | Spend Spirit      |
| 6+   | Knocked Out. May spend M for one action.  | Until revived                         | Spend Tenacity    |

### STUN EFFECT: KNOCKBACK

Your opponent's heavy blow sends you reeling. If you are not restrained, they may move you 1 step in any direction. If you are restrained by the person who caused your batter, they can move you around themselves or can toss you away from them (releasing the restrain effect). If you are restrained by another person, your attacker can only move you around them or into them.

Most of the time this reposition is not a big deal, but if you are standing next to a cliff or pit, they can toss you over the edge and you can't prevent it (unless you spend G to cancel the knockback). If they choose to move you into another living thing, that target must move (1~ in a direction they choose) or else you both suffer an additional Stun point.

The knockback movement is immediate, but each time you are struck the attacker can move you again – until you recover this Stun point. Each time you would be moved, you may spend Grit to stand your ground.

### STUN EFFECT: INTERRUPTED

The heavy blow causes you to lose your battle rhythm. Your actions suffer -1 Initiative until you recover this Stun point or spend Intuition to cancel it.

### STUN EFFECT: UNBALANCED

You are knocked off-balance, making it harder for you to defend yourself from further attacks. Your Defense is 1 less until you recover or spend Reflex to cancel it.

### STUN EFFECT: DAZED

You are hit so hard it addles your ability to think clearly. No matter what you do, you suffer a -1> penalty on your actions until you recover or spend Alertness to cancel it. This penalty applies only to actions, not to saving rolls.

### STUN EFFECT: VULNERABLE

You are left shaken and exposed, making it easier for your enemies to strike at a weak spot. This causes -1 Resilience until you recover this Stun point or spend Spirit to cancel it.



### STUN EFFECT: KNOCKED OUT

As it implies, you are unconscious, unable to do anything. You can spend 1 Mettle to hang onto consciousness long enough for one more action. After taking that action, you pass out unless you spend another point of Mettle, which gives you one more action, and so on. Even if you use an action to recover stun as noted above, that does not free you from passing out. You must spend Tenacity to cancel the knockout effect completely. Each time you are struck again, you must spend Tenacity again to shake off the knock-out effect.

Once fully out cold, you are at your enemies' mercy unless your friends protect you. Otherwise you will remain out cold for a few minutes. Each minute, test Endurance > 5 to wake up naturally, or spend Tenacity. Medical help from someone else makes this easier: a friendly Medic > 3 test can wake you up and recover from the knock-out effect completely.

If you are knocked out and also have 5 Wounds, you will be unconscious for hours instead of minutes, and you cannot spend Tenacity to wake up on your own.

### SPECIAL ATTACK BATTER EFFECTS

Some special attacks and advanced tricks cause specific batter effects, in addition to the regular batter effects. This could mean you suffer an increased penalty from a single blow.

### ASSISTS IN COMBAT

Some Tomb Raiders fight better than others. Even though things are chaotic, the bruisers of the group can help the academics fight better using assist rules.

#### EXAMPLE:

Hiram has 4 ranks in Hand-to-Hand skill. Yosef has 0 ranks. On Hiram's turn, the player rolls 3✓ to hit a wolf. Since he only needs 1✓, Hiram uses his 2 extra successes to assist Yosef.

"Yosef, hit the wolf dammit! Kick it as hard as you can! Jump on it if you have to."

Yosef uses the assist from Hiram for +2 dice in his Hand-to-Hand attack. Yosef has a reasonable chance of hitting the wolf!



### WEAPONRY

There are an enormous number of things tomb raiders might use as weapons in a game like this. The list below covers some of the most common, popular, or unique examples. Hopefully the RM can create appropriate stats for any new weapons that come up during play, following these examples.

|                   |   |
|-------------------|---|
| <b>Skill</b>      | What skill you roll when attacking with this weapon in a normal way.                                |
| <b>Range</b>      | How far away this weapon can hit someone (see <a href="#">Page 37</a> ).                            |
| <b>Initiative</b> | How to calculate your Initiative when using this weapon. Usually: attribute +/- modifier.           |
| <b>Damage</b>     | How to calculate base Damage dice when your attack is successful.                                   |
| <b>Special</b>    | Shorthand terms for any special functions this weapon allows (details on <a href="#">Page 37</a> ). |



## WEAPONRY STATS

| WEAPON                | SKILL                   | RANGE    | INITIATIVE | DAMAGE | SPECIAL FEATURES                                       |
|-----------------------|-------------------------|----------|------------|--------|--|
| Evade                 | Evasion                 | N/A      | Q          | -      | Defend   |
| Punch/Elbow           | Hand-to-Hand            | Close    | Q+1        | B-1    | Dual, Precise  |
| Grab                  | Hand-to-Hand            | Close    | Q          | N/A    | Restrain, Dual, Optional: Defend                       |
| Kick/Trip             | Hand-to-Hand            | Close    | Q          | B      | Precise, Optional: Sweep                               |
| Slam/Slide            | Hand-to-Hand            | Close    | Q-1        | B+1    | Optional: Sweep  |
| Whip                  | Hand-to-Hand            | Close +2 | Q-2        | B-1    | Reach +2, Restrain, Pull                               |
| Knife                 | Hand-to-Hand            | Close    | Q          | B      | Dual, Precise, Optional: Defend                        |
| Knife (thrown)        | Throwing                | Short    | Q          | B      | Dual, Precise  |
| Sword                 | Hand-to-Hand            | Close    | Q          | B+1    | Precise, Optional: Defend                              |
| Big Sword             | Hand-to-Hand            | Close +1 | Q-1        | B+2    | Two-Handed, Reach +1, Precise, Optional: Defend        |
| Spear                 | Hand-to-Hand            | Close +2 | Q-1        | B+1    | Two-Handed, Reach +2, Precise, Sweep, Optional: Defend |
| Spear (thrown)        | Throwing                | Short    | Q-1        | B+1    | Two-Handed, Reach +2, Precise, Sweep                   |
| Handgun               | Gunplay                 | Medium   | P          | 3      | Dual, Ammo, Precise                                    |
| Big Gun               | Gunplay                 | Medium   | P          | 4      | Ammo, Precise  |
| Shotgun               | Gunplay                 | Short    | P-1        | 5      | Blast, Two-Handed, Ammo                                |
| Sub-Machine Gun (SMG) | Gunplay                 | Medium   | P-1        | 3      | Burst, Dual, Ammo                                      |
| Assault Rifle         | Gunplay                 | Medium   | P-1        | 4      | Two-Handed, Select (Burst/Auto), Ammo                  |
| Rifle                 | Gunplay                 | Long     | Q-2        | 4      | Two-Handed, Preload, Snipe, Ammo, Precise              |
| Crossbow              | Archery*, or Gunplay-1  | Medium   | B-4        | 4      | Two-Handed, Preload, Ammo, Precise                     |
| Bow                   | Archery*, or Throwing-1 | Long     | B-2        | 4      | Two-Handed, Snipe, Ammo, Precise                       |
| Compound Bow          | Archery*, or Throwing-1 | Long     | Q-2        | 4      | Two-Handed, Preload, Snipe, Ammo, Precise              |
| Grapple Line          | Throwing                | Short    | Q-1        | N/A    | Two-Handed, Pull                                       |
| Lasso                 | Throwing                | Short    | Q-2        | N/A    | Two-Handed, Restrain, Pull, Continuous                 |
| Frag Grenade          | Throwing                | Short    | Q-2        | 5      | Collateral, Blast 3, Ammo                              |
| Incendiary Grenade    | Throwing                | Short    | Q-2        | 4      | Collateral, Blast 2, Continuous, Ammo                  |
| Molotov Cocktail      | Throwing                | Short    | Q-5        | 3      | Collateral, Blast, Continuous, Ammo                    |
| Smoke Grenade         | Throwing                | Short    | Q-2        | N/A    | Collateral, Blast 4, Smoke, Continuous, Ammo           |
| Stun Grenade          | Throwing                | Short    | Q-2        | 1      | Collateral, Blast 3, Stun +5, Ammo                     |
| Rock                  | Throwing                | Short    | Q          | B      | Precise  |
| RPG                   | Heavy Weapons           | Medium   | B-2        | 5      | Two-Handed, Collateral, Blast 4, Ammo                  |
| Minigun               | Heavy Weapons           | Long     | B-2        | 3      | Two-Handed, Auto, Collateral, Ammo                     |
| Machine Gun           | Heavy Weapons           | Long     | B-3        | 4      | Two-Handed, Auto, Collateral, Ammo                     |
| Flamethrower          | Heavy Weapons           | Short    | B-1        | 4      | Two-Handed, Auto, Collateral, Blast, Continuous, Ammo  |

\* Players may write in Archery as a custom skill to train, or they may use the penalized basic skill alternative.



## WEAPON SKILL

Each weapon lists the skill(s) used to wield it normally. Bows and crossbows offer a basic skill with a penalty because the appropriate skill Archery isn't on the basic skills list. A player who wants to be proficient in these weapons may put skill points into Archery – they will have to write the skill on a blank line.

## WEAPON RANGE

Relative scale of how far the weapon is effective. This translates to “steps,” which are just an arbitrary distance that must be crossed to close ground with an attacker. If using a gridded gaming mat, a step is one square or hex. Otherwise estimate roughly 3 feet per step indoors, or 5 feet per step outdoors.

- Close – Hand-to-hand weapons.
- Short – Thrown weapons or inaccurate firearms.
- Medium – Standard handguns and crossbows.
- Long – Rifles, bows, and some heavy weapons.
- Extreme – No normal weapons have this range, but it might apply to hypothetical energy beam weapons.

Weapons with range are harder to use in close combat, with penalties noted below. Weapons also suffer a penalty for shooting beyond their standard distance – reducing successes after the roll.

| Range Rating | Close Penalty (0-1 steps) | Standard Distance | Penalty Distance |
|--------------|---------------------------|-------------------|------------------|
| Close        | -                         | Reach+1~          | Not allowed      |
| Short        | -1>                       | 2-5~              | -1✓ per 5~       |
| Medium       | -2>                       | 2-15~             | -1✓ per 15~      |
| Long         | -3>                       | 2-60~             | -1✓ per 60~      |
| Extreme      | -4>                       | 2-300~            | -1✓ per 300~     |

## RANGE PENALTIES

Most ranged weapons are difficult to bring to bear against someone who is up close. This penalty is shown as  $-D>$ , a number of dice removed from the applicable skill. You can always roll at least one die if you have any skill at all. Note that this penalty only applies against active opponents. Someone who is helpless, subdued, or pinned is still easy to hit.

Trying to use a weapon beyond its rated range incurs an even harsher penalty:  $-S✓$  removes successes from the result, based on how far you attack. For example, trying to throw a knife 15-19 steps removes 3 successes. Even a really accurate throw might land short of its mark.

## STARTING RANGE

Most fights in LCTR take place in an enclosed area, with the enemies at known locations around the room. The RM should indicate approximately how far enemies are from the PCs at the start of the fight, but indoor fights usually start between 5-15 steps.

Outdoors, it may be possible to engage enemies at much longer ranges. Even so, unless everyone is in an exposed open area this probably only allows one surprise round of shooting before people start taking cover. After that, it might be quite dangerous to close ground.

Opponents who cannot match your range will stay hidden until you get close enough for them to shoot back!

## WEAPON INITIATIVE

Some weapons are slower than others. The initiative column shows which attribute the player uses for initiative (Quickness, Perception, or Brawn), with a possible modifier making them faster or slower. If their Initiative drops to negative numbers from this penalty, they may not act this round, and add their attribute+1 to this number to act in the following round. See [Page 30](#) for initiative rules.

## WEAPON DAMAGE

The damage column of the weapon chart shows how some attacks and weapons do more damage than others. Hand-to-hand weapons do damage based on the attacker's Brawn attribute. Guns, grenades, and heavy weapons do a fixed amount of damage based solely on the weapon type.

## WEAPON SPECIAL FEATURES

Most weapons have some sort of special advantages the user can exploit, or restrictions they must obey. Some are optional and use the words “can” or “may” in the description of the feature. Others are unavoidable.

|      |   |
|------|---|
| Ammo | This weapon uses up a limited resource each time it is fired – bullets, grenades, arrows, fuel. You can run out! Consult the ammunition rules below for more information. |
| Auto | Weapon fires a continuous barrage of bullets. Each attack uses 10 bullets and adds +3> to the attack roll. Success after the first add to Damage.                         |



**Blast** Weapon does damage over an area. Use a sum test with +1> to attack everyone within melee range (1 step) of your primary target. Some weapons might have a larger blast radius, so Blast 3 attacks everyone within 3~ of your main target, with +3> on the test.

**Blind / Smoke** Attack blocks visibility, foiling many kinds of actions. Blind affects target(s), Smoke blocks visibility in an area. Those blinded suffer >+2 penalty for attack or athletics. Recover with Perception > 3, or assist someone with Medic > 2.

**Burst** Weapon fires 3-round bursts, using 3 bullets and giving +1> to attack.

**Collateral** Even if the attack misses its intended target, it will strike nearby, off by a random direction and distance at the RM's discretion.

**Continuous** Weapon emits continuous damage and specials to the target(s), each round.

Escaping the effect requires a skill or saving roll, depending on the attack type: Restrain/Pull (Evasion or Brawn), Fire/Bleeding (Medic or Endurance)

**Defend** Instead of attacking, protect yourself against attacks from someone within your weapon reach. Until your next action, add +1 Defense. Test skill > 3. Your ✓contest attackers' ✓.

Only Evasion and shields can defend against attacks outside one's reach.

**Dual** You can use two of these weapons at once, one in each hand. When dual-wielding, you may roll with -1> to attack a single foe twice in a round. Two successes are needed to score both hits (1 ✓ hits once). You cannot attack two different foes this way.

**Precise** Optionally substitute attack ✓ for Damage or for Batter in an attack that does Batter instead of Damage.

**Preload** This weapon can be preloaded with a single shot before a fight. When pre-loaded, the attack initiative is P (regardless of weapon). Otherwise, use the listed initiative (based on Brawn or Quickness). Often this is slow enough that you cannot shoot every round.

**Pull** This weapon pulls the opponent toward you, which can pull them off a high place. If the hit succeeds, you automatically Pull your target 1 step, plus 1 additional step per point of Brawn you have exceeding theirs. If the weapon is also "Continuous," you may use a Hand-to-Hand > Brawn roll each round, pulling that many more steps closer.

**Reach** A large hand-to-hand weapon may be able to reach more than just the adjacent space. This weapon can attack past an ally without penalty, and if used for hand-to-hand defense, adds +Reach> to the defense competence (called "fending").

**Restrain** This attack restricts the target's mobility. Their movement and base Defense drops -1 per success (-1/✓), to minimum 0. Escaping restraint uses an action: The restrained victim must test their Brawn > your Brawn, or their Evasion > your ✓, to break free.

It is possible for two combatants to Restrain each other.

Dual (two-handed) Restrain action doesn't add double penalty, but it requires the opponent to earn 2✓ (in a single roll or across multiple actions) to break free.

A restrained target may still attempt close-combat actions such as a head-butt or bite.

**Select** This weapon can be set to indicate special for modes (burst/auto). The Burst and Auto specials are optional, and not all selective fire weapons have both options. Changing modes mid-combat incurs a -2 initiative penalty when you switch.

**Snipe** You may sacrifice all movement and defenses (Defense 0 to be hit) to make an accurate shot. Accurate shot gives you your choice of benefits from: +2> attack (or >2 enemy's Defense), +2> Damage (or >2 enemy's Resilience), or reduced range penalty (by 2✓). Special sniper equipment (e.g. scope) allows more benefits per shot.

**Stun** The attack causes increased Batter effect. This may be in addition to, or instead of, causing damage. If it has a Damage rating, first roll Damage/Batter normally, then add the stun bonus to the Batter.

**Sweep** Instead of causing damage, you may attempt a non-lethal attack in an attempt to stagger, trip, or knock out your foe. Declare your sweep attempt before rolling the attack. If the attack succeeds do not roll Damage, but treat the damage dice of the attack, plus your rolled attack successes, as Batter.

Note that large targets (Resilience > 5) still reduce your base damage value as if you were rolling for damage.

**Two-Handed** This weapon requires both hands to use.



## AMMUNITION

Each gun type has a limited number of shots before reloading. While it may be fun to determine the appropriate number of shots for specific gun models the PCs want to use, for the sake of simplicity and game balance, ammo counts are based on weapon type. The RM may allow exceptions, but guns that violate the simple rules may not use ammunition clips looted from other combatants. If the character runs out of their own ammunition, they must get back to civilization to get more.

For sake of consistent language, a “clip” here refers to a collection of bullets loaded at once, regardless of weapon type. Most automatic and semi-automatic weapons use spring-loading magazines, but some use individual shells, belts of ammunition, or fuel tanks - all called “clips” here.

| GUN           | SHOTS  | GUN           | SHOTS         |
|---------------|--------|---------------|---------------|
| Handgun       | 10     | Grenades      | 4 (bandolier) |
| Big Gun       | 6      | Knives        | 4 (bandolier) |
| Shotgun       | 6      | RPG           | 1             |
| SMG           | 15     | Minigun       | 30* (belt)    |
| Assault Rifle | 30     | Turret        | 30* (belt)    |
| Rifle         | 1 (30) | Flame-thrower | 30 (tank)     |

\* Belt-fed heavy weapons can use a bucket of bullets all chained together. The clip size listed is for determining bulk units (carrying capacity). Assume that all “clips” carried by one person are a single belt, and reloading only needs to happen if the weapon jams.

## RELOADING

If you finish a clip, you must spend an action to reload, as described on [Page 57](#). This action is fairly easy if the ammunition is ready in a pocket or on a bandolier. If you keep it in a backpack or other container, then it might take several actions to dig the ammo out.

Most fights end quickly enough that reloading happens between battles and timing isn't an issue. In the case of thrown knives or similar weapons, you can usually collect them between fights if they didn't go into a ravine or whatever. Arrows are assumed to break but the RM might allow you to recover some arrows using Searching and Repair skills.

# Recovering From Injury / Disease

When tomb raiders become wounded, sick, or just fatigued, they often need time, rest, or care to get over their ailments. Even without treatment it is possible to recover and heal, though the worse the injuries or disease are, the harder it is.

## MEDICAL SKILL

The Medical skill provides ways to heal all sorts of debilities, as described on [Page 65](#).

## RECUPERATION: WOUNDS

Each night of sleep, roll Endurance > the number of Wounds you suffer. Each success rolled heals 1 Wound.

## RECUPERATION: DISEASE

Any disease you suffer will be rated with an intensity 1 or more, roughly equating to how deadly it is. Each night of sleep, roll Endurance > intensity. Each success reduces the intensity of the disease by 1. When the disease reduces to 0 intensity, you are fully recovered. Failure on disease recuperation means the disease is getting worse: increase its intensity by 1 each time you fail.

## RECUPERATION: ATTRIBUTE DAMAGE

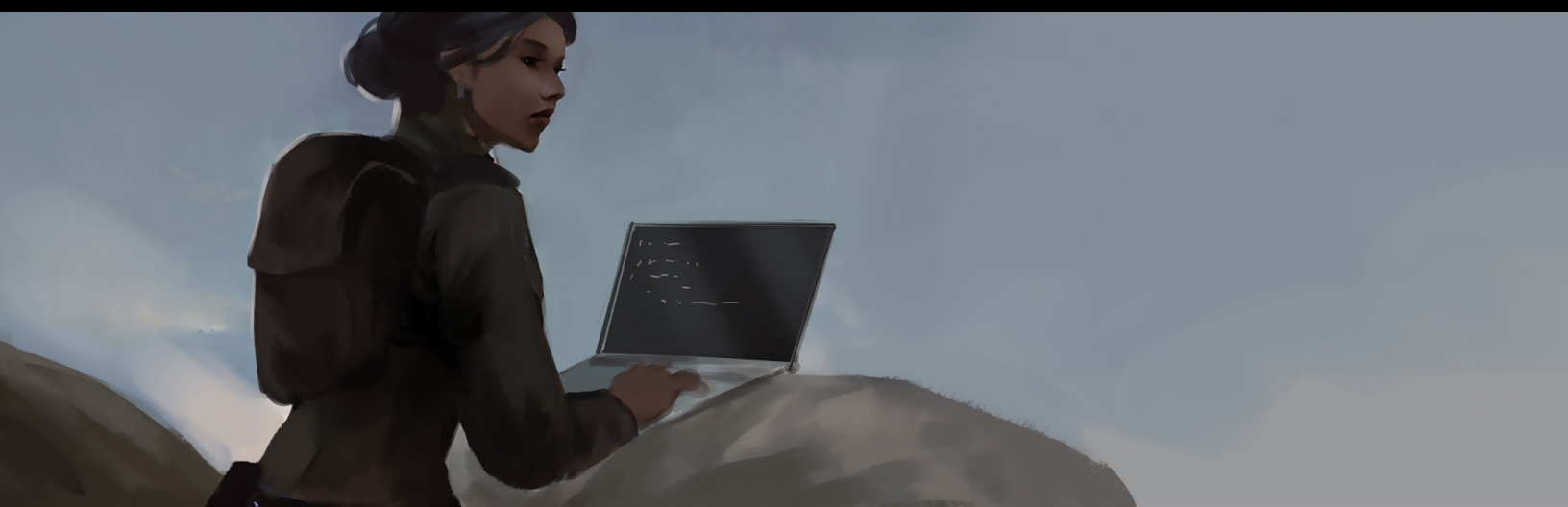
Poisons and diseases cause damage as they ravage the system. Sometimes they cause Wounds, recuperated as described above. Often, they reduce the victim's attributes as a side effect. Attribute loss heals at the rate of one point per night of rest. When the character suffers loss from multiple attributes, they recover one point of each suffering attribute.

### MORE “REALISTIC” RECOVERY:

Under the standard rules above, a healthy person could go from near-death to completely well in just a day or two. If you want a grittier, more realistic recovery time, do this:

Each night of sleep, roll Endurance vs the number of Wounds you suffer. Accumulate successes as a recovery tally. When your recovery tally equals the number of Wounds, you heal one wound and clear out your recovery tally. To recover from 4 Wounds to completely well will thus require 10 recovery successes. Similarly, use a recovery tally to overcome diseases more slowly.







## Gear



Tomb raiding is most efficient with a well-chosen complement of gadgetry and tools. But all the climbing and swimming goes poorly if you carry too much. It's important to strike a good balance between the gear you need, and keeping yourself mobile.

Character creation rules offer some simple guidelines for choosing your starting gear on [Page 43](#). In practice, the biggest restriction is not cost, but what people can find and carry.

## Bulk

A person can carry a limited amount of gear without hindrance. Each of the standard gear items includes a measure of bulk units (#), a combination of weight and size. A person can carry bulk units up to their Brawn rating with no problem, and up to their Brawn + Endurance ratings with very little penalty. More than that, and they will suffer greatly in the field.

Backpacks (detailed below) provide additional carrying capacity at a cost of convenience.

### SAMPLE (GENERIC) ITEMS

| ITEM        | BULK | DESCRIPTION & EXAMPLE   |
|-------------|------|---|
| Small item  | ¼#   | An item roughly fist-sized or light-weight, e.g. a baseball               |
| Medium item | ½#   | An item roughly 1 or 2 feet across, or small but heavy, e.g. a basketball |
| Large item  | 1#   | An item more than 3' long, or medium but very heavy, e.g. a pair of skis  |
| Bulky item  | 2#   | An unwieldy large item, e.g. a surfboard                                  |
| Huge item   | 4#+  | An item that is very large or large and very heavy, e.g. a ladder         |

### CARRYING PEOPLE

Sometimes you may need to carry other people – tied up enemies, helpless victims, or incapacitated teammates. A person's bulk rating is 2# + their Brawn attribute (2+B#), for an adult. Children are 1+B#, and infants are 1# unless you have a special way to carry them. Up to four people can cooperate to carry a grown person over normal ground, dividing up the burden. But if anyone must use any kind of traversal or evasion skill, they must drop their burden or carry the person alone.

People cannot be carried in backpacks. If attempted, treat the person's bulk as B+4#, and the pack will have to be damaged (holes cut for legs).

## Burden

Characters suffer penalties for carrying too much gear. Compare the total bulk units (#) of carried gear to their Brawn and Endurance:

|                           |                       |  |
|---------------------------|-----------------------|--|
| # up to Brawn             | <i>Unencumbered</i>   | No penalty   |
| # up to Brawn + Endurance | <i>Encumbered</i>     | -1 effective Quickness and Reflex                            |
| # over B + E              | <i>Burdened</i>       | As above, and -1 Tenacity per additional #.                  |
| # equals B+E+E            | <i>Maximum Burden</i> | No one can carry more than this and still move. (0 Tenacity) |

### ENCUMBERED

Carrying # in excess of Brawn incurs a penalty to Quickness and Reflex – it is awkward to move around with so much gear.

The Quickness reduction affects defense, movement, and Quickness saving rolls – it acts in all ways like a reduced Quickness attribute as long as the character is burdened. This includes loss of one Reflex point. Note this on your character sheet with an X through the bubble – or any mark that distinguishes this from spending the point normally.

When you put down your burdens you get your Quickness and Reflex point back. But if you spend that last point of Reflex and then try to pick up the encumbering weight, you will be unable to carry it – exhausted due to your prior efforts.

### BURDENED

When your burden exceeds the total of your Brawn and Endurance, you are heavily burdened, which causes you to tire out quickly. Mark off one point of Tenacity for each # in excess of your B+E. Like the Reflex point above, use a distinctive mark to remind you that this comes from the weight you carry.

If you drop the weight, you gain access to those Tenacity points again, but if you spend them you will not be able to carry such heavy burdens until you rest and recover them.

### MAXIMUM BURDEN

If necessary you can carry burdens up to the sum of your Brawn and twice your Endurance, but no more than that. At best you may be able to drag the extra weight along the ground, but it would be impossible to do any athletics or fast movement.



# Backpacks

Backpacks make it easier to carry more gear with reduced penalties. The pack itself has a bulk rating but provides a greater amount in *Storage*. Storage simply means that whatever is in the backpack is not available at a moment's notice, but doesn't count against your burden total. It is especially handy for toting around artifacts, but not so good for keeping weapons.

When every moment counts (such as in combat), the time it takes to retrieve an item from your pack depends on your speed and the size of the pack. Removing the pack, or retrieving an item from one is an action with initiative Q-storage (as noted in the table below). If you attempt this while holding onto a ledge, rope, or the like, you should make the appropriate traversal skill test to perform the maneuver safely.

| Type of Pack | Burden  | Storage   | Initiative |
|--------------|---------|-----------|------------|
| Hip pack     | Uses ½# | Stores 1# | Q-1        |
| Small pack   | Uses 1# | Stores 2# | Q-2        |
| Medium pack  | Uses 2# | Stores 4# | Q-4        |
| Large pack   | Uses 3# | Stores 6# | Q-6        |

A person may only wear one pack. Packs cannot hold other packs in any advantageous way. A "stored" pack uses up space equal to its contents plus its own bulk, so a full small pack uses up 3# of storage in a larger pack.

Sacks, totes, purses, and briefcases can store several items, but their storage is the same as the container's bulk. So a 1# briefcase stores 1# of gear. The main advantage of these containers is that it is easy to drop or throw them to get rid of the bulk temporarily. Most tomb raiders don't bother since hand-held bags tend to get destroyed by traps.

## Gear Availability

When PCs want to get their hands on new gear, normally they have to find it or make it somehow – online stores don't ship to the middle of the Amazon! If they are well-supported by a patron, the group might be able to call in an equipment drop and get it in a day or two. Otherwise, they must get it off their enemies or visit civilization.

Each piece of gear includes a listing called *availability* that determines how hard it is to get the item in a civilized area. In wilderness, the RM may rule on what items might be scavenged or scrounged, but usually it won't be intact gear!

|                     |   |
|---------------------|---|
| <i>Common</i>       | The item is easy to find in most cities and sometimes in small towns or outposts.   |
| <i>Scavenged</i>    | The item can be found in the environment in certain areas, or assembled from natural components. The RM may allow or disallow certain items based on where the PCs are looking for it. If it's possible to find it, it probably requires a Searching test.  |
| <i>Restricted</i>   | The item may be common in some parts of the world, but not in others. It might require bureaucratic hoops, or it might just be very expensive. In places where the item is not common, it may still be available through the Black Market or possibly other connections.  |
| <i>Custom</i>       | The item is not something sitting around on store shelves – it is made to order or collected from various components that may be hard to find in one place. Generally it requires the PCs to make it themselves, or order it from a source that will take time. It is almost impossible to obtain mid-mission.  |
| <i>Rare</i>         | The item isn't restricted, it's just difficult to find. It could take days in familiar civilized areas to find the item in question, or you might have to special-order it and then wait.   |
| <i>Military</i>     | The item is controlled by military powers, or perhaps police and government agencies. There is almost no way to obtain this legally or safely, but it might be obtained through contacts, or through the black market.  |
| <i>Black Market</i> | Criminals traffic in these items, though it is difficult and risky to make this connection in the first place. If characters try to obtain items through the black market as part of the game, it should be a potentially dangerous situation. Black Market traders are criminals and very protective of their enterprises. They may investigate the people trying to reach them, may suspect them of being undercover law enforcement, and may turn up later at the ruins looking for a cut of the findings.<br><br>Once PCs access the Black Market, the RM is free to make this a regrettable choice in any way that makes sense. It's also reasonable to let the transaction play out with no consequences – if the PCs are just doing business, the black market traders may just leave them alone as satisfied customers. |

### COST (\$)

In addition, the availability rating includes a notation of cost, using \$ for very cheap items and \$\$\$\$ for very expensive items. With a patron like Lara Croft, the cost may not matter at all, but the RM may use cost to make some items harder to obtain than others. This cost applies when trying to buy the item from someone else; items that are scavenged or made by the team cost nothing.



# Gear Selection

Tomb raiders working for a patron can have any of the items their patron allows – the RM should offer some guidelines ahead of time, if possible. Without a patron, their items selection is more limited:

1. Choose whatever you want from the *standard items* list, below.
2. Choose up to four items as suggested based on your two chosen skill packages:

|                    |   |
|--------------------|---|
| Athlete            | Choose any two <i>kits</i> ( <a href="#">Pages 45-47</a> )  |
| Engineer           | Choose any two items from the <i>tools</i> list. ( <a href="#">Page 47</a> )  |
| Guide              | Choose any two items from the <i>survival items list</i> ( <a href="#">Page 46</a> ), or one <i>survival item</i> and one <i>skill kit</i> ( <a href="#">Page 45</a> ). |
| Jack-of-All-Trades | Any one item up to \$\$ cost, plus any <i>common</i> item.  |
| Mercenary          | Choose any two items from the <i>martial items</i> list ( <a href="#">Page 44</a> ).  |
| Scholar            | Choose any two items from the <i>research items</i> list ( <a href="#">Page 48</a> ), or <i>tech</i> ( <a href="#">Page 47</a> ).                                       |

3. Items based on your chosen talents:

|            |  |
|------------|--|
| Background | One listed item the RM agrees makes sense given your chosen Background talent.   |
| Resources  | Any number of <i>common</i> , <i>custom</i> , <i>restricted</i> , or <i>rare</i> items up to \$\$ each, including one of up to \$\$\$ and one of up to \$\$\$\$. |

4. Everyone may choose one additional *common*, *custom*, or *restricted* item up to \$\$.  

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## SAMPLE TOMB RAIDING KIT

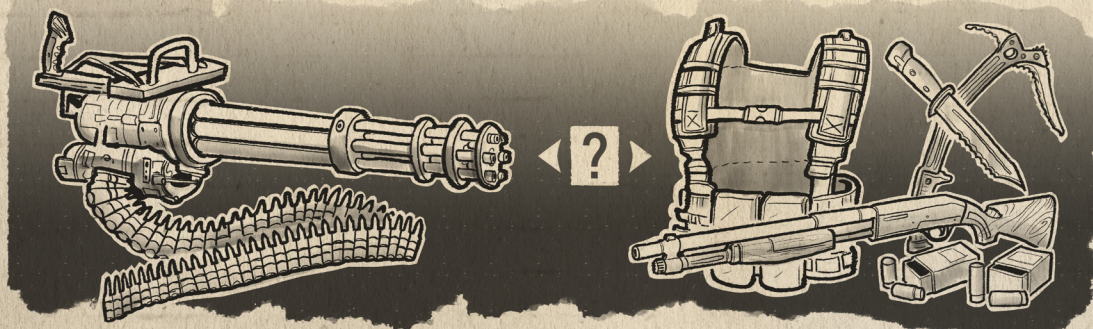
A solo tomb raider should probably have these items, or something close:

- Clothing
- Travel Kit
- One weapon from Martial Items (common, restricted, or custom availability, ½# or 1#)
- Medium Pack (2#, holds 4#)
- Survival Kit (1#)
- Medical Kit (½#)
- Flashlight (or other preferred lighting item, ½#)
- 2 Food Rations (1#)
- One skill kit, toolkit, additional weapon, or computer (½#)

Total bulk: 2½-3# carried, plus 3½# in medium pack. That leaves a little extra room in the pack for a small artifact found along the way!

## STANDARD ITEMS

| ITEM         | BULK   | TYPE     | AVAILABILITY            | DESCRIPTION / RULES   |
|--------------|--------|----------|-------------------------|---|
| Clothing     | 0 or ½ | Clothing | Common (\$)             | Any outfit suitable to a temperate or tropical environment, including boots & light jacket if desired. Bulk 0# while worn, ½# if carried. |
| Travel Kit   | 0      | Gadgets  | Common (\$\$)           | A smartphone, a radio headset, a passport from your home country, a wallet or purse. These are legitimate items, not forgeries.           |
| Food Ration  | ½      | Rations  | Common (\$) / Scavenged | Food for 1 day  |
| Water Ration | 1      | Rations  | Common (\$) / Scavenged | Water for 1 day   |
| Hip Pack     | ½      | Backpack | Common (\$)             | Stores 1#   |
| Small Pack   | 1      | Backpack | Common (\$)             | Stores 2#   |
| Medium Pack  | 2      | Backpack | Common (\$)             | Stores 4#   |
| Large Pack   | 3      | Backpack | Common (\$)             | Stores 6#   |





## MARTIAL ITEMS

Weapons, armor, and combat support items. Ammo mentioned below are extra clips you can use to reload. While most characters can begin the game with a weapon, it is difficult to get them once play begins – other than from looting enemies.

| ITEMS                         | BULK | TYPE    | AVAILABILITY                    | DESCRIPTION / WEAPON STATS ON <a href="#">PAGE 36</a>  |
|-------------------------------|------|---------|---------------------------------|--|
| <b>4 Throwing Weapons</b>     | ½    | Weapons | Common (\$)                     | Small knives, throwing knives, shuriken, with a special belt or bandolier for convenient access.               |
| <b>2 Small Weapons</b>        | ½    | Weapons | Common (\$)                     | Two fighting knives, hatchets, etc., and sheaths.  |
| <b>Medium Weapon</b>          | ½    | Weapons | Rare (\$\$)                     | One sword, mace, etc. and scabbard or holster.   |
| <b>Large Weapon</b>           | 1    | Weapons | Rare (\$\$)                     | One big sword, sledgehammer, or spear.   |
| <b>Bow, 6 arrows</b>          | ½    | Weapons | Rare / Custom (\$\$)            | A bow or compound bow with 6 arrows in a small quiver.   |
| <b>Crossbow, 6 bolts</b>      | 1    | Weapons | Rare (\$\$)                     | A crossbow with 6 bolts in a quiver.   |
| <b>Handgun +2 Clips</b>       | ½    | Weapons | Restricted (\$\$)               | One handgun and two spare clips of ammo, with a hip, shoulder, or ankle holster.                               |
| <b>2 Handguns</b>             | ½    | Weapons | Restricted (\$\$)               | Two handguns with two holsters.  |
| <b>Big Gun +1 Clip</b>        | ½    | Weapons | Restricted (\$\$)               | One big gun with a holster, and one extra clip of ammo.  |
| <b>SMG +1 Clip</b>            | ½    | Weapons | Restricted (\$\$)               | One SMG with a holster, and one extra clip of ammo.  |
| <b>Assault Rifle +1 Clip</b>  | ½    | Weapons | Military (\$\$\$)               | One assault rifle, and one extra clip of ammo  |
| <b>Rifle + 1 Box</b>          | ½    | Weapons | Restricted (\$\$)               | One rifle and a box of 30 ammo.  |
| <b>Shotgun +1 Clip</b>        | ½    | Weapons | Restricted (\$\$)               | One shotgun and either an extra clip or a box of 20 shells.  |
| <b>4 Grenades</b>             | ½    | Weapons | Military (\$\$)                 | Grenades of any type, with a bandolier or storage pouches.   |
| <b>Heavy Weapon</b>           | 2    | Weapons | Military (\$\$\$)               | One RPG (6 shells), minigun (30 rounds), machine gun (30 rounds).  |
| <b>Flamethrower with tank</b> | 2    | Weapons | Military or Custom (\$\$)       | 1 flamethrower and a tank with 30 bursts of fuel.  |
| <b>Armored Vest</b>           | ½    | Armor   | Military or Black Market (\$\$) | +1 Resilience for body shots and untargeted hits.  |
| <b>Helmet</b>                 | ½    | Armor   | Military or Restricted (\$\$)   | +1 Resilience for head shots.  |
| <b>Riot Shield</b>            | 1    | Armor   | Military or Custom (\$)         | While held, +2 Resilience against frontal attacks (and reduces Batter by 2).                                   |
| <b>12 bolts/arrows</b>        | ½    | Ammo    | Rare or Custom (\$)             | A quiver containing 12 arrows or crossbow bolts.   |
| <b>4 Ammo Clips</b>           | ½    | Ammo    | Restricted (\$)                 | Ammunition for standard firearms may be common in some parts of the world, military or black market in others. |
| <b>2 Boxes of Ammo</b>        | ½    | Ammo    | Restricted (\$)                 | Each box holds 20 shotgun shells, or 30 bullets for other weapons. These can replenish spent clips.            |
| <b>Box of Heavy Ammo</b>      | ½    | Ammo    | Military (\$\$)                 | 6 RPG shells, or 30 rounds of minigun or machine gun ammo.   |



## SKILL KITS

Skill kits package several small items together that prove very useful for the skill. There are two ways to use them. Intact, each kit provides a bonus for the skill listed, and you don't need to worry about what's in the kit. Or, you can access the specific items of the kit as needed, but then you do not get the skill bonus. You can use the intact kit as long as you like before using the individual items. Kit items may serve as materials for crafting projects, which usually also ruins the items. Sometimes you will lose the skill kit as the penalty for failing the skill roll.

There is no benefit to using two kits for the same skill. In some cases there is a larger +2> version of a kit and a smaller +1> version – use the best kit available. If the large kit is built around the smaller kit, you can break some items out of either kit and still get the smaller +1> benefit until using more than half of the individual items.

| ITEM                    | BULK | TYPE | AVAILABILITY      | DESCRIPTION / RULES   |
|-------------------------|------|------|-------------------|---|
| <b>Medical kit</b>      | ½    | Kit  | Common (\$)       | Provides +1> for Medic rolls while intact. Bandages, stitching, disinfectant, painkillers, scalpel.   |
| <b>Navigation kit</b>   | ½    | Kit  | Custom (\$\$)     | Provides +1> for Navigation rolls while intact. Compass, sextant, survey scope & pole, level, paper & pencils, map of planned destination.  |
| <b>Observation kit</b>  | ½    | Kit  | Custom (\$\$)     | Provides +1> for Observation rolls while intact. Binoculars, telephoto camera, parabolic microphone, log book, pencils.   |
| <b>Security kit</b>     | ½    | Kit  | Custom (\$\$)     | Counts as <i>standard tools</i> and provides +1> for Security rolls while intact. Lockpicks, mirrors, spray smoke, talc, multi-tool, duct tape, lubricating spray, wires, pliers.   |
| <b>Stealth kit</b>      | ½    | Kit  | Custom (\$\$)     | Provides +1> for Stealth rolls while intact. Camouflage clothing, camo net, soft shoes, throat mic, hood, white noise generator.  |
| <b>Swinging kit</b>     | ½    | Kit  | Custom (\$\$)     | Enables swinging when there is any overhead support, or making zip-lines with secure points near and far. Collapsible grapnel with 40' thin rope spool, harness, carabiners, pitons, grapnel launcher (uses Gunplay, Medium range). |
| <b>Base jumping kit</b> | 1    | Kit  | Restricted (\$\$) | Allows controlled extreme falls using Swinging +2> skill. Wingsuit, parachute.  |
| <b>Climbing kit</b>     | 1    | Kit  | Common (\$\$)     | Provides +2> for Climbing, while intact. Crampons, grappling hook, pitons, mallet, harness, 100' rope, chalk powder.  |
| <b>Scuba kit</b>        | 1    | Kit  | Custom (\$\$)     | Provides +2> for Swimming rolls while intact, and eliminates deep diving penalties while air lasts. Fins, snorkel, mask, rebreather, wetsuit, depth gauge, dive light, 60 minute supply.  |
| <b>Surgery kit</b>      | 1    | Kit  | Custom (\$\$)     | Provides +2> for Medic rolls while intact. Medical kit, plus splints, drugs, surgical tools, air casts, stretcher. Stretcher allows two people to carry a person with half the usual burden.  |





## SURVIVAL ITEMS

When you're a tomb raider, every item might be considered a survival item. These items represent the necessities of working or living away from civilization for extended periods.

The survival-related kits work the same as skill kits, above.

| ITEMS                  | BULK | TYPE     | AVAILABILITY      | DESCRIPTION / RULES   |
|------------------------|------|----------|-------------------|---|
| 8 chem-lights          | ½    | Lighting | Restricted (\$)   | Safe and cool lights with a moderate radius.  |
| 4 flares               | ½    | Lighting | Restricted (\$)   | Self-lighting light sources also create fire.   |
| 2 torches              | ½    | Lighting | Scavenged (\$)    | Simple light source anyone can make.  |
| Lantern                | ½    | Lighting | Common (\$)       | Oil-burning lanterns give off good steady light for hours.  |
| Flashlight             | ½    | Lighting | Common (\$)       | Choice of area or directed safe/cool lighting with batteries.   |
| Lamp oil can           | ½    | Lighting | Common (\$)       | Refill for lantern, also provides an easy way to make fire fuses.   |
| 2 Compact food rations | ½    | Rations  | Restricted (\$)   | Each is food for 1 day. These meals are optimized for soldiers but it's not hard to get them if you know the right places to look.  |
| Water filtration kit   | ½    | Rations  | Common (\$)       | Comes with a portable water bottle. You will need access to fresh water at least twice a day, and time to refill.   |
| Winter jacket          | ½    | Clothing | Restricted (\$)   | Protects against cold: +1> for Endurance saves from cold.   |
| Wilderness kit         | ½    | Kit      | Common (\$)       | Provides +1> for survival (food, water, fire, or shelter) Searching rolls, while intact. Mylar blanket, multi-tool, fire starter, mirror, whistle, fishhooks, string, water purification tablets. |
| Survival kit           | 1    | Kit      | Restricted (\$\$) | Provides +2> for survival Searching rolls while intact. Wilderness kit, plus water filtration kit, dig/pry bar, saw, steno heater.  |
| Camping kit            | 2    | Kit      | Custom (\$\$)     | Provides +4> for survival Searching rolls while intact. Survival kit, plus tent, sleeping bag, lantern, 100' rope, fry pan.   |

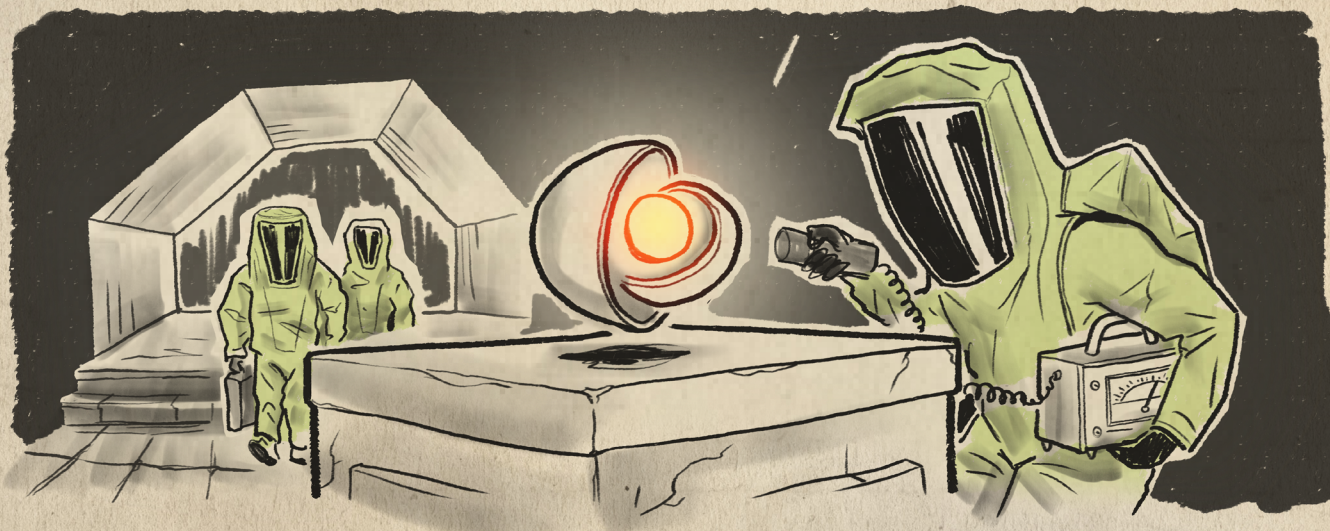




## TOOLS

Toolkits provide the items needed to perform certain engineering skills properly. Engineering is much more difficult without tools. If you break out specific tool items from the kit for other purposes, the kit becomes less useful for future projects.

| ITEM                 | BULK | TYPE      | AVAILABILITY      | DESCRIPTION / RULES   |
|----------------------|------|-----------|-------------------|---|
| Rope coil            | ½    | Tool      | Common (\$\$)     | 100' rope useful for climbing, safety lines, binding things, or to help move & secure heavy objects.  |
| Tech's toolkit       | ½    | Toolkit   | Custom (\$\$)     | Counts as <i>standard</i> tools for all basic craft skills. Compact mechanical and electrical tools designed for portability, using multi-tools and/or small tools.   |
| 2 demo packs         | ½    | Kit       | Custom (\$\$)     | 2 demolition charges for blasting, with various detonators.   |
| Mechanical toolkit   | 1    | Toolkit   | Common (\$\$)     | Counts as <i>good</i> tools for Mechanics rolls, while intact. Standard mechanical tools found in any civilized area: hammer, screwdriver, wrenches, pliers, wire, clamps, bolts, screws.   |
| Electrical toolkit   | 1    | Toolkit   | Common (\$\$)     | Counts as <i>good</i> tools for Electronics rolls, while intact. Standard electrical tools found in any civilized area: multi-meter, wire, needle-nose pliers, duct tape.   |
| Construction toolkit | 1    | Toolkit   | Common (\$\$)     | Counts as <i>good</i> tools for Construction rolls, while intact. Standard construction tools found in any civilized area: saws, hammer, screwdriver, drill, glue, chisel, level, nails, screws.  |
| Science toolkit      | 1    | Toolkit   | Custom (\$\$)     | Allows scientific analysis Science/Research rolls in the field. Microscope, tablet computer, wide-spectrum camera, Geiger counter, chemical test strips, tiny phials of various chemicals.  |
| Security toolkit     | 1    | Toolkit   | Custom (\$\$)     | Counts as <i>good</i> tools for Security rolls, while intact. Tools for electronic and mechanical security devices to open locks, hack electronics, and to set alarms and traps. Lockpicks, mirrors, spray smoke, talc, multi-tool, duct tape, lubricating spray  |
| Camera kit           | ½    | Tech, Kit | Common (\$\$)     | Allows passive recording of everything you see, allows retroactive Observation rolls of a place you have left, with >+2 penalty. Mini-camera & light you can mount on other gear.   |
| Computer             | ½    | Tech      | Restricted (\$\$) | A high-end tablet or laptop with wireless communications.   |
| Comms kit            | 1    | Tech, Kit | Custom (\$\$\$)   | Allows establishing phone or internet link under any open sky, while intact. Allows setting up the dish relay outside, and then using the radio phone or tablet from inside a tomb, to stay in contact even underground. While the kit is set up in this way, the carried portion of the comms kit counts as just ½#. Tablet computer, tuner, signal booster, dish relay, wire-splicing tools, radio phone. |





## RESEARCH ITEMS

Research items are books or databases containing information that may be useful in tomb raiding. Data items require a working computer to access. These items affect Research tests in the appropriate subject.

| ITEMS                | BULK | TYPE | AVAILABILITY      | DESCRIPTION / RULES  |
|----------------------|------|------|-------------------|--|
| Data atlas           | n/a  | Data | Custom (\$\$)     | Requires a computer. Allows geography-related Research rolls with a +1> Research bonus from the data atlas (independent of other bonuses).   |
| Encyclopedia         | n/a  | Data | Custom (\$\$)     | Requires a computer. Allows history-related Research rolls with a +1> Research bonus from the encyclopedia (independent of other bonuses).   |
| Translation Software | n/a  | Data | Custom (\$\$)     | Requires a computer. Allows translation of one specific modern language without needing internet access.   |
| Myth Book            | ½    | Book | Rare (\$\$)       | Specify a myth, religion, or small geographic region. This book allows myth-related Research roll with a +1> library bonus for the relevant topic. This does not stack with other library bonuses. |
| Science Book         | ½    | Book | Restricted (\$\$) | Specify a scientific subject or technique. This book allows science-related Research roll with a +1> library bonus for the relevant topic. This does not stack with other library bonuses.         |

## VEHICLES

Patrons usually provide access to vehicles or transportation as needed for the mission. Individual characters only need to select a vehicle if they wish to use their own on adventures.

For many adventures, the exact stats and rules of vehicles just don't matter. When they do matter, refer to "Vehicle Stats" on [Page 191](#) for more information. These vehicles are the ones most likely to be useful in tomb raiding adventures, but the RM may allow other vehicles when appropriate.

| VEHICLE           | TYPE    | AVAILABILITY                      | DESCRIPTION / RULES                               |
|-------------------|---------|-----------------------------------|---|
| Humvee            | Driving | Restricted or Military (\$\$\$\$) | Scale 3, Speed 2, Handling 3. Seats 6, stores 30# |
| Jeep              | Driving | Restricted or Military (\$\$\$)   | Scale 2, Speed 2, Handling 4. Seats 4, stores 20# |
| Recreation Boat   | Boating | Restricted (\$\$\$\$)             | Scale 2, Speed 1, Handling 1. Seats 8, stores 40# |
| Rescue Helicopter | Flying  | Restricted (\$\$\$\$\$)           | Scale 3, Speed 3, Handling 5. Seats 6, stores 15# |





## Gear Replacement

Often tomb raiders lose gear mid-adventure, or they decide to change their gear to suit changing needs. With a patron, this is trivial between missions, and might be possible mid-mission with the right communications and an air drop to an outdoors location. Otherwise, it depends mostly on the availability of items sought. When a skill test is called, the RM may modify the challenge of the test based on the specifics.

Typically, the challenge depends on the \$ cost of the item you seek. This does not apply to items you scavenge, make yourself (custom), or steal. If seeking multiple items, use a Sum Test based on the rules in the chart below to determine which items you can and cannot acquire.

## MID-MISSION

In the field, tomb raiders have limited access to their contacts, stores, and funds. They must return to a civilized modern town to obtain anything other than scavenged items. They may make one effort, according to the chart below. If that one attempt fails, they just can't find or afford what they want and may have burned their time and resources trying.

Activate the Resources talent to gain another attempt, or to add +2> to an attempt you haven't yet rolled. Spend Spirit as normal for each use of Resources.

## BETWEEN MISSIONS

If tomb raiders get back to civilization with some time before their next mission, they can take advantage of all their contacts and resources to get what they need. They may make any efforts needed to obtain new items, so long as they succeed. Once they fail an attempt, they cannot make additional efforts.

Activate the Resources talent to make more efforts, or to add +4> to an attempt you haven't yet rolled. You may use these options at most once per point of Spirit, per mission.

| AVAILABILITY        | MID-MISSION EFFORT  | BETWEEN MISSIONS EFFORT   |
|---------------------|---|---|
| <b>Common</b>       | In a modern town: Searching > \$+1  | Searching > \$  |
| <b>Scavenged</b>    | In wilderness, see <a href="#">Page 68</a> .  | Access to wilderness, see <a href="#">Page 68</a> .   |
| <b>Restricted</b>   | In appropriate areas, Searching > \$+2.   | Searching > \$+2, or Tech > \$+1 (online)   |
| <b>Custom</b>       | Make it yourself with crafting skills.  | Make it yourself, or Searching > \$+2   |
| <b>Rare</b>         | Searching > \$+3  | Searching > \$+2, or Tech > \$+2 (online)   |
| <b>Military</b>     | Must be located and stolen.   | Lower of Searching/Tech > \$+2, or use Black Market.  |
| <b>Black Market</b> | In a large city, with local language, Socializing > \$+3. If you are willing to trade away something rare, custom, or military to complete the deal, there will be no other hassle. | Socializing > \$+3. No risk or hassle unless this character already has heat from prior transactions or fails the roll (Cleverness save to avoid consequences). |



# Gear Crafting

Skilled engineers can make their own gear, even in the field. The skill rules provide some suggestions and guidelines, but anything more than combining two broken items to make one that works is pretty challenging.

Typically there are three factors contributing to crafting new items or modifying items you already have. All of this requires you to explain your desired crafting result to the RM, so that she can evaluate what you have and what you need to make it. The RM may say “you can’t make that” to any project she deems not possible – remember that this is crafting simple things in the field, not inventing new technology on the fly!

## FIRST: TOOLS

Most crafting requires some sort of tools to shape the parts and get them to stick together properly. The type of tools you have available will modify the challenge rating of what you try to build, as described on [Page 61](#). The toolkits listed above work for most projects.

## SECOND: MATERIALS

You will need parts and pieces to combine to make your new gear. As with tools, the kinds of materials you have modify the crafting challenge ([Page 61](#)). These may be things around the environment (a junkyard or dumping ground is pretty good for a lot of projects), or things you already found (scraps of broken gear).

In some cases, the RM may suggest items of your inventory that you may sacrifice as materials. For example: “You want to make a rope ladder, but you have no rope? Hm. Okay, you need to tear apart your backpacks. Each backpack will get you about ten feet of rope ladder.”

Sometimes the RM will allow you to search the area to find more materials. This would be some sort of Searching test, with a challenge based on what the RM judges to be available. Largely, this notion is built into the materials-based modifier discussed above and you can skip this roll. But the RM might require scrounging around, just to even have a chance at crafting what you want.

## THIRD: SKILL

Even with tools and materials there is still the matter of whether you can actually achieve what you want. Your skills affect the kinds of things you can make. With internet access, the RM may allow a Research roll to find “how to” instructions for certain items. This could provide a small bonus to make something even without the right crafting skills.

The challenge of the test depends on the scale and complexity of your project, how much time you have, distractions, etc. For large projects, the RM may also set a target number of successes you need to accumulate to complete it, and how frequently you can roll. For example, if you want to build a motorcycle out of a broken-down car, it may take days to complete the project. As a guideline, the number of successes should be based on how many problems you have to solve, or how many functions the device will have.

**Construction** is the best skill for making structures, barricades, or supports for large weights, and working with stone.

**Electronics** makes devices with circuitry, power, wave transmission or reception. Field electronics are generally quite a bit bulkier and more fragile than manufactured items, and you may need wires and a power source to even have the option to work in electronics.

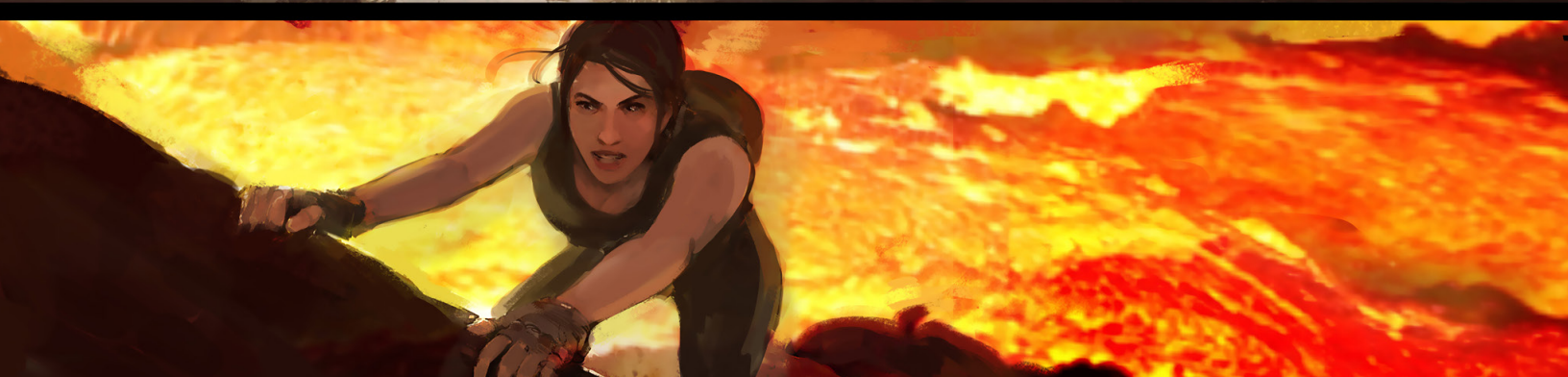
**Mechanics** applies to most physical machinery, things with moving parts or special shapes of materials, shifting weight around, and shaping metal in useful ways. It also makes hunting snares, spring traps, and just about anything based in simple physical parts.

**Repair** can fix a broken item or perhaps make minor upgrades (at the RM’s discretion).

**Security** can make traps, locks, keys or lockpicks. It might be possible to make the same things with other skills, but Security covers a broad range of crafting skills with a narrow focus on the types of devices.

**Science** can make chemicals, explosives, gunpowder, or make hot fires to soften or combine metals. The RM decides what Science can and can’t make in the field.







## SKILLS & CHALLENGES



There are multiple ways to use most basic skills. Each skill description below outlines the most likely and common uses, but the RM may invent or discover new ways to use them as the game progresses, and select or modify skill challenge ratings to reflect the unique stress or drama of any particular situation.

### Academic Skills

Academic skills are important in tomb raiding for two reasons. First, knowledge of the modern and ancient world is helpful for getting around, dealing with the locals, and locating ruins and clues. Second, a broad spectrum of knowledge often makes it easier to put bits and pieces of information into a coherent whole that helps understand the larger issue. Without a scholar, a team will often find themselves chasing their adversaries rather than beating them to the scene.

The challenge in most scholarly tests is based on the obscurity and availability of the information:

#### LORE OBSCURITY

|                        |  |
|------------------------|--|
| >1 Common Knowledge    | The information is accurate online or in common books.           |
| >2 Archaic Lore        | The information sought is in older, rarer, or localized sources. |
| Public Records         | The info is in public records, but might be hard to locate.      |
| >3 Interpreted Ideas   | Sources disagree on important details – myths, for example.      |
| Private Information    | The information is “in the system” but not public.               |
| >4 Crackpot Theories   | The information was published by an unreliable source.           |
| Protected Information  | The information is guarded by security systems or watchers.      |
| >5 Local Stories       | The information is known by verbal tradition in one area.        |
| Privileged Information | Only a few people have easy access to this information.          |
| >6 Lost Legends        | The information was recorded but since lost or damaged.          |
| Secrets                | The information is classified at a high level (government)       |
| >7 Erased from History | The information was deliberately destroyed, if it ever existed.  |

In many scholarly tests, your competence increases if you have information right at hand, such as a map, book, or native consultant. Generally speaking, any of these things takes a little time, and is worth +1>; using several sources grants +2>. There’s not much better you can do than that, unless doing time-consuming research.

#### CLUES

LCTR uses the term *clue* to indicate a piece of plot-relevant information, some indication of what to do next, where to go, or whom to trust (or stop trusting). A story arc will provide several opportunities to earn clues every step of the way, so that players don’t pursue irrelevant tangents. Clues may also provide pieces of the solution to a puzzle or mystery. For example, to find the way into a secret vault they will need to gather clues about where the vault is, how to open it, and perhaps what kinds of traps or dangers guard it. This allows you to use the knowledge of a tomb raider!

Academic skills are the easiest way to earn clues, either to confirm/refute an idea the players have, or to fish for an idea from the RM. If the RM feels that the group is lost and needs a clue, she may ask people to roll a particular lore skill, or she may ask them to spend a point of Intuition to earn a clue.

Clues may be abstract. Rather than giving you detailed information, the RM may let you know that “you have 2 clues.” You can later cash these clues in to get answers to related questions, or as assists in other rolls. For example, you may use clues about a lost ruin as assists in a Geography roll to locate it, and Geography clues in a Navigation test to get there.

#### LORE, INVESTIGATION, AND CLUES USING SUM TESTS

For any given subject, there may be several things to know, at several different levels of obscurity. A sum test (see [Page 10](#)) provides a simple way to determine how much of that varied lore a person knows. Each clue has a value equal to its obscurity rating (above), and you earn as many clues as you can “afford” with your sum test. This example would appear as a ΣMythology – Obscurity test with clues of Obscurity 1, 1, 3, 4, and 6:

|                   |   |
|-------------------|---|
| ΣMythology is 1+  | One of two “common knowledge” clues           |
| ΣMythology is 2+  | Both “common knowledge” clues                 |
| ΣMythology is 5+  | Those, plus an “interpreted idea” clue        |
| ΣMythology is 9+  | ...and a “crackpot theory” clue               |
| ΣMythology is 15+ | All of the above, plus one “lost legend” clue |

Sum tests get the easiest clues first. However, the RM may have one clue that is vital to moving the plot forward. If so, that clue is the first one earned.





## GEOGRAPHY (ACADEMIC)

Geography covers knowledge of political boundaries, the locations of cities and monuments, and even the political situations in various areas, as well as natural features, landmarks, and some basic geology. This helps when exploring, to know what kinds of obstacles or dangers to expect, and what kinds of food and plants are found locally. It also helps when trying to guess where some lost ruin might be located, or what people live in the area who might not want you poking around. The challenge is based on the obscurity of the information you seek. This can be aided by maps, globes, tourist guide books, or any region-specific source.

This skill provides clues about a location, and creates assists for Navigation when trying to get to a ruin.

### LOCATE A RUIN (GEOGRAPHY > OBSCURITY)

When you know something about a ruin, geography clues help you hone in on the location. You will still need transportation and navigation (usually) to get to it. Unless the ruin is famous already, its obscurity is probably at least >4. Clues about the ruin act as assists. Some examples: writing from the area, tales of someone who found the ruin, a drawing of it, etc.

### ANTICIPATE HAZARDS (ΣGEOGRAPHY - OBSCURITY)

As you move through wild places, Geography knowledge helps you anticipate both the types of hazards to expect (quicksand, rockslides, etc) and sometimes even where to find them. Clues act as assists to local Navigation or Searching tests.

### ANTICIPATE LOCAL OPPOSITION (GEOGRAPHY > OBSCURITY)

Remote areas may be controlled by a government, anti-government factions, or native tribes, who may hinder you.

### ASSISTED GEOGRAPHY: "THAT CARVING LOOKS ETRUSCAN"

Geography uses normal assistance rules. Assists help to build up a high sum test total, for maximum information.

### FAILURE: MISGUIDED!

Failing a Geography test means that you are thinking about the wrong location. Use a Cleverness save to avoid earning a false clue. If this is a vital story clue, the RM may ask you to spend an Intuition point to get the important clue anyway.



## HISTORY (ACADEMIC)

History skill is useful for understanding the context of ruins and myths, and how ancient stories might connect to current events in an area. It helps to identify objects and locations found, and their historical purpose, which can provide valuable clues to understanding them. It's also useful for knowing the quirks of ancient civilizations, such as their favorite traps.

Obscurity sets the challenge for history rolls.

History rolls earn clues about a period in time. The types of clues provided by Geography and History may overlap, but there are some differences. For example, Geography might tell you how to locate a lost city, while History might tell you when it fell. Both might tell you what events happened there.

### CONNECT A MYTH TO A REAL EVENT (HISTORY > OBSCURITY)

When you try to track down the truth behind a mythical figure or event, History skill helps you conclude an actual event that is similar. That knowledge may serve as an important clue toward locating where the myth took place.

### ANTICIPATE TRAPS (ΣHISTORY - OBSCURITY)

In a ruin or tomb, History knowledge helps you recognize the handiwork of a particular type and era of native builders. With this knowledge you know what kinds of traps and security measures they favored. Your clues become assists to someone trying to scout them out (Searching or Security).

### RECOGNIZE REPEATED EVENTS (HISTORY > OBSCURITY)

If a strange event has happened before, a History test earns clues about where, when, and any historical patterns.

### ASSISTED HISTORY: "THIS ARMOR WENT OUT OF STYLE IN THE 13TH CENTURY"

History assistance uses standard assistance rules, to build up a large sum to earn more clues.

### FAILURE: PAST FAILED!

Your misunderstanding of history leads you down the wrong path. Attempt a Cleverness save to realize that you don't know enough. Otherwise, you may earn a false clue.

The RM may ask you to spend an Intuition point if the clue is important to moving the story along.





## INTERPRETATION (ACADEMIC)

Interpretation skill puts clues together to form useful conclusions or educated hunches. Much of tomb raiding requires the ability to combine myths, pictures, and general knowledge into an idea of where to search or what to expect or how to deal with obstacles. Outside of the tombs, interpretation covers investigations in the real world, such as looking for information about your enemies and secret societies.

Interpretation can also read between the lines in conversation, to try to discern when someone is skirting the truth or trying to give you information without being blatant (such as if they think they are being watched). Socializing might reveal that they are lying, but Interpretation can reveal why they are lying, or what parts are true.

The challenge for an Interpretation test is usually a high number, that goes down based on how many clues you have to help with the Interpretation process.

### SPOT A LIE (INTERPRETATION > C)

Test Interpretation against your verbal opponent's Cleverness to determine if they are lying. This doesn't reveal the truth, but acts as a clue toward interpreting it.

### SENSE MOTIVATIONS (INTERPRETATION > W)

Challenge a person's Will to get a clue about what they really want here. This won't reveal hidden aspirations or secrets, just their most immediate purpose here and now, as they talk to you.

### ASSISTED INTERPRETATION: "HERE'S ANOTHER WAY OF LOOKING AT IT..."

A team can collaborate to achieve the right answer, reviewing what they know together.

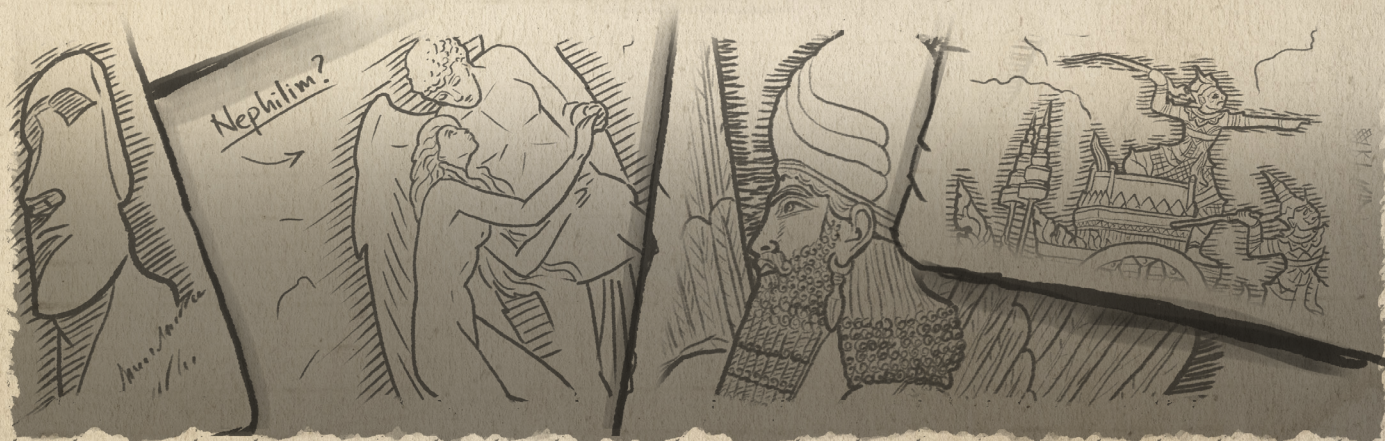
### FAILURE: JUMP TO CONCLUSIONS!

Failing an interpretation roll means that you might reach the wrong conclusion, seeing the clues in the wrong way. If this misinterpretation would send the characters on a long and pointless side trip, or otherwise misdirect or stall the game, the RM will ask you to make a Cleverness save or spend Intuition to realize the flaws in your conclusion. In either case, you need another clue before you can try again.

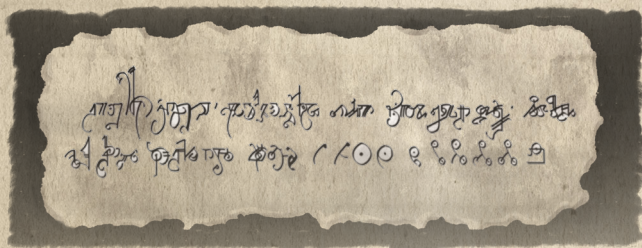
Note to RMs: when deciding the consequences of failed Interpretation, one useful trick is to have the group reach an incorrect conclusion that can lead them to another clue. With that new clue, they can attempt a new Interpretation to get back on track.

## INTERPRETATION BASE CHALLENGE

|                   |                  |  |
|-------------------|------------------|--|
| Interpretation >2 | "What they said" | Someone just stated the correct conclusion, you agree with their interpretation.   |
| Interpretation >4 | Available        | The conclusion you need to reach is already known to you, but you just need help realizing/recognizing it. Such as, confirming something you discovered elsewhere. |
| Interpretation >5 | Obscure          | The information is not apparent or encountered yet, but the definitive answer can be reached through deduction and logic.  |
| Interpretation >6 | Leap of Faith    | There is no way you could know or deduce the answer, but you can make a good hunch that should get you close enough.   |
| >-1 per clue      | Clues            | Each clue on the subject reduces the Challenge.  |







## LANGUAGES (ACADEMIC)

Languages skill is useful when traveling, if you have to deal with locals in their native language, but it also helps when you need to research in old books or scrolls, or other written records in foreign languages. Even if you can't read it outright, being able to identify the language will speed up the translation process later.

This skill works a little differently from others. Each level of Languages skill gives you one additional modern language you speak and read fluently, which you should write down on your character sheet as a specialty. *You do not need to roll to read or converse in your known languages.*

Frequently a tomb raider will need to read writing or inscriptions in foreign languages to get certain clues.

### TRANSLATE UNKNOWN LANGUAGE (LANGUAGES > 5 OR 4)

You may understand a language you have not learned, using Languages skill to represent your general linguistic competence. The test challenge is >5, reduced to >4 if the RM agrees that the language in question is similar to one you already know.

### IDENTIFY UNKNOWN LANGUAGE (LANGUAGES > 3 OR 2)

Merely trying to identify the language is easier: Languages >3, or >2 if it is related to one you know.

### DECIPHER CODES (LANGUAGES > C)

If you come across coded information, you can use your knowledge of letter frequencies and grammar to decipher the code, challenging the Cleverness of the person who invented the code (probably at least >3). Codes generated by machines have much higher challenge ratings: >6 or >7.

### ASSISTED LANGUAGES: "THAT WORD MIGHT BE 'DOOR'"

Assistants can help with translations, or you can assist your team by preparing them with some simple phrases in a language you know. Roll and treat your successes as assists, which anyone on your team can spend say something simple.

### FAILURE: MISUNDERSTANDING!

Failure at a Languages test can lead to a misunderstanding or misinterpretation. If the misunderstanding could cause harm, you may make a Cleverness save to avoid it.

If the Languages roll could provide a vital clue, the RM may ask you to spend Intuition to obtain the clue anyway.



## MYTHOLOGY (ACADEMIC)

Mythology combines knowledge of culture, religion, history and geography through tales of ancient and mythic times. Unlike history and geography, mythology is less about recorded facts and more about popular stories. In tomb raiding, mythology becomes important to understand the pictures, writings, and remnants of lost civilizations. In time, a tomb raider may discover that myths have significant connection to actual events, even though the exact details are forgotten or distorted.

### CONNECT EVIDENCE TO MYTH (MYTHOLOGY > OBSCURITY)

Examining an image, object, ruin, or strange event can remind you of myths that might be connected to it. If successful, this provides clues to figuring out use the evidence you have found.

### ASSISTED MYTHOLOGY: "STORMS, THUNDER... ZEUS? THOR? SUSANOO? INDRA? XOLOTL?"

Working together, a team knowledgeable in a range of myths can earn better clues.

### FAILURE: MAKE A MYTH-TAKE!

There are so many variations on myths, and so much interweaving, that one can very easily misinterpret the clues provided and end up chasing the wrong myth. Roll Cleverness to recognize the gaps in your own knowledge and avoid pursuing a false clue.

The RM may ask you to spend an Intuition point if the clue is important to moving the story along.



# Battle Skills

The Combat chapter (starting on [Page 30](#)) also discusses ways to use battle skills. This section covers those basics and also suggests some unusual ways to use these skills.



## EVASION (BATTLE)

Evasion helps you avoid attacks – both the willful attacks of enemies and the methodical assault of many traps. Any danger that targets your Quickness defense may be thwarted with Evasion. Evasion covers defending yourself by trying to run faster than attackers can track you, dodging and juking unpredictably, blocking attacks to minimize the damage, or interposing yourself between an opponent and an ally to take the attack on yourself.

### DODGE (EVASION > 3, CONTEST ATTACKER'S ✓)

When you want to minimize your chances of getting hurt, you use Evasion instead of attacking or taking other actions. On your turn, roll Evasion > 3, and ignore attacks from anyone who does not roll more successes. While dodging gain +1 Defense. You may stay in place, duck behind cover, or move up to your Quickness if the ground is stable and level. You may spend Evasion successes for extra movement, but that reduces the successes enemies need to hit you.

### INTERPOSE (EVASION > Q, RESILIENCE +✓)

You can use Evasion skill to protect a nearby ally from attack. Declare an interpose action on your turn. Then when someone attacks your ally, roll Evasion > attacker's Quickness. If successful you take the attack onto yourself, but add your evasion successes to your Resilience to minimize the effects.

### BLOCK (EVASION > Q, RESILIENCE +✓)

Block works like interpose, but you use it to protect yourself: roll Evasion > attacker's Q, and add successes to Resilience.

### ASSISTED EVASION: "DUCK!" (EVASION > NUMBER OF THREATS)

You may use your own skill to help defend someone else, by pushing them or calling out to a timely warning. Instead of using Evasion to help yourself or intercept an attack, roll Evasion with a challenge equal to the number of threats (enemies/traps) you are warning against. Apply successes as assists for the person/people you are helping, which they may use to add to their own Evasion defense against those threats. You may keep some successes for your own benefit. Attacks from sources you didn't take into account do not gain the benefit.

### PROLONGED EVASION: WEARING DOWN

Someone who evades constantly may be able to dodge their enemies for a long time, but not forever. Evading several rounds in a row accumulates a penalty. The penalty accumulates after Endurance rounds (if your Endurance is 2 you get 2 rounds with no penalty), accumulating -1> penalty each additional round. If you perform any other action, this penalty reduces by 1, but if you evade again the penalty increases again. If you take no action (take a break), the entire penalty goes away and you get a few (Endurance) rounds without a penalty.

You may spend Tenacity to ignore the penalty for one round.

### FAILURE: SLOW ON YOUR FEET!

Having exposed yourself to danger to dodge, intercept, or block an attack, but failing to intercept it properly, puts you in greater danger. Your basic defense and movement are 0 until next round (initiative Q).





## GUNPLAY (BATTLE)

Gunplay covers shooting a hand-held weapon, from a tiny derringer up to an elephant rifle, shotgun, or military assault rifle. The RM might allow gunplay to affect shooting gun-like devices like a crossbow. It does not cover heavy weapons like vehicle-mounted machine guns.

The challenge of a gunplay test depends on the defense (Quickness) of your target, and perhaps its size. Very large targets are easier to hit, and very small ones are harder. Non-moving objects are quite easy (Quickness 0, use size modifier only). Use the following guidelines:

### STANDARD SHOOTING (1 BULLET)

|                       |  |
|-----------------------|--|
| Gunplay > Q (Defense) | Living target has defense equal to Quickness.                              |
| Gunplay > 1           | Target unaware of danger, moving slowly or predictably. Vehicle in motion. |
| Gunplay > 0           | Stationary, helpless, or restrained target has no defense.                 |

### TARGET SIZE

|             |                              |
|-------------|------------------------------|
| Gunplay >+1 | Small target: a cat          |
| Gunplay >+2 | Tiny target: a rat           |
| Gunplay >+3 | Minute/narrow target: a rope |

### BURST FIRE (3 BULLETS)

|            |   |
|------------|---|
| Gunplay+1> | Spend 3 bullets if weapon allows burst fire, a short burst. |
|------------|---|

### AUTOMATIC FIRE (10 BULLETS)

|            |  |
|------------|--|
| Gunplay+3> | Spend 10 bullets if weapon allows auto fire, a continuous spray. |
| Damage+✓   | Damage+1 per success in the attack.                              |

## RELOAD QUICKLY

There is no need to roll if there is no urgency.

|                   |  |
|-------------------|--|
| Gunplay > 2       | Reload magazine clip, standard for handguns, SMGs, assault rifles.             |
| Gunplay > 3       | Reload moon clip, standard for revolvers.                                      |
| Gunplay > 4       | Reload two "dual"-rated magazine guns at the same time.                        |
| Gunplay > bullets | Reload individual bullets. The more you try to load quickly, the harder it is. |
| Gunplay +1> per   | Each failed reload attempt just makes it take another action.                  |

## GUN-LIKE DEVICE

|            |  |
|------------|--|
| Gunplay-1> | Shooting a crossbow, water sprayer, or other mechanical-release projectile (minimum 1>). |
|------------|--|

## THREATEN

|               |  |
|---------------|--|
| Gunplay > W   | Point a gun to intimidate. If successful, target has >+1 to act while you threaten them.   |
| Initiative +✓ | If they take an action and you decide to shoot, apply +✓ to your Initiative for that shot. |

## SUPPRESSION FIRE (10 BULLETS)

|                        |  |
|------------------------|--|
| ΣGunplay – Defense (Q) | Spray a line or area out to range (or a wall). Spend 10 bullets (requires auto-fire weapon) Use a sum test and subtract the defense of anyone who passes through, to hit them. |
|------------------------|--|

## ASSISTED GUNPLAY: "FEET APART, HANDS TOGETHER, AIM, THEN SQUEEZE!"

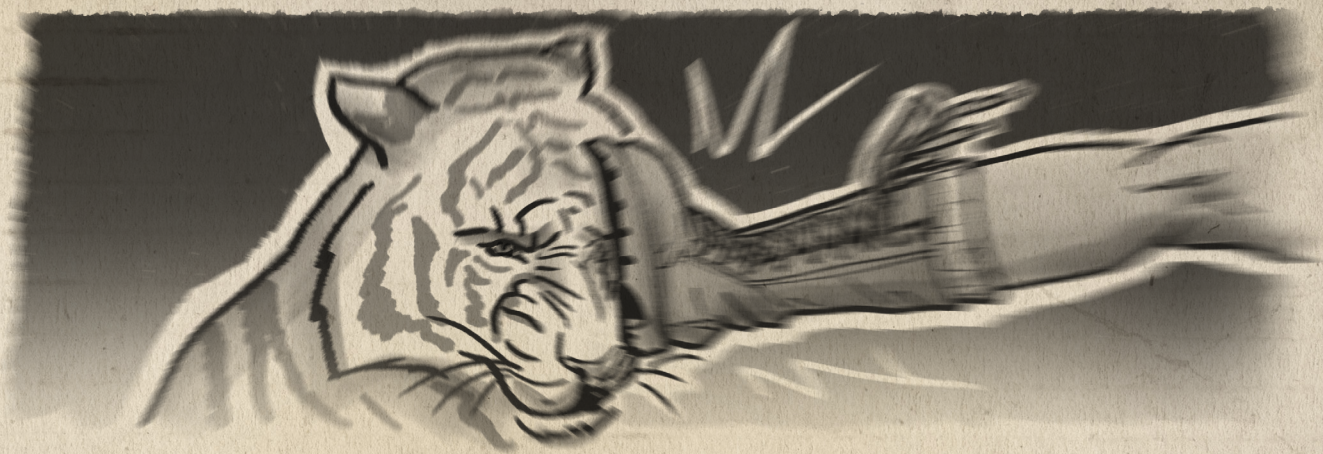
Your advice can help someone shoot a little better, using normal assist rules whether or not you are also shooting.

## FAILURE: MISS!

If you miss your target you hit something. Usually it will be a nearby wall or floor with harmless results, but if your intended target was close to something that you don't want to hit, you may attempt a Perception save to hit nothing important.

Otherwise, the RM may roll randomly among 6 targets near your line of fire to see what you hit. If there are fewer than 6 potential targets, then the chances of hitting something are reduced accordingly. For example, if there are only 2 potential targets in the way, a roll of 1-2 hits one, 3-6 misses everyone





## HAND-TO-HAND (BATTLE)

Hand-to-Hand skill covers all up-close combat, whether using a melee weapon or unarmed. This covers hitting, grabbing, and blocking incoming hand-to-hand attacks. When attacking, the challenge is usually equal to the target's Quickness, though other skills may affect this (such as Evasion).

### ATTACK WITHIN REACH

|                            |  |
|----------------------------|--|
| Hand-to-Hand > Defense (Q) | Living targets have defense based on their Quickness.        |
| Hand-to-Hand > 1           | Target unaware of danger, someone you have snuck up to.      |
| Hand-to-Hand > 0           | A stationary, helpless, or restrained target has no defense. |

### PARRY (HAND-TO-HAND > 3, CONTEST ATTACKER'S ✓)

Hand-to-hand skill can defend against attacks like Evasion. Instead of attacking or taking another action, declare hand-to-hand defense. Roll Hand-to-Hand > 3, and ignore attacks without more successes. Also gain +1 Defense while parrying.

These benefits only apply against close attacks and thrown objects. You can even defend against a shooter at point blank range.

### GUARD (HAND-TO-HAND > Q, RESILIENCE +✓)

You can use hand-to-hand to defend someone next to you. Using your weapon's normal Initiative rating, declare the guard action. If someone attacks the person you are guarding, roll Hand-to-Hand > attacker's Q. If successful the attack hits you instead, but you may add your successes to your Resilience. You can only guard against hand-to-hand attacks, slow-moving (thrown) objects, or a gunman within reach of your weapon (1 step for most weapons). If you are using a shield to guard, you can guard against bullets, arrows, etc.

### GRAPPLE (HAND-TO-HAND > DEFENSE (Q))

A grapple does not inflict damage, but instead restrains the target. Restraining attacks reduce the target's mobility and defense by -1 per success (-1/✓), to a minimum 0, though they may use Evasion or other skills to defend.

### ESCAPE GRAPPLE (HAND-TO-HAND > BRAWN)

When you are grappled or restrained by a living being, attempting to break free is an action you can attempt. Roll Hand-to-Hand > the other's Brawn to break free. This does not get you out of ropes, handcuffs, or other lifeless physical restraints.

### ASSISTED HAND-TO-HAND: "KEEP YOUR BALANCE, SWING WITH YOUR SHOULDERS, FOLLOW THROUGH"

You can advise someone on what to swing at or how to swing. In the heat of battle this is pretty tough, and requires you to set aside at least one success for your own hit, using extra successes to assist others.

### FAILURE: WHIFF!

When you miss in Hand-to-Hand, there is rarely any consequence. Only if you are fighting in cramped quarters will this be an issue. Even so, such incidents are rare enough that the RM should just rule as she feels appropriate to the circumstances.

If you miss, rolling all "1"s, make a Quickness saving roll (or spend Reflex) to avoid dropping your weapon.





## TACTICS (BATTLE)

Tactics helps you plan a battle or respond to your enemies better. This also works for snowball fights, debates, or any situation where the manner of problem-solving can shift the odds of success against opposition. While you may discuss tactics as a role-playing activity, using a Tactics test provides real game benefits! The RM may in fact request a Tactics test as a way to stop a group from trying to plan for every contingency, which can distract and detract from the fun.

### ASSESS ENEMY TACTICS

Test against a lone enemy's Cleverness. If the enemy is a group with a designated leader, use the leader's Cleverness. If the enemy group has no clear leader, or if there are multiple enemy factions in the fight, use >1: the chaos makes it easier for you! Successes give you 1 assist to adjust your tactics in response. In addition, you may ask the RM one question about the enemy's tactics.

You may assess for multiple rounds to gain more assists. Each successful test adds 1 assist, limited by the number of successes you roll – so you only gain a new assist if you roll more successes than your current total.

|                      |   |
|----------------------|---|
| Tactics > C          | Assess a lone enemy.  |
| Tactics > leader's C | Assess a coordinated team with a clear leader.  |
| Tactics > 1          | Assess an uncoordinated team or when multiple factions oppose you.                              |
| ✓: +1 assist         | Each time you succeed, to a maximum of ✓ assists. Assists help you adjust team tactics (below). |

### Sample Tactical Questions:

|                            |  |
|----------------------------|--|
| Which one is their leader? | If the leader is not present, the RM should instead say how the leader is coordinating the attack. |
| What is their intent?      | Common answers: kill you, capture you, keep you out, take something from you.                      |
| Who is most vulnerable?    | This should point out the enemy with the least combat skill, or most wounded, for example.         |
| Who is most dangerous?     | This should point out the enemy with the best combat skills, or most heavily armed, for example.   |
| What is their advantage?   | The RM points out one advantage not already known or obvious.                                      |

## ADJUST TEAM TACTICS

Test Tactics with challenge based on number of advantages your enemies have, as counted by the RM. State your main goal, as it may affect the challenge, benefits, etc. Common goals are: kill them, incapacitate them, or get away.

If you succeed, you may choose to give all your team mates +1> to attack (offensive tactic), or +1 Defense (defensive tactic) - you cannot give some offense and others defense.

In addition, each success earns 1 assist for your team during the fight (until you change tactics again). You can pass out the assists as you like to help achieve the tactical plan, including assisting yourself.

You can change tactics several times during a fight. This eliminates the offense/defense benefit and any unused assists from prior tactics rolls. If successful you choose a new benefit and gain new assists.

### Tactics > number of enemy advantages

|                          |  |
|--------------------------|--|
| ✓: +1 offense or defense | Everyone on your team gets +1> attack or +1 Defense, depending on your tactic. |
| ✓ assists                | Assists to combat/tactical actions by anyone who can receive your orders.      |

### Common Enemy Advantages:

|          |   |
|----------|---|
| Numbers  | The enemy team clearly has more people.                                 |
| Weaponry | The enemy team has more firepower.                                      |
| Terrain  | The enemy team has high ground, concealment, or fewer obstacles.        |
| Defenses | The enemy team has good cover or fortifications.                        |
| Flanking | The enemy team is in multiple directions, with your team in the middle. |
| Mobility | The enemy team has vehicles, ropes, or other ways to move around.       |

### ASSISTED TACTICS: "I'LL DISTRACT THEM, THEN YOU HIT THEM UNPREPARED."

If several people have tactics, each may roll separately, and the team benefits from the best roll (treating that person as the leader for this fight, if it matters). You cannot add bonuses from different people because each roll represents a different plan. Or, you may use assist rules to have several people contribute assists to one leader's roll.

### FAILURE: MISCALCULATION!

Failing a Tactics test does not cause penalties but you may not attempt another tactics roll for the same situation until something changes. You may use a Cleverness saving roll to give yourself a chance to test again.





## THROWING (BATTLE)

Use this skill to throw or catch just about anything you can reasonably hold. This skill also serves situations like tipping a boulder to have it roll downhill at a target, or using a sling or yoyo.

### STANDARD THROW

Throwing > Q (Defense) Living target has defense equal to Quickness.

Throwing > 1 Target unaware of danger, moving slowly or predictably. Vehicle in motion.

Throwing > 0 Stationary, helpless, or restrained target has no defense.

Throwing > 0 A willing target is making things easy for you. Apply ✓ as assists to the one you want to catch it.

### TARGET SIZE

Throwing >+1 Small target: a cat

Throwing >+2 Tiny target: a rat

Throwing >+3 Minute/narrow target: a rope

## CATCH

Throwing > 1 Catch a small object that the thrower wants caught. Thrower may give you assists.

Throwing >+1 Object is bladed, pointed, electrified, hot, or otherwise dangerous to handle.

Throwing >+1 Object is moving fairly fast (e.g. thrown weapon)

Throwing >+2 Object is moving very fast (e.g. arrow)

Throwing >+# (bulk) Large objects (1# or higher) are harder to catch. See [Page 41](#) bulk rules.

### ALTERNATIVE LAUNCH

Throwing -1> Using a sling, slingshot, bow, spear-thrower or other manual-release projectile thrower.

Throwing -1> Kicking an object to launch it or redirect it.

### ASSISTED THROWING: "ON THREE..."

Two people throwing together may use assist rules, or the better of the two rolls.

### FAILURE: WHIFF!

If you miss your throw, the object will land somewhere. Usually it will be a nearby wall or floor with harmless results, but if your intended target was close to something that might be affect instead, you may attempt a Perception save to avoid an unwanted landing.

Otherwise, the RM may roll randomly among 6 targets near your intended target to see what you hit. If there are fewer than 6 potential targets, then the chances of hitting something are reduced accordingly.



# Craft Skills

Craft skills cover making, modifying, and studying all sorts of made things. This is especially vital to deal with the traps and other machinery found in many ancient ruins. It also applies to repairing and constructing devices in the field. For most of these skills, the challenge is affected by complexity of the device, materials available, and tools.

## CRAFTING COMPLEXITY

|    |               |  |
|----|---------------|--|
| >1 | Simple        | A device with no moving/changing parts, like a hammer.   |
| >2 | Two-State     | A device which really has just two useful states. For example, a switch-blade.   |
| >3 | Multi-State   | A device with several useful states or configurations, like a Swiss Army knife.  |
| >4 | Components    | A device which intentionally breaks apart into different pieces that must be arranged or assembled to make it work. This includes most guns. |
| >5 | Operated      | A device that requires manipulating controls continuously, like a car.   |
| >6 | Team Operated | A device that requires multiple people to operate it, like a ship.   |

Complexity sets the base Challenge whether analyzing, repairing, building, or operating a device. The RM may increase complexity for a device that is built to be more complicated. For example, a lock may be as complicated as its maker desires, to foil someone from picking it too easily.

## CRAFTING MATERIALS

Most craft projects require materials that go into making, altering, or repairing something. The RM may apply a penalty if she does not think you have what you need to finish your project. You may be able to sacrifice gear from your inventory to reduce or eliminate the penalty. If your location has a selection of materials, use Searching skill to find what you need.

|         |                 |  |
|---------|-----------------|--|
| >+1     | Close Enough    | You don't have what's intended, but you have something similar enough. |
| >+2     | Barely Passable | You have some materials that might work, but they are far from ideal.  |
| No roll | Not Enough      | You just don't have everything you need.                               |

## CRAFTING TOOLS

Tools affect the outcome if you are repairing or building a device, or performing a detailed analysis (measurements, scientific readings, etc.). They don't matter if you are operating a device, studying schematics, or making cursory inspection.

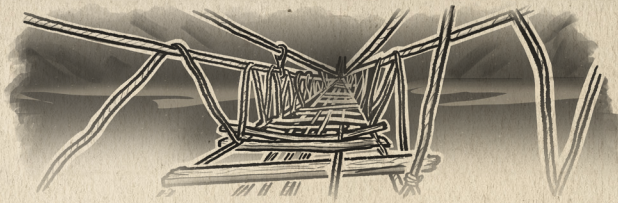
|     |                 |   |
|-----|-----------------|---|
| +1> | Good Tools      | A bonus if you have a wide selection of quality tools available.                            |
| >+0 | Standard Tools  | You have a typical tool box appropriate to the craft type.                                  |
| >+1 | Limited Tools   | You have a few tools, or one multi-tool, but not what you need.                             |
| >+2 | Incorrect Tools | You have tools for a different craft skill (e.g. mechanical tools for electrical projects). |
| >+3 | No Tools        | You might be able to use your belt and shoelaces, or teeth and fingernails.                 |

## HYBRID PROJECTS

Some crafting projects involve multiple crafting skills. For example, automobiles involve mechanics and electronics; modern elevators involve mechanics, electronics, and construction. Depending on what you are trying to do, the RM has several approaches to handling the multi-disciplinary project:

|                      |  |
|----------------------|--|
| Worst skill >        | Testing the lowest applicable skill is a quick way to resolve complex hybrid projects.   |
| Best skill >         | Easy projects test just the best skill. This represents a project that could be done in different ways.  |
| Best to worst        | Start with the best applicable skill. If you fail, you're done. With 1✓ continue to your next-best skill. Additional ✓ provide assists to rolling your next-best skill, until you succeed each skill or fail any.  |
| Repair> or Security> | These two skills, as explained below, represent multidisciplinary activities. Repairing a vehicle uses just Repair skill, but if you have none you may use the worst of Mechanics and Electronics instead. Similarly, Security skill covers mechanical locks, electronic security, and trapped construction. |





## CONSTRUCTION (CRAFT)

This skill covers buildings, bridges, masonry, paving, furniture, and statuary – large objects with a mainly structural function. It also applies to making things of stone or crystal. This skill is important in tomb raiding because the tombs themselves are mostly ancient construction. This might also come in handy if you need to create a path like a bridge or ramp in your travels. The complexity for construction is more often a matter of size than moving parts (if it's got moving parts, you also need Mechanics skill).

Test this skill to analyze the sturdiness and safety of construction, to modify it, or to build something new. Any major construction or modifications will require several successes over a long period, and many materials.

### CONSTRUCTION SCALE

It is often possible to deal with specific smaller features of a complex or city one at a time, but when you need to take everything into account at once (for example, to conclude where a secret tomb might be in a city), the roll is considerably more difficult.

|     |                    |   |
|-----|--------------------|---|
| >+0 | Solid Structure    | A statue, plinth, fresco, or other solid construction element is simple.        |
| >+1 | Functional Feature | Working with a single functional or support element: a door, arch, or bridge.   |
| >+2 | Room               | A single room has several features that work in harmony, all visible at once.   |
| >+3 | Catacombs/Building | A large contiguous space with one unified purpose and many features.            |
| >+4 | Tomb/Complex       | A group of connected or interrelated buildings (castle) with multiple purposes. |
| >+5 | City               | Many buildings with many purposes, over a huge area.                            |

## BUILDING STURDINESS

The sturdiness of a structure is a measure of how solid and safe it is.

|   |              |   |
|---|--------------|---|
| 1 | Unstable     | The structure is already falling apart just from natural forces.      |
| 2 | Compromised  | The structure has major defects or recent damage that weaken it.      |
| 3 | Stable       | The structure hasn't changed in a while. The weak bits already fell.  |
| 4 | Sturdy       | The structure is well-reinforced and has no major defects.            |
| 5 | Strong & New | The structure has been worked on recently, with quality construction. |

## BUST DOWN A WALL

### (CONSTRUCTION > STURDINESS + TOOLS)

The ideal tool for this is a sledgehammer. Construction skill informs your choice of where and how to strike.

## OPEN A SECRET DOOR (CONSTRUCTION > 2+)

Once you know that there is a secret door to open, Construction skill helps you find the mechanism. The challenge is based on the complexity of the opening mechanism and the area you will need to inspect to find the working parts.

## CLEAN A SOILED FRESCO OR STATUE

### (CONSTRUCTION > 1)

If ancient wall art (or statue) has been covered with moss or dirt, a simple Construction test allows you to clean it off safely.

## ASSISTED CONSTRUCTION: "EVERYONE LIFT TOGETHER"

For both inspection and active construction, many eyes and hands are helpful. Every helper pools assists for the foreman, who makes the final roll.

## FAILURE: LOOK OUT!

Analyzing schematics is safe, but if you fail a roll in the field (even just inspecting ruins), there is a chance that things will fall apart around you and your helpers.

First, you get to make a Perception save to notice the danger before anything bad happens, and stop what you're doing. You cause no damage and may try again in a different way.

If you fail, the structure makes a Sturdiness> test, with challenge the same as the skill test you just failed. If the building saves, it will stand (perhaps some pieces will fall harmlessly).

Finally, if the building falls apart, everyone in the area needs Quickness saves to avoid falling debris. The damage from collapsing construction is typically on the order of 10 dice, possibly more. Those who survive will most likely also be buried in rubble (Batter trip result means you are buried).





## ELECTRONICS (CRAFT)

Electronics skill deals with analyzing, modifying, and building electrical systems (and sometimes using them). This may not be so useful in old stone ruins, but might come in handy when you need to break into a modern museum or place a satellite phone call when you don't have a satellite phone handy. One feature of electronic devices is that they need some power to operate. Usually a flashlight or cell phone battery will be enough, but some devices will need more, which is a problem in itself.

Electronics challenges use complexity, materials, and tools ([Page 61](#)); power requirements may be a factor as well.

### ELECTRONIC POWER

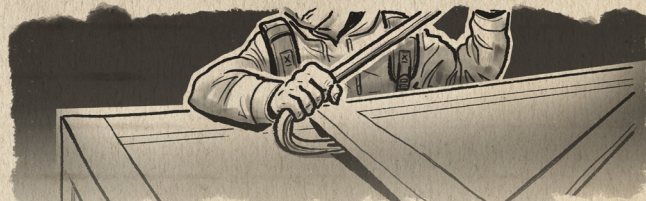
|     |                       |   |
|-----|-----------------------|---|
| >+0 | Appropriate power     | Appropriate power source – a battery of the right strength.         |
| >+1 | Manual generation     | Power from a hand-crank system: wires & magnets.                    |
| >+2 | Inappropriate battery | Power from a battery that is too weak or too strong for the device. |
| >+3 | Improvised battery    | Power from a battery you are making.                                |

### ASSISTED ELECTRONICS: “HOLD THAT WIRE AND DON’T LET IT TOUCH ANYTHING UNTIL I SAY SO”

Any number of assistants can help with a schematic, but when operating on an actual electronic device, the number of assistants is limited by the size of the device. A tiny microchip can have just 1 assistant, but a large distributed system can have many assistants. However, any assistant that fails the test may suffer consequences.

#### FAILURE: BURNOUT!

When you fail an electronics roll, depending on what you are trying to do, you either drain its power, cause a short that ruins the circuitry, or zap yourself with electricity. You may attempt a Cleverness save to ensure that the failure is just a minor harmless short.



## MECHANICS (CRAFT)

Mechanics skill covers most kinds of machinery and traps – anything with moving parts. It also handles using mechanical principles to move large objects, such as using pulleys, levers, etc. Mechanics is the skill most likely to foil ancient traps.

Mechanics uses complexity, materials, and tools ([Page 61](#)) to calculate the test's challenge.

### MACHINE DURABILITY

|   |            |   |
|---|------------|---|
| 1 | Fragile    | The machine is already falling apart, perhaps rusted through or rotted. |
| 2 | Weak       | The machine has missing parts or is made of weak materials.             |
| 3 | Safe       | The machine is intact and made of strong wood, plastic, or light metal. |
| 4 | Durable    | The machine is of strong materials and constructed well.                |
| 5 | Reinforced | The machine has been overbuilt or hardened with redundant parts.        |

### DISABLE A TRAP (MECHANICS > TRAP COMPLEXITY)

If you have spotted a trap and want to disable it, use Mechanics skill. [Page 150](#) describes traps in detail.

### MOVE A HEAVY THING

Mechanics skill helps you move boulders or other very heavy things. It requires materials (rope, pulleys, levers, etc.) and tools. The RM sets the challenge of the roll based on the size of the object and how much you are trying to move it. The RM may set the challenge from 1 (very easy to move) to 5 (almost impossible to move), or even higher (this should require heavy equipment).

### ASSISTED MECHANICS: “HOLD THAT STILL FOR ME”

As with Electronics, Mechanics assistants are limited by the size of the machine.

#### FAILURE: BREAKDOWN!

Analyzing machines is safe, but if you try to tamper with them or build something, failure can lead to things breaking.

First make a Perception save to notice the stressed parts before anything bad happens.

Failing that, the machine gets a Durability saving roll. If the machine saves, it will be fine but your tools will break (or you will be hurt if you weren't using tools). If it fails, the machine breaks and the challenge of repairing it increases.





## REPAIR (CRAFT)

Repair is more general than the other crafting skills, but indicates a general competence at figuring out why things don't work, and putting them back into working order. This is especially important when dealing with complicated machines that have both mechanical and electrical parts, like cars. However, this skill is not helpful for creating anything original, nor for making useful modifications to a working device.

It is also suitable for disabling almost any safe device (not a trap), or disassembling it into component parts.

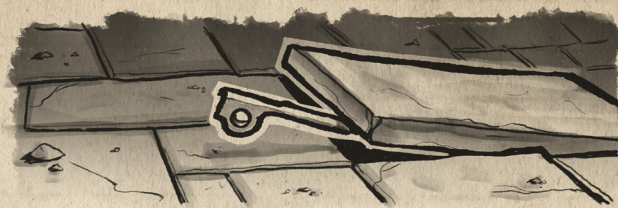
The challenge of Repair tests is based on complexity, materials, and tools (see [Page 61](#)).

### ASSISTED REPAIR: "TURN THE IGNITION NOW"

Repair uses normal assistance rules, with assistants limited by the size of the project. However, if a large object has multiple problems, a group of people can each repair a different part of the machine at the same time, rolling independently to get the work done faster.

### FAILURE: NO GO!

Some things just can't be fixed. If you fail a repair roll, you have hit a point where you need better parts or tools before you can proceed. Nothing bad happens, but you cannot try to fix this again (nor assist someone else with it) until you get something more to work with. Potentially you could sacrifice some gear items you brought along to get another chance, if the RM agrees.



## SECURITY (CRAFT)

Security skill deals with systems of locks and alarms, and most traps. This is useful for noticing these sorts of defensive measures, analyzing their weaknesses, and sometimes in getting past them. Like repair, this skill includes some aspects of construction, electronics, and mechanics. It is limited in that it applies to only a few specific applications of engineering expertise.

Use complexity, materials, and tools ([Page 61](#)) to calculate the challenge for Security tests. If the security system covers a large area, also apply the Construction Scale modifier ([Page 62](#)).

### PICK A LOCK (SECURITY > LOCK COMPLEXITY + TOOLS)

Locks may have high complexity even though they are technically only "two state" items. A simple lock is challenge 2, but a sophisticated lock may have any complexity rating. Some locks are purely mechanics, while others are electronic. In some ancient ruins, the locks themselves may be elaborate construction systems involving pressure plates and puzzle elements.

### JAM A TRAP (SECURITY > TRAP COMPLEXITY + MATERIALS + TOOLS)

Traps may be jammed, disabled, disassembled, or rendered inert in some other ways. Trap rules are detailed on [Page 150](#). You only need materials if you try to jam the trap.

### SET A TRAP (SECURITY > TRAP COMPLEXITY + MATERIALS + TOOLS)

You can set your own trap, or reset a trap that's not active.

### ASSISTED SECURITY: "OIL THE HINGES WHILE I PICK THE LOCK"

Normal assistance rules suffice, though to disarm a trap or unlock something the number of assistants is limited by the size of the device.

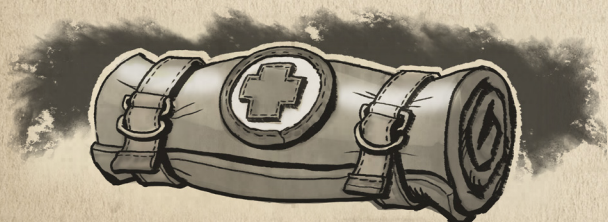
### FAILURE: TRIPPED!

Unless you were merely looking for security devices or examining them from afar, any failed attempt to interact with security will make it "go badly." Locks might get jammed, alarms go off, traps activate. Use the applicable trap rules to determine what sort of saving roll makes sense. Failed lock-picking allows a Cleverness save to clear the lock without damaging it, allowing another attempt.



# Exploration Skills

Survival skills encompass an eclectic collection of knowledge, athleticism, and perceptive abilities vital to surviving in wild places and avoiding danger. These skills do not share common rules as the other skill groups do.



## MEDIC (EXPLORATION)

Medic skill helps patch up someone who gets hurt. This deals primarily with first aid and field medicine in the game, but someone with decent Medic skill could be a doctor. The challenge for Medic tests is based on the severity of the condition.

### BANDAGE WOUNDS

**(MEDIC > TOTAL WOUNDS, HEAL ✓ WOUNDS)**

Patching up wounds from combat might include a bit of stitching, plucking out a bullet, cleaning out the wound, and of course putting on a bandage. The challenge equals the total Wounds suffered, so the worse someone is hurt, the harder it is to bandage them properly. Each success heals 1 Wound. Repeated bandaging is not helpful.

This normally takes about a minute when things are calm. Attempting this mid-fight is more difficult: Use Initiative = Q-Wounds, bandaging with a >+1 penalty. See [Page 30](#) for rules about negative Initiative. You and your patient must remain still (no movement) and vulnerable (Defense 0) while you do this.

### DIAGNOSE SYMPTOMS

**(MEDIC > OBSCURITY, AS ON [PAGE 52](#))**

When you examine someone suffering from an unknown poison or disease, a Medic test can give you clues about what happened, or about what the affliction will do to them if it runs its course.

### CURE POISON OR DISEASE

**(MEDIC > INTENSITY, REDUCE INTENSITY BY -✓)**

When someone is poisoned or diseased, the effects grow worse the longer it goes untreated. The challenge to cure it equals the intensity of the poison or disease. A medical kit or some sort of scrounging search might turn up medicines that can increase the medic's competence. Successes reduce the intensity of poison or disease left in their system. See rules for poisons and disease on [Page 144](#).

### SLOW POISON OR DISEASE (MEDIC > INTENSITY -2)

If the affliction is too strong for your current medicines, it may still be possible to slow its effects with an easier test. Success in this roll shifts the time factor for ongoing effects to the next higher time: rounds to minutes, minutes to hours, hours to days. Once the effect has been slowed, it cannot be slowed further.

### REVIVE INCAPACITATED (MEDIC > 3)

If someone is incapacitated, you can try to get them conscious and mobile, with a Medic > 3 test. This will allow them to speak and move for at least ✓ rounds. If there is no ongoing effect to knock them out again, they can stay conscious longer.

### TEND PATIENTS

**(MEDIC > NUMBER OF PATIENTS TENDED)**

You can assist the long-term recuperation of one or more people. Each day you spend tending the wounded or ill, test Medic with a challenge equal to the number of patients you are attending. Use your successes as assists to their recuperation rolls for the day. With multiple caregivers and patients, divide patients among the caregivers so that each rolls at a lower challenge.

### IDENTIFY MEDICINE/DRUGS/POISON

**(MEDIC > OBSCURITY, AS ON [PAGE 52](#))**

You can examine a chemical compound and try to identify what it is, or what it's used for. This works like academic skill rolls, providing clues or definitive answers about the compound.

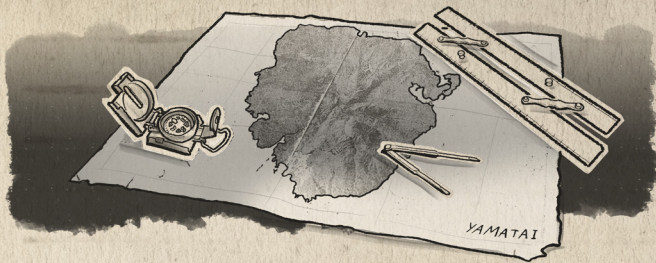
### ASSISTED MEDIC: "I'LL HOLD HIM DOWN, YOU SET HIS LEG"

Several people working together can assist in the treatment of a single patient, or an overseeing doctor can assist the treatment of several people by providing assists to multiple caregivers.

### FAILURE: INFECTION!

A failed medic roll causes infection or similar deterioration. There is no immediate problem, but it means that the ailment can only be treated at a sterile medical facility with proper medical equipment (or some ancient healing device). Mark your Wound track with a bar between the bubbles, to separate the infected wounds from any new ones you may sustain. If you are later injured and bandaged again, the bandaging cannot heal the infected wounds. Each day until fully healed, make an Endurance save or add another infected wound. If you reach 5 infected wounds, you are incapacitated and will die within the day. Treating infection is like curing disease. The intensity of the infection is equal to the number of infected wounds.





## NAVIGATION (EXPLORATION)

This skill comes up, regardless of transportation mode, when trying to find a specific location (based on GPS, landmarks, or other locational clues) or when trying to get back to known territory when disoriented or lost. The challenge works similarly to Interpretation – based on the number of clues you have to your destination’s exact position.

You need to roll Navigation once each day, and possibly again if your target moves or is not where you thought it should be. Navigation is not just about finding a location: it is also about finding the best path for your needs – clear roads, hidden trails, gentle slopes, fresh water, etc.

### NAVIGATION BASE CHALLENGE

|             |               |   |
|-------------|---------------|---|
| >4          | Available     | You already know where it is, from prior visits or public information. The clues are what information you have available to find it: GPS, Google Maps, street signs, etc. |
| >5          | Obscure       | The exact location is not known to you, but may be known to natives of the area or deduced relative to known landmarks or by eliminating a small number of options.       |
| >6          | Leap of Faith | Nobody knows where this is. You can only find it with extreme luck or many clues.   |
| >1 per clue | Clues         | Each clue on the subject reduces the challenge.   |

Unless hiking on foot, a vehicle test is also necessary to get to the destination, based on the mode of transportation (Boating, Driving, or Flying). Make one transport test for every Navigation roll, until you reach the destination.

### EVALUATE TRAIL

(ΣNAVIGATION - CONCEALMENT, SEE [PAGE 149](#))

Not all paths are safe and optimal. Navigation skill is excellent for predicting the kinds of hazards or traps that lay ahead. Use a sum test and reveal hazards from the most obvious (lowest Concealment) to the most subtle (highest Concealment), up to the sum.

### COMPARE TRAILS (NAVIGATION > # OF OPTIONS)

Make a snap judgment between path options without necessarily knowing what to expect on each. Use Navigation> the number of options. A success means you correctly identify the option based on one simple rule: safest, fastest, most direct, etc. Note that the RM may not always be able to make a great comparison, especially if your rule is too vague (“safest” may be a problem if there are hazards in one direction and enemies in another). If she feels unable to provide a strong answer, or if you want more nuanced answers, you may ask the RM one question comparing the trails for each success you rolled. Sample questions:

- “Which trail poses the easiest traversal obstacles?”
- “Which trail poses the fewest traversal obstacles?”
- “Which trail has the fewest hazards?”
- “Which trail is least guarded?”
- “Which trail is fastest?”

### ASSISTED NAVIGATION: “THE RIVER FORCED US NORTH OF YOUR ORIGINAL COURSE”

The team needs a primary navigator to call the shots, since they can ultimately only pick one direction. Making separate rolls and choosing the best is not an appropriate option.

### FAILURE: LOST!

Failure to navigate almost guarantees getting lost. The navigator can make a Cleverness save to regain their bearings. Otherwise, once lost, someone else can attempt a Navigation roll to get back to a prior known position (Navigation >4).

Being lost in a wild place may lead to unexpected encounters, with native people or territorial animals. A likely plot consequence is that a rival faction could get ahead of you, or even lay an ambush for you.







## OBSERVATION (EXPLORATION)

Observation is examining a particular object, person, creature, or location for clues or details. This is valuable for identifying the key elements of a puzzle, watching for dangers, or determining the patterns of enemy behavior – or their weaknesses! The challenge comes from how hard something is to notice or find, called its *obscurity*. Things that are small, camouflaged, hidden, or far away are harder to observe than things that are large, blatant, in plain sight, and nearby. Note that you cannot observe things accidentally. If the RM wants to give you a chance to notice something you weren't looking for, she will have you make a Perception save.

### OBSERVATION OBSCURITY

|                    |              |  |
|--------------------|--------------|--|
| >0                 | Obvious      | There is no challenge to notice things that are big and blatant.           |
| >1-5               | Hidden       | Successes from someone hiding or camouflaging the object deliberately.     |
| >+1 or<br>>+2 each | Small        | The smaller something is, the harder it is to notice.                      |
|                    | Distant      | The farther something is, the harder it is to observe.                     |
|                    | Blocked      | Something that is blocked from view, covered, or obscured.                 |
|                    | Intermittent | Something that is not always apparent, but appears briefly every so often. |

When there are multiple potential details to learn, use a sum test:  $\Sigma$ Observation – obscurity, starting with the easiest items (or a specific detail you were looking for).

### EVALUATE TRAILS ( $\Sigma$ OBSERVATION – OBSCURITY)

When you aren't sure which way to go, and have several options to choose from, an Observation test can help you gather information about your options. Use a sum test and evaluate the most obvious trails first.

### WATCH FOR DANGER (OBSERVATION > OBSCURITY)

Observation is the skill that tests your active attempts to watch for danger approaching your position. You are observing your location for the sounds, smells, or visual clues that reveal something coming.

### FOLLOW RECENT TRACKS (OBSERVATION > TERRAIN)

Observation lets you follow tracks if you know there are tracks to follow. Use Searching skill to find tracks if you aren't sure where to look, or if you need to pick up a trail again after losing it.

|     |                                    |
|-----|------------------------------------|
| > 1 | Tracking through deep snow or mud. |
| > 2 | Tracking through forest/fields.    |
| > 3 | Tracking through desert/mountains. |
| > 4 | Tracking through stone/paved.      |
| > 5 | Tracking through water.            |

### SPY ON ENEMIES

#### (OBSERVATION > THEIR BEST PERCEPTION)

To eavesdrop on enemies, watch their patrol patterns, or otherwise gain information about what they are doing from a distance, test your Observation skill against the best Perception of the enemy team. Successes indicate how much information you can gather (one question per  $\checkmark$ ). Failure in this case means that you couldn't get close enough to observe them safely.

You can use a Stealth test to gain assists in your spying attempt – being sneaky lets you get closer!

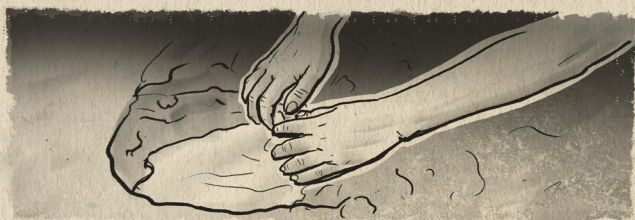
### ASSISTED OBSERVATION: "THERE IS ANOTHER SENTRY BY THAT TREE"

Normally it makes little sense to help someone notice something. However, if one person sees something important, he may be able to point others in the right direction, such as pointing out a concealed target. Someone who observes an important point successfully may use additional successes to assist others in spotting it too.

### FAILURE: OBLIVIOUS!

Failure on an Observation roll means you are missing something. Often this is harmless but in a few cases it could mean that you are especially vulnerable to a surprise attack or trap because you had no idea something was amiss. If the oversight exposes you to danger, you may use a Perception save.





## SEARCHING (EXPLORATION)

Searching explores an area for something that may be useful or important to you right now. Searching covers a range of awareness and survival abilities including finding shelter or food, testing a hallway secret passages, or searching through a pile of treasure for a particular coin. Success measures how quickly and how much you find of what you are looking for. If there is no time pressure, the RM won't make you test your skill and will simply say you do or don't find what you sought.

The challenge in Searching depends on what you're trying to find and where you're looking. The following are very rough guidelines. Note: if what you seek just doesn't exist, you won't find it no matter how good you are at Searching. The RM may even tell you not to roll, to keep things moving along.

### SEARCHING AVAILABILITY

|                    |         |   |
|--------------------|---------|---|
| > 0                | Obvious | There is no challenge to find something that is out in the open already.                            |
| >1-5               | Hidden  | Successes from someone hiding or camouflaging an object deliberately.                               |
| >+1 or<br>>+2 each | Small   | The smaller something is, the harder it is to notice.   |
|                    | Rarity  | If you seek something specific that is uncommon in the area you are searching, you may not find it. |
|                    | Clutter | If the area you search is large and cluttered with unhelpful things, searching is harder.           |

If you don't have a particular thing in mind to search for, roll  $\Sigma$ Searching – Availability to find multiple interesting things, starting with the easiest things first. In this case the minimum challenge for the  $\Sigma$ Searching test is based on how large and cluttered the area is.

## TERRAIN-DEPENDENT SEARCHING

- > 1 Finding tracks in deep snow or mud. Finding food in jungle, woods, lake.
- > 2 Finding tracks in forests/fields. Finding food in hills, fields, river, or seashore.
- > 3 Finding tracks in desert/mountains. Finding food in swamp, snow, along a stream.
- > 4 Finding tracks in stone/paved areas. Finding food in mountains, barrens, desert, open sea.
- > 5 Finding tracks near water. Finding water in the desert.

### FIND TRACKS (SEARCHING > TERRAIN)

You can search an area to find out if there are any recent tracks nearby (if the tracks are old or may have been washed away, add >+1 penalty or more). This is especially useful if you lost track of tracks you were following and need to pick them up again.

### GATHERING FOOD (SEARCHING > TERRAIN)

If your team is desperate for food, a skilled survivalist can scrounge some up in a few hours. This might mean hunting, foraging, digging for grubs, or trapping game – most likely a combination. Each success feeds one person for a day. Each attempt takes several hours, but everyone can attempt separately or assist.

### SEARCH PRISONER (SEARCHING > C)

You don't have to test Searching to find a person's big or obvious equipment. But if they are trying to hide something small from you, test against their Cleverness to see if you can find it.

### ASSISTED SEARCHING: "YOU LOOK OVER THERE, I'LL LOOK HERE"

It's easy for people to pitch in together using assists to try to create a large sum total, such as when hunting for food for the whole team.

### FAILURE: EMPTY-HANDED!

Failed Searching is safe if you're looking for something you don't really need in a safe place. But if you're hunting for food, or searching a trapped hallway, failure can be dangerous or deadly. Depending on the circumstances, the RM may allow a Perception, Cleverness, or Quickness save to deal with the danger.

#### *Observation vs Searching:*

These skills may seem similar, and in some cases they may be interchangeable. The easy distinction is that you observe things you are already aware of to learn more about them, and you search to find new things. Searching tends to be "hands on" – risking hazards and traps; observation is mostly "hands off."





## STEALTH (EXPLORATION)

Stealth skill helps you avoid unwanted attention, to sneak or hide, or to conceal an object from notice. Unless you are using stealth, it is assumed that everyone in the area notices what you are doing if they care to.

In almost all cases, you test your Stealth against the highest Perception of the people or critters you are trying to avoid. Many circumstances make stealth easier: darkness, soft ground, distractions (such as loud noises nearby). Each such benefit provides you with +1> to roll. Obstacles like broken glass and creaky floors increase the challenge instead (>+1).

When trying to avoid multiple people, report your highest die result. Anyone with a lower Perception will not notice you, but anyone with equal or higher Perception will. It may not make much difference, since one guard will likely alert all his buddies, but sometimes it could make a big difference.

### STEALTH CONDITIONS

|          |   |
|----------|---|
| > best P | In order to sneak past any number of people, you must fool the most perceptive of them. |
| +1> per  | Conditions that aid stealth: darkness, soft ground, distractions nearby.                |
| >+1 per  | Obstacles that hinder stealth: broken glass, creaky floors, bright lights.              |

### SNEAK PAST UNSUSPECTING OPPONENTS

To get past people who aren't expecting any trouble, you just have to beat the best Perception in the group. Even one success gets you past all of them. If they are actively watching for trouble – such as manning a watchtower or guarding a tactical position – it gets harder.

### SNEAK PAST WARY OPPONENTS

#### (CONTEST YOUR STEALTH VS THEIR OBSERVATION)

Proper lookouts have a chance to notice you even if you are very stealthy, and anyone may try to track your movements once they have noticed your presence. Use the normal stealth challenge rating (best Perception with condition modifiers), but the observers get to flip the modifiers: +1> per obstacle that hinders stealth, >+1 per condition that aids stealth.

Whoever gets the most successes wins, with ties broken by the most 6s in the roll.

### HIDE FROM SEARCHING OPPONENTS

#### (CONTEST YOUR STEALTH VS THEIR SEARCHING)

This works the same as *sneak past wary opponents*, but applies to hiding yourself or concealing objects.

### STEALTH WHILE DOING OTHER THINGS

You can attempt to be sneaky when trying to do other things (like climbing up a wall, picking a lock, intimidating a witness, etc.), but it is difficult: apply -1> penalty to both actions.

### ASSISTED STEALTH: “FOLLOW IN MY FOOTSTEPS AND WATCH YOUR BREATHING”

A stealth master may be able to advise people about where to step or where to hide, to improve their chances at stealth.

### FAILURE: ATTENTION!

Failing Stealth means that you are discovered, and obviously trying to sneak. Use a Cleverness save to make yourself seem less suspicious (if it matters).



# Traversal Skills

Traversal skills are mostly about moving through difficult terrain, and cover a wide range of physical activities. Carrying heavy burdens doesn't automatically penalize traversal tests, but it impacts Quickness and Tenacity in a way that could spell disaster if you ever fail a traversal skill roll. See Burden on [Page 41](#) for more information.

The challenge of these tests represents the degree of athletic prowess required to perform the feat, using roughly the following guidelines:

- >1 Anyone could perform this task without much difficulty.
- >2 Someone who is at all athletic should be able to pull this off.
- >3 A professional athlete could do this reliably.
- >4 Even professionals would practice and prepare for this feat.
- >5 Professionals might try this if the incentive was high, but most consider it foolish.
- >6+ Only a few people in the world would even try this. Most of them would fail.



## BALANCING (TRAVERSAL)

Balancing skill helps an adventurer keep their footing in difficult circumstances, such as on a slippery slope, balance beam, or narrow perch, as well as helping others with tough balance situations. The challenge of a balance situation depends on how many features prevent balance.

- > 0 Standing on open, level ground (no roll).
- >+1 No room to maneuver in one direction, up to +4 for no room in any direction (perch).
- >+1 Particularly small/narrow balance position (6-12 inches in narrowest dimension).
- >+1 Moving quickly (you, your footing, or your handhold).
- >+1 Movement is irregular or erratic.
- >+1 Footing is slippery (water, mud, ice).
- >+1 Footing is steeply sloped, or slippery and slightly sloped.
- >-1 There is something secure to brace against or hold onto (a wall or guide rope).

Specialized gear can help, such as a long pole which provides a +1> bonus. Climbing gear can be used to set up a guide rope to reduce the challenge as noted above, and also helps prevent deadly failures.

### SLIDE DOWN A MUDDY HILL (BALANCING > 1)

You'll get down either way, but poor balance means you may hit several things along the way.

### RUN ACROSS A SLIPPERY FLOOR (BALANCING > 2)

The consequences for failure may be low, but if it matters if there's a trap ahead or a creature behind you!

### SHIMMY ALONG A LEDGE (BALANCING > 2+)

Standing on a narrow ledge allows you to brace or hold onto the wall while moving along the ledge.

### TRAVERSE A FALLEN TREE TRUNK (BALANCING > 3+)

Even if the tree is wide, the rounded shape and other unpredictable features can make this a risky proposition. This gets harder if the tree is wet or unstable.

### TIGHTROPE (BALANCING > 4)

A standard tightrope walk is pretty difficult. A rope bridge with guide-ropes is a little easier (>3).

### LAND ATOP A PILLAR (BALANCING > 4+)

It takes skill to stick this landing... It gets harder if it's narrow, uneven or slippery.

### SAFETY ROPES (SAVING ROLL AT >B)

If you are not in a hurry, you may be able to use ropes to mitigate the danger of falling. This has its own logistical problems but the simple rule is that safety ropes take time to set up, and provide a saving roll of Q > your Brawn.

### ASSISTED BALANCING: "PUT YOUR LEFT FOOT THERE"

It is sometimes hard to justify assisting a balance test, but it's not impossible. Holding someone's hand or talking them through the moves step by step can help. Generally people can only assist those directly adjacent, when making the crossing together.

### PROLONGED BALANCING: STEADY... STEADY.

Balancing gets tiring if you have to keep it up for a long time. The RM may request additional rolls to remain balanced over long distances or for long periods. A "remain balanced" test has -1> penalty from the initial balance test, and if you fail you must use an Endurance saving roll, or spend Tenacity.

### FAILURE: SLIP!

Failing a balance test usually means you fall. Make a Quickness save to catch yourself, or the RM may allow Brawn instead if you are holding onto something secure. The consequences of slipping depend on the terrain. You might slide or tumble, or even fall and hurt yourself. When applicable, the RM determines the damage based on falling rules (see [Page 143](#)).





## CLIMBING (TRAVERSAL)

This skill enables getting onto, up, and over all sorts of things swiftly and safely. It also allows helping others climb safely, checking and maintaining climbing gear, and evaluating the best ways to gain elevation based on the tools available. The Challenge of climbing is based on the type of object or surface being climbed. These assume no additional tools or gear.

|      |  |
|------|--|
| > 0  | Stairs, ramps or slopes with firm footing (no roll).                                       |
| > 1  | Ladders, broken stairs, mountainside trails.   |
| > 2  | Steep slopes, knotted ropes, rough rock formations, most trees and statues, scaffolding.   |
| > 3  | Stacked stone walls, palm trees, pillars, posts, poles, ropes, vines, rough cliffs, ruins. |
| > 4  | Interesting architecture, most cliff faces.  |
| > 5  | Sheer cracked cliffs, office building exterior.  |
| > 6+ | Featureless smooth surfaces, inverted cliffs/walls.  |
| >+1  | Slippery, icy, or covered with loose debris.   |
| >+1  | Shaky, unsteady, or moving.  |

Rope, pitons, spiked boots, and other climbing gear make these tasks easier. A standard climbing kit offers +2> to most climbing situations. A less thorough climbing kit might provide a lesser benefit.

### CLIMBING ROPES (CLIMBING > 2 OR 3)

If one character climbs “the hard way” and then secures a rope at the top, this becomes an easier roll for everyone else to follow: Climbing > 3, or >2 if the rope has been knotted for climbing (reducing its useful length 25%).

If the rope is part of a climbing kit, you either get the climbing kit bonus (Climbing +2>), or the rope benefit. The kit bonus is just a quick way to get an advantage without tracking specific inventory items. Climbing kit is on [Page 45](#).

### SAFETY ROPES (SAVING ROLL AT >B)

If you are not in a hurry, you may instead/also be able to use ropes to mitigate the danger of falling. This has its own logistical problems but the simple rule is that safety ropes take time to set up, and provide a saving roll of Q > your Brawn. If a friend is holding the rope for you, they may also attempt a saving roll to help you, using their Brawn > your Brawn.

### ASSISTED CLIMBING: “WHEN I MOVE MY FOOT, PUT YOUR HAND IN THAT SPOT”

You can use your climbing skill to help others through a tough climb. If you are climbing together, apply your extra successes (saving at least 1✓ for yourself) as assists for others. Or if you can see the climb from a safe position, you can talk someone through it while holding the safety line, allowing you to use all your successes as assists. You can then make the climb separately.

### CLIMBING SPEED (LEAST OF Q OR ✓ STEPS)

Climbing is slower than other forms of movement. Usually you do it when there is no time pressure. If climbing under pressure, the maximum distance you can travel is Q~, or ✓~ per roll, whichever is lower. This assumes you aren’t taking any time to use climbing kits or ropes. Most of those activities take at least a minute to set up.

Climbing a long way up may require several rolls. Generally, you need to accumulate 1✓ per step of climbing. The dangers of failure increase the closer you get to the top.

### PROLONGED CLIMBING: HOLD ON

If you climb for a long period, or even just hang in one place awkwardly, you may need to roll to hang on. This uses a similar Climbing test with -1> penalty. If you fail you need an Endurance saving roll to avoid falling.

### FAILURE: FALL!

When you fail a climbing test, your hold slips and you must catch yourself. Make a saving roll using Brawn. If you fail the saving roll you fall (see *Falling* on [Page 143](#)).





## LEAPING (TRAVERSAL)

Leaping gets you over obstacles and across dangerous drop-offs, and may be used to jump onto or at a specific target. The challenge of a jump is based on how far it is, and whether or not the leaper has the benefit of running, swinging, or otherwise being launched faster and farther. Construct the challenge based on the circumstance modifiers, and then (if it matters) determine the horizontal distance cleared.

### MODE OF JUMPING

- >1 Running jumping for distance, no height change (roll as >1 to determine distance).
- >2 Standing jump.
- >3 Dangling jump (holding onto ledge or rope with minimal foot support).

### HORIZONTAL MINIMUM

- +1~ per 2~ drop height (below start point).
- >+1 per Additional +1~ horizontal distance minimum (to clear a gap).

### VERTICAL MINIMUM

Use the worse penalty from minimum clearance or vertical grab.

- >+1 Grab something 2~ up from takeoff height.
- >+1 per additional step of vertical grab height or vertical clearance (to get over an obstacle).

### ASSISTED JUMP

- +1 > Springboard jump (trampoline or similarly-bouncy takeoff).
- +√ > Swinging jump – use successes from swinging as assists for jumping.
- +√ > Vehicle-assisted jump – use successes from Balancing on the vehicle as assists for jumping.

### SUCCESS: CONTROLLED FALL

Successes not used for horizontal distance reduce falling damage, such as when dropping from a balcony.

### SUCCESS: HORIZONTAL DISTANCE

Total jump distance (in steps/meters) is based on the number of successes rolled. With a running jump, add +Q~ to distance, limited to double the original value. With at least 1√, you always achieve at least the *horizontal minimum* (above) plus 1~ per additional success.

| Steps     | 1~ | 2~ | 3~  | 4~  | 5~  | 6~  | 7~  | 8~  | 9~  | 10~ |
|-----------|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| (in feet) | 3' | 6' | 10' | 13' | 16' | 20' | 23' | 26' | 30' | 33' |

### SAFETY ROPES (SAVING ROLL AT >B)

If you are not in a hurry, you may instead/also be able to use ropes to mitigate the danger of falling. This has its own logistical problems but the simple rule is that safety ropes take time to set up, and provide a saving roll of Q > your Brawn. If a friend is holding the rope for you, they can attempt a saving roll to help you, using their Brawn > your Brawn.

### ASSISTED JUMP: "JUMP TOGETHER ON THREE"

You can help others jump higher or farther in a variety of ways. You can jump with them hand-in-hand, or give them a hand and lift them as they jump, or jump ahead of them and hold out your hand to grab them. Jumping together works like normal assists: You roll for yourself and if you get more than one success you can offer the rest as assists to your companion. Giving a hand up, if your Brawn is at least equal to theirs, you provide one assist. Then you go after them. Preparing to catch them, you go first. Then if your Brawn is at least equal to theirs, provide one assist.

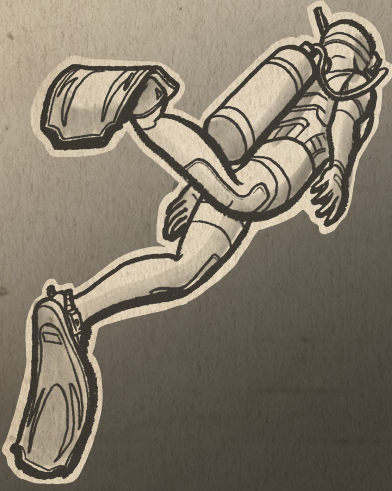
### PROLONGED JUMPING: KEEP HOPPING

Jumping endurance is only an issue if you have to jump several times, frequently, without a chance to rest. Roughly every E jumps without pause merits a penalty (-1> per E jumps), and switches saving rolls to use Endurance instead of Quickness.

### FAILURE: MISS!

When you fail a jumping roll you miss your goal. If jumping over something, you trip over it instead. If trying to clear a distance, you just don't go far enough. If trying to reduce falling damage, you land badly. If your miss could get you hurt, make a Quickness saving roll to catch yourself clumsily before making the dangerous jump. You can then try again. Otherwise, you must take your lumps, possibly at the bottom of a ravine.





## SWIMMING (TRAVERSAL)

Swimming moves you through water safely. This skill covers swimming fast or deep, holding your breath, or diving into water from high places. The RM may not require a roll if the water is still and shallow and safe. The challenge is based on the water you are dealing with.

### WATER DEPTH

|     |  |
|-----|--|
| >0  | Shallow, still, safe water (no roll).                              |
| >1  | Water is over your head in places.                                 |
| >+1 | Without scuba, penalty per 3~ deep you dive.                       |
| >+1 | Diving more than 10~ deep, with or without scuba (water pressure). |

### WATER FLOW

|     |  |
|-----|--|
| >+1 | Water has gentle currents or waves.                  |
| >+2 | Water has strong or unpredictable currents or waves. |

### WATER HAZARDS

|     |  |
|-----|--|
| >+1 | Water is murky or foul (muddy, toxic, etc.).                           |
| >+1 | Water is near freezing.  |
| >+1 | Dark from night or interior swimming without flashlight.               |
| >+1 | Water contains serious dangers like sharp rocks or sharks.             |
| >+1 | Swimming through a tunnel or cave, or anywhere the surface is blocked. |

## SWIMMING GEAR

Fins, mask, snorkel, and other swimming gear are helpful in easy swims, but may be necessary for difficult swims. A standard scuba kit provides +2> for swimming, even if you're staying near the surface. It also eliminates the "per 3~ deep" penalty as noted above.

## RETRIEVE THE SUBMERGED ARTIFACT (SWIMMING > 1+)

It's easy down to 3~ (>1), but gets harder at 3-6~ (>2), 6-9~ (>3), and 9-12~ (>5), without scuba.

## TRAVERSE THE FLOODED HALLWAY (SWIMMING > 2+)

It's not too bad if the water is still and clear, but you may need multiple successes to get out the other end.

## SWIMMING IN OPEN SEA (SWIMMING > 2+)

The waves are gentle and the dangers negligible, mostly. Challenge increases with dark, sharks, arctic water, and storms.

## CROSS THE RAPIDS (SWIMMING > 4)

Water is deep, fast, and teeming with rocks and eddies. This is dangerous!

## SWIMMING SPEED

You swim Q+✓ steps per round as long as you succeed. Currents may push you, but successful rolls avoid most hazards.

## ASSISTED SWIM: "JUST LIE BACK AND KICK YOUR FEET"

You can help others in a variety of ways. The easiest and most obvious is to tow them along while you swim. You can drag one person along if you get 2✓ on your own roll – though if their Brawn is more than yours, roll with >+1 penalty. If instead you just keep an eye on them and offer encouraging advice, use the normal assist rules.

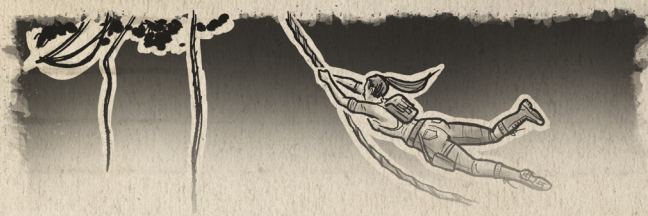
## PROLONGED SWIMMING: DON'T CRAMP UP

Even for a strong swimmer, endurance becomes an issue if they must swim for long periods without any break. For extra-long swims, the RM may assign a -1> penalty. Over time the penalty increases, until you just can't go any further.

## FAILURE: GLUG GLUG!

When you fail a swimming test, it means that you are struggling with the water and are disoriented or desperate for air. If the water has current, you are swept along. Make an Endurance save to deal with it and try again. If you fail the saving roll (and do not spend Tenacity) you are drowning: Take 1 wound and a penalty: Swimming-1> until you succeed, die, or are pulled out of the water somehow. You may use Cleverness for your saving rolls when you have a safe air supply.





## SWINGING (TRAVERSAL)

Swinging skill covers a variety of acrobatics, such as rope swinging, rappelling, parachuting, zip-lining, and hang-gliding. In general terms, swinging is guiding one's motion effectively while hanging firmly onto something that moves. This includes zipline-riding as well as more traditional rope and chandelier swinging, and doing horizontal bar gymnastics. The RM may use swinging in lieu of other traversal skills as a sort of catch-all for unusual acrobatic moves. The challenge of swinging depends on where you want to end up.

Unless you're exploring a vine-riddled ruin with no ground, it's rare to find swinging opportunities in nature, but with the right tools your ability to swing through the world can give you a distinct speed advantage over anyone trying to climb or walk around hazards.

### SWING DESTINATION

- >1 Hanging on and going where the swing takes you.
- >2 Trying to jump at the optimum moment to get extra distance (successes assist Leaping roll).
- >3 Operating an untethered swing (parachute or hang-glider).
- >3 Trying to change the direction of a tethered swing or land beside the swing's path.

### SWING MODIFIERS

- >+1 Tethered swing destination is more than a little bit higher or lower than start point.
- >+1 Aiming for a landing spot before the end of the swing (tethered) or near the start point (untethered).
- >+1 Building up additional speed for an especially high or far ride.
- >+1 Trying to time your swing to coincide with a moving target you are trying to reach.
- >+1 Each feature of your swing that makes holding on harder: sharp, slippery, hot, cold.

### SWINGING TOOLS

Rope is the obvious tool that opens up swinging opportunities. With a lasso tied in the rope, you can throw and attach to various anchor points and then swing. With a grappling hook or grapnel, you can attach to even more things and more quickly. A grapnel launcher allows you to shoot the grapnel with Gunplay skill, and with much increased range, possibly allowing you to set up zip lines or very long swings.

### SAFETY ROPES (SAVING ROLL AT >B)

If you are not in a hurry, you may instead/also be able to use ropes to mitigate the danger of falling. This has its own logistical problems but the simple rule is that safety ropes take time to set up, and provide a saving roll of Q > your Brawn. If a friend is holding the rope for you, they can attempt a saving roll to help you, using their Brawn > your Brawn.

Remember: normally saving rolls use the same Challenge rating as the skill test. For difficult swings this could be a very helpful adjustment!

### SWING DISTANCE

When you just hang on for the ride, the distance a swing rope/vine will take you is about twice the distance from your start point to the swing's anchor point. So if your swing is anchored 3~ in front of the takeoff point, you can swing up to 6~ pretty easily.

### ASSISTED SWING: "HOLD ON TIGHT AND LIFT YOUR FEET"

Someone with experience can show others how to do this, or talk them through it, or give them a push or a pull.

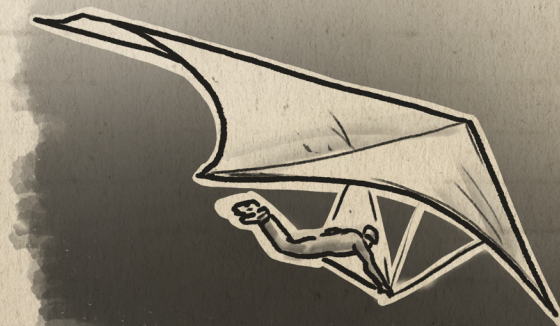
### PROLONGED SWINGING: HANG ON

Like climbing, swinging may require Endurance saves if one dangles or swings for too long without a chance to rest. After each successful save, you may attempt to get your anchor moving again and get where you want to go.

### FAILURE: FLING!

If you fail your swinging test, you need a Brawn save to hang on for dear life. This will take you wherever the anchor wants to go, but it's often better than the alternative: flinging yourself at high speed into a wall or chasm.

If your swing is not tethered (e.g. parachute), a successful Cleverness save may help you figure out a way to mitigate your fall... but you will fall.





# Utilitarian Skills

Utilitarian skills are useful in tomb raiding adventures, but don't come up as regularly as the other skills.



## BOATING (EXPLORATION)

This skill applies for operating all kinds of boats, from a canoe to a cargo ship. Some ships can't function without a large crew, and most have limitations for where they work – canoes are terrible in seas, while large ships can't function in rivers or shallow lakes. Assign boating conditions relative to the type of craft being used. That is: speedboats favor different conditions than sailboats. “[Racing and Chasing](#)” on [Page 193](#) has more information about how to handle situations involving chases or competitions using different types of boats.

### BOATING CONDITIONS

|     |             |  |
|-----|-------------|--|
| > 1 | Optimal     | Conditions as good as can be: calm water, tailwinds.                           |
| > 2 | Normal      | Pretty typical for the craft: gently flowing water, lightly rolling seas.      |
| > 3 | Unfavorable | Noticeably bad: choppy water, rapids, high winds.                              |
| > 4 | Dangerous   | Poor visibility, rain, snow, storms, or other natural hazards, crowded waters. |
| > 5 | Hostile     | Icebergs, flood debris, hurricane, angry orcas.                                |

### BOAT CHASE/RACE (CONTEST BOATING > CONDITIONS FOR EACH CONTESTANT)

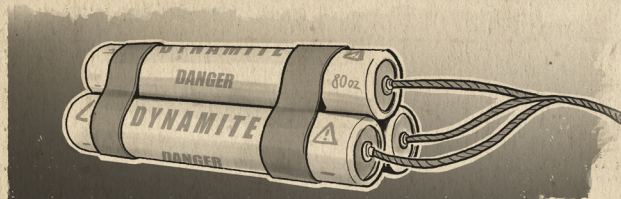
When there are multiple similar boats trying to race to a destination, which one gets there first depends on the skill of its crew. Each boat tests Boating skill (with assists to help the team leader), and the team with the most successes wins. The RM may instead assign a distance in terms of the number of successes needed to get there, and then each team may roll multiple times to accumulate the total distance. The team that gets there in the fewest rolls wins. This version is more complicated but also more dramatic and gives a better sense of how far apart the competitors are at the end.

### ASSISTED BOATING: “HOLD THE RUDDER STEADY”

The number of people who can assist a boating test depends on the size of the vessel. For large ships that require several crew functions, each one can have some assistants but all stations must succeed for the ship to travel smoothly.

### FAILURE: ADRIFT!

Failure in boating causes collision, grounding, or possibly even capsizing. After failing a boating roll, the captain can make a saving roll to minimize the problem. For small hand-operated craft, use Quickness. For large vessels, use Perception.



## DEMOLITIONS (CRAFT)

Skill with demolitions is important when you want to deliberately collapse a structure or blast through a large obstacle (wall/door) without risking major collateral damage. While it may sometimes be possible to break things down with ordinary tools, most uses of demolitions require explosives in known quantities and familiar types. The challenge of the attempt is based on the circumstances, amount of explosives used, and desired outcome. There are too many factors to boil down into a formula, so the RM may need to apply intuition to this. Here are some guidelines:

### DEMOLITION CHALLENGE

|     |              |   |
|-----|--------------|---|
| > 1 | Wanton Chaos | Everything in the blast radius is fair game, but it need not all fall.      |
| > 2 | Weak Point   | The blast needs to take out just the weakest thing, like a door hinge/lock. |
| > 3 | Devastation  | Everything must go!   |
| > 4 | Focused      | Making a tidy hole in a door/wall, with little collateral damage.           |
| > 5 | Coordinated  | Setting several charges to blow at the same time.                           |
| > 6 | Controlled   | Bringing down a huge structure with no collateral damage.                   |

Even if successful, demolition can hurt or kill anyone too close. This skill assumes that you have access to proper explosives and detonators. Any use of unreliable or untested equipment increases the challenge of the attempt at the RM's discretion.

### IMPACT DEMOLITIONS (DEMOLITIONS > STURDINESS)

Trying to knock something down (or knock a hole in a wall) using a sledgehammer or some other mechanical impact is a little bit safer, but generally more difficult. The challenge is based on the sturdiness or stability of the construction (see [Page 62](#)). A successful Construction roll may assist the Demolitions test, to find points that are appropriately weak but won't bring the whole building down on you.



Mechanics skill could apply assists if you want to build a contraption to impact the structure while you keep your distance.

Tech skill could apply assists if you have access to a wrecking ball or other construction equipment.

Driving skill could apply assists if you are using a vehicle to knock down the wall.

### ASSISTED DEMOLITIONS: "PLACE THESE CHARGES 10 FEET APART"

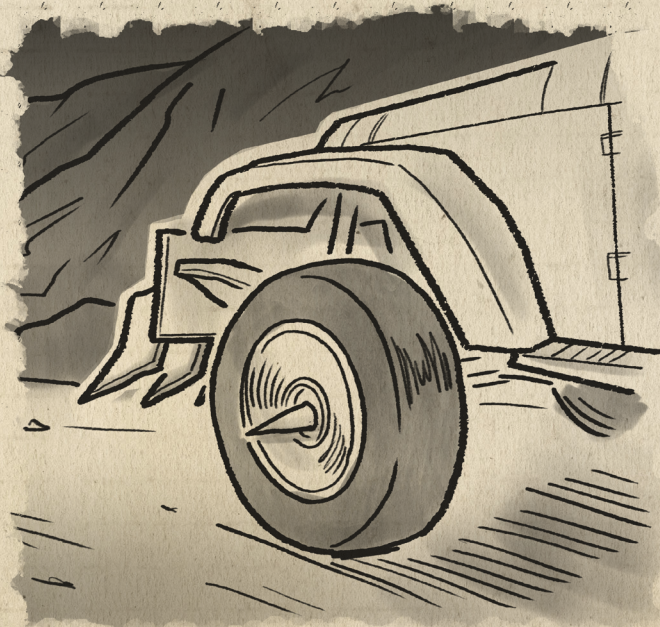
Someone can assist in planning a detonation, clearing the scene, or placing charges. Everyone who assists runs the risk of setting it off. With enough participants, it is possible to assign assistants just for safety. Their successes don't add to the final explosion, but can be used to give a re-roll to any direct assistants so that they don't blow it.

### FAILURE: KABOOM!

Failing a demolitions roll is a bad, bad thing. It can lead to unexpected damages, wounds, or death.

First, whoever failed the roll makes a Perception save to realize the problem in the system before it goes off. If successful they may test Demolitions again to dismantle the charges with no explosion. The materials are wasted (or may be used again with +1 challenge, cumulative).

If this save fails the explosives go off sooner than expected (before the demolitionist has cleared the scene). They fail to demolish in the expected way (the RM may decide what happens), and they act as a trap with a large amount of damage and a large radius explosion. See *Hazards & Traps* on [Page 149](#) for trap rules.



### DRIVING (EXPLORATION)

Driving covers all stabilized land vehicles, from golf carts up to semis and tanks. Most vehicles work very poorly off of paved roads, but some are made for off-road travel. "Racing and Chasing" on [Page 193](#) has more information about how to handle situations involving chases or competitions using different types of vehicles.

### DRIVING CONDITIONS

|     |             |   |
|-----|-------------|---|
| > 1 | Optimal     | Conditions as good as can be: paved empty road.                       |
| > 2 | Normal      | Pretty typical: paved crowded road, hard-packed dirt road.            |
| > 3 | Unfavorable | Noticeably bad: dirt, sand, mud, wet road.                            |
| > 4 | Dangerous   | Poor visibility, rain, snow, trees, storms, or other natural hazards. |
| > 5 | Hostile     | Land mines, mudslides, ice, mastodon stampedes.                       |

### DRIVING STUNT JUMP (DRIVING > CONDITIONS + 1/5~)

With an appropriate ramp, it may be possible to jump a vehicle over a long gap. The distance increases the challenge of the attempt, roughly >+1 per 5 steps of horizontal distance – assuming a vehicle with good power and speed, with enough of a run up and an appropriate ramp. Consequences for failure in this case are pretty catastrophic.

### ASSISTED DRIVING: "GET IN THE BACK OF THE FIRETRUCK, THERE'S ANOTHER STEERING WHEEL THERE"

Mostly driving is a solo gig. Someone might be able to help you watch for hazards, or even grab the steering wheel, but this is pretty unusual. Your "shotgun" passenger may assist you, but can only grant you one assist point unless the vehicle is designed for two operators (e.g. firetruck).

### FAILURE: WRECK!

Failure in driving often leads to a collision of some sort, or perhaps a rollover. Make a Quickness save to minimize the consequences.





## FLYING (EXPLORATION)

This covers the operation of airplanes and helicopters... and sure, spacecraft too (if that ever comes up). You have official training and licensing in one type of aircraft, but for game purposes may attempt to fly anything you can get your hands on.

### FLYING CONDITIONS

|     |             |  |
|-----|-------------|--|
| > 1 | Optimal     | Conditions as good as can be: clear skies, still winds.    |
| > 2 | Normal      | Pretty typical: mild winds.                                |
| > 3 | Unfavorable | Noticeably bad: high winds, fog.                           |
| > 4 | Dangerous   | Poor visibility, rain, snow, storms, thick clouds.         |
| > 5 | Hostile     | Hurricane, tornado, lightning storms, pterodactyl attacks. |

### ASSISTED FLYING: "YOU'VE GOT THE STICK, I'VE GOT THE THROTTLE"

Most pilots have a co-pilot for exactly this purpose. Only the co-pilot can assist in small aircraft. For large aircraft with multiple stations, the entire command crew can assist – with air traffic control providing assistance as well, if it's available!

### FAILURE: PLUMMET!

Flying failures are bad for everyone on board, and sometimes people on the ground as well. If you lose control of the vehicle a very likely result is crashing into the ground and killing everyone. Those in control seats (pilot and co-pilot) may both make Cleverness saves to salvage the situation and attempt an emergency landing. Failing that, everyone on board can make a Destiny save to survive the accident through sheer luck/faith/etc.



## HEAVY WEAPONS (BATTLE)

Skill in heavy weapons is similar to the combat skill Gunplay, but applies to much larger weapons. Heavy weapons typically require some sort of stabilizing mount like a bipod, or fire single large rounds like a bazooka. Typically they work best with two or more people operating them (one to feed ammo while the other aims and fires). A few are fixed to a vehicle or work from a remote control gunnery station.

In most ways this works like Gunplay (see [Page 57](#)): test Heavy Weapons > Defense (Q), modified by the size of your target. There is an additional >+2 penalty for operating the weapon without the proper mounting requirements.

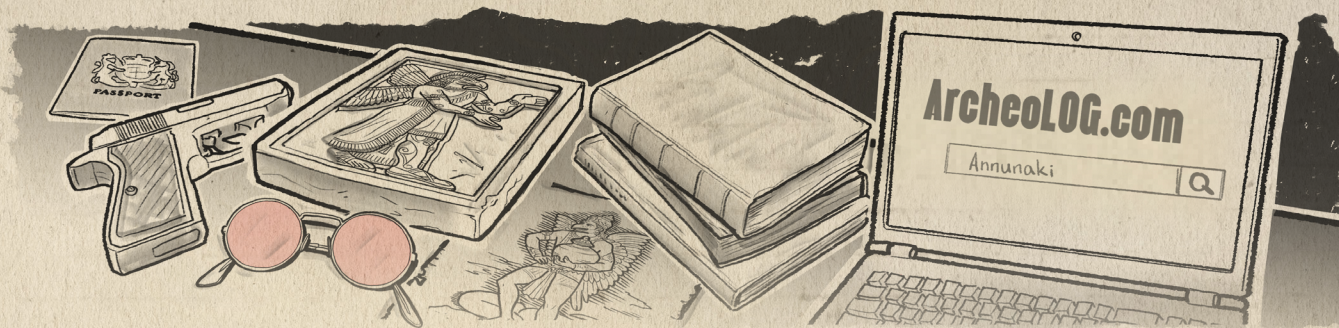
### ASSISTED HEAVY WEAPONS: "LOAD ME UP, I'VE GOT THE TARGET SIGHTED"

Most heavy weapons are designed for a two-man team. Use normal assistance (with one helper). Instead or in addition, one assistant can use an action to reload the weapon, to speed up the firing rate.

### FAILURE: SPRAY!

Heavy weapons miss their targets and may hit and damage other things around, especially if the weapon has a blast or collateral effect, as most heavy weapons do. Maybe the weapon jams or breaks in a way that renders it unusable until repaired.





## RESEARCH (ACADEMIC)

Use Research skill when you want to gain information that you don't already know. This applies to any search for information or lore conducted through predictable means: books, internet, or helpful people (gaining information from unhelpful people uses the lower of Research and Socialize skill).

This is a great way to make up for failed Geography, History, Languages, and Science rolls. The down-side is that it takes time and access to appropriate information sources. Use the standard Lore Obscurity (on [Page 52](#)) for the challenge.

Research rolls get easier with proper access to research materials. Varied and larger information sources add to competence. However, the maximum bonus you can achieve is equal to your Research skill level plus 1. So someone with no Research skill at all can get a competence of 1 for the roll, but someone with Research 5 can get their competence up to 11 (Research 5, plus bonuses up to 6) with enough sources. Sources include libraries, museums, internet, and informed contacts. You can only get bonuses from sources actually available to you where and when you do research.

Research takes time, typically a day per roll (up to 12 hours). If you get more than one success, you can use the extra successes for more clues, or to find your information faster. For example, with 4 successes you discover a clue every 3 hours (12 hours / 4✓), up to 4 clues using the full 12 hours. As long as you succeed, you may continue your Research in an attempt to learn more. Each additional roll increases the challenge by >+1.

### SCIENTIFIC RESEARCH (RESEARCH > OBSCURITY OR COMPLEXITY)

Research may also be useful in conjunction with Science

skill, to conduct scientific research experiments. To prove or disprove a new theory, use the lower of Research and Science. This rarely comes up during tomb raiding adventures, but in a campaign with time between tombs, scientific tomb raiders might try to understand or recreate ancient secret powers. To find out about scientific work or theory that others have already done, Research skill is sufficient even if you have no Science skill.

The challenge of scientific research uses normal obscurity rules ([Page 52](#)) for existing knowledge, but for new inventions the RM may assign a challenge based on the complexity of the science involved.

### ASSISTED RESEARCH: "READ THESE BOOKS WHILE I CONSULT MY CONTACT"

Multiple researchers can help in several ways. They can use the usual assistance rules, or they can roll separately and take the successes from the best roll.

### FRUSTRATION

Not everyone can continue difficult research for days on end. The RM may request a Will save after a few days of straight research, in order to keep going. Since Research is a daily roll, you must spend 2 Mettle to keep going if you fail the Will save (because you recover 1 Mettle overnight).

### FAILURE: DEAD END!

Failing a Research roll means you cannot find anything useful with the materials available. You cannot continue research until you gain access to a new source. Make a Will save to give yourself another try on the same topic tomorrow, with a >+1 penalty.

### RESEARCH MODIFIERS

|                       |                  |   |
|-----------------------|------------------|---|
| Internet Research +1> | Limited Access   | In areas where the internet is censored, hard to get to, or slow.   |
| Internet Research +2> | Full Access      | When you can easily/freely browse, the internet is a good source.   |
| Library Research +1>  | Small Collection | A library of a few hundred books may have something useful.   |
| Library Research +2>  | Huge Collection  | A library of many thousands of books can help most research.  |
| Library Research >-1* | Relevant Books   | A library dedicated to the subject at hand makes the research easier!<br>*This may be in addition to Small/Huge Collection bonus. |
| Expert Research +1>   | Informed Contact | A person with relevant information is somewhat helpful.   |
| Expert Research +2>   | Informed Group   | You have access to organized experts versed in the subject.   |





## RIDING (TRAVERSAL)

This skill is about riding animals and bicycles. Motorcycles use Driving skill. A riding animal's Brawn must be greater than your own, for it to carry you casually. If your Brawns are equal, it can carry you at a walking pace, but may tire sooner.

### RIDING CONDITIONS

|     |             |  |
|-----|-------------|--|
| > 1 | Optimal     | Conditions as good as can be: soft dirt, grass.        |
| > 2 | Normal      | Pretty typical: rocky ground, sand, mixed vegetation.  |
| > 3 | Unfavorable | Noticeably bad: hills, trees, mud.                     |
| > 4 | Dangerous   | Poor visibility, rain, snow, storms, water, mountains. |
| > 5 | Hostile     | Landslides, heavy traffic, velociraptors.              |

### RIDE A HOSTILE CREATURE (RIDING > W)

Trying to climb onto an unfriendly creature is an opposed test of your Riding skill versus the creature's Will. If you fail, the creature will shake you off. Note this is not really a matter of your own strength (or Brawn), since any creature strong enough for you to ride is also strong enough to shake you off if it wants to.

### ASSISTED RIDING: "PUT YOUR WEIGHT ON THE STIRRUPS, NOT THE SADDLE"

It's pretty hard to assist someone with riding, except to give a few pointers ahead of time. A rider can only benefit from one assist, no matter how many offer to help.

### FAILURE: TUMBLE!

Failing a riding roll usually means taking a nasty spill as rider(s) and mount both go for a tumble. The rider and any passengers can each make Quickness saves to control their dismounts. The mount (if an animal) can attempt a Quickness save to stay on its feet as well. Anyone who fails suffers damage from the fall (see [Page 143](#)).



## SCIENCE (ACADEMIC)

The Science skill covers all of the physical sciences: math, chemistry, physics, biology, astronomy, and related fields. It does not cover social or historical sciences, except in its ability to analyze them methodically. This skill is useful in tomb raiding when encountering odd substances (chemistry), analyzing mystic energy (physics), or identifying new species (biology).

The challenge depends partly on what you're trying to do, but a good starting place is still the Lore Obscurity ranks used for most academic rolls ([Page 52](#)). The more commonplace and mainstream the science is, the easier the roll. However, most science rolls (other than theory) require tools and instruments. Without the proper tools, the challenge increases by >+3, (just like Crafting Tools on [Page 61](#)). A proper laboratory might aid competence for the roll in the same way that a library aids Research rolls. Use the Crafting modifiers for tools and materials ([Page 61](#)) and the Research Modifiers for library/laboratory ([Page 78](#)) for scientific research projects.

There are a few different ways to use Science skill. It can obtain clues, using theory and hypothesis to come up with useful ideas, like Geography and History. It can be used for analysis, to understand more about things discovered, more like Research. It can create things such as improvised explosive, in a manner similar to crafting skills like Mechanics or Electronics. With the right materials, it can be used to do things like neutralize acid or move a heavy object.

### ASSISTED SCIENCE: "TAKE NOTES WHILE I CALL OUT MY READINGS"

Theoretical science benefits from other thinkers working the problem. Analysis assists come from others helping to perform the analysis or record results. Application assists come from others helping to work on the project with you, but may be limited by the scope of the project and the size of the laboratory.

### FAILURE: INCONCLUSIVE!

Failure in a theory test just leads to an incorrect conclusion or false clue (like academic skills). Failure in analysis works like failure in Research: an inability to continue. Failure in application can lead to a dangerous consequence, like crafting skills, depending on what you are trying to do. In any case, you can attempt a Cleverness save to realize your mistake and avoid troublesome consequences.





## SOCIALIZING (ACADEMIC)

Socializing covers most interpersonal interactions. This allows one to intimidate, schmooze, taunt, interrogate, or charm others. This also helps in haggling, negotiating, diplomacy, and in evaluating the people you interact with. This skill works in parties, clubs, over the phone, over the internet — any context where you can communicate with them. A shared language is important, though you may be able to use a Socializing test to get across a simple intent without a common language.

The challenge in socializing depends on what you are doing. Typically this is an opposed test against your target's Will, but it might oppose their Cleverness or Perception in some cases. In most cases, the target may spend Mettle to resist.

### CONVINCE/CON (SOCIALIZING > C)

Test Socializing>Cleverness to make someone believe you (even if you lie), at least briefly. You cannot convince them to do anything clearly harmful or deadly. If they know your ruse might have repercussions (such as losing their job), they may make a Will save resist acting on it. When your behavior or the situation casts doubt on your story, they may make a Cleverness save to doubt you after all.

### DENY (SOCIALIZING > 3)

You may use your Socializing skill for “all-out defense” to resist social manipulation and interrogation. Like Evasion, your successes cancel your opponent's and provide > +1 penalty to their attempts to influence you. Deny uses initiative C.

### DISTRACT (SOCIALIZING > W)

Test Socializing>Will to make someone focus their attention to you. This makes them less likely to notice anyone else. If

you succeed your target suffers a >+1 penalty for Observation or Searching for anything but you, and -1 Perception to resist others' Stealth. This effect lasts 1 round per success. If you attempt to distract the same person again, it gets more difficult: >+1 penalty accumulates with each repeated attempt.

### HAGGLE (SOCIALIZING > W)

In a situation where negotiating prices makes sense, test your Socializing > their Will. How this affects the situation is up to the RM, since LCTR doesn't use money or specific prices.

### INTIMIDATE (SOCIALIZING > W)

Test Socializing>Will to make someone timid. This penalizes your target with >+1 penalty to act against you. The penalty lasts until they succeed an action against you, or a number of combat rounds equal to your successes.

### PERSUADE (SOCIALIZING > W)

You can get someone to help you or back you with a Socializing>Will test. If you are trying to trick them or if your persuasion could get them in trouble, they may also make a Cleverness save or spend Intuition to see the problem and resist your urgings. If they just don't want to give in to your persuasion, they may spend Mettle (you may not try again unless the situation changes).

### QUESTION/INTERROGATE (SOCIALIZING > C OR W)

With the right combination of conversation and watching body language, you can get information from people who are reluctant to give it to you. The challenge of this test uses their Cleverness if they are being deceptive, Will if they are being stubborn. They can spend Mettle to conceal one particular detail from you, even if you succeed.

### TAUNT (SOCIALIZING > W)

Test Socializing>Will to make someone react to your taunts. This gives them a >+1 penalty to do anything except attack you (or other aggressive action against you). This could draw someone out of cover or make them leave your weaker friend alone.

### ASSISTED SOCIALIZING: “IF YOU DON'T TALK TO ME, I'M GOING TO LET HIM ASK THE QUESTIONS”

Having cronies back you up makes things easier. Anyone with Socializing skill can assist by verbal participation, and sometimes non-verbally with the right glare.

### FAILURE: FAUX PAS!

Failing a Socializing test means that you have made a blunder that is embarrassing or possibly even damaging to your reputation. If the consequences could be drastic, you may make a Cleverness save to backpedal and save yourself from lasting problems.





## TECH (CRAFT)

Tech skill is a catch-all for operating electronics and machinery. The most common uses are operating computers or communications equipment, including programming and hacking. This may also be appropriate in other situations where some complicated device needs to be manipulated, such as operating a crane or back-hoe, or some sort of remote-control car or drone. Tech does not cover building or repairing machines; these abilities require other crafting skills. The challenge in tech is usually based on the complexity of the device, or the complexity of what you're trying to do with it, similar to Crafting Complexity on [Page 61](#).

Programming and hacking take lots of time, like Research.

### PROGRAMMING (TECH > PROGRAM COMPLEXITY)

While programming doesn't come up often in tomb raiding, a tech-oriented PC might find ways that it can help, such as using a program to operate a trap or R/C car automatically. This may also require Electronics or other crafting skill rolls to set up the equipment in some atypical arrangement.

### HACKING (TECH > TARGET COMPLEXITY)

Attempting to hack a net-connected computer system or site is similar to picking a lock. Some hacking jobs are simple and others are not, generally based on the layers of defenses set up to stop hackers. Here are some guidelines on how to apply "crafting complexity" terms to computer security:

|    |               |   |
|----|---------------|---|
| >1 | Simple        | A system with no actual security, you just have to find it.                         |
| >2 | Two-State     | A system with a basic password.   |
| >3 | Multi-State   | A system with passwords and security questions, or I.P. tracking.                   |
| >4 | Components    | A system with active firewalls, anti-virus, and anti-malware.                       |
| >5 | Operated      | A system that has live security monitors, someone who may interfere with your hack. |
| >6 | Team Operated | A system with a live security team and programs actively looking out for intruders. |

### ASSISTED TECH: "USE THE SHOVEL ARM WHILE I DRIVE"

Assistance is possible based on the size and usage of the device, and what is being attempted. When programming, assistants can help to reduce the time by tackling part of the problem on their own computers.

### FAILURE: MISHANDLING!

Failing a Tech roll means that you have managed to do something that isn't intended for the device — something that could break it. You may make a Cleverness save to avoid any permanent consequences.



## ADVANCED SKILLS



Lots of people can jump, or punch, or speak French. Tomb raiders are the sorts who do parkour, or kung fu, or speak Ancient Etruscan like a champ. Advanced skills represent a degree of expertise and specialization that really helps tomb raiders stand out from other people (and each other). Each advanced skill offers special benefits or rules that most people can't use.

### Parent Skills

Every advanced skill links to one or more other skills, called *parent skill(s)*. In order to gain access to an advanced skill, you need at least 2 ranks in the parent skill(s). A starting character may choose an advanced skill with their Advanced Training point during character creation (see [Page 17](#)) – ideally they choose a skill that represents their training or career before tomb raiding.

Parent skills limit the rank of related advanced skills: The advanced skill can never be raised to equal a parent skill's ranks. Thus, with Hand-to-Hand 3, you cannot raise Kung Fu above 2 ranks.

Some advanced skills have two or more parent skills, and must remain lower than all of them. Some have another advanced skill as their parent. For example, Double Gunner 1 requires Gunslinger 2, which requires Gunplay 3.

Rules note parent skills with <, to remind players that the advanced skill must always be a lower rank than the parent. For example: Kung Fu < Hand-to-Hand.

### Requirements

A few advanced skills and tricks have one or more requirements, skill ranks or tricks you must earn before you can learn this advanced skill. Unlike the parent skill, a requirement (once met) does not limit the advanced skill in any way.

### Restrictions

Some advanced skills and tricks only work under certain circumstances. You can only use a trick when you satisfy the restrictions. Sometimes the restrictions are explicit in the description of the trick's benefit, such as "when you make an unarmed attack."

## Tricks

Each rank of an advanced skill you learn earns one special ability, called a *trick*. In most cases, you choose which tricks you learn in any order desired. A few advanced skills have a restriction on when a trick can be learned – such as a trick that must be the first one learned, or a trick that requires learning a different trick first.

Some tricks can be taken multiple times (once per rank). Such tricks say so in their text and include an asterisk (\*) next to the trick name.

Except where otherwise specified, the benefits of advanced skills and tricks do not stack – even if multiple tricks seem like they could go together, you only get the benefit from one. When multiple benefits apply, you may choose the one to use. The universal exception is that the core benefit of an advanced skill often aids its own tricks (unless it specifies otherwise). The RM may also allow combinations that do not convey numeric benefits (+D>, >-T, assists, etc.).

### TRICK KEY-WORDS

While many tricks have unique rules, most fall into a few rule patterns, using one of the following shorthand terms.

**ALLOWS** This trick opens up an option that is otherwise impossible (or severely limited).

**ASSIST** This trick provides an automatic assist to the specified action, or describes a roll made to earn multiple assists. Unless specified otherwise, you may use these assists yourself or pass them to others.

**AUTOMATIC** This trick provides a benefit that does not require any sort of skill test.

**BOOST** The trick provides a +2> competence boost for the specified action. The boost can allow you to roll when your competence would normally be zero.

**COMBINE** This trick allows you to apply benefits from two other tricks into a single action. It will usually specify what tricks you can combine together. Normally you can only apply one trick's benefit at a time.

**EASE** The trick provides >-1 challenge for the specified action.

**INCLUDE** This modifies rolls slightly: add the specified value (usually the ranks of a skill) to one rolled die of your choice (other than a natural '1'). This increases a sum test total or could improve success in a static or opposed test. Note that a natural '1' on a die fails and cannot be saved by the include bonus.

**SUBSTITUTE** The trick allows you (optionally) to test one skill in a situation where you would typically test a different one.



## SAME TRICK / SIMILAR TRICK

Sometimes you will see the same trick listed under multiple advanced skills. For example: Quick Draw trick appears in many different combat styles. There can even be a lot of overlap between two similar advanced skills. Be careful when selecting your advanced skills and tricks: sometimes the advanced skill will have a restriction that limits when its tricks apply. For example, Quick Draw in Trick Thrower skill and Quick Draw in the Gunslinger gun-fighting style are the same trick, but you would need both versions to quick draw both throwing knives and guns. Tricks of the same name marked with † are similar but not always interchangeable – it may benefit you to take more than one version. Read them carefully to understand the differences.

In other cases, you don't need the duplicate trick. For example, the Fend trick appears in Bodyguard and Defensive Fighting advanced skills. It is identical in both cases and there is no benefit for taking it twice. Choose whichever advanced skill best reflects your training, and perhaps you don't need the other one at all!

Tricks of the same name that are *not* marked with † are true duplicates (or near enough) – you don't need more than one. If you find yourself in a situation where you improve an advanced skill and only have duplicate tricks remaining, the RM may allow you pick the duplicate in this list, and choose something different in the list where you had originally picked this trick. But most likely it's a sign that you are leveling up two advanced skills that are too similar.



## Advanced Skill Summary (by Group)

The list below summarizes the available advanced skills:

| Group                          | Parent Skill(s)        | Advanced Skill              | Summary  | Page                |
|--------------------------------|------------------------|-----------------------------|--|---------------------|
| Academic<br>Advanced Skills    | Geography              | Regional Expertise          | Detailed knowledge of certain areas of the world.  | <a href="#">91</a>  |
|                                | History                | Ancient Civilization        | Knowledge of lost or “dead” civilizations.   | <a href="#">85</a>  |
|                                | Interpretation         | Archaeology                 | Experience at studying old places helps you learn more about them.   | <a href="#">86</a>  |
|                                | Languages              | Linguistics                 | Study of the features of many languages provides greater fluency.  | <a href="#">88</a>  |
|                                | Languages, Socializing | Field Anthropologist        | Your cultural exposure helps when you encounter new cultures.  | <a href="#">86</a>  |
|                                | Mythology              | Occultism                   | Study of supernatural powers and entities helps you uncover the occult and mystical properties of things you discover. | <a href="#">89</a>  |
| Battle<br>Advanced Skills      | Evasion                | Bodyguard                   | Defensive tricks to protect others and yourself.   | <a href="#">92</a>  |
|                                | Evasion, Hand-to-Hand  | Defensive Fighting          | A variety of improved defenses for different situations.   | <a href="#">94</a>  |
|                                | Gunplay                | Gunslinger                  | Effective gun fighting tricks from the Wild West tradition.  | <a href="#">96</a>  |
|                                | Hand-to-Hand           | Kung Fu                     | Advanced unarmed combat based on action movie martial arts.  | <a href="#">97</a>  |
|                                | Tactics                | Command                     | Coordinate tactical maneuvers with your team.  | <a href="#">93</a>  |
|                                | Throwing               | Trick Thrower               | Throwing objects (knives) in cool and unusual ways.  | <a href="#">98</a>  |
| Craft<br>Advanced Skills       | Construction           | Masonic Architecture        | Knowledge of complex and misleading construction methodologies.  | <a href="#">104</a> |
|                                | Electronics            | Power Play                  | Generating power or modifying power sources far from the grid.   | <a href="#">105</a> |
|                                | Electronics, Mechanics | Improvisational Engineering | Making devices with improvised tools and materials, and substituting practical experience for science/tech knowledge.  | <a href="#">102</a> |
|                                | Mechanics              | Weapon Craft                | Building and modifying normal weapons.   | <a href="#">106</a> |
|                                | Repair                 | Field Mechanic              | Fixing machinery under poor working conditions.  | <a href="#">101</a> |
|                                | Security               | Infiltration                | Specialization in bypassing traps, alarms, and locks.  | <a href="#">103</a> |
| Exploration<br>Advanced Skills | Medic                  | Field Surgery               | Patching up injuries in difficult environments.  | <a href="#">111</a> |
|                                | Medic, Science         | Pharmacy                    | Expertise in medicinal herbs, chemicals, and drugs.  | <a href="#">113</a> |
|                                | Navigation             | Trail Blazing               | Making new paths and navigating while lost.  | <a href="#">114</a> |
|                                | Observation            | Eye for Detail              | Noticing important things that most people miss.   | <a href="#">110</a> |
|                                | Searching              | Hunter                      | Adept at hunting wild game.  | <a href="#">112</a> |
|                                | Stealth                | Crimecraft                  | Burglary and related unsavory stealthy activities.   | <a href="#">109</a> |
| Traversal<br>Advanced Skills   | Balancing              | Tightrope                   | Moving and tricks on narrow poles and ropes.   | <a href="#">119</a> |
|                                | Climbing               | Free Climbing               | Climbing quickly without ropes.  | <a href="#">115</a> |
|                                | Climbing, Swinging     | Rappelling                  | Using rope and momentum for safe and fast climbing.  | <a href="#">119</a> |
|                                | Leaping                | Track Athlete               | Advanced sprinting, leaping and hurdling.  | <a href="#">119</a> |
|                                | Swimming               | Scuba                       | Using underwater equipment effectively.  | <a href="#">118</a> |
|                                | Swinging               | Gliding                     | Maneuvering in air with hang glider, squirrel suit, etc.   | <a href="#">116</a> |
| Utilitarian<br>Advanced Skills | Boating                | Boat Maneuvers              | Skill at making boats do tricky moves.   | <a href="#">121</a> |
|                                | Demolitions            | Bombberman                  | Working with improvised/homemade explosives.   | <a href="#">122</a> |
|                                | Driving                | Combat Driving              | Using cars as weapons.   | <a href="#">124</a> |
|                                | Flying                 | Test Pilot                  | Experience with experimental and broken aircraft.  | <a href="#">129</a> |
|                                | Heavy Weapons          | Human Tank                  | Proficiency using heavy weapons in more focused ways.  | <a href="#">128</a> |
|                                | Research               | Data Sifter                 | Using computers speeds your research work significantly.   | <a href="#">127</a> |
|                                | Riding                 | Animal Handler              | Taming, training, and manipulating animals.  | <a href="#">120</a> |
|                                | Science                | Chemistry                   | Analyzing, neutralizing, handling, and making substances.  | <a href="#">123</a> |
|                                | Socializing            | Combat Negotiation          | Talking your way out of fights.  | <a href="#">125</a> |
|                                | Tech                   | Communications              | Expertise with communications technology.  | <a href="#">126</a> |



# Academic Advanced Skills



## ANCIENT CIVILIZATION (<HISTORY)

Advanced Civilization represents your extensive knowledge of civilizations that no longer exist, specifically civilizations that died out or changed more than 1000 years ago. In particular, this skill diverts from History when it comes to discovering and understanding the Predecessors and how they influenced the societies we still remember.

**PARENT SKILL:** History

**BENEFIT:** *Automatic* information about a ruin, art, or artifact you examine, based on your ranks in Ancient Civilization:

- 1: You quickly know whether its origin is recent, ancient, prehistoric, or mysterious.
- 2: You know which ancient civilization(s) (including "Predecessor") made or influenced it.
- 3: You also gain one clue about the age, origin, or significance of it.
- 4: You also gain *assists* on all tests to study it further (e.g. Mythology, Research, Interpretation, etc.)
- 5: If it is broken or disassembled, you also gain one clue about where, when, or how it came apart.

## TRICKS (CHOOSE ONE EACH RANK):

### \*ANCIENT CULTURE LORE (SPECIFY)

You have extensively studied a particular ancient civilization, and your knowledge extends to many subjects of study.

**REQUIREMENT:** Pick one specific ancient culture as your specialty. You may pick this trick multiple times as you gain ranks in Ancient Civilization, with a new specialty each time.

**BENEFIT:** *Boost* tests for clues or knowledge pertaining to this culture. This applies to Geography, History, Interpretation, Languages, Mythology, and Research tests.

**EXAMPLES:** Ancient Egypt Lore, Ancient Babylon Lore, Ancient Dravidian Lore.

### ANCIENT LANGUAGES

Your study of ancient cultures focuses on their languages, giving you improved chances of understanding old writings even if you don't know the language in question.

**REQUIREMENT:** Languages 2

**BENEFIT:** *Ease* tests to interpret writings of ancient/dead languages and symbols. Typically this affects either Languages or Interpretation tests.

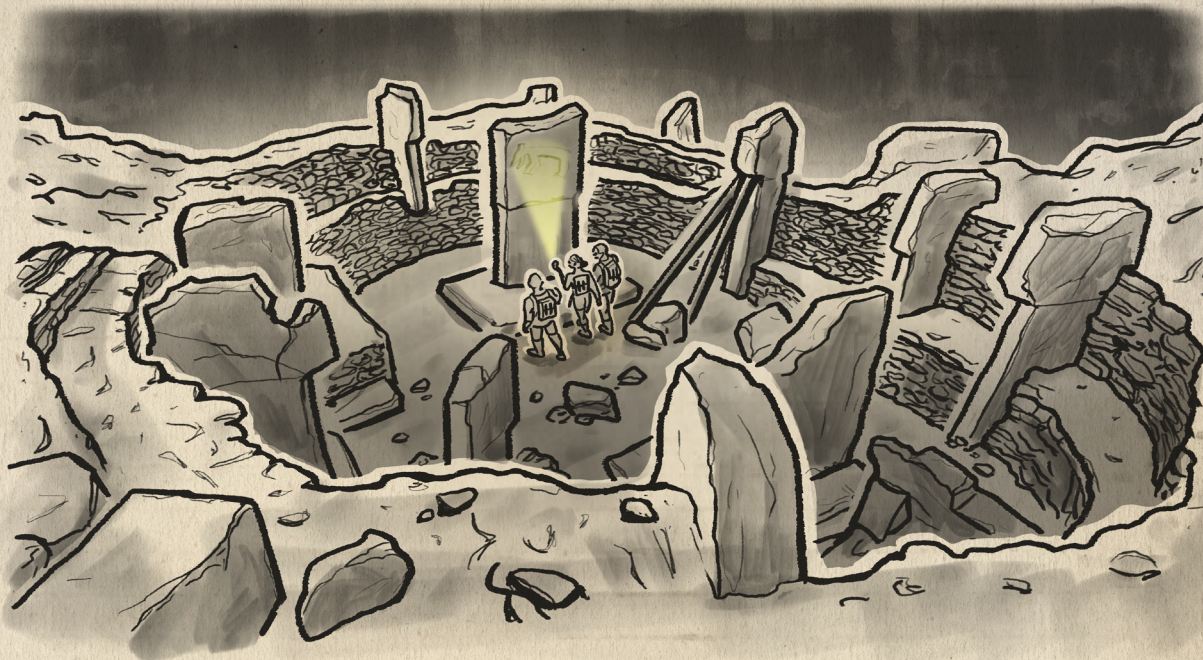
### PREDECESSOR LORE

You have gathered enough clues about the unrecorded Predecessor civilization to recognize their handiwork in the tombs and mysteries you investigate.

**REQUIREMENT:** Mythology 3

**BENEFIT:** *Ease* tests for clues or knowledge of the Predecessors (which is mostly lost, forgotten, or deliberately erased). This applies to Geography, History, Interpretation, Languages, Mythology, and Research.





## ARCHAEOLOGY (<INTERPRETATION)

In LCTR, archaeology puts together clues of history, geography, languages, mythology, and physical evidence, to interpret the ruins and artifacts they find.

**PARENT SKILL:** Interpretation

**REQUIREMENTS:** History I, Geography 1, Languages 1, Mythology 1

**BENEFIT** *Include Archaeology ranks for gathering clues and information about your current location.*

## TRICKS (CHOOSE ONE EACH RANK):

### ARCHAEOLOGY CONTACTS

You know some archaeologists around the world.

**REQUIREMENT:** This augments standard Research contacts rules ([Page 78](#)).

**BENEFIT:** You may invent one new archeology contact per rank in Archeology, and assign each of them one primary region of study (a country or geographical area).

Once each chapter, you may reach out to any of your archaeology contacts to obtain the informed contact (+1>) bonus for Research about a site or myth in their region. The Trust talent allows you to reach out to these contacts more often.

### BURIED CLUES

You gain clues about a ruin just by digging around.

**BENEFIT:** *Ease Searching tests in ruins. Even if there is nothing concrete to find, your extra successes may become clues for information about the site.*

### OLD CONSTRUCTION

Having seen the stonework of ancient sites, you can recognize when the construction might be hiding a room or other secret, and when it's unstable.

**BENEFIT:** *Boost Construction or Observing roll to locate a secret room or door in an old ruin, or to notice a hazard caused by unstable old construction.*

### PUTTING TOGETHER THE PIECES

You are good at making sense from all the clues about a ruin, artifact, or culture.

**BENEFIT:** *Boost Interpretation tests to make sense of clues and information you have gathered.*

### SITE ASSESSMENT

Your experience makes it easier for you to guess likely sites for old cities, and easier for you to spot ruins that have been buried or overgrown.

**BENEFIT:** *Boost Geography or Searching tests used to locate ruins or find entrances to ruins.*





## FIELD ANTHROPOLOGIST (<LANGUAGES, <SOCIALIZING)

The field anthropologist visits foreign cultures in remote places, and tries to understand their ways from exposure.

**PARENT SKILLS:** Languages, Socializing

**REQUIREMENTS:** Interpretation 2

**BENEFIT** Add Field Anthropologist ranks to rolls (Socializing, Interpretation) dealing with your initial contact with an isolated or xenophobic group of people.

**RESTRICTION** Once your first encounter leads to combat or some gesture of acceptance (handshake, meal, leading you to their village, etc.), this benefit no longer applies.

## TRICKS (CHOOSE ONE EACH RANK):

### ANTHROPOLOGY CONTACTS

You know some anthropologists around the world.

**REQUIREMENTS:** This augments standard Research contacts rules ([Page 78](#)).

**BENEFIT:** You may invent one new anthropology contact per rank in Field Anthropologist, and assign each of them one primary region of study (a country or geographical area). Your contact could be a native member of some culture – but only if that culture has had periodic contact with the outside world.

Once each chapter, you may reach out to any of your anthropology contacts to obtain the informed contact (+1>) bonus for Research about their culture or region. The Trust talent allows you to reach out to these contacts more often.

## CULTURAL IMMERSION

You have immersed yourself in the lands and cultures of many people, learning their stories directly from their mouths.

**BENEFIT:** *Substitute* Languages skill for Geography, History, or Mythology tests related to any region or culture whose language you know fluently.

## CULTURE PATTERNS

Your knowledge of cultures provides a strong basis for understanding any new culture you encounter.

**BENEFIT:** *Boost* tests (Interpretation) to figure out the rules, laws, traditions, and quirks of an unfamiliar culture.

## OBSCURE LANGUAGES

You have studied one or more obscure languages – a language spoken only in a small geographic region.

**BENEFITS:** When you encounter an unfamiliar obscure language during play, you may claim to know it. Write it down on your character sheet as a fluent language – you can be fluent in just one obscure language per rank of Field Anthropologist. These do not count against your Languages skill fluency limit.

When you encounter an unfamiliar obscure language during play, you may claim it is similar to one you have studied. Test Languages > 4 (using your Field Anthropologist benefit if applicable) to translate it.

**RESTRICTION:** These benefits cannot be used on “major”/“widespread” languages.



### TALK DOWN

You try to calm tensions to prevent or end violence. Before the fighting begins, you may be able to prevent it from starting. After it starts, you may be able to end it. This is difficult to do against large groups.

#### BENEFIT:

Make a  $\Sigma$ Socializing-Will test (targeting the Will of those you think most crucial to keep the peace). Those you successfully affect must spend Mettle to initiate violence. If fighting does not start, you can continue trying to talk down other targets each round.

After violence begins, you still have a chance to end it, but it increases the challenge of the sum test by +1 each full round. Handle this as  $\Sigma$ Socializing > rounds of combat, so on the 2nd round of combat, your sum test is  $\Sigma$ Socializing > 2 (roll Socializing, add together any dice 3-6).

#### RESTRICTION:

Anyone under this effect may take a defensive action if desired, or negotiate, intimidate, or taunt. Only direct violence is restricted.

Anyone who is attacked can then choose their actions normally, released from your influence. You may try to talk them down again but it gets harder every round.



### LINGUISTICS (<LANGUAGES)

Linguistics applies principles and generalities of language into related areas, allowing your mastery of languages to give insights and clues into the mysteries you explore.

PARENT SKILLS: Languages

#### BENEFIT:

Choose 1 additional fluent language per rank of Linguistics.

### TRICKS (CHOOSE ONE EACH RANK):

#### ACCENT MASTERY

You speak all your known languages like a native, or may affect an accent for other languages, to give the impression that you are from that area. Without this trick, your accent reveals your origin.

#### BENEFIT:

Boost tests (e.g. Socializing) where your affected origin or identity is more useful than your native origin (at the RM's discretion). For example: to convince someone that you are the Algerian art smuggler they were expecting to meet.

### CRYPTOGRAPHY

You are skilled at making and breaking language codes and secret messages.

#### BENEFITS:

Test Languages+Linguistics > to decode any language-based cipher made by people, with a challenge based on the complexity of the code (or the Cleverness of the code-maker). This does not break computer ciphers or man-made codes that do not represent words.

You can invent new codes to protect your writings. You can share your code with others so that they can decode your messages or encode messages of their own. Without the key information, only others with similar cryptographic skills or computer programs can decode your secret messages. Inventing a code takes at least 1 hour.

#### RESTRICTION:

It takes hours to break a code or invent a useful new code. If the exact amount of time is vital, use the Research time rules ([Page 78](#)) to reduce the time from 12 hours.



## DEAD LANGUAGES

You have studied one or more dead languages – a language no longer spoken outside of academic circles.

**BENEFIT:** Choose one dead language for every rank of Linguistics you acquire. You can read, write, and even speak the dead languages you know – though your speech patterns won't fool an ancient native speaker.

You may choose your dead language(s) immediately or you may wait until you encounter one and “discover” that you have gotten good enough to interpret it without Language tests.

**EXAMPLES:** *Etruscan, Ancient Egyptian, Babylonian, Aramaic*

## ICONOGRAPHY

You have learned to understand the meaning behind many pictures and icons.

**BENEFIT:** *Boost* Interpretation rolls to glean clues about the purpose or meaning of pictographs, hieroglyphics, petroglyphs, iconic markers, and symbolic pictures.

## LINGUISTIC DRIFT

Your knowledge of how languages change helps you place writings into the right place in history.

**BENEFIT:** *Assist* History rolls made to gather clues about a discovery that includes old writing. You must know the language in question or succeed on a Languages test to use this benefit.

## POLYGLOT

You can communicate in many languages, even though you are not fluent in all of them.

**BENEFIT:** Choose one additional fluent language per rank of Languages. You may choose your new language(s) immediately or you may wait until you encounter one and “discover” that you have gotten good enough to interpret it without Language tests.

You can communicate adequately (not fluently) with any person, even if you do not share a fluent language. This is enough for simple conversations, not scams or interrogations.

**EXAMPLES:** With Languages 4 and Linguistics 1 (with Polyglot), you have a total of 9 fluent languages: 4 from Languages skill, 1 from Linguistics advanced skill, and 4 from Polyglot trick.

## TRANSLATION

You pull meaning from unknown writings based on their connections to familiar languages and common roots.

**BENEFIT:** *Ease* rolls to translate languages you do not know.





## OCCULTISM (<MYTHOLOGY)

Occultism specializes in knowledge of magic, witchcraft, crystals, monsters, and other theories of supernatural power. These crackpot theories become useful when trying to understand ancient mysteries. This provides clues for understanding or analyzing strange energies, and possibly even for using these powers. All of these tricks *boost* tests to investigate their particular subject matter. This bonus applies to Interpretation and Mythology tests, and the RM might apply the bonus to other skill tests, such as Science to scrutinize some evidence related to the occult topic.

**PARENT SKILL:** Mythology

**BENEFITS:** *Automatically* recognize what occult subject best fits the mystery you are confronting right now. Just ask the RM which subject applies. All ancient “powers” exploit one or more of these subjects, unless it operates on basic mechanics or science that the modern world understands.

*Include* Occultism ranks to obtain clues about the occult properties of anything you study.

For each Occultism trick you know, *boost* tests to gain clues, lore, or information pertaining to that subject. Some tricks specify additional benefits.

## TRICKS (CHOOSE ONE EACH RANK):

### ASTROLOGY

This specialty includes knowledge of the stars and constellations, and various ways to interpret them. It also covers knowledge of the astra, a non-physical plane of existence parallel to our own, in which spirit and mind thrive without form.

**BENEFIT:** *Ease* tests to interpret how the heavens influence current or past mysteries.

### CRYPTOZOOLOGY

Cryptozoology is the study of mythical animals, called cryptids. This would include knowledge of things like dragons, chupacabra, werewolves, sasquatch, sea serpents, etc. You can identify these things and their likely abilities and weaknesses.

### CRYSTAL ENERGY

Occult crystallography is the study of energetic materials, such as crystals, power stones, and rare earths. Many minerals possess intriguing properties that are hard to measure and classify. The ancients used special materials in their construction and crafts, and your knowledge can help to sort out what ancient works actually do.

**BENEFIT:** *Ease* tests to identify the intended purpose or use of physical objects made by ancients, based on the materials used.

### DEMONOLOGY

Demonology focuses on myths of supernatural entities, part spirit and part physical, from all religions. This includes the familiar Christian angels and demons, but also vampires, mummies, and a variety of similar myths. This specialty allows you to identify such creatures portrayed in art, rattle off the legendary powers and weaknesses of them.

### FAIRY LORE

Your knowledge covers mysterious or mischievous intelligent entities with purported magical powers, such as fairies and goblins. Confronted with images of these sorts of creatures, you can identify the creature depicted and the sorts of power the creature is purported to have.

### MAGICK

You have studied theories and practices of magick – not the illusions or tricks of modern performers, but the “real” magick that people believed in throughout history, until very recently. This trick allows you to interpret legends of magical power, in an attempt to make sense of them in the context of your explorations. You may even have dabbled in books of “real” magick and attempted such rituals... but they never worked.

### MYSTICISM

Your expertise is in powers of the mind – hypnotism, meditation, and theories of telekinesis and ESP. You do not have any powers, but this specialty allows you to analyze claims of psychic powers, interpret tales of them, and recognize them when you witness them.

### SPIRITS

This knowledge covers invisible entities of all mythologies, animistic religions, and theories of ghosts. You are familiar with the technologies used to hunt for ghosts, as well as many legends about intangible and invisible entities.





## REGIONAL EXPERTISE (<GEOGRAPHY)

You are especially knowledgeable about a few specific regions of the world.

**PARENT SKILL:** Geography

**BENEFITS:** Include Regional Expertise ranks to all Geography tests.

### BENEFIT:

Boost tests for clues or knowledge pertaining to this region. This applies to Geography, History, Interpretation, Languages, Mythology, and Research tests.

### EXAMPLES:

China Lore, Antarctica Lore, Sahara Lore, Pacific Island Lore

## TRICKS (CHOOSE ONE EACH RANK):

### FIELD EXPERIENCE

Your knowledge of regions includes visits and cultural exposure that make you comfortable in these regions.

**REQUIREMENT:** At least one Region Lore trick.

**BENEFIT:** When dealing with your Region Lore locations, also *boost* tests for Navigation, Observation, Searching, and Socializing.

### REGIONAL CONTACTS

You have friends, colleagues, and perhaps family in your chosen regions.

### REQUIREMENTS:

This augments standard Research contacts rules ([Page 78](#)).

### BENEFIT:

You may invent one contact per rank in Regional Expertise, each with specialization in the region where they spend most of their time (specify the country or geographic region specialty for each).

Once each chapter, you may reach out to any of your regional contacts to obtain an *assist* from their specialty. The Trust talent allows you to reach out to these contacts more often.

### \*REGION LORE (SPECIFY)

You have extensively studied a particular area of the world, a nation or geographical feature.

**REQUIREMENT:** Pick one specific world region (a country or geographical area) as your specialty. You may pick this trick multiple times as you gain ranks in Regional Expertise, with a new specialty each time.

### SUNKEN RUINS EXPERTISE

You have studied the stories and images of ruins beneath the seas, all over the world.

### BENEFIT:

Ease tests when attempting to locate or gain clues about a location below water.



# Battle Advanced Skills



## BODYGUARD (<EVASION)

You have experience protecting others, at risk to yourself. These tricks help you survive even while putting yourself in danger.

**PARENT SKILL:** Evasion

**BENEFITS:** Choose one of the following benefits for each Bodyguard rank you earn. You may choose the same benefit twice, but not three times.

Vigilance: Effective +1 Perception, to notice stealthy foes who intend harm.

Valor: Effective +1 Will, to resist fear and intimidation.

Focus: Effective +1 Cleverness, to resist taunting and distraction.

**RESTRICTION:** These attribute modifiers apply only for determining the foe's challenge for the specified types of actions directed at you (or other actions the RM thinks are similar).

## TRICKS (CHOOSE ONE EACH RANK):

### CLOSING ACTION

Charge at your opponent, avoiding their attacks and striking them in melee.

**BENEFIT:** Declare Closing Action using your Evasion Initiative (Q), choose an opponent you want to close with. Roll Evasion > their C. Move up to 5+✓ steps toward your target, and use these successes to cancel that target's attack successes (as per Evasion). If you can get close enough, you may make a melee attack against your target with a >+1 challenge.

**RESTRICTIONS:** You cannot perform closing action against a target if you are already within your melee range of them. You cannot evade anyone other than your chosen opponent this round.

### INTERPOSER

You are ready to dive in the way of an attack aimed at someone else.

**BENEFIT:** Boost interpose attempts (see Evasion skill on [Page 56](#)).

### EXCELLENT GUARD

You are practiced at defending your allies.

**BENEFIT:** Boost guard attempts (see Hand-to-Hand skill on [Page 58](#)).

### FEND

Threaten opponents with a ranged or long-reach melee weapon (spear) to keep opponents away.

**BENEFIT:** Declare Fend action with standard weapon attack initiative. If someone moves toward you, into any space you can attack, you may interrupt their action with your own attack. If your attack succeeds, in addition to inflicting damage and batter, you make them stop moving and they lose their intended action.

**RESTRICTIONS:** Does not work against someone with greater range or Reach than you.

### GUARDIAN TACTICS

You plan ahead to survive dangerous situations.

**BENEFIT:** *Substitute* Evasion for Tactics to make a defensive tactical plan.

### SHOOT FROM COVER

You know how to use your cover for maximum protection during a shootout.

**BENEFIT:** When you are using cover, apply a bonus of +1 Cover rating against ranged attacks.

### WATCHFUL EYE

Your time as a bodyguard has made you particularly aware of potential dangers.

**BENEFIT:** *Substitute* Evasion for tests (Observation, Searching) to notice ambushes or traps.





## COMMAND (<TACTICS)

An authoritative leader with trained and familiar subordinates can guide them quickly and efficiently into ever-changing tactics, responding quickly to surprises and enemy maneuvers.

**PARENT SKILL:** Tactics

**BENEFITS:** When you successfully adjust team tactics, you gain additional tactical assists equal to your Command ranks.

**RESTRICTION:** Command tricks only benefit yourself and your “subordinates:” anyone who has worked with you before and recognizes your leadership in combat situations.

## TRICKS (CHOOSE ONE EACH RANK):

### EYES AND EARS

You are tactically prepared to notice and respond to ambushes.

**BENEFIT:** You may spend a tactical assist to cancel an ambush or surprise attack directed at yourself or anyone on your team. The intended target(s) can defend normally.

### COMMAND PRESENCE

Your authoritative manner and voice can make others jump even if they don't think of themselves as your subordinate.

**BENEFIT:** *Substitute* Tactics for Socializing attacks (intimidation, taunt, distract), or if needed to urge an ally to take action.

## LEAD FROM THE FRONT

You may make a tactical assessment or planning roll while defending yourself.

**BENEFIT:** Declare Lead From the Front as your action, with Initiative C. If attacked, *substitute* Tactics for Evasion to defend yourself. If you still have evades left at the end of the round (or were never attacked), at the end of the round (Initiative 0) you may make a Tactics roll to assess or adjust tactics.

## QUICK RESPONSE

You are adroit at assessing and responding quickly to enemy tactics.

**BENEFIT:** When you assess enemy tactics, if you have 2✓ or more you gain 2 tactical assists and may ask 2 tactical questions (normally just one of each).

## SILENT COMMANDS

You can deliver plans non-verbally, making it easier to sneak and harder for enemies to discern your changing tactics.

**REQUIREMENT:** Stealth 2+

**BENEFIT:** When you adjust team tactics, in addition to the normal benefits, enemies suffer >+1 to assess your tactics, and your team can use Stealth or remain hidden while passing tactical information and orders around.

## SQUAD COORDINATION

You know how to make good use of a team in battle.

**BENEFIT:** *Boost* Tactics tests to adjust tactics for your team.

**RESTRICTIONS:** You cannot do this if you are alone, or if your team cannot receive your tactical commands.





## DEFENSIVE FIGHTING (<EVASION, <HAND-TO-HAND)

You specialize in maneuvers that make it hard for others to hit or hurt you.

**PARENT SKILLS:** Evasion, Hand-to-Hand

**BENEFIT:** When declaring a defensive action (Evasion, Hand-to-Hand defense, or any Defensive Fighting trick), *include* your Defensive Fighting ranks, to aid your defensive rolls this round.

## TRICKS (CHOOSE ONE EACH RANK):

### DISARM

When you parry melee opponents, you have a chance to disarm them as well.

**BENEFIT:** When your Hand-to-Hand defense (parry) successes exceed your opponent's melee attack successes, test your excess parry ✓ > Q to disarm that opponent. If successful, your opponent's weapon flings ✓ steps in any direction you choose.

**RESTRICTIONS:** Once you attempt to disarm, you may not use parry ✓ to contest other attacks until your next action.

### EXCELLENT GUARD

You are practiced at defending your allies.

**BENEFIT:** Boost guard attempts (see Hand-to-Hand skill on [Page 58](#)).

### FEND

Threaten opponents with a ranged or long-reach melee weapon (spear) to keep opponents away.

**BENEFIT:** Declare Fend action with standard weapon attack initiative. If someone moves toward you, into any space you can attack, you may interrupt their action with your own attack. If your attack succeeds, in addition to inflicting damage and batter, you make them stop moving and they lose their intended action.

**RESTRICTIONS:** Does not work against someone with greater range or Reach than you.

### LEAPING DODGE

You can defend yourself while leaping out of danger.

**REQUIREMENT:** Leaping 2+

**BENEFIT:** Declare Leaping Dodge as your action with Initiative Q, and choose your leaping destination. Then test Leaping to reach that new position. If you have more successes than you needed to accomplish the intended leap, you can use those successes to contest incoming attack successes.

### TUMBLING DODGE

Your tumbling evasion moves you nimbly around the battlefield.

**BENEFIT:** When evading, each time you successfully evade an attack, you may move one step in any direction. This is in addition to your normal movement.

### WEAPON STEAL

You can grab an opponent's weapon out of their hand when they attack.

**REQUIREMENT:** Disarm trick

**BENEFIT:** When you Disarm your opponent, you may grab and hold onto your opponent's weapon instead of letting it fly.

**RESTRICTION:** You must have enough empty hands to accommodate the weapon you steal.





## DOUBLE GUNNER (<GUNSLINGER)

You are proficient using two guns at the same time, unleashing potentially devastating firepower.

**PARENT SKILLS:** Gunslinger

**BENEFIT:** Add Double Gunner ranks to attacks with “dual”-rated gun(s).

**RESTRICTION:** You must be using two “dual”-rated guns at the same time to use any Double Gunner tricks. The benefit above still applies if you hold just one gun.

## TRICKS (CHOOSE ONE EACH RANK):

### ALTERNATING RELOAD

Reload one gun while shooting with the other.

**BENEFIT:** Automatic reload one gun while making a normal attack with the other.

**RESTRICTIONS:** This does not gain the benefit of Double Gunner.

### DROP SHOT

Shoot at both legs to make your target stumble or fall.

**BENEFIT:** Dual gun attack adds ✓ to batter effects.

## DUAL COMBINATION

You can combine Gunslinger tricks with Double Gunner into a tricky double shot.

**REQUIREMENT:** Double Gunner 2+

**BENEFIT:** Combine benefits of a Gunslinger trick you know with a Double Gunner trick you know, using both guns.

**EXAMPLES:** Split Shots + Hand Shot to disarm two different targets.

Misleading Shot + Ricochet Shot to shoot someone behind cover with -2 Defense modifier.

Alternating Reload + Pistol Whip to strike someone with one gun while reloading the other.

## MISLEADING SHOT

Make an opponent dodge one shot then follow-up with another in the direction they dodge.

**BENEFIT:** Gunplay > Defense-2, shooting both guns and thus spending two bullets to hit once.

## SPLIT SHOTS

Shoot at two different targets.

**BENEFIT:** Declare two targets. Dual-attack > the higher Defense. 2✓ hits both targets. 1✓ hits either one (attacker's choice).

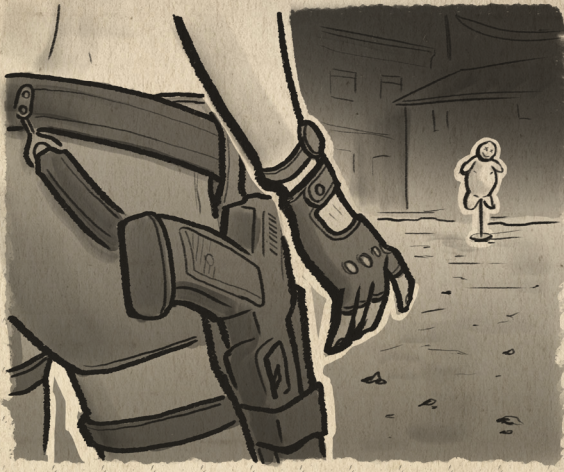
**RESTRICTIONS:** Evading targets complicate matters: If one target evades successfully, apply 1✓ to the other target before canceling extra successes. If both targets evade successfully, apply the less successful evasion successes first, then 1✓ to that target, then resolve the remaining target's evade.

## TWIN GUNNING

You are practiced at shooting both guns at the same time.

**BENEFIT:** Using two guns with Dual and Precise, you may divide your successes as desired between the two shots, potentially getting Precise damage benefit.





## GUNSLINGER (<GUNPLAY)

Gunslinger style excels in gunfights, gun duels, and shootouts.

**PARENT SKILLS:** Gunplay

**BENEFIT:** +1 Initiative bonus per rank, using guns.

**RESTRICTION:** Tricks and benefit require a firearm or similar weapon (e.g. crossbow) – anything that would reasonably use Gunplay skill. This does not work with thrown weapons, melee weapons, or heavy weapons.

## TRICKS (CHOOSE ONE EACH RANK):

### DEADEYE

Your aim is good enough to hit small stationary targets casually.

**BENEFIT:** *Automatically* shoot a small or narrow stationary target like a lever or rope. Doing so causes the lever to move (if not locked), the rope to break, etc.

**RESTRICTIONS:** The RM may request a Damage test to determine the effect, especially if the object is tough (like a chain instead of rope).

This trick provides no benefit when shooting living targets, or moving targets.

### GUNSPEAK

You may not be good with words, but your gun speaks volumes. Use your weapon to intimidate, taunt, or distract foes.

**BENEFIT:** *Substitute* Gunplay for Socializing to intimidate, taunt, or distract enemies.

## HAND SHOT †

Shoot your enemy's hand to make them let go of what they are holding.

**BENEFIT:** Declare Hand Shot as your attack, then test Gunplay > Defense, -1✓ (subtract one success). If still successful, regardless of damage, they let go (if possible). They drop what they are holding, or possibly fall from something they are hanging onto. If they are hanging with both hands, they may spend Grit to continue hanging with one hand (and prevent *Knockback*). You may opt to shoot the object they are holding instead of their hand, which will do no Wounds to them (but causes batter). This still causes them to let go.

## PISTOL WHIP

You are good at clobbering people with your gun.

**BENEFIT:** Hit someone with your gun as a Hand-to-Hand > Defense attack (Initiative Q). Damage is B, and add +✓ to batter.

## QUICK DRAW †

You can draw your weapon and attack in a flash.

**BENEFIT:** Draw your gun as a free action, and attack or threaten with -1 Initiative modifier this turn.

## RICOCET SHOT

You have a good instinct for bouncing bullets off of terrain to shoot behind cover.

**BENEFIT:** Declare Ricochet Shot as your attack, then test Gunslinger > Defense, -1✓ (subtract one success). If successful you ignore your target's cover benefit.

## SHOT COMBO

You can apply multiple tricks to a single shot.

**REQUIREMENT:** Gunslinger 3+

**BENEFIT:** *Combine* benefits of any two other Gunslinger tricks you know, at the same time.

**EXAMPLES:** Quick Draw + Gunkspeak to draw your gun and intimidate an opponent.

Ricochet Shot + Hand Shot, to disarm an opponent hiding behind cover. Note that these together penalize -2✓



## KUNG FU (<HAND-TO-HAND)

This combat style applies hard-hitting unarmed attacks. There are many variations on kung fu styles. Choose the tricks that represent the key features of your style.

**PARENT SKILLS:** Hand-to-Hand

**BENEFIT:** *Include Kung Fu ranks for unarmed Hand-to-Hand actions (attack or defense).*

**RESTRICTION:** All benefits and tricks only apply to unarmed combat.

## TRICKS (CHOOSE ONE EACH RANK):

### BREAKING BLOW

You can break objects with your bare hands.

**BENEFIT:** Test Brawn + Kung Fu > object's durability, to damage or break it. If you fail spend Grit or else suffer 1 Wound. You may auto-succeed if your competence is high enough.

### DISARM

When you parry melee opponents, you have a chance to disarm them as well.

**BENEFIT:** When your Hand-to-Hand defense (parry) successes exceed your opponent's melee attack successes, test your excess parry ✓ > Q to disarm that opponent. If successful, your opponent's weapon flings ✓ steps in any direction you choose.

**RESTRICTIONS:** Once you attempt to disarm, you may not use parry ✓ to contest other attacks until your next action.

### FIST FLURRY

You strike many times in a battering flurry of blows.

**BENEFIT:** Add your Kung Fu ranks to the batter from your unarmed attack.

### FLYING ATTACK

Leap forward to attack someone across the room.

**BENEFIT:** Declare this attack (Initiative Q-1) against an opponent within Q + Kung Fu steps of movement (and at least 2 steps away from you). Move to the opponent and attack (Hand-to-Hand > Defense) for ✓+1 Damage.

### KUNG FU ATTACK

You punch and kick with masterful precision.

**BENEFIT:** *Boost Hand-to-Hand unarmed attacks. This automatically combines with Flying Attack and Fist Flurry.*

**RESTRICTIONS:** To apply this benefit to Disarm or Opportunity Strike, you must use Kung Fu Combination.

### KUNG FU BLOCK

You defend against melee attacks with great reliability.

**BENEFIT:** *Boost Hand-to-Hand unarmed defense (parry). Even though you are unarmed you can parry armed attacks. This automatically combines with Disarm and Opportunity Strike.*

### KUNG FU COMBINATION

You can combine multiple tricks into a single deadly strike.

**REQUIREMENT:** Kung Fu 3+

**BENEFIT:** *Combine benefits of any two other Kung Fu tricks you know, at the same time. If you combine attacks with defenses they must follow the pattern of "if your defense ✓ exceed the attacker's, then attack."*

**EXAMPLES:** Disarm + Opportunity Strike to parry attacks and then unleash a harmful strike that also disarms your foe.

Opportunity Strike + Fist Flurry to parry attacks and then unleash a battering flurry of blows.

Disarm + Breaking Blow to attempt to break the attacker's weapon as they attack you.

### OPPORTUNITY STRIKE

You can strike back at those who attack you, while defending yourself from their attacks.

**BENEFIT:** When you succeed at Hand-to-Hand defense (parry or Kung Fu Block) against a melee attack, if you exceed their attack by 2 or more successes you hit them for B-1 damage, and can continue to defend yourself. If you exceed their attack by just 1✓ you may choose to strike them or to continue defending. If you tie them, or lose, you can do neither.





## TRICK THROWER (<THROWING)

You have a good feel for how thrown objects move, giving you advantages when throwing to attack.

**PARENT SKILLS:** Throwing

**BENEFIT:** +1 Initiative bonus per rank (when throwing).

**RESTRICTION:** Benefits and tricks only apply for direct throwing/catching with your hands – not swatting or slinging.

## TRICKS (CHOOSE ONE EACH RANK):

### COMBINATION THROW

You can combine multiple tricks into a single astounding throw.

**REQUIREMENT:** Trick Thrower 3+

**BENEFIT:** Combine benefits of any two other Trick Thrower tricks you know, into a single action

**RESTRICTION:** The tricks you combine must reasonably constitute a single action. For example, Hand Shot and Safe Catch don't work together.

## HAND SHOT †

Throw at your enemy's hand to make them let go of what they are holding.

**BENEFIT:** Declare Hand Shot as your attack, then test Throwing > Defense, -1✓ (subtract one success). If still successful, regardless of damage, they let go (if possible). This causes them to drop what they are holding, or possibly fall from something they are hanging onto. If they are hanging with both hands, they may spend Grit to continue hanging with one hand (and prevent any knockback effect).

You may opt to shoot the object they are holding instead of their hand, which will do no Wounds to them (but causes batter). This still causes them to let go.

## HIGH ARC

Throw up and over cover that someone is hiding behind.

**BENEFIT:** Using normal throw attack vs defense, you can hit someone behind low cover and ignore their cover bonus.

**RESTRICTION:** This assumes that throwing over the cover is possible. If there is a roof or other "above" cover in the way, they get that cover instead.

## QUICK DRAW †

You can throw your weapon while pulling it from its sheath.

**BENEFIT:** Draw your weapon as a free action, and throw it with -1 Initiative modifier this turn.

**REQUIREMENT:** This weapon must be carried on your person – not in a backpack.

## SAFE CATCH

You easily catch things thrown at you.

**BENEFIT:** Boost Throwing tests to safely catch objects thrown at you.



### SPLIT THROW

Throw two weapons at one or two different targets.

**BENEFIT:** Declare two targets (or the same target twice). Dual-attack > the higher Defense. 2✓ hits both targets. 1✓ hits either one (attacker's choice).

**RESTRICTIONS:** Requires holding two Dual-rated throwing weapons.

Evading targets complicate matters: If one target evades successfully, apply 1✓ to the other target before canceling extra successes. If both targets evade successfully, apply the less successful evasion successes first, then 1✓ to that target, then resolve the remaining target's evade.

### THROW SEQUENCE

You can perform two tricks in rapid sequence, or simultaneously.

**REQUIREMENT:** *Trick Thrower 3+*

**BENEFIT:** Perform two other Trick Thrower tricks you know (or normal throw/catch), as a single action using two tests with -1> each. Use the worst initiative rating of the two actions.

**RESTRICTIONS:** If you combine two attacks in sequence, you must have two Dual-rated weapons in hand.

### TARGET THROW

Your aim is good enough to hit small stationary targets casually.

**BENEFIT:** *Automatically* throw and hit a small or narrow stationary target like a lever or rope. Doing so causes the lever to move (if not locked), the rope to break, etc.

**RESTRICTIONS:** The RM may request a Damage test to determine the effect, especially if the object is tough (like a chain instead of rope).

This trick provides no benefit when targeting living targets, or moving targets.

### THROW ANYTHING

You can throw objects accurately even if they aren't balanced for throwing.

**BENEFIT:** Throw any object up to 1 bulk, at Short range, for B Damage.

**RESTRICTIONS:** The RM may modify the Damage or deny a throw based on the object in question. For example, if you throw a blanket it won't do any damage but might restrain the target briefly.



# Craft Advanced Skills

Gadgetry skills open up more advanced crafts to improve weapons, armor, and other gear, or to engineer unorthodox solutions to problems in the field. Like regular engineering, gadgetry skills usually require tools and materials as discussed on [Page 61](#). Every rank in a gadgetry skill gives you a new trick.

## INVENTING NEW GADGETS

Sometimes the tomb raider will want to make something fairly elaborate, powerful, or specialized using one of their advanced skills. Most invention works in very similar ways, rated by the invention's *complexity*, *cost*, and *power* consumption.

### COMPLEXITY

*Complexity* measures how hard it is to design and build the device. Projects above Complexity 4 will often fail. Since making gadgets requires tools and materials, it may be nearly impossible to make new things in the field... unless you have the right combination of tricks and tools!

For a quick invention, use complexity from the craft rules ([Page 61](#)), modified by how strange or elaborate the device's functions are.

### COST

*Cost* is how much material and effort it takes to build it – based on how many components you need to put together, or how many different things it does.

This roughly translates into the number of successes you need to accumulate when building it, but also may mean literal cost in terms of materials or money needed.

This may affect the crafting materials penalty: if the cost is much higher than what you have available, you simply cannot build it until you get better materials.

### POWER

*Power* is a crude representation of how much energy it needs to function. If you cannot supply enough power, your invention will work weakly, or not at all. Ideally you should try to build in a power source as you make it.

In general, power rating comes from the gadget's effectiveness (such as Damage rating), or how big it is (Brawn equivalent).

## DESIGNING THE GADGET

If your gadget doesn't do anything strange or innovative,

you may not need a test to design it. For example, building a crude gun from a pipe and spring-loaded firing pin.

If you are trying to invent things that nobody has seen before, or that are cutting-edge tech, you may need a Science > Complexity test (or possibly some other skill) to invent it. This test doesn't suffer the tools and materials penalties, since you aren't actually building it.

The design process takes time, similar to Research ([Page 78](#)): 12 hours divided by ✓. Alternately, you may set aside some of your ✓ to act as *assists* when building the gadget; when you do so, those ✓ don't reduce the design time.

## ASSEMBLING THE GADGET

Making the gadget is the hardest part. It requires a skill roll (the skill most closely associated with your invention) > Complexity, plus possible tools and materials penalties.

You need to accumulate ✓ equal to the Cost of the invention over one or more rolls. Each roll takes about a day. If you fail any of these rolls, you cannot complete your gadget. It's just too difficult or something goes wrong. The materials are damaged. You can't even start over unless you find a way to improve the situation, such as finding better tools, more materials, or some improved working conditions.

As with Research, you can use extra ✓ to reduce the time. With each roll you can decide how many ✓ apply toward Cost, and how many toward reducing the time.

## USING THE GADGET

Once completed, most inventions require some sort of skill to operate, unless they operate themselves automatically (like a robot), or the RM judges the situation simple enough.

The operating skill depends on the gadget's form, function, purpose. It might be Gunplay or Heavy Weapons, or possibly Tech, or any of the various craft skills. The RM may specify the skill, or may allow the player to specify based on how they design it.

Most field-made gadgets are very fragile, and may break with each use – or at least with any failed use. The RM may use her judgment to decide how often or how easily a device breaks.





## FIELD MECHANIC (<REPAIR)

This skill represents experience at dealing with equipment problems far from the usual workshop. A field mechanic is especially good at improvising the tools and materials needed to get the job done. This may include using chewing gum instead of a proper sealant, or popsicle sticks for structural support. The world is your tool-box!

**PARENT SKILLS:** Science

**BENEFIT:** Include Field Mechanic ranks for Repair tests made outside of a workshop.

**RESTRICTION:** Tricks that reduce penalties cannot reduce the penalty below +0 – that is: they do not provide any benefit bonus under ideal working conditions.

## TRICKS (CHOOSE ONE EACH RANK):

### ACTION REPAIRMAN

You can keep your wits and coordination about you even in chaotic situations – like fixing an airplane in flight or building a gadget on a storm-tossed ship.

**BENEFIT:** Reduce movement and distraction penalties for an engineering challenge by >2.

### ALL-WEATHER REPAIRMAN

You are accustomed to working in poor conditions: darkness, rain, mud, etc.

**BENEFIT:** Reduce weather and environmental penalties for the engineering challenge by >2.

### IMPROVISED MATERIALS

You turn junk into useful building materials.

**BENEFIT:** If the RM tells you that you don't have enough crafting materials to attempt your crafting roll, you can sacrifice any item of gear to count as *barely passable* crafting materials.

### IMPROVISED TOOLS

You see tools where others see problems.

**BENEFIT:** Reduce the *crafting tools* penalty for the engineering challenge by >1.

**RESTRICTION:** This has no benefit if there is no penalty.

### JUNK WHISPERER

You have a knack for bringing dead machinery back to life. You might need to hotwire in a new power source, but you can probably get a little bit of activity out of anything that ever worked.

**BENEFIT:** Test Repair to get a recently-defunct device to work just a little longer. You get one use per ✓ rolled, up to 10 minutes per ✓ of continuous use. You can spend Mettle to attempt repairs on something the RM claims is beyond repair.

**RESTRICTION:** Repair > Complexity + Materials + Tools, etc.

This does not work on ancient mysteries or Mys-Tech devices.





## IMPROVISATIONAL ENGINEERING (<ELECTRONICS, <MECHANICS)

A broad engineering knowledge base provides the foundation for building devices out of whatever is handy. This skill allows an engineer to handle unusual circumstances and limited materials well.

**PARENT SKILLS:** Electronics, Mechanics

**BENEFIT:** *Include* Improvisational Engineering ranks in any crafting roll you make outside of a proper workshop.

**RESTRICTION:** Tricks that reduce penalties cannot reduce the penalty below +0 – that is: they do not provide any benefit bonus under ideal working conditions.

## TRICKS (CHOOSE ONE EACH RANK):

### IMPROVISED MATERIALS

You turn junk into useful building materials.

**BENEFIT:** If the RM tells you that you don't have enough crafting materials to attempt your crafting roll, you can sacrifice any item of gear to count as *barely passable* crafting materials.

### IMPROVISED TOOLS

You see tools where others see problems.

**BENEFIT:** Reduce the *crafting tools* penalty for the engineering challenge by >-1.

**RESTRICTION:** This has no benefit if there is no penalty.

### PRACTICAL SCIENTIST

Even without formal science training, your understanding of how things work lets you intuit scientific ideas.

**BENEFIT:** *Substitute* Improvisational Engineering for Science tests relating to material-based physical sciences: physics, chemistry, optics (not biology or astronomy).

### PRACTICAL TECHIE

You know enough about machinery that you can figure out how to operate even complex machines with just a little bit of experimentation.

**BENEFIT:** *Substitute* Improvisational Engineering for Tech to operate machinery based on electronic or mechanical systems.

### SEEING SOLUTIONS

Sometimes just looking around the room will provide you with ideas on how to solve your current problem.

**BENEFIT:** *Automatically* gain a clue about one particular engineering problem/obstacle (such as "how to escape the room"). Your solution may require some engineering work.

**RESTRICTION:** You can only gain one clue per obstacle, puzzle, room, trap, etc.





## INFILTRATION (<SECURITY)

You excel at breaking through locks, alarms, and traps, to get into or out of secure areas. This might be due to a background in burglary, espionage, or security system installation.

**PARENT SKILLS:** Security

**BENEFIT:** *Include* Infiltration ranks for any test when you interact with a lock, alarm, and trap.

**RESTRICTION:** “Interact with” means you are aware of it and doing something deliberate to manipulate it. Searching for traps does not count.

## TRICKS (CHOOSE ONE EACH RANK):

### COMPUTER INFILTRATOR

Your talent for breaking in extends to the world of computer hacking.

**BENEFIT:** *Substitute* Security for Tech when breaking computerized security.

### DISARM

You are an expert at dismantling security devices (traps and alarms).

**BENEFIT:** *Boost* tests (Security, Mechanics, Electronics) to disable an alarm or trap.

### HOTWIRE

You are accustomed to experimenting with live wires.

**BENEFIT:** *Ease* tests (Security, Electronics) involving electronic security systems.

### LOCKSMITH

You have a knack for opening locks.

**BENEFIT:** *Boost* tests (Security, Mechanics, Electronics) to manipulate a lock or lock-related security devices.

### SPOT TRAPS

Your instinct for self-preservation makes you adept at spotting dangerous traps before springing them.

**BENEFIT:** *Automatically* spot any trap with concealment rating less than your Infiltration skill, right before you trigger it. Be sure to remind the RM of this trick periodically, or right when she announces a trap.

*Boost* tests (Security, Construction, Searching, etc.) to actively look for traps or to study their mechanisms.

**RESTRICTION:** The passive trap detection does not help you spot a trap that someone else is about to spring.

### TRAP-TRIPPER’S REFLEXES

You have had enough close calls in the past to build up a reflex for escaping traps.

**REQUIREMENT:** *Evasion 2+*

**BENEFIT:** When a trap goes off, declare this trick and test *Evasion* > 3. Subtract your successes from the trap’s “attack” against you.

### TRAPPER

You know how to set traps without hurting yourself, and can make a trap out of almost anything.

**BENEFIT:** *Ease* tests to build or repair a trap.





## MASONIC ARCHITECTURE (<CONSTRUCTION)

Masonic architecture is knowledge of construction secrets that have been passed down for millennia by secret societies of architects and masons. Specifically, this covers the construction of secret passages and doors, hallways that deceive the eye, walls and columns that convey secret messages, and elaborate moving construction. This knowledge can be useful for building such things, but in tomb raiding it is also helpful to recognize and operate them.

**PARENT SKILLS:** Construction

**BENEFIT:** *Include* Masonic Architecture ranks in any test to analyze or gain clues about a structure built with tricks or secrets.

## TRICKS (CHOOSE ONE REACH RANK):

### DECEPTIVE CONSTRUCTION

Secret masons use tricks of perspective, light and shadow, or shapes, to give false impressions or reveal secret information to those clever enough to spot the secret.

**BENEFIT:** *Automatically* recognize deceptive construction in your area. Unless the nature of the deception is simple, you still need to make some sort of test to understand it.

*Ease* Construction tests to analyze the deception, or to design deceptive construction elements.

**RESTRICTION:** This does not necessarily help with secret doors, traps, or anything with moving parts — it's about static architecture that tricks the eye or creates an illusion with tricks of light.

**EXAMPLES:** A hallway sculpted or painted to look longer than it really is.

## LABYRINTHS

Labyrinths are designed to confuse or confound those who do not know their navigation secrets — but the people who build them usually include some sort of rules or clues to help the right people get through. You know several methods of getting through labyrinths efficiently.

**BENEFIT:** *Ease* tests to find your way through a maze quickly or to explore it methodically.

*Automatically* backtrack to a prior location in the maze, as long as the path has not changed.

**RESTRICTION:** Thorough exploration takes time, depending on the size of the maze and your ✓.

## SECRET DOORS

The best builders could conceal doors so well that no one could find them without knowing where they are. Your knowledge of their construction methods gives you a better chance.

**BENEFIT:** *Ease* tests to spot, manipulate, or build secret doors and panels.

## STONE TRAPS

You know the methods ancient builders used to conceal dangerous traps and alarms in floors, walls, ceilings, and doors.

**BENEFIT:** *Ease* tests (Searching, Construction, Security) to spot, arm, disarm, set, or build a trap made as part of a larger construction. Although this trick is called “stone traps” it applies to traps made of wood or metal as well.

**RESTRICTION:** This does not help with traps that are added afterwards, or placed in natural areas (triplines, snares, etc.).

**EXAMPLES::** Pressure plates, pits, murder holes.

## STRUCTURAL TRANSFORMATIONS

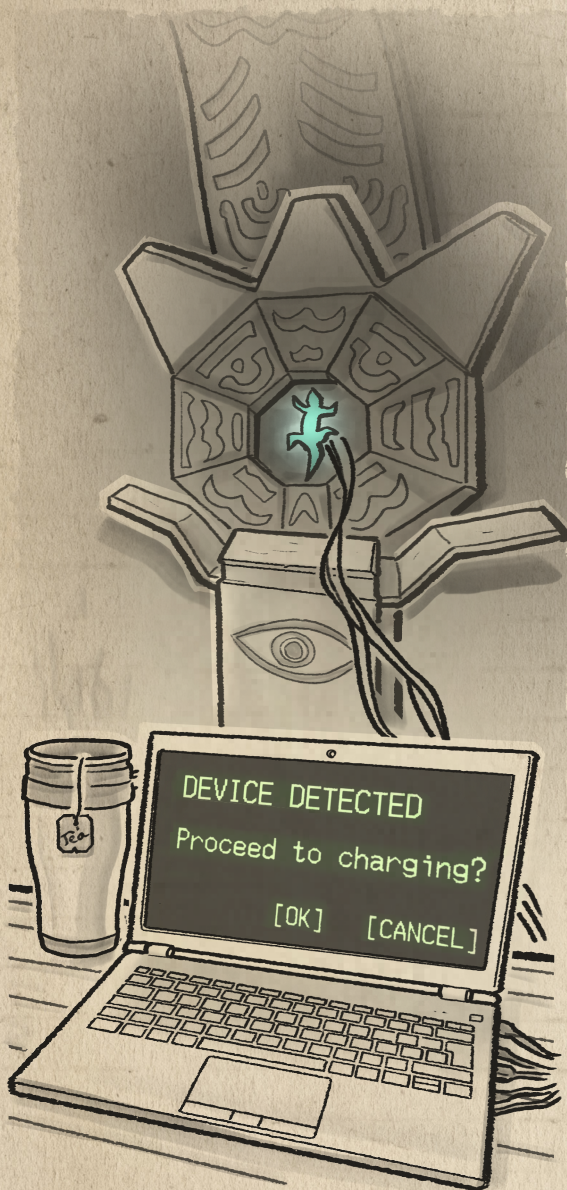
Ancient architects could engineer large structures that move or change shape, sometimes using very simple machinery.

**BENEFIT:** *Ease* Construction tests to recognize, analyze, design, or build large moving structures, such as to predict how a structure will move.

**EXAMPLES:** A ceiling that lowers.

A tilting passage.





## POWER PLAY (<ELECTRONICS)

This advanced electronics knowledge focuses on working with power sources — to find or make electricity far from the grid.

**PARENT SKILLS:** Electronics

**BENEFIT:** *Include Power Play ranks in tests to repair, adapt, or modify a standard modern power supply.*

The Complexity of a power source is relative to how much power it generates, but the Materials penalty can be quite high if you don't have some sort of battery or generator handy.

### POWER SOURCE COMPLEXITY:

**>1:** Minimal Power, enough to light an LED or power a watch. Equivalent to a potato battery.

- >2:** Low Power, such as household batteries or hand-cranked radios use.
- >3:** Standard Power, equivalent to a car battery or enough to run a household appliance.
- >4:** High Power, roughly equivalent to the output of a gas-powered generator.
- >5:** Serious Power, such as that produced by industrial generators.

## TRICKS (CHOOSE ONE EACH RANK):

### CRANK THE JUICE

You know several ways to boost or generate electrical power, including mechanical and chemical power generation.

**BENEFIT:** *Ease tests to boost or generate electricity.*

### ENERGY READINGS

You have various methods to detect and measure power — even without proper tools.

**BENEFIT:** *Automatically* assess whether something you examine is generating power, even if it's not electrical power.

*Automatically* determine the approximate power level of a power source if you have an appropriate toolkit.

**RESTRICTION:** You must check — that is: you must tell the RM that you are looking for power sources.

### JUICE THE CRANK

You use power sources to perform mechanical work.

**BENEFIT:** *Boost* Mechanics tests to move, turn, or pry objects using some energetic power source.

### LIGHTWORKS

You have expertise at creating light from simple materials, and at focusing and redirecting light.

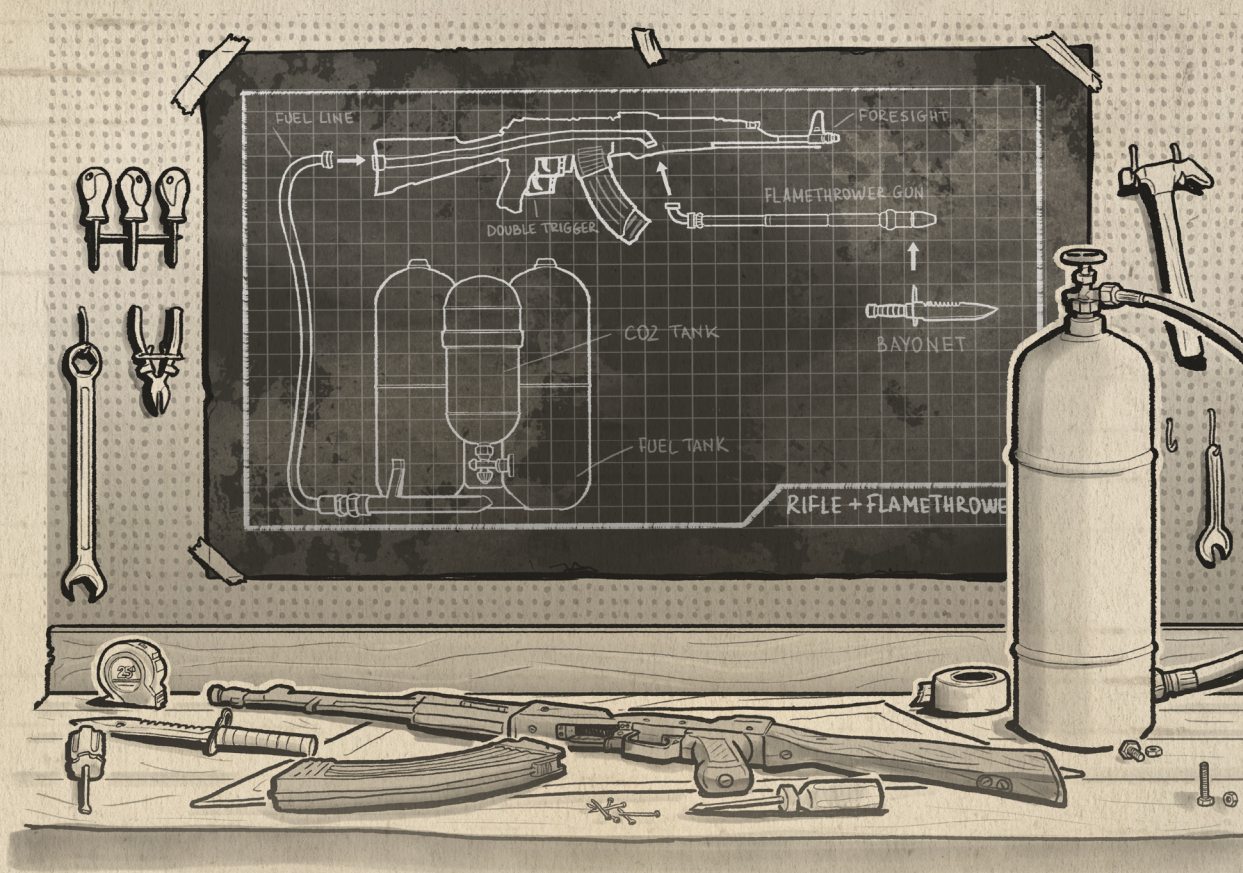
**BENEFITS:** *Ease* attempts to manipulate or create light.

### SAFETY FIRST

You instinctively follow safe practices with power sources.

**BENEFITS:** *Ease* your saving rolls in response to failed Electronic tests.





## WEAPON CRAFT (<MECHANICS)

Many tomb raiders quickly decide that their off-the-shelf weaponry doesn't quite suit their needs. Weapon Craft skill covers the design and construction of custom weaponry using known technologies.

**PARENT SKILLS:** Mechanics

**BENEFIT:** Add Weapon Craft ranks to the ✓ used to reduce crafting time for weapons, even if you fail.

**RESTRICTION:** Weapon Craft ranks do not affect the success of the modifications, just how much time it takes.

## TRICKS (CHOOSE ONE REACH RANK):

### CHEMICAL SYSTEMS

You know how to incorporate dangerous chemicals into weapons without hurting yourself.

**BENEFIT:** Allows modifying or making weapons that incorporate chemical components beyond gunpowder: flamethrowers, grenades, acid, poison, etc.

**RESTRICTION:** This does not grant knowledge of how to create the chemicals. That comes from Science and Chemistry skills. Without those skills, you can only use chemicals that have already been prepared.

Attempting to modify chemical weapons without this trick means that failure always releases the chemical effect in a bad way.

### COMPONENTIZATION

This trick allows you to design and build your gadgets such that they can be taken apart and reassembled, quickly and easily.

**BENEFIT:** Allows building gadgets as pieces that do not work separately, but assemble into a final working whole. You may build each piece as individual, smaller projects.

**RESTRICTION:** Individual components do little or nothing until assembled into the greater machine. The RM may allow some alternate or limited use of the parts.



## INTEGRATION

Integration is the ability to combine several different gadgets into an efficient whole, and make all the parts work together.

**BENEFIT:** *Allows building gadgets that include or interact with other types of gadgets in a sophisticated way.*

*Allows building a gadget in a more deliberate way that takes longer but is easier: Apply  $>T$  Complexity and  $x(T+1)$  time multiplier ( $T$  limited by Weapon Craft ranks).*

**RESTRICTION:** Without this trick, the most your device can do is operate the other gadget poorly, slowly, or indirectly.

**EXAMPLES:** A trap-machine that fires a crossbow and then reloads it. Without integration you might be able to fire a crossbow, but it would quickly become misaligned and need repairs.

## GUNSMITHING

You are practiced in making and modifying traditional firearms.

**BENEFIT:** *Boost crafting rolls to evaluate, design, build, repair, or modify firearms and related technologies (silencers, flash suppressors, laser sights).*

**RESTRICTION:** This applies to guns based on common and well-known technologies (gunpowder or pneumatic force behind an expended ammunition payload).

## MOTORIZED WEAPONS

This trick covers weapons that use electrical or gas-powered motors to move the parts — chainsaws, buzzsaws, and mini-guns all require motors to function.

**REQUIREMENT:** Weapon Dynamics trick

**BENEFIT:** *Ease tests to evaluate, design, build, repair, or modify motorized weapons.*

## SCHEMATICS

You can write down or draw instructions on how to build and operate your device.

**BENEFIT:** *Allows making a written schematic that enables others to build and operate your device without your help.*

*The schematic provides one assist to whoever works from it (including you).*

**RESTRICTIONS:** The person building from your schematic uses their own crafting skills, plus your assist.

This can be done as part of the design phase of your project (without an extra roll), if you get at least 2 ✓. Doing so uses up 1 ✓ (not used to reduce time). Done separately (or skipping design), schematic takes 12 hours divided by Weapon Craft skill (or whichever gadgetry skill you are using).

Without this trick, it's not that you can't draw or write, it's that you can't express your idea well enough to get any benefit out of it. It's too confusing and complicated because you don't know how to express and organize the instructions.

## WEAPON DYNAMICS

This trick improves your ability to craft weapons that flex or move: switchblades, whips, chain weapons, bolas, bows, and crossbows.

**BENEFIT:** *Boost crafting rolls to evaluate, design, build, repair, or modify weapons with moving or flexing parts.*

## WEAPONSMITHING

This specialty covers weapons with no moving parts: swords, maces, clubs, axes, knives, spears, arrows, and so on.

**BENEFIT:** *Boost crafting rolls to evaluate, design, build, repair, or modify rigid weapons.*



## MAKING AND MODIFYING WEAPONS:

First, review the Inventing New Gadgets rules above ([Page 100](#)). The RM can choose whether she prefers to use the simple complexity, cost, and power rules above or the detailed rules that follow.

Designing weapons only requires a test on the weapon if it is trying to innovate or improve on the standard weapon stats. This might be a Mechanics > Complexity test, or it might use Science >.

Building the weapon usually uses Mechanics > Complexity. When building a standard weapon from the weaponry table (see [Page 36](#)) just use the weapon type complexity and cost listed in the first chart below. The rest of the chart helps when trying to improve upon the standard designs.

Using the weapon usually uses a battle skill based on its design: Gunplay, Hand-to-Hand, Throwing, or Heavy Weapons. The appropriate skill should be fairly obvious based on the weapons' description and features.

## WEAPON DESIGN GUIDELINES: COMPLEXITY, COST, POWER

| WEAPON TYPE  | COMPLEXITY | COST | POWER | NOTES   |
|--------------|------------|------|-------|---|
| Simple Hand  | > 1        | 1    |       | A weapon with no moving parts, hand-held or thrown (knife).     |
| Dynamic Hand | > 2        | 1    |       | A weapon with some flex or movement (bow, flail).               |
| Gun-Like     | > 3        | 1    |       | Most firearms, anything with trigger and ammunition (crossbow). |
| Grenade-Like | > 3        | 1    |       | Anything that uses a chemical reaction and/or delay timer.      |
| Motorized    | > 4        | 2    | 1     | Chainsaws, miniguns — anything running on a motor.              |

| COMPONENTS       | COMPLEXITY | COST      |  | NOTES   |
|------------------|------------|-----------|--|---|
| Deliberate Build | > -1 per T | (special) |  | <i>Integration</i> trick allows building in a way that's easier but slow. |
| Disassemble      | > +1       | +1        |  | Componentization allows easy (dis-) assemble from parts.                  |
| Integrate        | > +1 per   | 0         |  | Integration allows combining features (e.g. bayonet on a rifle).          |

| IMPROVEMENTS         | COMPLEXITY   | COST    |  | NOTES  |
|----------------------|--------------|---------|--|--|
| <b>Hand Weapon:</b>  |              |         |  | Melee and thrown weapons whose force is delivered by muscle. |
| +1 Damage            | > +2         | 0       |  | Make a weapon heavier, sharper, or shaped for more damage.   |
| +1 Initiative        | > +2         | 0       |  | Tune a weapon's balance for faster use.                      |
| +1 Reach             | > +1         | +1      |  | Make a weapon (with Reach) even longer.                      |
| +Throw               | > +2         | 0       |  | Balance a melee weapon to be thrown with Short range.        |
| <b>Bow/Crossbow:</b> |              |         |  | Bows and crossbows.  |
| +1 Damage            | > +2         | 0       |  | Increase tension materials for improved power.               |
| +1 Initiative        | > +2         | 0       |  | Improve grips and weapon geometry for easier draw.           |
| <b>Gun Weapon:</b>   |              |         |  | Firearms and gun-like heavy weapons (machine gun, minigun).  |
| +1 Damage            | > +2         | 0       |  | Improved precision and accuracy allows deadlier shots.       |
| +1 Initiative        | > +2         | 0       |  | Improved recoil compensation allows faster firing.           |
| <b>Miscellaneous</b> | > +1 or > +2 | 0 or +1 |  | The RM may allow other improvements that make sense.         |

| AMMUNITION  | COMPLEXITY | COST |  | NOTES  |
|-------------|------------|------|--|--|
| Projectiles | > 1        | 1 ea |  | Arrows, crossbow bolts, darts for blowgun, etc.  |
| Bullets     | > 3        | 1 ea |  | Bullets require precision craftsmanship and gunpowder.   |
| Gunpowder   | > 3        | 1    |  | Chemical Systems trick allows you to make your own gunpowder. 1 cost makes enough for 1/2# or 1 clip/box of ammo for a standard firearm. |



## Exploration Advanced Skills



### CRIMECRAFT (<STEALTH)

You apply your sneakiness to stealthy crimes such as pickpocketing and burglary.

**PARENT SKILLS:** Stealth

**BENEFIT:** +1 Initiative bonus per Crimecraft rank, for actions involving stealth.

**EXAMPLE:** With the initiative bonus, you may be able to sneak away or hide before your enemies can attack you.

Stealth normally uses Initiative Q.

### TRICKS (CHOOSE ONE EACH RANK):

#### CONCEAL

You know how to hide objects, either on yourself or in a room, to make it harder for others to find them.

**BENEFIT:** When you conceal an object, *automatically* increase searcher's Challenge by >+2.

**RESTRICTION:** Searches test Searching > your Cleverness (>C+2 with this trick), with a penalty for trying to hide large, loud, or active objects. Conceal large objects with >-1 per bulk unit.

#### FILCH

You are good at taking small objects without anyone noticing. This might mean picking a pocket, shoplifting, or just palming something off a table.

**BENEFIT:** *Boost* tests (Stealth) to take something unnoticed.

**RESTRICTION:** Someone watching you or the object contests your result using Observation > your Q, to notice what you did.

#### HIDE

You know how to find good hiding places and stay still.

**BENEFIT:** *Boost* Stealth tests when you stay put.

### RANSACK

You search an area thoroughly, making a mess.

**BENEFIT:** *Boost* Searching tests when you are willing to make a mess of the area.

**RESTRICTION:** "Making a mess" means that it's easy to recognize that someone was here, searching.

### SNEAK

You are adept at being stealthy while moving, even during athletic traversal like climbing and leaping.

**BENEFIT:** *Allows* testing both actions (Stealth and traversal) without penalty.

If you auto-succeed or don't need to test a traversal action, *boost* your Stealth test.

**RESTRICTION:** Without this trick, both actions are at -1> penalty.

This does not apply if you are not moving using Balancing, Climbing, Evasion, Leaping, Swimming, or Swinging. The RM may permit other uses.

### STEALTHY TINKERING

You can be stealthy when tinkering with objects, such as opening locks or hotwiring a car.

**BENEFIT:** *Allows* testing both actions (Stealth and crafts) without penalty.

If you automatically succeed at the craft action, *boost* your Stealth test.

**RESTRICTION:** Without this trick, each action is at -1> penalty.

This trick does not apply if you are not tinkering with an object, using Stealth with craft skills or Tech. The RM may permit other uses.

### EXAMPLE FILCH CHALLENGE GUIDELINES

|                                       |      |  |
|---------------------------------------|------|--|
| Object on a Person, or being watched: | > P  | taking a key-ring from a guard           |
| Object out by itself:                 | > 2  | taking it from a wall hook               |
| Object amidst clutter:                | > 1  | taking a trinket from a merchant's stall |
| Tiny Object:                          | > -1 | coin, key                                |
| Hand-Sized:                           | > +0 | wallet, grenade                          |
| Forearm-Sized:                        | > +1 | knife, gun                               |
| Arm/Jacket-Sized:                     | > +2 | sword, purse                             |
| Trenchcoat-Sized:                     | > +3 | shotgun, backpack                        |





## EYE FOR DETAIL (<OBSERVATION)

You notice minor things that other people miss.

**PARENT SKILLS:** Observation

**BENEFIT:** *Include* Eye for Detail ranks in tests (Observation, Searching, or Eye for Detail tricks) to find clues.

## TRICKS (CHOOSE ONE EACH RANK):

### IDENTIFY PERSON

You can tell a lot about a person by noticing details about their body language and clothing.

**BENEFIT:** Test Observation > someone's Will\*, to gain clues about their personality or identify from a quick examination. If you have heard about them but never seen them, even 1 ✓ is enough for you to recognize that this is the person you've heard about (or not).

**RESTRICTION:** \* > Will+1 for people with the Mystery talent, as described on [Page 27](#).

Someone attempting disguise, con, acting, or similar subterfuge can fool you. Whoever has the most ✓ wins.

### LIE DETECTOR

You spot the signs of someone who is lying or being evasive, even if they are not talking to you.

**BENEFIT:** *Substitute* Observation (for Socializing) > C, to recognize that someone is lying. With enough ✓ you can even tell "how truthful" they are being.

**RESTRICTION:** This does not reveal the incorrectness of someone who believes what they are saying is true.

**EXAMPLES:** How truthful? Omitting details, talking around the truth, twisting the facts, making things up.

## SPOT AMBUSH

You are especially aware of the dangers of people or animals preparing to attack.

**BENEFIT:** You have an effective +1 Perception to notice a stealth attack or ambush directed at you.

*Boost* tests (Searching, Tactics, etc.) when you actively look for signs of an ambush in the area, or more information about the ambush.

## SPOT HAZARDS

You are instinctively wary of natural dangers and unstable workmanship.

**BENEFIT:** *Automatically* spot any hazard with concealment rating less than your Eye for Detail skill, right before you step into it. Be sure to remind the RM of this trick periodically, or right when she announces a hazard.

*Boost* tests (Navigation, Searching, etc.) to actively look for hazards and ways to avoid them.

**RESTRICTION:** The passive hazard detection does not help you spot danger that someone else is about to step into.

## SPOT TRAPS

Your keen eye for out-of-place details makes you adept at spotting dangerous traps before springing them.

**BENEFIT:** *Automatically* spot any trap with concealment rating less than your Eye for Detail skill, right before you trigger it. Be sure to remind the RM of this trick periodically, or right when she announces a trap.

*Boost* tests (Security, Construction, Searching, etc.) to actively look for traps or to study their mechanisms.

**RESTRICTION:** The passive trap detection does not help you spot a trap that someone else is about to spring.





## FIELD SURGERY (<MEDIC)

You are adept at dealing with injuries in the middle of nowhere. Field surgery is useful for tomb raiders since most of their injuries occur far from a hospital.

**PARENT SKILLS:** Medic

**BENEFIT:** *Include Field Surgery ranks in Medic tests to bandage wounds shortly after they occur.*

**RESTRICTION:** You cannot combine bonuses from Bites, Blunt Trauma, Bullet Wounds, and Stabilization in a single roll even if your patient suffers from multiple types of injuries. Other tricks can combine bonuses as outlined in the trick benefits.

## TRICKS (CHOOSE ONE EACH RANK):

### BITES

You know the best way to treat bites from animals.

**BENEFIT:** *Boost Medic tests when your patient's wound comes from a bite.*

### BLUNT TRAUMA

You specialize in treating wounds from falls and bashing injuries.

**BENEFIT:** *Boost Medic tests to treat someone who fell or was crushed, or hit with blunt weapons.*

### BULLET WOUNDS

You know exactly what to do when someone has been shot.

**BENEFIT:** *Boost Medic tests when treating someone suffering from a gunshot wound.*

## COMBAT MEDIC

You can treat patients in the middle of combat.

**BENEFIT:** When you are attempting to bandage someone during combat (see [Page 65](#)), your Defense is Q-1 (instead of O). Your patient is treated as having Cover +2.

## FIELD STERILIZATION

You are attentive to possible infections, and can reduce the chance of getting one even in filthy situations.

**BENEFIT:** *Ease Medic tests to bandage wounds or treat infection. This combines with other Field Surgery tricks.*

## NATURAL REMEDIES

You can recognize useful moss, herbs, and other alternative medical equipment in natural environments.

**BENEFIT:** In a wild area, test Searching with challenge based on the environment:

Desert/Glacier (>5), Barren/Mountain (>4), Field/Scrub (>3), Woods/Jungle (>2) Success produces 1 dose of a helpful remedy that provides a future *assist* for one medic roll of any kind (including other Field Surgery tricks).

*Automatically* begin each mission with 1 fresh-picked dose per rank of Field Surgery.

**RESTRICTIONS:** Searching for remedies takes time, roughly 4 hours, divided by the ✓ rolled. Or, you may use your extra ✓ to collect additional doses without reducing the time.

Remedies take up negligible space (0 bulk), and last about a week before being unhelpful.

The automatic doses require that you have had some free (unspecified) time between stories or chapters. If you transition quickly from one mission to another, you must replenish your doses by searching for them.

## STABILIZATION

You know techniques for quickly preventing patients from deteriorating, to buy time to investigate their needs more thoroughly.

**BENEFIT:** *Boost Medic tests to slow poison or disease, and to revive incapacitated characters.*





## HUNTER (<SEARCHING)

You notice minor things that other people miss.

**PARENT SKILLS:** Searching

**BENEFIT:** *Substitute* Hunter for Evasion, Observation, Stealth, or Tactics used against animals.

**RESTRICTION:** This benefit does not apply to people or anything that doesn't behave like an animal.

## TRICKS (CHOOSE ONE EACH RANK):

### CAMOUFLAGE

You know how to blend in with the local environment.

**BENEFIT:** *Assist* Stealth tests after you camouflage yourself or another with elements from the area. This combines with other stealthy tricks.

## FIND GAME

You know how to find animals appropriate to the location you are in.

**BENEFIT:** *Boost* Searching tests to find an animal, its lair, or its food/water sources.

**RESTRICTION:** This does not apply to people or anything that isn't alive. At the RM's discretion, it may or may not apply to a "cryptid" (strange creature) — depending on how animal-like it is and how much you know about it.

**EXAMPLES:** Deer and wolves are easy to find. You might be able to find a chupacabra if there really is one in the area and you have seen it before... but a sasquatch may be too clever and unpredictable for your skills.

## LURE

You know how to lure animals into traps or otherwise manipulate their movement subtly.

**BENEFIT:** *Boost* tests to lure animals to a particular location or into a trap, using bait. Test Hunter (+2 *boost*) > Cleverness.

**RESTRICTION:** While you can lure animals into traps, you cannot lure them into fire or other immediate danger. If the danger is subtle (e.g. poison gas), the RM may give the animal a Perception save to notice it. If the danger is mild (e.g. thorny brambles), the RM may give the animal a Will save to resist temptation.

## TRACKING

You excel at following creatures by their footprints and broken brush.

**BENEFIT:** *Boost* Searching rolls to track something through the wilderness.

**RESTRICTION:** This does not help to find tracks initially, unless you just saw your quarry in the area.

## TRAPPER

You know how to set traps without hurting yourself, and can make a trap out of almost anything.

**BENEFIT:** *Ease* tests to build or repair a trap.





## PHARMACY (<MEDIC, <SCIENCE)

You know a lot about medicine and drugs, including possibly where to get them and how to make them. See “Poisons, Drugs, Diseases” on Page 144 for rules about dangerous chemicals. Recreational drugs also tend to have bad side-effects, and may be addictive.

**PARENT SKILLS:** Medic, Science

**BENEFIT:** Add Pharmacy to Medic tests to slow or cure poison/disease, revive incapacitated, tend patients, or identify medicine/drug/poison, so long as you have access to an intact *surgery kit* or a proper medical facility, or have gathered Natural Remedies specifically to deal with this situation.

**RESTRICTION:** This benefit applies to these specific Medic actions, described on [Page 65](#). This does not help tests to bandage wounds or diagnose symptoms. The RM may apply her judgment to other medical situations, as to whether this benefit applies.

## TRICKS (CHOOSE ONE EACH RANK):

### AGGRESSIVE INJECTION

You have some experience injecting unwilling patients, and can administer pharmaceuticals quickly.

**BENEFIT:** Allows an attack to inject: Initiative Q, test Hand-to-Hand > Defense. If successful, you inject the drug.

**RESTRICTION:** You must have an appropriate syringe or pneumatic injector ready and loaded with the proper drug dosage. Preparing an injection is an action with Initiative Q-3, if everything is available and not in a backpack.

### DOSING

You know the proper doses and usage of most drugs, and can safely administer proper doses.

**BENEFIT:** *Automatically* administer the proper dose of a standard pharmaceutical to a normal and cooperative (or helpless) subject, safely.

**RESTRICTION:** If the subject is uncooperative, you may need to restrain them first (or use Aggressive Injection trick). If the subject is abnormal, test Medic > the number of abnormal characteristics that could interfere.

### NATURAL REMEDIES

You can recognize useful moss, herbs, and other alternative medical equipment in natural environments.

**BENEFITS:** In a wild area, test Searching with challenge based on environment:

Desert/Glacier (>5), Barren/Mountain (>4), Field/Scrub (>3), Woods/Jungle (>2) Success produces 1 dose of a helpful remedy that provides a future *assist* for one Medic test.

*Automatically* begin each mission with 1 dose per rank of Pharmacy, assumed to be fresh-picked.

**RESTRICTION:** Searching for remedies takes time, roughly 4 hours, divided by the ✓ rolled. Or, you may use your extra ✓ to collect additional doses without reducing the time.

Remedies take up negligible space (0 bulk), and last about a week before being unhelpful.

The automatic doses require that you have had some free (unspecified) time between stories or chapters. If you transition quickly from one mission to another, you must replenish your doses by searching for them.

### PHARMACEUTICAL ACQUISITION

You know where to get drugs and medicines, and have contacts who can supply them.

**REQUIREMENTS:** This augments standard Research contacts rules ([Page 78](#)).



**BENEFITS:**

You may invent one new pharmaceutical contact per rank in Pharmacy, and assign each of them one operating city/area and their kind of access (e.g. legal meds vs street drugs vs black market).

Once each chapter, you may reach out to any of your pharmaceutical contacts to provide what you need. If you are in their area and need their kind of drugs, test Socializing with a challenge based on legality as shown below. If you are away from civilization, you will also need to work out some means of transporting the drugs. The Trust talent allows you to reach out to these contacts more often.

**EXAMPLE:****Pharmaceutical Acquisition Challenge Guidelines:**

|                          |         |
|--------------------------|---------|
| Common Off-the-Shelf:    | > 1     |
| Hard-to-Find by Legal:   | > 2     |
| Prescription Meds:       | > 3     |
| Common Street Drugs:     | > 4     |
| Black Market:            | > 5     |
| Custom Blends:           | > 6     |
| Out of Contact's Access: | > +1    |
| Out of City/Country:     | > +1/+2 |

**PHARMA-CHEM**

You know the chemistry of pharmaceuticals, meaning that you can analyze them and even make them if you have the right ingredients.

**BENEFIT:**

*Boost tests (Science) to analyze medicines and drugs you acquire.*

*Allows crafting your own medicines as per crafting rules (see [Page 61](#)), testing Science >. The RM will need to estimate the complexity of the drug, materials available, and tools (a chemistry lab) based on your situation.*

**TRAIL BLAZING (<NAVIGATION)**

With a good sense of direction and confidence in wilderness, Trail Blazing represents your expertise in overgrown, wild, or uncharted areas, without getting lost or stuck.

**PARENT SKILLS:** Navigation

**BENEFIT:**

*Include Trail Blazing in Navigation tests to compare trails (see [Page 66](#)).*

**TRICKS (CHOOSE ONE EACH RANK):****BACKTRACK**

Your sense of direction helps you return to a known location.

**BENEFIT:**

*Automatically succeed at Navigation rolls to find your way back to a familiar or civilized spot. Treat as 1 ✓ per rank of Trail Blazing, if successes matter.*

**RESTRICTIONS:**

*You must've gotten from there to here aware of your path (not blindfolded).*

*You may still need to overcome obstacles between here and there.*

**BLIND NAVIGATION**

You can navigate to a useful site with very little information.

**BENEFIT:**

*For standard Navigation tests, apply > -2 per clue, instead of > -1.*

**CIRCUMNAVIGATION**

You can find or make a trail around obstacles.

**BENEFIT:**

*Substitute Navigation for tests (Searching, Mechanics, Construction) to find, alter, or make a safer path.*

**RESTRICTION:**

*Your alternate path takes time — half a day or 1✓ of navigation.*

**PATH OF LEAST RESISTANCE**

You find the easiest way through natural hazards.

**BENEFIT:**

*Substitute Navigation for tests (Balancing, Climbing, Leaping, Swimming) to cross a natural hazard.*

**THE WAY HOME**

You can always find your way back to civilization, even if you don't know where you are.

**BENEFIT:**

*Ease Navigation tests to get to civilization.*



# Traversal Advanced Skills



## FREE CLIMBING (<CLIMBING)

This is a skill at climbing without ropes and pitons. It is more dangerous of course, but often faster and able to get places that cannot be reached on ropes.

**PARENT SKILLS:** Climbing

**BENEFIT:** When you can auto-succeed at a Climbing skill check, treat your Free Climbing ranks as additional successes you can use to cover more distance, faster.

**EXAMPLE:** With Quickness 3, Climbing 4, and Free Climbing 1, you can auto-succeed at any Climbing > 3 (or easier) challenge and move at 2 spaces per round (5 spaces per round with Speed Climbing).

**RESTRICTION:** You cannot use these successes to assist others.

## TRICKS (CHOOSE ONE EACH RANK):

### CLIMBING JUMP

You have lots of practice jumping in the middle of a climb.

**BENEFIT:** Ease Leaping tests when performing a “dangling jump” (see [Page 72](#)) and you may substitute Free Climbing for Leaping in this situation.

### CONTROLLED FALL

When you fall while climbing, or just fall near a cliff or tree, you can catch yourself.

**BENEFIT:** Allows making a Climbing test to catch yourself near any solid hand-hold (as if climbing it).

### SPEED CLIMBING

You climb very quickly.

**BENEFIT:** Your free-climbing speed is Q+✓ (instead of the least of Q or ✓).

**RESTRICTION:** This does not apply if you are using safety gear like ropes or a climbing kit. Tools slow you down.

### STEADY GRIP

You place your hands carefully and can hold yourself in precarious places without tiring.

**BENEFIT:** Ease tests (Climbing tests and Endurance saves) for slow-and-steady climbing.

Allows performing another action part-way through a climb (pausing the climb), so long as that action does not require both hands.

**EXAMPLE:** You can climb part-way up a wall, then hang there and try to shoot a gun or negotiate (Socializing) with the person who wants to stop you climbing all the way up.

### SURE HANDS

Your confident grip makes you a superior climber.

**BENEFIT:** Boost regular Climbing tests and Free Climbing tricks.

Allows one-handed climbing, such as while holding an object. Doing so negates the boost benefit.

**RESTRICTION:** This trick does not combine with any non-climbing actions (Evasion, Stealth, combat, etc.).





## GLIDING (<SWINGING)

You are able to “safely” move through the air with a hang glider, parachute, squirrel suit, or some other sort of gliding-assisted gear. Gliding challenges use the Swinging guidelines.

**PARENT SKILLS:** Swinging

**BENEFIT:** For any Swinging test you succeed at, you gain assists (equal to your Gliding ranks) to help your teammates perform the same swing.

**RESTRICTION:** Each of these assists must go to a different person.

## TRICKS (CHOOSE ONE EACH RANK):

### AERIAL STUNTS

You can perform fancy mid-air (or mid-swing) stunts, which may or may not have benefits in the plot.

**BENEFITS:** Allows attempting fancy Swinging stunts. The RM sets the challenge of each stunt. If you fail the stunt test, add >+1 penalty to the final landing test.

Allows using Swinging skill as a combat defense (like Evasion).

**RESTRICTION:** Someone without this trick should have no chance of succeeding at a mid-air stunt or dodging attacks while swinging/gliding.

### FLIGHT PLANNING

If you have the time and information to plan a glide, it becomes easier to succeed.

**BENEFIT:** Allows you to plan a glide using a Swinging test (Challenge as if doing the glide), > -1 if you plan for an hour or more, > -2 if you plan for a day or more. Successes in your plan become assists that you or another glider can use to follow your flight plan. These assists can benefit you even when doing other Gliding tricks.

**RESTRICTION:** The challenge reduction applies to planning only, not to performing the glide.

### PRECISE LANDING

You aim your body well, and know how to touch down precisely where you mean to.

**BENEFIT:** Ease Swinging challenge when your landing target contributes penalties. This bonus can combine with Speed Control.

**EXAMPLE:** This trick can offset the “Aiming for a landing spot...” penalty.

### SOFT LANDING

You practice tricks to soften your landing even when things go wrong.

**BENEFIT:** When falling from any height, test Leaping > fall damage (see [Page 143](#)). Each ✓ reduces the damage dice from falling.

### SPEED CONTROL

You have a good sense of how to control your speed while swinging and gliding.

**BENEFIT:** Ease Swinging challenge when your speed matters, such as when you need to match the speed of another person or object — landing on a moving target, catching a falling object, etc. This bonus can combine with Precise Landing.

**RESTRICTION:** This does not help if your speed has no effect on the challenge of the Swinging test.

**EXAMPLE:** This trick can offset the “Building up additional speed...” or “Trying to time your swing...” penalty.



## SPECIAL GLIDING GEAR: SQUIRREL SUIT, PARACHUTE, PORTABLE GLIDER

These kits allow you to take advantage of your gliding skill while tomb raiding.

| ITEM            | BULK   | TYPE     | AVAILABILITY  | DESCRIPTION / RULES   |
|-----------------|--------|----------|---------------|---|
| Squirrel Suit   | ½ or 1 | Clothing | Custom / Rare | Enables untethered “swinging” over long horizontal distances.<br><br>A form-fitting suit with cloth “wings” between arms and legs, allowing you to perform high-speed aerial traversal. This does not help with landing, so you also need a parachute.<br><br>½ bulk if worn, 1 bulk if carried or stowed.  |
| Parachute Pack  | 2      | Tool     | Custom / Rare | The parachute pack allows you to survive long falls using untethered swinging.<br><br>To use the parachute pack, you cannot be wearing any other pack (other than a hip pack) at the same time.   |
| Portable Glider | 4      | Tool     | Custom        | When unpacked and assembled, this hang-glider allows horizontal distance and vertical survival when “swinging” through large open spaces.<br><br>This is a disassembled lightweight frame and folded vinyl wing, plus the cables and bars necessary to operate the hang-glider. While it is impractical to carry around in tombs, it might be reasonable to use this to travel into a tomb or enemy camp.<br><br>Setting up the glider takes several minutes. |

### RAPPELLING (<CLIMBING, <SWINGING)

Rappelling uses ropes to climb with relative speed and safety.

**PARENT SKILLS:** Climbing, Swinging

**BENEFIT:** Apply *assists* equal to your Rappelling ranks when you lead a group climb.

**RESTRICTION:** You must use proper climbing gear: ropes, pitons, carabiners, and harnesses to gain any benefits from this skill. A standard climbing kit will do.

### TRICKS (CHOOSE ONE EACH RANK):

#### ARREST DESCENT

Your instincts and reflexes using safety equipment help you survive tricky climbs.

**BENEFIT:** *Ease* saving rolls made when you fail a Climbing roll and fall.

#### LATERAL TRAVERSE

You can cross an open surface sideways to reach areas not normally accessible from above or below.

**BENEFIT:** *Allows* using Swinging mid-climb, using your climbing ropes.

#### RAPID ASCENT

You can climb up an open surface quickly.

**BENEFIT:** Using a secured rope, your climbing speed is  $Q+\sqrt{\phantom{x}}$  (instead of  $\sqrt{\phantom{x}}\leq Q$ ).

**RESTRICTION:** This only applies when climbing upward with pre-secured gear.

#### RAPID DESCENT

Within the limits of your rope length, you can descend a flat surface or open space very quickly.

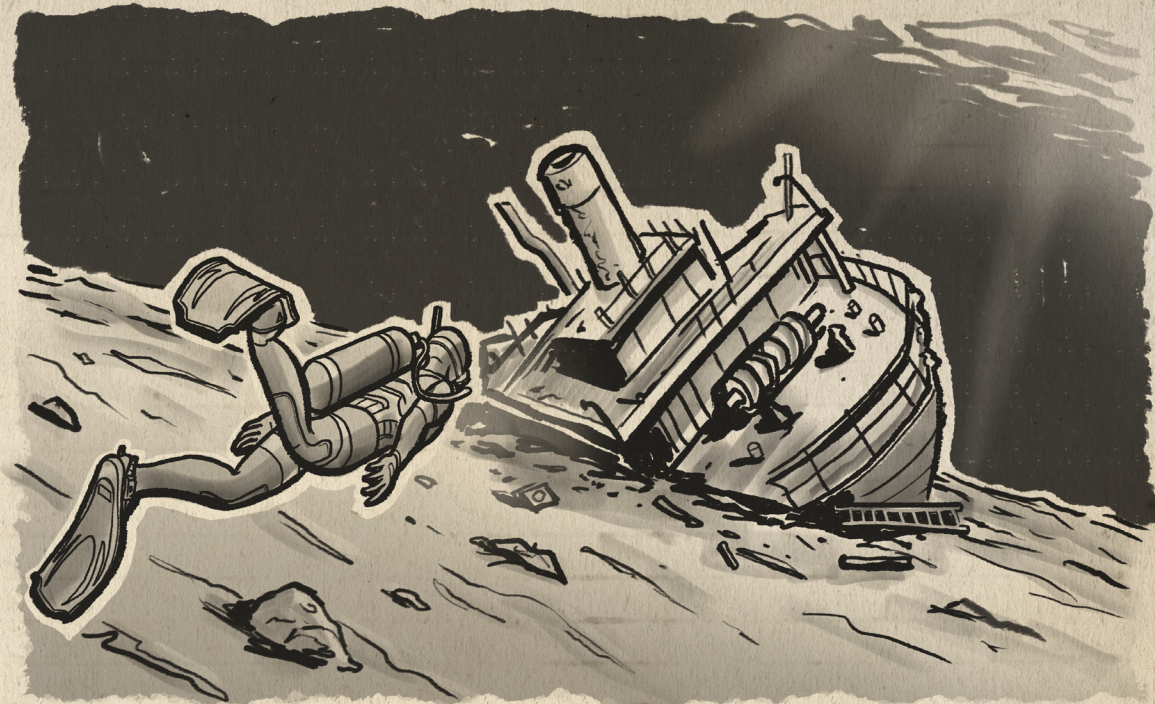
**BENEFIT:** Using a secured rope, test Climbing  $> 2$  to descend with speed  $\sqrt{\phantom{x}} \times 5$ .

#### ROPE SAFETY

Your familiarity with the physics of climbing and ropes makes you an ideal assistant to beginners.

**BENEFIT:** *Assist* another climber using secured ropes, whether or not you also climb.





## SCUBA (<SWIMMING)

With scuba training you are comfortable with the various underwater equipment for breathing and exploring.

**PARENT SKILLS:** Swimming

**BENEFIT:** All Scuba tricks *combine* when appropriate.

## TRICKS (CHOOSE ONE EACH RANK):

### Go WITH THE FLOW

This trick lets you recognize currents before you are swept away by them, and may even let you figure out how best to use a current to get where you want to be.

**BENEFITS:** Reduce Swimming penalty from *water flow* by >1.

*Boost* Observation roll to determine speed and direction of water currents.

**Observation** >1: Clear water, sunlit, plenty of life around.  
 >+1: Slightly murky, or >+2 if very dirty.  
 >+1: Multiple light sources, or >+2 just one.  
 >+1: The only movement nearby is fish, or >+2 if there is no movement nearby to observe.

## PRESSURE MANAGEMENT

You know tricks to deal with deep water pressure.

**BENEFIT:** Reduce Swimming penalty from *water depth* by >1.

## IMPROVISED SCUBA

Without proper gear, you may still try to come up with a reasonable substitute.

**BENEFIT:** *Boost* Mechanics tests to make your own scuba gear, using the normal crafting rules for complexity, materials, and tools.

**Complexity:**  
 >1: Fins, mask, snorkel  
 >3: Pressure Gauge  
 >5: Compressed air tank

## SWIMMING VIGILANCE

You are accustomed to looking around underwater.

**BENEFITS:** *Reduce* Swimming penalty from *water hazards* by >1. This is in addition to the normal mask benefit.

*Substitute* Swimming for Observation when looking for things underwater.

## SCUBA SAFETY

You have drilled to check scuba gear thoroughly, and to prepare contingencies for incidental problems.

**BENEFITS:** *Automatically* notice sabotage or damage to any scuba gear you inspect.

*Boost* any test to assess or solve gear problems discovered mid-swim.





## TIGHTROPE (<BALANCING)

Tightrope skill is used by circus performers, burglars, and urban explorers, making them adept at walking on thin and/or unstable balance wires. Tomb raiders sometimes need to cross narrow logs or structural beams, which is easier!

**PARENT SKILLS:** Balancing

**BENEFIT:** All Tightrope tricks combine when appropriate.

## TRICKS (CHOOSE ONE EACH RANK):

### BALANCE PROPS

Hand-held balancing props help crossings.

**BENEFIT:** *Ease* Balancing tests when using a long pole, umbrella, or other balance aid.

**RESTRICTION:** This is instead of the “There is something secure to brace against” benefit, which is incompatible.

### DYNAMIC STABILITY

You can compensate for balance lines that sway or bounce.

**BENEFIT:** Ignore the “Movement is irregular or erratic” Balancing penalty.

### LINE WALKING

You can walk narrow balances, swiftly and confidently.

**BENEFIT:** *Boost* Balancing tests in situations with movement in only 2 directions.

### NARROW BALANCE

You are comfortable on narrow balance lines like ropes..

**BENEFIT:** *Ignore* the “Particularly small/narrow balance position” Balancing penalty.

### WOBBLE REFLEX

You have slipped more than a few times, and are always ready to catch yourself.

**BENEFIT:** *Ease* saving rolls from failed Balancing tests.



## TRACK ATHLETE (<LEAPING)

Your experience with track sports makes you especially good at certain kinds of leaps and hurdles.

**PARENT SKILLS:** Leaping

**BENEFIT:** Spend 1 Tenacity to sprint at speed 10 for one round per rank in Track Athlete.

**RESTRICTION:** These rounds must be consecutive, though you can stop sooner.

## TRICKS (CHOOSE ONE EACH RANK):

### HIGH JUMP

You can clear higher obstacles when jumping.

**BENEFIT:** *Ease* Leaping tests when applying a vertical minimum adjustment.

### HURDLE

You can jump without breaking your running stride.

**BENEFIT:** You may move Q + Track Athlete spaces with at least 1 ✓ Leaping.

**RESTRICTION:** Normally, movement speed is Q+✓. With this, use the higher option.

### LONG JUMP

You can squeak more distance from your jumps.

**BENEFIT:** *Ease* Leaping tests when applying a horizontal minimum adjustment.

### POLE VAULT

You know how to use a pole for superior jumping.

**BENEFIT:** *Boost* Leaping tests when using an assistive object like a pole.

**RESTRICTION:** This replaces the springboard jump bonus. You have an easier way to get the same bonus.

### TRIPLE JUMP

You can make multiple jumps in a row more fluidly.

**BENEFIT:** *Boost* Leaping tests immediately following another Leaping test.

**RESTRICTION:** You must still deal with the “prolonged” “jumping” penalty.



# Utilitarian Advanced Skills



## ANIMAL HANDLER (<RIDING)

You have experience interacting with wild animals, including techniques to scare off the dangerous ones or lure in the ones you might need to eat.

**PARENT SKILLS:** Riding

**BENEFIT:** *Substitute* Animal Handler skill when interacting with animals (including identifying or tracking them).

**RESTRICTION:** This benefit does not substitute Gunplay, Hand-to-Hand, Throwing, or Heavy Weapons, but can substitute for Evasion and Tactics.

## TRICKS (CHOOSE ONE EACH RANK):

### \*ANIMAL MASTER (SPECIFY)

You are especially competent when dealing with one type of animal.

**REQUIREMENT:** Pick one type of animal as your specialty. You may choose this trick multiple times as you gain ranks in Animal Handler, with a new specialty animal each time.

**BENEFIT:** *Boost* tests involving these animals (tracking, trapping, combat against them, Animal Handler tricks).

*Assist* tests involving animals of a similar type (e.g. Lion Master dealing with a tiger).

**EXAMPLES:** Horse Master, Lion Master, Wolf Master, Elephant Master, Hawk Master, Bear Master

## APPROACH

You know how to approach animals without spooking them.

**REQUIREMENT:** Feral Stare trick

**BENEFIT:** When you succeed at Feral Stare, you can approach it without any further test. It will neither run nor attack. Once up close you may attempt to pet, grab, ride, or attack the animal with surprise.

**RESTRICTION:** The animal will react normally if hurt or deliberately spooked.

## LURE

You know how to lure animals into traps or otherwise manipulate their movement subtly.

**BENEFIT:** *Boost* tests to lure animals to a particular location or into a trap, using bait. Test Animal Handler (+2 *boost*) > Cleverness.

**RESTRICTION:** While you can lure animals into traps, you cannot lure them into fire or other immediate danger. If the danger is subtle (e.g. poison gas), the RM may give the animal a Perception save to notice it. If the danger is mild (e.g. thorny brambles), the RM may give the animal a Will save to resist temptation.

## SHOO

You can coerce an animal to leave the area, through the right combination of shouting and movement.

**BENEFIT:** *Ease* tests to intimidate or drive away animals. Test Animal Handler > Will (-1 *ease*). If successful, the animal will leave (if it can do so safely).

**RESTRICTION:** If the animal is cornered or running off would otherwise clearly jeopardize it, it can make a Will save to attack or do something else reasonable, otherwise it just tries to intimidate you.

## FERAL STARE

You can keep an animal from attacking or fleeing, through knowledge of how different animals think when they are aggravated and what behaviors soothe or confuse or intimidate them.



**BENEFIT:** Test Animal Handler > animal's Cleverness while staring at an aggressive or skittish animal. If successful, the animal will not initiate violent action or flee, so long as you maintain your staredown.

**RESTRICTION:** If some danger threatens the animal while you stare it down, the RM may give it a Perception save to sense the danger and react appropriately. If it is attacked or hurt, or deliberately spooked, it acts normally.

You can back away from the animal, but getting closer to it requires the Approach trick.



## BOAT MANEUVERS (<BOATING)

You are versed in advanced boat handling techniques. Some maneuvers may require certain kinds of vessels.

**PARENT SKILLS:** Boating

**BENEFIT:** *Substitute* Boat Maneuvers skill for inspecting (Observation) and maintaining (Repair) sea vessels.

**RESTRICTION:** Some maneuvers require certain kinds of vessels. For example, a cruise ship isn't going to do Agile Boating and a rowboat won't hold up to Weathering Storms.

## TRICKS (CHOOSE ONE EACH RANK):

### AGILE BOATING

You have good instincts for maneuvering boats through reefs, rapids, and other water hazards.

**BENEFIT:** *Boost* Boating tests to navigate through obstacles and hazards in the water.

**RESTRICTION:** This only applies to relatively small and agile boats, up to small yachts.

You must be steering the boat yourself.

### BOAT TECH

You know how to use the equipment on ships.

**BENEFIT:** *Boost* Tech tests to use standard ship-board devices (sonar, radio, etc.).

### CHARTING COURSE †

You know how to navigate known water routes to get where you want and avoid hazards.

**BENEFIT:** *Boost* Navigation tests for boating trips through charted waters, even if you are not on the boat.

**RESTRICTION:** This does not apply to lost lagoons, or any place that is not properly mapped.

### CHASE †

You have a good instinct for maneuvering your vessel to catch or elude other vehicles.

**BENEFIT:** *Boost* Boating tests to race, catch, or escape other vehicles. Successes add to your vehicle's effective speed in the chase.

**RESTRICTION:** If your opposition's boat is much faster than your own, you just won't be able to win the chase.

### EVASIVE MANEUVERS †

You are quick and confident in evasive maneuvers.

**BENEFIT:** *Boost* Boating tests to evade attacks on your craft.

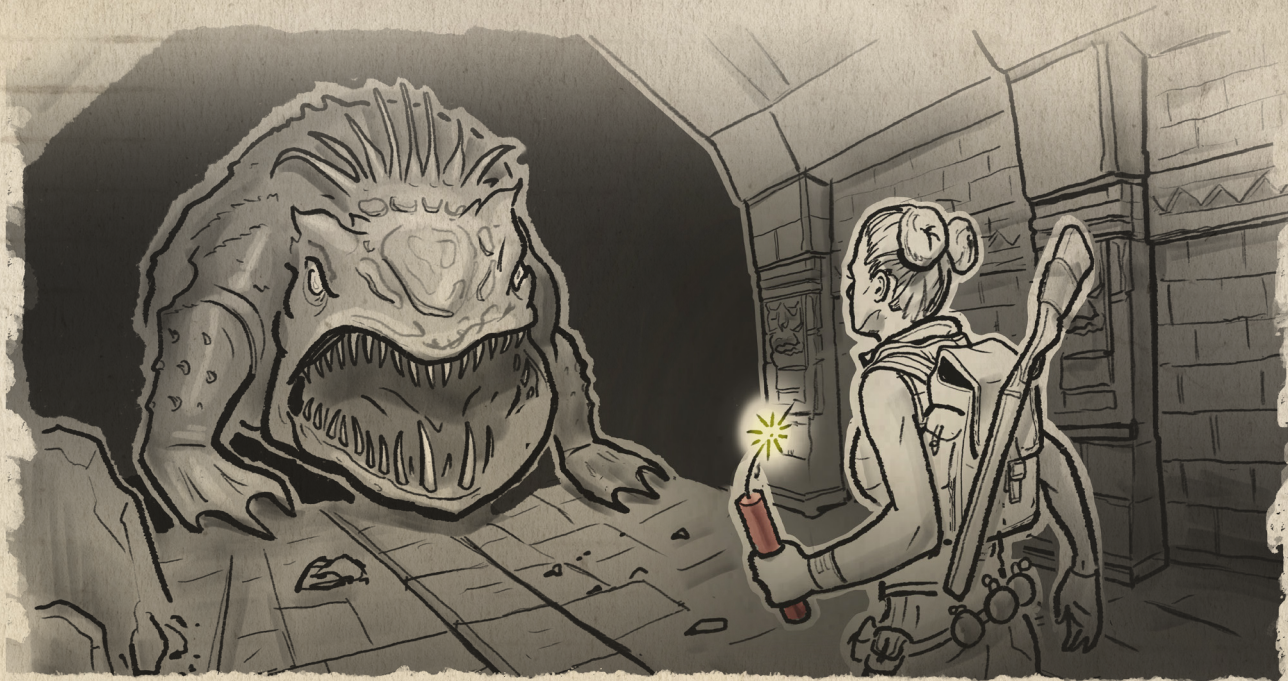
### WEATHERING STORMS †

You know what to do when the weather gets rough.

**BENEFIT:** *Ease* Boating tests when weather issues affect boating conditions. This combines with other Boat Maneuvers tricks.

**RESTRICTION:** This combines with one other trick at a time, but not more than one.





## BOMBERMAN (<DEMOLITIONS)

You specialize in improvised explosives uses, skipping all the planning and care that a real demolitionist would take.

**PARENT SKILLS:** Demolitions

**BENEFIT:** *Include Bomberman tricks in any Demolitions test when you have proper explosives and time.*

**RESTRICTION:** Use standard crafting modifiers for tools and materials with all Bomberman ranks. Base challenge is the potency (damage) of the explosives used.

## TRICKS (CHOOSE ONE EACH RANK):

### BY-HAND GRENADES

With explosives at the ready, you can make some sort of throwable time-delay explosive similar to a hand grenade.

**BENEFIT:** *Allows making the equivalent of a hand grenade. Test Demolitions > Damage.*

### HOME BREWED EXPLOSIVES

You have practice making explosives out of common ingredients that you might find in a grocery or hardware store.

**BENEFIT:** *Ease tests (Demolitions) to make explosives out of non-ideal materials (Materials crafting penalty).*

**RESTRICTION:** Failure means the compound blows up in your face; make a Quickness save to take cover.

## HOTWIRED DETONATORS

With this specialty, you can use almost any electronic device as a detonator, pulling out the wires and buttons to get some distance, or using the timers or wireless signals of the device to set off the explosion.

**BENEFIT:** *Substitute Demolitions for Electronics to make a detonator, timer, or remote trigger out of anything electronic.*

## IMPROVISED TIMERS

You can make a timer out of almost anything. This could use some sort of fuse, a watch, or marbles rolling down a ramp.

**BENEFIT:** *Substitute Demolitions for any test (Mechanics) to make a timer or remote activator out of almost anything — with no Materials penalty if you can explain how it works with available materials to the RM's satisfaction.*

## QUICK DISARM

When there's no time to analyze an explosive properly, you rely on your instincts to figure out how to disable or mitigate the bomb. Sometimes that means picking a random wire to cut, or figuring out which household appliance will absorb the most energy when the bomb goes off inside.

**BENEFIT:** *Ease Demolitions tests to defuse active demolitions quickly.*

**RESTRICTION:** Failing this is almost always bad for you... use a Cleverness save to give yourself a second chance (i.e. cut the yellow wire instead of the red one).





## CHEMISTRY (<SCIENCE)

Chemistry includes knowledge of elements, alloys, and a variety of materials and processes. This skill is excellent for identifying strange substances, as well as handling them, preparing them, and creating them out of raw materials. This requires materials and tools like all craft and gadgetry skills do. Complexity for chemicals measures a combination of how many different states of properties it possesses, and potency — how powerful or effective is the substance at whatever it does.

**PARENT SKILLS:** Science

**BENEFIT:** *Include* Chemistry ranks in tests to identify or analyze the properties of substances. This combines with one of your tricks if the substance is of that type.

**RESTRICTION:** Bonuses from tricks do not combine for chemicals with multiple properties (except as noted in Complex Chemistry). Instead, choose whichever bonus you prefer for the situation.

## TRICKS (CHOOSE ONE EACH RANK):

### COMPLEX CHEMISTRY

You are accustomed to thinking about situations that involve several of your specialties at the same time.

**REQUIREMENT:** Chemistry 3+

**BENEFIT:** *Ease* tests when two or more of your Chemistry tricks apply to the situation. This combines with the *boost* from one of your specialties.

## CORROSIVES

You are comfortable dealing with acids and other caustic or corrosive substances. You know how to use them and how to protect against them and treat them.

**BENEFIT:** *Boost* tests (Science) dealing with strong acids, and similar substances.

## EXPLOSIVES

You understand the chemistry and physics of explosive chemicals. You can analyze them and create things like pipe bombs, TNT, and plastique.

**BENEFIT:** *Boost* tests (Science, Demolitions) when working with explosives.

## FUMES

You understand how to handle dangerous or volatile gases. You also know how to analyze air for safety and even ways to generate breathable air or other gaseous chemicals.

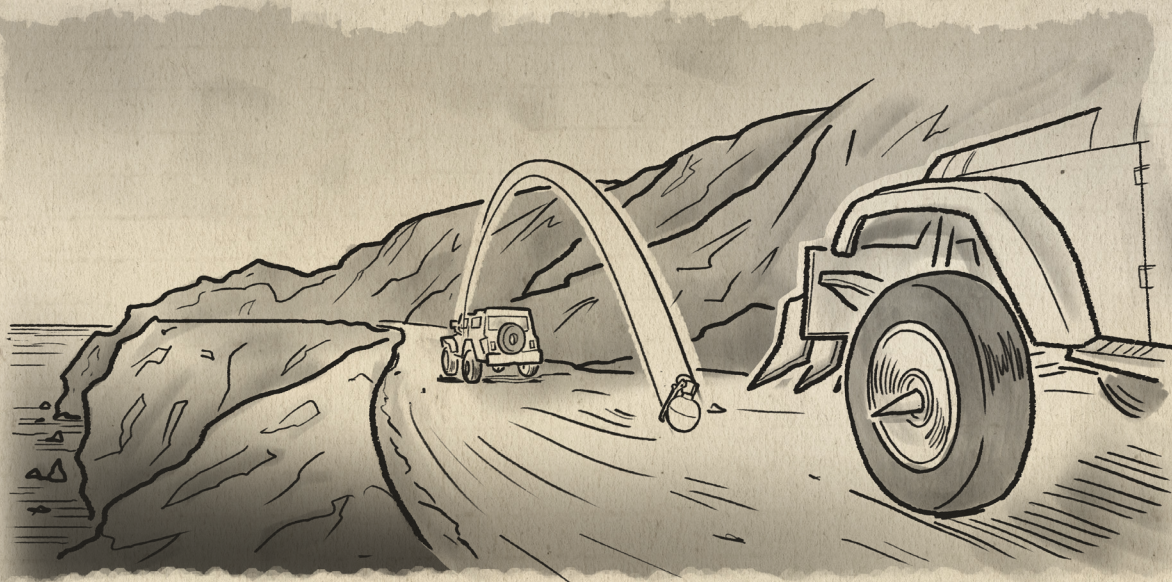
**BENEFIT:** *Boost* tests (Science) to analyze, prepare, contain, or disperse gaseous substances.

## POISONS

You know about chemical toxins and antidotes, and can even manufacture some. You know how to handle them safely and how to effectively administer them to a victim.

**BENEFIT:** *Boost* tests (Science) dealing with toxins of all sorts (including animal venoms).





## COMBAT DRIVING (<DRIVING)

Skill in combat driving uses vehicles aggressively. This covers attacking another vehicle and defending your car against such attacks. Without these tricks, any intentional car collision is just as likely to foil you.

**PARENT SKILLS:** Driving

**BENEFIT:** *Include Combat Driving in tests to maintain control of a vehicle that is attacked.*

## TRICKS (CHOOSE ONE EACH RANK):

### CAR NUDGE

You know how to bump another car with minimal risk to your own. You can nudge a car gently to intimidate them, or forcefully to run them off the road.

**BENEFITS:** *Allows pushing another car off the road. Test Driving > their Cleverness. Your target must then test Driving with >+✓ Penalty or suffer consequences from your attack.*

*Allows scaring another driver with a gentle nudge. Test Driving > their Will. They suffer no immediate penalty but if they try anything that requires a Driving roll, they suffer the >+✓ Penalty.*

**RESTRICTIONS:** Without this trick, attempting to attack other cars sends both drivers out of control.

Scaring a driver multiple times is possible. The penalties do not accumulate; use just the most effective result.

### CHASE †

You have a good instinct for maneuvering your vehicle to catch or elude others.

**BENEFIT:**

*Boost Driving tests to race, catch, or escape other vehicles. Successes add to your vehicle's effective speed in the chase.*

### COUNTERSLAM

When someone else attacks you, you may use this maneuver to turn the tables on them.

**BENEFIT:**

*Allows counterattacking when someone attacks your vehicle. Contest Driving > their Perception, against their attack. If you win, they suffer the effect that they were trying to do to you.*

### DRIVING RECOVERY

You can smoothly recover from out-of-control situations.

**BENEFIT:**

*Ease Driving tests to regain control of a vehicle that has lost control — including taking over for an unconscious or dead driver from another seat.*

### EVASIVE MANEUVERS †

You are quick and confident in evasive maneuvers.

**BENEFIT:**

*Boost Driving tests to evade attacks on your car, or to shake a tail.*

### FULL SLAM

Drive your car into a target to cause maximum damage, and possibly break through barriers.

**BENEFIT:**

*Inflict +2 Damage driving your car into a target.*

**RESTRICTION:**

*If the target is large enough, you also cause Damage to your own vehicle (without the +2 modifier).*





## COMBAT NEGOTIATION (<SOCIALIZING)

Through a delicate balance of timing, cooperation, and warning, the combat negotiator can sometimes prevent or end fights with words.

**PARENT SKILLS:** Socializing

**BENEFITS:** +1 Initiative bonus per rank, for combat Socializing. This bonus combines with these tricks.

### TRICKS (CHOOSE ONE EACH RANK):

#### CALLING FOR SURRENDER

Someone who has been humbled in a fight may be willing to give up if they think you will let them live.

**BENEFIT:** Allows a Socializing > Will test to compel a foe to give up after injury or loss. This combat action has Initiative C.

If a group has suffered a collective loss (their leader, or about 50% of their troops), you may use a sum test to request multiple surrenders at once.

**RESTRICTIONS:** This does not work on people who have suffered no loss. It works on someone who has suffered Wounds, or who is under a stun effect, or who has lost an ally. It also has no effect on someone who truly believes that you will kill them anyways.

Targets may spend ✓ Mettle to ignore your call for surrender for the rest of the scene.

Those who do surrender will stay cooperative (as a prisoner) until given a good reason or opportunity to change their mind — such as if you hurt them, kill another prisoner, or leave them unattended.

Without this trick, you can intimidate someone to deter them from fighting, but you cannot compel them to surrender.

#### FLUSTERING

With an insult, or crude/absurd remark, you can cause someone to be stunned briefly.

**BENEFIT:** Allows a Socializing > Cleverness attack (Initiative C), giving the target -✓ to their Initiative, for their next action.

**RESTRICTION:** Targets may spend 1 Mettle to ignore the penalty.

#### INTIMIDATION

You know just the right body language and words to make people think twice before attacking you.

**BENEFIT:** Boost Socializing tests to *intimidate*.

#### PARLEYING

You have practice at negotiating temporary truces with enemies, and can call for a parley before or after combat begins.

**BENEFIT:** Boost Socializing tests made with opposition before a battle, or to *persuade* opponents to pause combat to talk.

#### TAUNTING

You know how to rile someone up and make them focus their aggression toward you.

**BENEFIT:** Boost Socializing tests to *taunt*.





## COMMUNICATIONS (<TECH)

You are familiar with a variety of electronic communication systems, how they work and how to get the most out of them.

PARENT SKILLS: Tech

**BENEFIT:** *Substitute* Communications for Electronics or Repair, working with any communications systems.

**RESTRICTION:** Communications systems are those associated with the Communications tricks, below.

## TRICKS (CHOOSE ONE EACH RANK):

### CELLULAR NETWORKS

You understand how modern networked systems such as cell phones and Wi-Fi interact, and how to boost, trace, or hide signals on these wireless networks.

**BENEFITS:** *Boost* tests (Tech/Electronic/Repair) related to manipulating, investigating, or modifying cellular communications networks.

### IMAGE TECH

You know how televisions, computer monitors, and other display screens work.

**BENEFIT:** *Boost* tests (Tech/Electronic/Repair) to manipulate, modify, or interact with a television, computer monitor, or electronic projection system.

### MORSE CODE

You know Morse code and can use it to send messages in almost any medium.

**BENEFIT:** *Automatically* use and understand Morse code.

### RADIO TECH

You know how radio transmitters (and receivers) operate, including old-school HAM radios, CB, RFIDs, and modern Wi-Fi (transmission system, not networking).

**BENEFIT:** *Automatically* perform standard frequency changes and transmissions on a radio system.

*Boost* tests (Tech/Electronic/Repair) to operate a faulty radio system, or make, modify, or repair a radio system.

### RECORDING OPERATION

You are skilled at operating audio recorders and cameras, from hand-held recorders and parabolic microphones, to film and television rigs.

**BENEFIT:** *Boost* tests (Tech/Electronic/Repair) dealing with sound, video, and film tech.

### SATELLITE COMMUNICATIONS

You know how communications systems link to satellites for global communications, dish television, and GPS.

**BENEFIT:** *Boost* tests (Tech/Electronic/Repair) to work with satellite signals and dishes and GPS.

### WIRE COMMS

You are competent with wired communications (telegraph, land-line telephone, cable television, broadband internet, etc.).

**BENEFIT:** *Automatically* manipulate wired and cable communications in standard ways.

*Boost* tests (Tech/Electronic/Repair) to work with wired comm systems, or to make one.





## DATA SIFTER (<RESEARCH)

You are adept at scanning through many digital sources to hone in on the information you need. If you have internet access, this skill can speed up and assist many types of research.

**PARENT SKILLS:** Research

**BENEFIT:** Reduce your base Research time by -2 hours per Data Sifter rank. Normally 12 hours per roll.

**RESTRICTION:** You must have access to the internet or an applicable computer system to use any of these benefits.

## TRICKS (CHOOSE ONE EACH RANK):

### INTERNET ADVICE

You know where to find useful tips to perform almost any task.

**BENEFITS:** Test Research to find advice about how to do almost anything, with a challenge is based on the task's obscurity ([Page 52](#)). Use successes from your roll as *assists* to then perform the task you researched. If you don't do the task soon, you could forget subtle details and lose your assists.

### MAP SEARCH

Your ability to manipulate digital maps makes it easier to obtain Geography clues, or confirm suspected site locations.

**BENEFIT:** *Boost* tests (Geography/Research) to search for digital maps of outdoor areas. Treat your successes as *assists* for the person making Navigation rolls to get through the location you researched.

## ONLINE SHOPPER

You can find almost any piece of equipment, or have it made, simply by finding the right sites. After finding it, you still need to pay for it and pick it up or have it shipped. The RM may make judgments about what kind of prices and delivery are possible.

**BENEFIT:** Test Research > the obscurity of the item you are trying to locate. 1 ✓ finds the item. Additional successes can accomplish these benefits: fast shipping, shipping to unlikely places, rapid manufacture, price reduction, or a cheap/free version that may need some work.

## TRACE SOURCES

You know enough hacking to find out who put the information out there, or who tried to cover it up.

**BENEFIT:** *Automatic* clue about who owns, organizes, monitors, controls, or tries to block the information you seek, even if you fail in your research attempt (though if you fail, that group may also learn something about you). This clue should be able to point you to a location you can go to follow up, try again, or dig deeper.

**EXAMPLES:** For common information, this may be a university or other academic institution. For rare, obscure, or secret information, this might be a government, religious group, or a secret society.

## TRANSLATION SITES

You know which sites can reliably translate languages, even obscure ones.

**BENEFIT:** *Boost* your Languages test to translate any language (modern or ancient) or *assist* another in their attempt.





## HUMAN TANK (<HEAVY WEAPONS)

Some brutes know how to make the most of really big guns! This skill provides a few tricks that work with heavy weapons.

**PARENT SKILLS:** Heavy Weapons

**BENEFIT:** Include Human Tank ranks in any attack you make with a heavy weapon.

**RESTRICTION:** You may not combine multiple tricks in a single attack.

## TRICKS (CHOOSE ONE EACH RANK):

### BIPOD STANCE

You can use heavy weapons without setting up to stabilize them first.

**BENEFITS:** Use a portable heavy weapon without the usual stabilization (bipod or kneeling), without the usual >+2 penalty for doing so, and without needing to spend a round to set up — as long as you do not move more than 1 step each round.

**RESTRICTION:** You must be using a heavy weapon that calculates Initiative using Brawn, and that you are strong enough to wield with Initiative 1 or better. If the heavy weapon does not use Brawn for Initiative, it is not portable.

You cannot move more than 1 step and fire in the same round. You can move normally with the weapon if you aren't trying to fire it at the same time.

## PAINTING THE ROOM

You spray automatic fire in a controlled way to cover a wide area thoroughly.

### BENEFIT:

Instead of the usual *Auto* benefit, spend 10 bullets and apply the *Blast* feature to your attack (+1> and use sum test to attack all within 1 step of your primary target).

Requires a weapon with *Auto* feature. Painting the Room does not get the usual benefit of +3> and extra damage. That bonus represents focusing on a single target with an automatic weapon.

## SABOTAGE WEAPON

You know the weaknesses of each heavy weapon, and can use this to disable your enemies' weapons.

### BENEFIT:

Declare your intent to sabotage an enemy's heavy weapon. Attack them in any way (melee, guns, heavy weapons, etc.). If you successfully overcome their defenses, their heavy weapon is damaged and cannot be used until it is repaired.

### RESTRICTION:

This does not damage the enemy in the usual way, but the RM may decide to apply collateral damage — such as in the case of a sabotaged flamethrower that explodes into flames.

## SUPPRESSION FIRE

For heavy weapons with the *Auto* or *Continuous* features, you can fire them in a way that restricts movement or forces opponents to take cover.

### BENEFIT:

Instead of the usual *Auto* benefit, declare suppression fire along a line out to your weapon's range (or the first obstacle), and spend 10 bullets. Test Heavy Weapons > 1. So long as you have successes, anyone who moves into or through your line of fire uses up one of your successes. Then you cause damage to them unless they used an Evasion action (and succeeded).

### RESTRICTION:

This does not affect targets that start in your chosen line — combat is chaotic and people are moving all the time even though it's hard to represent that in play. They also do not block the line for any who move through after you start suppressing. (cont.)



You must be using a weapon with the *Auto* feature. If using an assault rifle or other non-heavy weapon, roll the appropriate skill (Gunplay) for this trick.

This lasts no more than 1 round, though you may declare the action (spend bullets and roll) again until you need to reload.

### VEHICULAR GUNNERY

You are practiced in shooting heavy weapons from a moving vehicle.

**BENEFIT:** *Ease* Heavy Weapon actions that are penalized by the motion of a vehicle you are in.

**RESTRICTION:** This has no benefit if there is no penalty.



### TEST PILOT (<FLYING)

Test Pilot makes it a bit easier to deal with aircraft that are not known to be safe — experimental prototypes, repaired craft, and modified vehicles are the sorts of things that a Test Pilot can handle confidently.

**PARENT SKILLS:** Flying

**BENEFIT:** When Flying, eliminate up to +/-1 penalty per rank of Test Pilot. This combines with other tricks.

### TRICKS (CHOOSE ONE EACH RANK):

#### BAIL OUT

You know when to eject, and how to do so safely.

**BENEFITS:** *Automatically* eject properly if you choose to do it “before it’s too late.” If you go too late, test Flying skill to pick a good moment.

**RESTRICTION:** Without this trick, you need a Perception save to eject safely.

#### EXPERIMENTAL AIRCRAFT

You know how to operate an aircraft with a new or unfamiliar design, or which has been cobbled together out of raw materials.

**BENEFIT:** *Assist* Flying tests for aircraft that have an odd design or non-standard manufacture.

#### FAILURE SCENARIOS

You have trained to recover control of failing aircraft.

**BENEFIT:** *Boost* saving rolls made to recover from flying issues.

#### INSPECT AIRCRAFT

You can evaluate the vehicle’s safety before getting it moving.

**BENEFIT:** *Boost* tests (Observation, Searching, Repair, Interpretation) to examine, search, or evaluate aircraft.

#### PUSHING LIMITS

You are confident flying under unusual circumstances, or pushing your aircraft beyond its safe limits.

**BENEFIT:** *Allows* +1 Speed or +1 Handling for your aircraft when you accept a >+1 challenge penalty. Gain both benefits with >+2 penalty.

#### POWERLESS FLIGHT

You deliberately test fly with engines off, and so you know how to handle planes that lose power unexpectedly.

**BENEFIT:** *Assist* tests (Flying, Repair) for dealing with an aircraft that has lost power.







# Character Improvement



As the game progresses, characters grow more competent. They earn experience points (XP) for encountering ancient wonders and solving mysteries. With those accumulated XP they improve and earn new traits to represent their increasing competence.

## Potential: Earning XP

### SESSION AWARDS

Players earn experience for their characters by attending the game sessions and participating. The RM decides exactly which events are worthy of the award. The RM may invent new award categories, such as a role-playing bonus or a bonus for transporting players to the game or bringing snacks. Here are the recommended awards:

|                       |  |
|-----------------------|--|
| <b>+1, Attendance</b> | You showed up on time and played through the session.              |
| <b>+1, Rookie</b>     | You are at least 20 XP behind the most advanced character present. |

### PLOT AWARDS

Each important plot point players tackle through the story is worth experience. Tomb raiders who find a quick or easy path to the final goal may miss out on some plot points. These mostly boil down to four types of things:

|                         |  |
|-------------------------|--|
| <b>+1 per Obstacle</b>  | Your team overcame a major obstacle to their mission: a puzzle, a trap, a group of enemies.        |
| <b>+1 per Discovery</b> | Your team found or learned something useful or vital: a secret chamber, a lost tomb, an artifact.  |
| <b>+1 per Dilemma</b>   | Your team faced a tricky moral, ethical, or tactical quandary: sacrifice, tough choice, surrender. |
| <b>+1 per Setback</b>   | Your team suffered a terrible loss or setback, such as capture or debilitation.                    |

The RM's choice to award a plot point partly depends on how the group handles it. If they ignore a "dilemma" with an unconsidered response, this may not be worth XP. Or if they find simple ways to avoid enemies, this may not count as an obstacle.

Conversely, if they take a difficult/unexpected route to their goal, or worry about possible consequences of their actions in ways that the story didn't consider, this might justify awarding XP for plot points that were not originally intended. The RM must make these decisions using her best judgment based on the flow of the game.

### STORY/CHAPTER AWARDS

Characters earn more experience each time they finish a mission, or with each chapter of a larger story. The RM decides exactly which rewards to offer, may invent new categories to award, or may offer a flat benefit for the chapter.

|                        |  |
|------------------------|--|
| <b>+1/Objective</b>    | The team achieved major mission objectives. Each objective is worth +1 XP.                                   |
| <b>+1, Exploration</b> | The team found something hidden or off-the-path that was not part of the mission objectives.                 |
| <b>+1, Danger</b>      | Someone in the group died, became incapacitated, or was helpless in some other way.                          |
| <b>+1, Impression</b>  | You made a lasting impression on someone you hadn't met before, who lives to remember you.                   |
| <b>+1, Mystery</b>     | You experienced a new ancient mystery first-hand, some lost magic you cannot quite explain.                  |
| <b>+C, Cleverness</b>  | You are a quick learner. At the end of each chapter each character earns bonus XP equal to their Cleverness. |
| <b>+1, Rookie</b>      | You are at least 20xp behind the most advanced character on your team.                                       |

## Advancement: Improving Skills and Attributes

The XP characters earn allow them to improve their skills or even attributes, according to the schedule below:

|                    |                                       |
|--------------------|---------------------------------------|
| <b>Every 10 XP</b> | +1 to two basic skills                |
| <b>Every 25 XP</b> | +1 to any two skills (advanced/basic) |
| <b>Every 50 XP</b> | +1 attribute                          |

Benefits combine, so upon reaching 50 XP, the character earns all three awards.

+1 to a skill could mean gaining the first rank of a new skill, or raising the skill by 1 rank (to a maximum of 5).

As during character creation, an attribute cannot be raised above 4 without the Exceptional talent.







## Raid Master Rules



Most players don't need to worry about the rules below. The Raid-Master needs to handle things like enemies, traps, and the mysterious secrets of the Tomb Raider world. This is particularly important when designing your own adventures, to ensure a reasonable balance between making the game challenging while still allowing teams to make it through.

When the challenges are too easy, a single character can make it through without help, often leaving other players feeling redundant and bored! When the challenges are too hard, the group may spend too much time trying to recover from wounds and failures, leaving them frustrated and bored.

Even with careful planning, different groups may struggle or breeze through your scenarios due to their character designs and their facility with getting the most out of the rules. It may take some practice to find the right kinds of challenges for your group. When in doubt, begin with obstacles you think are probably too easy. It's a much better game for everyone when you build up the challenge over time, rather than start too difficult and become easier.



# Adjudicating Lara Croft's Tomb Raiders



The Raid Master “owns” everything out of the players’ control: the creatures they fight, the NPCs they meet, the weather, the traps and tombs, the supernatural events. The RM will need to manage or track all of these things in the same way that other players manage and track their character.

In addition, the RM may need to guide and advise players in rules, character development, and even drop hints about what to do if they stray from the story.

Finally, unless she has access to an adventure someone else has written, she will need to invent the story that drives the characters, and devise all of the tombs, traps, puzzles, and dangerous encounters the characters will face along the way.

That may seem like a daunting task, but it can be fun and exciting too!

The following are some of the most common RM tasks:

## DESCRIBE THE SITUATION

The RM needs to frequently describe where the characters are, what they can see (and hear, smell, etc.), and what their most obvious choices or obstacles are. Good communication and good descriptions help the players understand and enjoy the story, and also helps them make appropriate choices for their characters’ actions.

## ANSWER QUESTIONS

Sometimes players will ask questions about the situation. If their character can easily know the answer, the RM should clarify appropriately. If their character doesn’t necessarily know, but might be able to find out, a skill test can decide what they know or notice about the situation. If they succeed at the test, the RM should answer directly, explain what they know, or give them some helpful information if the direct answer isn’t helpful. For example, “There’s no chandelier to swing on, but you see vines clinging to the wall and ceiling. If you cut a vine, you could use it to swing.”

If they fail, don’t try to trick them – that can be confusing and create mistrust. It’s appropriate to say “you’re not sure if that person is lying” or “the passage looks safe enough to you” – these are truthful answers that do not reveal information the character (and player) can’t know.

## REQUEST A SKILL TEST

When characters encounter an obstacle, they will declare their intended solution to overcoming it. The RM should then inform them of the skill and challenge target for the test. The players can auto-succeed or roll dice to overcome the

challenge. They may provide assists to each other to guide the entire team through when necessary.

## REQUEST A SAVING ROLL

When something bad happens to a character, the RM may request a saving roll: test some attribute to determine how bad the consequences are.

## ROLL ATTACKS

Creatures (and sometimes traps) will attack the characters. The RM should roll the creature’s attack and damage dice according to the same combat rules that players use.

## GAME MANAGEMENT

Part of your role as RM is to “manage” the game session and the players. This means everything from finding a place and time to play, to trying to resolve issues that are making the players unhappy with the game. Here are just a few things you may need to think about:

### RECRUIT PLAYERS

This game doesn’t work very well without players. Ideally you want about 5 (plus yourself), but with some thought you can manage a smaller or larger team. You are the one who ultimately has to handle the recruitment to get the right group of players, especially if someone can no longer attend the game.

### FIND A LOCATION TO PLAY

If you can find a regular, reliable place, that’s ideal. You need to think about things like making too much noise, or being unable to hear each other due to other distractions. You may need to plan for wind or rain if playing outdoors. Light is important if playing at night.

### FIND A TIME TO PLAY

As with location, finding a regular, predictable play time is best. Otherwise, you may spend more time coordinating schedules than you actually spend playing! Take peoples’ work/school schedules into account. It may turn out that you have to turn away players simply because their schedule is not compatible with everyone else.

### COMMUNICATE YOUR ABSENCE

If you cannot attend a planned game, make sure everyone else knows. Send a text, e-mail, or call people if you have to. Players will be very unhappy if the RM just doesn’t show up when they are ready to play!

You may also need to encourage players to let you know if ever they can’t make it.



## PRESENTATION

You set the tone, mood, and style of the game through your own presentation. You can do this with words alone, but you can make things even more vivid with pictures, props, music, sound effects.

### TONE

Is your LCTR story dark and deadly, light and humorous, realistic or fantastic? As RM you help to set the overall feeling of the story. While you can shift tone based on circumstances, it may be strange if you swing wildly from a fantastic humorous setting to one that is realistic or grim. Bear in mind that players may have their own preferences. You may need to adjust the tone to suit the group's collective inclinations – or at the very least be open about the style you plan to run so that they know what to expect.

### MOOD

Where tone describes a consistent feel of the whole story, mood refers to the particular emotions of each scene. Is the abandoned palace spooky, or is it grand? Is the courtyard sunny, or rainy? Mood can change from one location to the next, and hopefully helps influence how the players (and characters) feel about the situation.

Darkness and spooky atmosphere implies that there are hidden dangers near, while light and grandeur foster exploration and curiosity.

### STYLE

Your style of play is what you bring to the game to make it unique and vivid. As mentioned above things like pictures and music can personalize your game. But style could include things like whether to ask for a skill test for actions that don't have much consequence to the plot, or whether to let players try wacky solutions to their problems like using an inflatable raft for a parachute. This is something you may not have to plan for... it will form naturally based on your instincts as an RM. But you should think about it, to make the game consistent.



## GUIDANCE

While a prepared story presents obstacles, clues, and rewards for the players to interact with, you may need to guide them to solutions and experiences that make the story move forward, go more quickly, or that lead to dramatic and memorable moments.

### TO STEER, OR NOT TO STEER?

Players don't know where the story is supposed to go. They take impressions from what they encounter, and come up with ideas about what to do next. Sometimes their ideas will take them in completely unexpected directions. The most obvious example with this is how they deal with NPC encounters. Do they try to talk to the mysterious stranger, or do they draw weapons and start firing? Is one choice or the other really bad for the story? Your choice as RM is whether to let the players meander, and look for ways to let them enjoy and succeed the story they are pursuing, or to try to steer the group "back on track" so that the story moves in the way you envisioned. Both can be good, or bad. Often the best answer is to allow some meandering, while using subtle nudges to draw them back to the intended path.

### FOSTER COOPERATION AND TEAMWORK

Do what you can to keep the group working together. Try to cool down arguments unless they seem to be orchestrated for fun role-playing tension. Remind players of the skill assist rules to help get them through difficult situations. Do your best to discourage player-versus-player situations like PCs attacking each other or fighting over the artifacts they find.

## MAINTENANCE

Between sessions you may need to do some extra work to make sure that the next game goes well. This is the "homework" aspect of being an RM, but if you neglect it, the play sessions may bog down.

### BE PREPARED

You are responsible for making sure there is something to do. That usually means preparing for each session ahead of time. You should have an idea of a few obstacles and events the group will have to deal with. You should make sure there will be dice, pencils, paper, and whatever else you need to make the game run smoothly.

### REVIEW CHARACTERS

From time to time it is a good idea to review the character sheets for the PCs (and NPCs) in the game. Make sure they are legible, and if not, provide a new character sheet players can use to make a "clean" copy. Familiarize yourself with the group's skills, particularly advanced skills. If you can think of ways to bring someone's newest advanced skill trick into play, it will really increase their enjoyment. How players advanced their characters is a big clue about what kinds of things they want to do in the game. Lots of combat skills? Make sure there's a good fight coming up! Plenty of academics? Look for opportunities to provide some interesting lore.



## TIPS FOR SMOOTH GAME FLOW:

### WHEN IN DOUBT, IMPROVISE

No amount of preparation can cover all the things players will think to do. Sometimes you will just have to make things up. It may take some practice to get good at it, but if you do get good, you may find that you don't need to prepare as much. If their idea seems like it makes the story more fun or more interesting, give them some slack. If their idea seems like it's going to bypass some important information or challenges, throw a new obstacle in their path.

### DECIDE NOW, CONSIDER LATER

Whenever there is a question about how to apply rules, or if there is some ambiguity, try to avoid arguments mid-game. That's disruptive to the flow and fun. Instead, make a quick ruling to let the game move along. If players want to argue, make it clear that this is a quick ruling and that you will consider it later. After the game is over, read the rule more carefully and talk it out with the players. If you can't reach a unanimous consent, the RM's ruling always wins – even if every other player thinks otherwise! If your considered ruling is different from what you decided in play, you don't need to go back in time or revise history – most of the time it can be explained away as “this might have worked, but at that moment it failed” or “that shouldn't have worked, but luckily it did.” However, if a hasty ruling led to a character death or other serious consequence for the players, you may want to revise history to minimize the consequences.

### BE ON THE PLAYERS' SIDE

When the RM wants the players to succeed, the game tends to run more smoothly and players are happy. If the RM instead tries to foil them and interfere, players get angry and look for ways to thwart the RM in retaliation. Root for your players, help them find solutions to tough situations, allow them to shine in their darkest moments. If you do that enough, then they are more likely to accept and understand the times when you challenge them for sake of the story.

### CHALLENGE CHARACTERS

Remember to strike the balance of being on the players' side, and challenging the characters. If the characters aren't challenged, the game becomes boring. They just breeze through the tombs, collect the treasure, and move on. Don't be afraid to place obstacles and force players to roll dice to determine the fate of their characters. Overcoming in-game challenges makes players feel good!

### GOLDEN RULE: THE RAID MASTER MAKES THE RULES

The Raid Master has the final say regarding rule disputes.

The RM may change rules, ignore them, modify them, or add new rules. When doing so, the RM should be clear that this is intentional. If possible, provide players with clarifications or print a page of “house rules” that everyone can see.

Try not to be fickle about it. Don't ignore a rule today and then enforce it tomorrow. Players want to understand the rules, and they can't do that if you change things too frequently or too arbitrarily. If you are a whimsical tyrant, your players will not want to play your game for long.





# Bringing the Team Together



When starting a new tomb raider story, one of the most important things the RM needs to do is to bring the group of individual PCs together as a team. How you do so can have a huge impact on the story and on group cohesion. The following are some suggestions for getting a team together quickly, so that you can move on to the more exciting aspects of tomb raiding.

## WORKING FOR LARA CROFT

Lara Croft is the Tomb Raider, a wealthy adventuress who discovered mysteries of the ancient world through a harrowing experiences, and now uses her skills, influence, and wealth to recruit other tomb raiders to her cause. She discovered that there really is truth and power behind myths, and that other groups seek to steal, harness, or recreate this power for evil purposes. While Lara has gotten very good at opposing these other seekers, one woman cannot stop a world full of greedy and ambitious plunderers by herself. So she recruits and forms teams of people who, together, might possess the skills, drives, and consciences necessary to fill Lara's purposes in many places at once.

Lara prefers to recruit people she meets in her own adventures. Players should feel free to write Lara into their back-story. Perhaps they got Lara out of a tight spot, or vice-versa. Otherwise, they should give some consideration for how Lara found out about them. Since she doesn't advertise "help wanted" in any obvious way, those who join her teams must have stood out on their own, or else been recommended by someone Lara knows.

Lara forms teams of 4-6 individuals with the right combination of skills to cover all tomb raiding "bases."

She prefers to recruit people motivated by curiosity, conscience, camaraderie, or justice. She tries to avoid recruits motivated by greed, fanaticism, danger, or revenge. She might accept some who are borderline or with mixed motivations, as long as the overall team leans toward those good instincts.

Lara is distrustful of anyone whose Ancient Blood is somehow obvious, or anyone who just believes themselves to belong to an ancient legacy of any importance. A character with that talent should be unaware of it at the start of the campaign, but may discover its usefulness during their story.

## TEAM FORMATION

At character creation, players should divide up the five Primary Training packages (athlete, engineer, guide, mercenary, scholar, as on [Page 16](#)) among themselves, to ensure that

all major skills are covered. Then, each player may choose a second Primary Training package freely, including jack-of-all-trades or a custom package (if RM approves). Each player should decide how Lara recruited them. There are three likely ways:

- Past Encounter – The PC met Lara during one of her adventures, and proved competent, helpful, and "good."
- Recommendation – The PC was recommended to Lara through a contact who knows them both.
- Noteworthy – The PC has made a name for themselves in their field of expertise, and has a good reputation.

The group can start with any gear rated as common, scavenged, restricted, custom, or rare – not military or black market. The team gets one vehicle appropriate to their mission – provided someone on the team has at least 2 ranks in the appropriate skill (Boating, Driving, Flying). Otherwise, the team will receive passage to the nearest civilized location using hired vehicles.

## BENEFITS

Lara supports her teams with transport, gear, travel papers, and informal training between missions. She pays all hospital bills and travel expenses, and the team receives a decent salary – paid at the end of the mission.

She can get people out of trouble (e.g. jail) if the situation is minor enough. In truly dire situations, Lara may show up and bail her team out of major trouble. The RM should save this for cases where the entire plot has been derailed due to some serious failures of judgment or dice – it should be a last resort, not an intended dramatic ending to the PCs' hard work.

## RESTRICTIONS

Lara will claim any Mys-Tech or other ancient powers her teams find – this is part of their contract! Specifically, they are obliged to reveal all materials retrieved from their adventures from any source, and it is her discretion what to keep. She will usually let them keep any modern tools, weapons, or gear they take from enemies, as well as souvenirs and trinkets that have no significant archaeological or "mystery" value. She may let them keep some minor or harmless things, but she really doesn't want dangerous ancient mysteries roaming around where she can't protect them. In story-telling terms, it's an excellent way to introduce a powerful artifact for a story, that doesn't break the next story: players use it for the rest of the mission, then give it to Lara at the end.

If the group seems to be careless with Lara's supplies, especially vehicles and passports, Lara may cut back on what she provides. For example, if the group tries to sell Lara's weapons and vehicles, they will not receive any more.

Lara has low tolerance for fools and anyone she thinks is taking advantage of her. She will boot anyone who causes more trouble than they solve. Worse things happen if someone actually betrays her outright, such as withholding an ancient mystery or writings found in their adventures.



## QUIRKS

Lara makes some effort to keep her involvement unofficial. All the contracts and payments are made indirectly. She gives each team a code name they can use to obscure their communications. They are expected (and told) not to mention Lara by name during their missions. If they need to talk about her at all, they should call her “Elsie.” Any group that gets Lara into trouble by forgetting this rule may find themselves replaced.



## ALTERNATE PATRONS

This game works about the same when working for some other individual patron or group. For example, it might be interesting to start the game with a group working for a secret (evil) society, and then discover that their bosses are up to no good. Do the tomb raiders continue to work for some bad guys in good faith? Sabotage them from within? Or stand up to them openly and go freelance?

You can define the patron in any way that makes sense for your story. There should always be some benefits and some restrictions – they might be very similar to Lara’s, or they could be completely different.

### BENEFITS

When creating a patron for your group, come up with something that makes them uniquely helpful. Perhaps they have high-tech gear, or military contacts, or allow their teams to access musty old libraries for research.

### RESTRICTIONS

Each patron has something that matters to them, based in their purpose for tomb raiding. The restrictions should reflect the patron’s identity and motives.

Whoever your patron is, they will likely be at odds with Lara Croft. She may send her own teams to interfere with the PCs.

## FREELANCERS

Who needs a boss? The PCs form a team of freelance tomb raiders. They may be treasure hunters, or knowledge-seekers.

### TEAM FORMATION

The group has reasonable freedom to make any characters they like. They may want to split up skill sets anyway, for their own benefit, but they could easily make a team where everyone is Mercenary + something else, for example. It would be a good idea to make sure that someone in the group has the Resources talent.

In a freelancer game, the group should come up with some back-story information explaining how they all met and decided to work together.

Initial gear selection uses the rules on [Page 43](#), unless the RM has an alternative rule.

### BENEFITS

In a freelance group, the group gets to keep or sell everything they find. They can go where they like and solve problems any way they like. They are beholden to no one!

Give the freelance team some sort of home base they can use between missions. This might just be a place that belongs to one of them, or an abandoned building they squat in.

### RESTRICTIONS

The freelance team needs to arrange their own transportation and get themselves out of any trouble they get into. No one will come to their rescue. This will be “hard mode!”

## UNBALANCED STARTING TEAM

Watch out for teams that lean too heavily on one skill set. Traversal and combat skills sometimes get too much attention! If the group gets too focused, it hurts the game in two ways:

First, each player will feel “less special” when they discover that everyone can do what they can do.

Second, it means that other skills are rare or neglected, and the group will struggle and become frustrated with certain aspects of tomb raiding.

If your players tend to build in the same direction, bring it up and ask them to reconsider their options. You could even offer incentives like an extra skill point to tempt people in the direction of a balanced team. Most experienced role-players understand the need for team balance and will try to coordinate their concepts before making their characters.

If some player feels that they have been pushed to do a “less fun” option to build out the team, try to present challenges that let that unique skill set shine.



# Obstacles, Threats, and Dangers



Most of the tension of LCTR comes from how the tomb raiders deal with the obstacles that stand between them and their goal. These obstacles take on many forms, but the most common ones fall into these categories:

- **Environments** – Heat and cold are common threats in remote areas.
- **Falling** – Tomb raiding involves a lot of climbing and leaping, and that leads to the occasional harmful fall.
- **Foes** – Animals, people, and strange monsters seek to kill or capture tomb raiders.
- **Hazards** – Rockslides, quicksand, and deep water, are just a few of the many hazards of the natural world.
- **Poisons** – Traps, weapons, and animals can all be the source of toxic threats.
- **Traps** – Ancient tombs are filled with traps and tricks designed to keep intruders out.

When presenting dangers in your game, understand that the idea of threats is to provide tension in the story. The tomb raiders are working hard to get to a secret that no one else has found. If it were easy, someone else would have done it already. If it's too hard they, too, will fail. The obstacle gives them something to accomplish, to demonstrate that they have the right combination of skills, equipment, and people, to get this job done.

With that in mind, they should not hit an insurmountable obstacle. However, there might be an obstacle they cannot bypass yet, an obstacle that requires some additional piece of equipment or information that the group has not yet discovered. If this situation arises, it is your job as RM to help the players understand that they need something, and if possible you need to give them a hint about where they can go now, to look for the missing piece of the puzzle.

## THE COST OF OBSTACLES

Each obstacle comes with an implicit cost – some amount of resources the group must expend to overcome it, or something they risk losing in their attempt to overcome the obstacle. The cost might be bullets, wounds, quality points, or just time. If there is no cost, and no risk of cost, then it might be best to describe the nuisance it causes and quickly move on. Costs are the tangible manifestation of tension in the game! As the tomb raiders struggle to manage supplies, stay healthy, and beat their competition to the prize, each obstacle's cost becomes a measurable reminder of their struggle.

How the tomb raiders overcome each obstacle becomes part of the story! What did they do to minimize the cost, or to choose the cost they could best afford?

They didn't just find the tomb and retrieve the blessed relic, they climbed a cliff, fought off a mummy, and deciphered the details of the curse that allowed them to retrieve the relic before their enemies could.



## DEATH AND “NEAR-DEATH”

Before getting into the various ways tomb raiders can suffer and die, it's important to know how to handle death and near-death situations. From a player's perspective, the story is usually very personal – it is the story of their character. They are the hero of their own perspective.

They enjoy a story where they get to shine and be useful and “win,” and they may become upset if they fail or make mistakes or “lose”... or die.

On the other hand, from a group's perspective, stories are more exciting if they contain danger and the risk of death. It reveals the heroism of overcoming dangerous odds and the sacrifices tomb raiders might make to save the world. Death adds a powerful moment to the story, especially if that death is dramatic or comes with some benefit, such as the hero who dies saving an innocent child!

The best of both perspectives comes when there is a real risk of death, but the PCs manage to overcome it. They get the excitement and danger that deadly situations provide, and the triumph of “winning” when they should probably have died.

LCTR is designed to create dangerous and deadly situations in which actual death is very unlikely. The idea that no amount of wounds causes instant death is rare in RPGs. In LCTR it serves to provide the impact of overwhelming force, without the permanent disruption caused by character death. The use of saving rolls and quality points gives players multiple layers of safety nets to fall into before they die. In video game terms, these systems represent a “respawn” – a video game character fails, and dies, and then is alive and able to try again.

As an RM, you can make the respawn concept explicit – actually have them die and then pop back to life back where they started. Or you can disguise it as “near-death” moments that they barely survive – the action movie trope of a hero falling off a cliff and then grabbing a little bit of shrubbery just out of view. Either model works, though the explicit re-



spawn may be too comical for the generally serious tones of tomb raiding adventures, so the rules present ways to mask the respawn as a near-death.

### SHOULD-BE-DEAD?

As described in the combat chapter ([Page 33](#)), 5 wounds incapacitates someone. Spending Tenacity or Mettle allows some degree of functionality. Sometimes a terrible attack or fall will push a character well past 5 wounds, or perhaps even cause more than 5 wounds in a single blow. How does one possibly survive such a devastating attack?

For the sake of drama, tension, and hope, it's best to assume that there is no blow a character simply cannot survive. They might be broken, bleeding, unconscious, or even comatose... but not quite dead yet. If allies find a way to help their broken friend, maybe they can save him! Use normal Medic rules ([Page 65](#)) to heal the wounds and bind the broken limbs.

If someone has truly been devastated, through one immense blow or many little ones, even great medical treatment doesn't guarantee a full recovery. Test the broken character's Destiny save with a challenge based on the number of rounds it took for someone to help them. If Destiny fails, spend 1 Spirit to treat it as a successful save. The character's ultimate condition depends on the combination of medical treatment and Destiny save:

|                               |   |
|-------------------------------|---|
| <b>Both Successful</b>        | The character will eventually make a complete recovery.   |
| <b>Destiny Success (only)</b> | The character is suffering infection (see <a href="#">Page 65</a> ) and their recovery is not assured, but they are not dead yet. They will last at least one more day.   |
| <b>Medic Success (only)</b>   | <p>The character is stabilized and will probably live, but suffers a permanent injury as a result of their injuries. Their player chooses one attribute and reduces it by 1. Examples:</p> <ul style="list-style-type: none"><li>■ Brawn – Broken arm heals crookedly.</li><li>■ Endurance – Collapsed lung or other organ damage limits their stamina.</li><li>■ Quickness – Broken leg leaves a permanent limp.</li><li>■ Perception – Lost an eye, deaf in one ear, etc.</li><li>■ Cleverness – Concussion caused brain damage.</li><li>■ Will – Depression from near-death or chronic pain.</li><li>■ Destiny – Luck is running out, or the trauma has shaken their attitudes about life. (If losing Destiny, the character of course also loses one Talent.)</li></ul> |
| <b>Both Failed</b>            | Your medic cannot address all the injuries, and fate is not smiling on you... Your adventure is over...   |



## HUNGER AND THIRST

In civilization, tomb raiders don't generally need to worry about food and water. These things are available to anyone who has money or is willing to trade in goods or favors to get them.

In the wilderness and tombs, and sometimes in squalid civilized conditions, food and drink become a vital supply for survival. Each person consumes one ration of food and water every day. When the rations run out (or before they do), the group should spend some time replenishing these vital supplies. Searching skill ([Page 68](#)) explains how to do this.

### HALF RATIONS

People can survive on half rations, but they must make a Will save to keep focused. The challenge of the Will save is the number of days they have done this (e.g. Will > 3 on the third day of half rations). If they fail the test, they must either eat a full ration or spend 1 Mettle. If they are out of Mettle, they can no longer recover quality points until they get a full day's rations.

### NO RATIONS

People missing either food or water should use the rules for unpleasant environments, below, to determine how badly the deprivation affects them. Note that even in an easy environment, lacking appropriate food and water can make it difficult to continue.



## REASONS TO CREATE HUNGER/THIRST OBSTACLES

Normally the game works fine without worrying about food and water. Tomb raiders can often explore an entire tomb in a day, then head back to civilization. Hunger and thirst obstacles serve a few minor purposes when designing or adjudicating an adventure:

- **Sense of Urgency** – Limited rations urge tomb raiders to complete their business in a timely manner. This is handy if you find your group takes sleep breaks to recover wounds and qualities between obstacles, or if they take a tactic of waiting for the bad guys at the entrance of the tomb, to attack them when they come out. Even if the group can hunt to supply, each time they do so is an opportunity for them to fail and get caught in a bad position. Time pressure tension helps keep the game moving through fun encounters!
- **Manage Encumbrance** – Rations take up space in the group's supplies. It forces them to make choices about which gear to take with them, or whether to tolerate encumbrance penalties to avoid hunger and thirst penalties. If they behave "appropriately" (in a manner consistent with choices real people make), they will have food going into a tomb, eat it, and then have space for their treasures coming out of the tomb. The food rule creates situations in which the group is not over-burdened by the artifacts they find.
- **Celebrate Survival** – Managing food and water emphasizes the survival feel of an adventure. Players whose characters have survival skills will shine when the group needs food and water. "Being useful" is an important reward when other players build combat monsters and scholars who can't feed themselves.

### IGNORING HUNGER AND THIRST

Hunger and thirst rules support the mood and theme of surviving in remote places, but are they really necessary?

No.

The RM may decide to ignore hunger and thirst rules altogether, and "assume" that the characters have or find everything they need without having to play it out or spend any time on it. This might even be vital if you want your tomb raider game to feel more like a high-action adventure.

It is also possible to "nuance" these rules, such that you ignore them in most situations, and enforce them only as a dramatic element that serves the plot. The easiest version of this is just to require that every character has 1 day of food on them, plus 1 day of water if their mission is in a desert or otherwise away from water sources. Since most tombs can be explored in a day, this 1 day ration serves as a reasonable excuse to ignore hunger and thirst rules. Then, when the group gets trapped or captured, food and water become important issues and that's the perfect time to focus on these rules.



## UNPLEASANT ENVIRONMENTS

Unexplored tombs are sometimes found in remote areas, high in the mountains, lost in the deserts, or deep in the (ant-) arctic. With proper equipment, these are not a big deal, but sometimes equipment gets lost or stolen or left behind and the tomb raiders will need to endure with materials at hand.

When exposed to a difficult environment, the likely goal is to get somewhere else: the shelter of the tomb, the safety of civilization, or at least the possibility offered by a vehicle. There are four main factors that help tomb raiders survive the environment:

**NAVIGATION:** Getting to the destination uses standard Navigation skill rules (Page 66). The better the team navigates, the less time they spend in the environment. Each roll corresponds to a day of travel.

**EQUIPMENT:** The team's supplies and gear help them manage. Supplies like food and water dwindle over time. Gear like appropriate clothing, tents, and blankets make it easier to survive, possibly giving bonuses (see Survival Gear, Page 46). Each member of the team consumes 1 ration of food and water per day.

**SEARCHING:** If the team lacks the equipment and supplies needed, Searching tests (Page 68) may help them find food, water, shade, shelter, or materials they need to replace or improve their equipment. Each success in Searching provides roughly 1 ration of food or water, or one "useful" item or material. Each person can attempt one Searching test during a day of travel without slowing down the team.

**ENDURANCE:** Each day in the wilderness, the group needs to make Endurance saving rolls. The challenge of the saving roll depends on the type of environment and the group's supplies.



## ENDURE ENVIRONMENT (ENDURANCE > VIABILITY)

| Viability |                        | Examples   |
|-----------|------------------------|--|
| > 1       | Easy                   | Good temperature, shade, water, and abundant food.   |
| > 2       | Safe                   | Occasional inconveniences, lack of shelter, unpleasant weather.  |
| > 3       | Challenging            | Risks require attention and effort to overcome: dangers, lacks fresh water.  |
| > 4       | Difficult              | The environment is not suitable for long-term living: tundra, barrens.   |
| > 5       | Unlivable              | No one can live here for long: ocean, desert, high elevation, radiation.   |
| > 6       | Deadly                 | The environment kills quickly: thin air, extreme cold, sand storm.   |
| > +1      | Out of Water           | The group has run out of safe/treated water.   |
| > +1      | Out of Food            | The group has run out of prepared food.  |
| > +1      | Inappropriate Clothing | Anyone who is underdressed or overdressed for the environment suffers this penalty. Most of the time, tomb raiders are assumed to be dressed appropriately for the location they chose to visit. |
| > +1      | Deterioration          | Someone failed the previous endure environment test.   |

Anyone who fails this Endurance save must spend Tenacity, and does not recover any qualities when they sleep.

If someone runs out of Tenacity, they are in danger of death from exposure, starvation, dehydration, hypothermia, heatstroke, hypoxia, etc. Anything that forces them to spend a quality point they don't have (such as Tenacity from failed Endurance) causes them 1 Wound instead. These wounds cannot be bandaged or healed by rest. Serious medical care is needed just to allow them to recover qualities. Ideally, they must be taken to a safe place and nursed back to health.

## RECOVERING FROM ENVIRONMENTAL EFFECTS

Medical care can stabilize someone who is dying from exposure. This requires keeping the person sheltered, warm, and so forth – no traveling!

### Treat Exposure (Medic > Viability)

Caring for patients for a day allows a treat exposure test of Medic > viability. Each ✓ gives one patient a chance to make an exposure recovery test, or provides one assist to someone's recovery.

You can try to treat yourself with -1> penalty to the roll.



### **Exposure Recovery (Endurance > Viability)**

Once treated, test Endurance > viability when medically treated. Each ✓ restores 1 point of a quality, or 1 Wound, but you cannot select the same benefit twice. So, with 2✓ you could recover 1 Tenacity and 1 Wound, but not 2 Tenacity. Success also wipes out the deterioration penalty for your next Endurance save.

### **REASONS TO CREATE HARSH ENVIRONMENT OBSTACLES**

Environmental challenges aren't a threat players want to worry about, but they reflect the harsh reality of trekking through wild and remote areas. Environment obstacles should be a function of the story's setting, rather than something introduced deliberately.

- **Story Immersion** – It's easy to tell players that they've come to a harsh and forbidding environment. Environment obstacles help them to feel it. They can't just tra-la-la through the desert and walk up to a stone door, they must first survive the desert itself! Environmental obstacles also help give a sense of time passing and distance traveled.
- **Celebrate Exploration** – The environment obstacle serves as a reminder of the importance of exploration and survival skills. Navigation, Searching, and Medic skills all have vital uses in an environmental challenge.
- **Celebrate Endurance** – Endurance attribute shines when dealing with harsh environments. Without these challenges, players may decide that it isn't a very useful quality for tomb raiders.
- **Celebrate Survival Gear** – Players who chose to give their characters camping kits and water purification tablets know they have chosen wisely when their gear helps them get through a difficult environment.

## **FALLING**

Much of the athletic side of tomb raiding seeks to find ways to avoid falling off a cliff or into a ravine. Failure to avoid the fall can be painful and even deadly! Skills like Balancing, Climbing, Leaping, and Swinging provide different ways to bypass a dangerous drop.

### **FALL DAMAGE (STEPS FALLEN > QUICKNESS)**

The RM rolls damage dice for the distance fallen (in steps, roughly 1~ per 3'), but with a challenge based on the victim's Quickness instead of Resilience, and reduced by Reflex instead of Grit. Big, bulky people are more apt to get hurt from a fall than small nimble people, and armor does not help! Falling damage causes wounds and batter.

Note that Leaping skill gives characters a way to jump down safely (within reason). The fall damage distance is based on uncontrolled clumsy falls, where even a short drop can break an arm.

### *Fall Damage*

1 per step (3') fallen.

### *Wounds Suffered*

Damage > Quickness (reduced by spending Reflex, to half).

### *Stun Suffered*

Failures from Damage roll, minus Will.

If the fall has additional hazards, like spikes at the bottom, increase the fall damage based on the hazards, or resolve the hazards as a separate attack, such that perhaps sparse spikes have an attack of 2> while dense spikes use 4>.

Fall damage can be bandaged like combat wounds. If the fall damage is excessive (more than 5 wounds), the character is badly broken and near death (see [Page 140](#)).

### **Falling Into Water**

If the fall is uncontrolled, falling into water is not much better than falling onto hard ground. Remove 1 die from the fall damage (before rolling). Swimming skill, and the advanced skill High Diving, provide rules for jumping into water from dangerous heights without being hurt.

### **REASONS TO CREATE RISK-OF-FALL OBSTACLES**

Wild places and tombs are rife with ravines, cliffs, sinkholes, pits, and other potential falling hazards.

- **Scenery** – Tombs are in remote places, often "lost" to time due to cliffs and ravines that block people from getting to them casually. Tombs are often built on a grandiose scale that leads to high ceilings and thus high falls. Some ancient secrets are hidden or built into natural cave systems, which have treacherous drop-offs. Falling risks surface simply by imagining the scenery of the tomb raiding adventure.
- **Limiting Access** – Tomb raiding wouldn't be much of a challenge if people could just walk down some stairs and grab the artifact. Falling hazards limit where the tomb raiders can go. This encourages them to explore, looking for better paths to their destination. It helps to control their route, so that the mystery unfolds a little bit at a time – in a helpful and escalating manner.
- **Celebrate Traversal** – Potential falls give athletic characters opportunities to shine. Most fall obstacles have some means of crossing that involves Balancing, Climbing, Leaping, or Swinging.
- **Celebrate Climbing Gear** – Players who gave their characters climbing kits and rope know that they have chosen wisely when their gear helps their team cross a treacherous fall safely.





## POISON, DRUGS, DISEASES

Creatures and traps sometimes inflict venom or poison upon their victims. Poison kills from the inside, attacking the victim's nerves, blood, or organs while causing little external damage. What makes poison so insidious is that it continues to harm the victim until it is properly treated or inflicts its maximum effect.

Some poisons have effects other than damage. One might, for example, drain Endurance (sleeping drug), or Quickness (paralytic poison). Poisons attacking attributes drain away the quality points first. When the quality is fully spent, the drug has its intended effect (paralysis, sleep, hallucination). Each point that cannot be drained, instead reduces the corresponding attribute, which will recover slowly if the victim survives. If the attribute reaches 0, the victim is incapacitated and suffers an extreme effect, possibly death. Poison effects beyond that may have other side-effects like causing wounds or draining other attributes.

Poisons have a "speed" rating indicating how quickly the poison acts. This could be a round, minute, hour, or day. Animal poisons tend to act quickly (rounds), while plant poisons are slower (days). Chemical poisons can fall anywhere along the speed spectrum.

Poison does its damage at this time interval until it has done its full effect or been cured. It may be possible for a medic to slow the poison if they cannot cure it quickly.

For LCTR, diseases use similar rules. They tend to have much longer effect intervals.

### Terminology

|                               |  |
|-------------------------------|--|
| <i>Interval:</i>              | How frequently the effect resolves.                    |
| <i>Intensity:</i>             | The challenge of the Endurance saving roll.            |
| <i>Normal Effect:</i>         | What happens when you fail your Endurance saving roll. |
| <i>Incapacitation Effect:</i> | What happens when the normal effect incapacitates you. |

## RESOLUTION SUMMARY

- Each interval, victim saves Endurance > Intensity. If save succeeds, reduce poison Intensity by 1. Otherwise...
- Victim suffers the normal effect: takes 1 wound, marks off 1 quality, or notes -1 next to an attribute.
- At 5 wounds, or when the attribute reaches 0, victim becomes incapacitated, and also suffers the incapacitation effect specific to that poison.
- The victim also suffers the incapacitation effect again at each interval with a failed saving roll.

### SLOWING AND CURING POISON/DISEASE

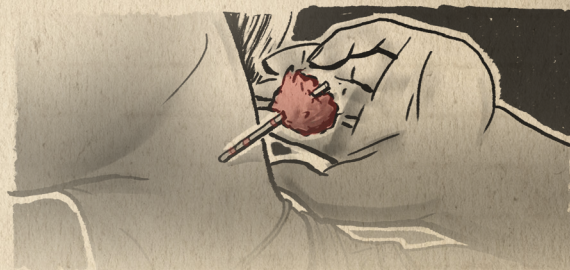
Medic skill can slow or stop the poison, with a challenge equal to the intensity of the poison. A medical kit or search might turn up medicines that can increase the medic's competence. Slowing the poison moves it to the next slower interval (such as from minutes to hours). "Curing" the poison reduces its intensity by the number of successes rolled.

### HEALING POISON EFFECTS

Although poisons sometimes cause Wounds, these wounds cannot be treated by slapping a bandage on and calling it a day. The damage goes deep. These wounds only heal from rest, as described on [Page 39](#).

Similarly, attributes reduced by poison or disease effects recover with rest, at a rate of one point per day (per weakened attribute).

Tomb raiders may encounter ancient mysteries that heal the effects of poison and disease more quickly.



| EXAMPLE POISON/DRUG | NORMAL EFFECT                      | INCAPACITATION EFFECT                   |
|---------------------|------------------------------------|---|
| Deadly Poison       | Wounds                             | Near-Death ( <a href="#">Page 140</a> ) |
| Necrotic Venom      | Wounds                             | Lose 1 Attribute point (crippling)      |
| Muscle Relaxant     | -G/B: Reduce Grit, Brawn           | Shock: 1 Wound                          |
| Sleeping Drug       | -T/E: Reduce Tenacity, Endurance   | Coma: Harder to revive/awaken           |
| Paralytic Poison    | -R/Q: Reduce Reflex, Quickness     | Shock: 1 Wound                          |
| Irritant            | -A/P: Reduce Alertness, Perception | Severe Inflammation: 1 Wound            |
| Hallucinogen        | -A/P: Reduce Alertness, Perception | Confusion: -1 I/C                       |
| Narcotic            | -I/C: Reduce Intuition, Cleverness | Coma: Harder to revive/awaken           |
| Depressant          | -M/W: Reduce Mettle, Will          | Sleep: -1 T/E                           |
| Truth Serum         | -M/W: Reduce Mettle, Will          | Suggestibility: -I/C                    |



### Poison Example:

George is bitten by a cobra with deadly poison (minutes, intensity 5, Wounds, near-death). The bite does 1 Damage, compared to George's Resilience of 2. The Damage roll (1>2) fails and George shrugs it off as a scratch: no Wounds. But he is poisoned!

George's friends try to capture the snake (in case they need it alive to make a serum) while their doctor Hanna tries to cure him. The RM informs her that in the first minute she could attempt to cure the poison with a Medic > Intensity (5) roll, or slow the poison with Medic>Intensity-2 (3). Hanna attempts to cure the poison with her Medic 3 skill and a medical kit (+1>). She fails the 4>5 roll. The RM gives her a Cleverness save (3>5) to not make things worse. She succeeds and the RM tells her that she is about to administer treatment for the wrong kind of snake, and that she really needs to use the cobra venom to make her serum, and it will take some time to do that, after catching and milking the cobra venom.

The first minute has passed. George's Endurance is 3. He attempts an Endurance > Intensity save (3>5). He fails and suffers 1 Wound.

Meanwhile, the group captures the snake without anyone else getting bitten. The RM says that milking the snake venom will take a Science or Medic test > 3, but it will take several minutes to do so... (arbitrarily, for drama) 6 minutes divided by the number of ✓ rolled in attempting to milk it. They work together using assists and manage to get 4✓, bringing their "milking time" down to 1½ minutes.

In the second minute, Hanna tries to slow the poison. This roll is 4>3 (Medic 3 + 1 medical kit > poison intensity 5-2). Hanna can succeed without rolling, and shifts the poison's interval from minutes to hours. But during this minute of medical aid, George must save again. His save is 3>5. He succeeds. The poison Intensity drops to 4.

With this much slower time frame, Hanna can use the cobra venom to make an antivenom... In reality this is a long and involved process that would be impossible and boring to simulate. For a fun and tense game challenge, this is a combination of Science and Medic tests that gives Hanna a second chance to cure George, and gives the group the story of that time they had to capture a live snake to save their dying buddy.

### REASONS TO CREATE POISON/DISEASE OBSTACLES

Animals and ancient traps are likely sources of poison and disease.

- **Myths & Expectations** – Sometimes it just makes sense to include poison or disease as a danger in a tomb raider adventure, because of the types of animals (or other creatures) for that environment, or because the myth being pursued suggests these dangers. Searching a desert? Expect poisonous scorpions and snakes! Entering a mummy's tomb? Beware the curse of the mummy!
- **Tension** – Diseases and slow-acting poisons create

a sense of dread and danger that looms over everything the group does. They may be able to slow or minimize its effects, but the damage cannot be quickly healed. Every risk they take is amplified because the poison or disease has left them that much closer to death.

- **Celebrate Healing** – The team medic's importance often gets overlooked. Poison and disease gives them a chance to stand out as the difference between life and death (or at least between strength and weakness) for their afflicted companions, and may incentivize more of the team to pick up Medic skill.
- **Celebrate Endurance** – Endurance attribute is key to overcoming poison and disease. Players who opted for Endurance over other attributes will be glad of their choice when they are least-affected by these afflictions.



### MENTAL INFLUENCE: FEAR, PERSUASION, TRICKERY

Humans and other clever foes may have ways to influence the thoughts of the tomb raiders they face. This is a threat because it can limit, penalize, or change a character's actions, and possibly lead them to do something that is detrimental to their own goals.

Combat and skill rules above ([Page 80](#)) already describe ways that PCs can influence their enemies through intimidation, taunting, and distraction, and a few other schemes. But these ploys work both ways: enemies can intimidate, taunt, or distract the tomb raiders.



## FEAR

Tomb raiders frequently find themselves in dangerous, unfamiliar, or even hostile environments. The threats are unknown and possibly even unimaginable to novice adventurers. When something happens that could shake a tomb raider's resolve, the RM may request a fear test – a Will saving roll with a challenge based on “how scary” the situation is. There are generally two circumstances that require the test:

- When the danger is first noticed, particularly if it's sudden, like the lights going out in a dark tomb.
- When the tomb raider has a choice to proceed into danger or do something safe (such as “staying put”), the character must overcome their fear to attempt the dangerous thing.

### Will Saving Roll to Resist Fear

|                        |  |
|------------------------|--|
| >1: Unseen Dread       | Darkness, fog, blinding light, silence, or loud constant noise leave tomb raiders unclear about what dangers might be lurking.                               |
| >2: Static Danger      | Tomb raider is forced to confront a danger that is fairly predictable and unchanging: heights, deep water, tight spaces, quicksand, lava...                  |
| >3: Potential Danger   | Known danger could get worse without warning: unstable passages, ready traps, foes lurking nearby, uncontrolled fire/lava, lightning.                        |
| >4: Active Danger      | Danger is clear, active, and hard or impossible to predict: predators chasing, a barrier or trap of wildly moving parts, an earthquake or flood in progress. |
| >5: Instinctive Terror | There is a threat that taps into someone's deepest, primal, survival instincts: a huge carnivore, an unknown hostile monster, a sudden volcanic eruption.    |

If the fear test succeeds, the tomb raider can push aside their hesitation and face the danger normally. If the fear test fails, the player may spend 1 Mettle to treat it as a success, or else they suffer >+1 on any action that requires confronting or dealing with the danger. Actions made to get away from the danger are not penalized.

### FEAR OF UNKNOWN CREATURES

Strange creatures are a common threat in tomb raider adventures. Not every cryptid and zombie taps into instinctive terror. Creatures that are inherently scary will list a “Fear” attribute, rated 0-5. This roughly represents how scary it is to encounter them for the first time, and sets the challenge for the fear test.

## REPEATED DANGERS

Overcoming a danger goes a long way towards facing it again. Anyone who successfully saves (by dice roll or spending Mettle) need not roll again to confront the same danger in the future. Those who fail once may apply a +1 bonus to face the same danger again if they overcame that danger previously. The bonus does not apply if they faced it and bad things happened, or if they avoided the danger altogether.

## FEAR VS INTIMIDATION

Although they seem similar and have similar rules, fear and intimidation are slightly different concepts.

Fear is not active or intentional. It is created in the mind and imagination of the person being affected: Darkness isn't especially dangerous, it's just scary. A scary creature might actually be helpful or harmless, but its scary appearance keeps predators at bay.

Intimidation is best thought of as “intentional fear” – someone, person or creature, does something to frighten a foe. They might use words or non-verbal communication (Socializing > Will), or they might make a display of their combat prowess in a threatening way (weapon skill > Will). If successful, they cause their threatened foe to suffer a >+1 penalty to attack them, as described on [Page 80](#).

## PERSUASION

Persuasion loosely covers a large number of social interactions. The most likely use of this in LCTR is that a rival or enemy will attempt to persuade the PCs to do something other than fight: join him, go away, trade an idol for a whip, and so on.

The most common form of persuasion uses a Socializing skill test > the listener's Will. If the speaker wins, the listener must spend Mettle or do what the speaker suggests (within reason: you cannot persuade people to do something that is obviously more harmful than doing nothing).

That's simple enough in a one-on-one conversation, but persuading a group is a bit more difficult. Use a sum test to persuade those with the weakest wills first (each one affected may spend Mettle as above). Over multiple rounds, it may be possible to persuade everyone, but they may be able to get you to stop trying.

Once one has spent Mettle, their mind is made up and they cannot be persuaded to do the same thing by the same person. The speaker may suggest a different, less drastic course of action (it should be significantly different, and more reasonable, to trigger a new persuasion attempt), or a new person may try to do the persuading, though any who spent Mettle have an effective +1 Will to resist the same request from a different person.

Each time the NPC makes a persuasion attempt, the PCs get a chance to respond. Those swayed by the persuasion should act accordingly cooperative. Those unpersuaded may attempt to counter-persuade (using similar rules), or may just skip negotiations and go straight to combat.



There are many ways a scene like this could go, so the RM may need to exercise some judgment. The NPC's persuasion might have a bonus (+1> or +2>, rarely more) if the NPC provides good reasons for the PCs to comply. Similarly, the PCs might receive such a bonus if their counter-offer is good.

### **RULES EFFECTS OF BEING PERSUADED**

Persuasion is not mind control. People retain free will and won't turn on their friends or walk off of cliffs. But they have been convinced that there is a good enough reason to comply with the NPC's deal, and will try to do so in a reasonable way, even if reluctantly.

While most characters will resist naturally or spend Mettle to resist, sometimes they won't. Ideally, the players will understand the notion of being persuaded and will role-play accordingly: cooperate with the NPC's suggestion and try to avoid escalating conflict.

But even if they have trouble with this, here are some rules to apply, to reflect the nature of persuasion: attempting any action that violates the spirit of the persuasion receives a >+1 penalty if skirting the terms subtly or rebelliously, or a >+2 penalty if violating the idea blatantly. For example: If you are persuaded to leave the area so the NPC and his team can work without your interference, leaving the area and spying on him is a minor violation, while leaving the area and then walking right back in is a blatant violation.

### **DOUBLE-CROSSED**

If the persuader blatantly violates the agreement they persuaded others to follow, the deal is off. No one suffers penalties to act against it, and the "victims" of the bad deal cannot be persuaded into it again unless circumstances change drastically first.

If the persuader subtly skirts the agreement and the PCs suspect or notice it, anyone who was officially persuaded may make a Cleverness save (against the persuader's Will) to convince themselves that their agreement is off. If they cannot do this, an Intuition or Mettle point suffices to free them from the agreement.

### **TRICKERY**

While persuasion uses logic and reason to get people to do something, trickery uses deception and lies. Instead of challenging the target's Will, trickery challenges their Cleverness or Perception. Use Cleverness as the defense against verbal tricks, cons, lies, etc. Use Perception as the defense against distraction, illusion, stealth, and so forth. Unlike with persuasion, the player may not spend any quality point to overcome the trick. In fact, if possible the RM presents the deception as it is taken, rather than making the trick explicit.

If some characters are tricked and others are not, those who were not tricked may try to convince their friends. Doing so gives them a Will save (or spend Mettle) to overcome the trick, by trusting their friends even though they may be confused. Those with the trust talent ([Page 28](#)) may spend Spirit instead of Mettle to trust their friends – whichever point they'd rather spend!

Players who suspect trickery and want to "disbelieve" may spend a point of Intuition to justify their character's suspicion, but without some additional information this doesn't let them understand what happened. If they incorrectly suspect trickery and want to "disbelieve," they may spend Intuition anyway. At this point, inform them that they think it's not a trick: their intuition guides them closer to the truth!

### **RULES EFFECTS OF BEING TRICKED**

If players act suspicious or otherwise contradict the idea that their character has been tricked, without using Intuition as described above to justify the suspicion, the rules are similar to persuasion: acting in a way that contradicts the trick earns a >+1 or >+2 challenge penalty. The penalty goes away if evidence reveals the truth.

Apply >+1 penalty for actions that are reasonably skeptical – such as re-examining a trick that seems fantastic or impossible.

Apply >+2 penalty for actions that are contrary to the trick, particularly when the trick is subtle and plausible.

### **REASONS TO CREATE FEAR, PERSUASION, AND TRICKERY OBSTACLES**

- **Myths & Expectations** – Sometimes the myth being pursued is naturally scary or deceptive. Players will be expecting the reality to live up to the myth, and these rules help to support those expectations.
- **Story Variety** – It is so easy to imagine every encounter as a combat, race, or other physical competition. Introducing elements of mental and emotional influences creates variety.
- **Introducing Antagonists** – Story-based games are more interesting if players have a sense of who they are up against. Social scenes provide an excellent opportunity to introduce villains and rivals with conversation, rather than combat.
- **Tension** – Scary situations set a mood, and give players the impression that danger is looming closer. These put players on edge, as they look for opportunities to understand and overcome the threat, or wait for "the other shoe to drop."
- **Celebrate Will, Cleverness, and Perception** – These mental attributes get little glory in combat. Situations that exercise Will, Cleverness, and Perception reward the players who built characters with strong minds.
- **Celebrate Socializing** – While social encounters are not a big part of tomb raiding, these sorts of obstacles give social characters opportunities to enjoy their skill. They can persuade (or trick) enemies, or can help their friends overcome persuasion, fear, or tricks.







# HAZARDS & TRAPS

Hazards and traps represent two very similar kinds of obstacles – dangerous elements that block a path and are hard to notice and/or hard to avoid. Careless adventurers don’t notice the obstacle and fall to their peril. Clever tomb raiders notice the obstacles and avoid them or at least find a way to mitigate the threat they pose.

Hazards are neither malign nor made, they are the natural dangers of unpredictable environments – quicksand, thorns, collapsing ruins, and so forth. Hazards sometimes block progress, but most often they just wear down the tomb raiders so that they are tired and inattentive when they come to the real dangers.

Traps are intentional obstacles, designed to keep intruders from reaching valuable buried secrets and treasures. Sometimes they are hidden to catch the unwary. Other times they are plain to see and serve to deter the cautious. Tomb raiders learn ways to circumvent traps or minimize their effects.

Physical traps include things like deadfalls, dart or spear launchers, and swinging blades. They are characterized by being mechanical, hurtful, and hard to avoid. Ancient people placed these traps all over their important buildings to keep out robbers and enemies. A trap typically lies in the most obvious path, and those with the secret knowledge of the place were told how to disarm the trap or avoid it easily.

## INCONVENIENCE

A hazard or trap is only a problem if it gets in the way. If the tomb raiders can easily spot it and walk around it, it’s not worth mentioning. These obstacles inconvenience the group in one of two ways. They might be unexpected and can harm people suddenly, or they may block the path to their goal.

Indoors, it’s pretty obvious how a trap can block a path. Outdoors, hazards can block the most obvious path, the easiest path, or the only path. Or, they could block the path in a way that going through the hazard takes less time than going around it, giving tomb raiders a way to beat their opposition to the scene.

## CONCEALMENT & DISCOVERY

In the case of an unexpected danger – quicksand, unstable floor, avalanche, trap – the tomb raiders normally won’t notice it until it’s a problem. Traps are often deliberately hidden from plain sight. Others are made in plain sight as a deterrent. Anyone who is careless or distracted can stumble into traps without even noticing them. Each danger has a concealment rating that measures how hard it is to notice.

## SEARCHING FOR DANGERS (SEARCHING > CONCEALMENT)

If someone specifically scouts out an area before entering, they can use a Searching test to discover the danger before getting to it. If successful, they discover the hazard or trap before setting it off.

They may then use Observation or Security > Concealment to gather more information about it.

## WALK INTO DANGER (PERCEPTION > CONCEALMENT, OR ALERTNESS)

If they fail to spot the danger, or don’t scout it, the first person to enter the area spots the danger only if their Perception rating exceeds the danger’s Concealment. There is no roll. Announce the trap, and allow them to spend Alertness if their Perception is not good enough to notice it automatically.

If there is no clear “first one in,” have each player roll a die. All who roll the lowest number happen to be the first ones to risk the problem.

*Note: Due to the “Walk Into Danger” rule, characters will rarely set off traps. Many things have to go wrong before they can actually not notice it. That’s okay! The idea is to make them spend Alertness and try to find ways to disarm the traps. Traps they almost set off are sometimes more fun than ones they actually set off. It also allows you to make traps deadly-dangerous, knowing that it will be rare that someone actually suffers the damage.*

## HAZARD CONCEALMENT

|               |                |   |
|---------------|----------------|---|
| Concealment 0 | Obvious        | The hazard is hard to miss. Its danger is a clear deterrent.  |
| Concealment 1 | In Plain Sight | Anyone looking should be able to spot it.   |
| Concealment 2 | Subtle         | The hazard is in a position that makes it hard to spot casually.  |
| Concealment 3 | Disguised      | The hazard looks like something innocuous or tempting.  |
| Concealment 4 | Hidden         | The hazard is completely hidden from view, perhaps behind a wall, ceiling, or floor.  |
| Concealment 5 | Invisible      | There is nothing to see. Poisonous air, for example. The trap can only be “seen” by the side-effects such as dead bodies around it. |



## BAIT TRAPS

Some traps take advantage of the assumed curiosity and greed of tomb raiders. They present a tempting item, and the trap only triggers if someone tampers with the bait. Anyone notices the bait whether they search or not – but may not realize that the bait is part of a trap.

Someone may inspect the bait using Observation>Concealment test. If successful they realize that the system is a trap. Ignoring the bait avoids the trap easily. The rules that follow apply if someone wants to interact with the bait.

## SECURITY SKILL

Someone with good Security skill may use that instead of Searching and Observation to look for traps. Doing so does not reveal natural dangers, only man-made (deliberate) traps and alarms.

## OBSTRUCTION

Spotting a hazard or trap is not enough to let you ignore it. It's still there... in your way! Obstruction measures how hard it is to go over or around, or through the danger without suffering consequences. Here are two ways of thinking about it:

### HAZARD OBSTRUCTION

|   |           |   |
|---|-----------|---|
| 0 | Avoidable | Skill is not required... simply walk around it or step over it!   |
| 1 | Cakewalk  | The hazard is easy to get past for anyone with the right skill.   |
| 2 | Beginner  | The hazard is something beginners can usually handle fine.        |
| 3 | Skilled   | This hazard requires real skill (or luck) to navigate safely.     |
| 4 | Advanced  | This hazard can be difficult even for those with the right skill. |
| 5 | Expert    | This hazard poses a problem even for experts.                     |
| 6 | Folly     | Even experts would be foolish to attempt this casually.           |

### TRAP OBSTRUCTION

|   |              |   |
|---|--------------|---|
| 0 | Bait Trigger | Obvious and inconvenient, meant as a lure; or broken.                   |
| 1 | Small Button | The trigger is one spot on the floor, easily avoided if you see it.     |
| 2 | Many Buttons | The triggers are all over, and you need to take care to avoid them all. |
| 3 | Tripline     | It stretches across the path, yet can be stepped over with care.        |
| 4 | Safe Path    | It takes up a large area, but there is a safe path through or over.     |
| 5 | Floor Panel  | It takes up a large area that requires ingenuity to bypass.             |
| 6 | Blockade     | It takes up a large area that cannot be avoided, like a doorway.        |

## AVOIDANCE (SKILL > OBSTRUCTION)

With the right skill, you can avoid a hazard or trap safely. Which skill applies depends on the situation.

There may be more than one way to get around a hazard. The options depend on, the surrounding terrain and available gear. Some may even choose different means, depending on their skills. If desired, characters may attempt Observation or other skill tests to determine their options and estimate the challenge of each possible path. The obstruction rating might be different for different means.

With assistance rules (Page 11), the most capable characters can help others get through safely.

If they fail the skill test, allow an appropriate saving roll (usually Quickness, but sometimes Brawn or other attributes) to chicken out, back away, or hesitate. A successful save does not bypass the danger, it just gives the character another chance to deal with it. Remember that saving rolls get harder if you make several in short order (Page 11). In some circumstances, the save might put you in a different situation rather than a "do-over." For example, leaping a chasm unsuccessfully, but making the save, might leave you dangling from a hand-hold below the far lip.

### COMMON HAZARD AVOIDANCE SKILLS

|                  |   |
|------------------|---|
| Balancing        | The safe path is hard to stand on, like shaky ground or a rolling log, or you need to step carefully. |
| Climbing         | The obstacle requires vertical travel, or can be avoided by first going up, then over.                |
| Construction     | The obstacle is due to the decay of old ruins, and might be repaired.                                 |
| Demolitions      | The obstacle can be blasted apart and bypassed.   |
| Evasion          | The obstacle is something fast-moving, like an avalanche.   |
| Leaping          | The obstacle requires height or distance to cross, like a chasm.                                      |
| Mechanics        | The obstacle can be moved aside or lifted with the right materials.                                   |
| Mythology        | There is a story about how to overcome the obstacle.  |
| Swimming         | The obstacle involves water as an obstacle or path to go around.                                      |
| Swinging         | The obstacle is low and there is something above to swing from.                                       |
| Vehicular Skills | The group is in a vehicle and the pilot wants to get the vehicle through.                             |



## CONSEQUENCE & EFFECT

Someone who fails their options to notice and/or avoid the danger must deal with the potential consequences... Consequences that could range from inconvenience to death. Each obstacle (or each way of getting past it) may have any or all of the following consequences:

|                   |  |
|-------------------|--|
| Inconvenience     | Failure to pass the hazard means taking a longer alternate path.   |
| The Way is Closed | Something changes so that no one else can attempt this passage – a door shuts.                                     |
| Lost Gear         | The obstacle ruins an item – a rope-cutting trap.  |
| Painful Passage   | Getting across hurts, causing some dice of damage.   |
| Falling           | Failure to cross means falling, using the normal falling rules.  |
| Chain Reaction    | The failure has destabilized the area and things are starting to fall apart... possibly even creating new hazards! |

## TRAP ATTACK

While most hazards tend to be “avoid-or-suffer” situations, the key threat of a trap is its ability to harm those who set it off. This could mean dropping people into a pit, peppering them with arrows, or cleaving them with fast blades. The skill of the trap-makers (oh so long ago) and the age of the trap both affect how likely it is to cause problems. Treat this like an attack test: some number of dice > the victim’s Defense (usually).

|                         |  |
|-------------------------|--|
| Attack 0: Warning       | The trap is not dangerous, but serves merely to warn off intruders.      |
| Attack 1: Slow Threat   | The trap has a slow-moving or slow-to-build danger, like a gas cloud.    |
| Attack 2: Hit-or-Miss   | The trap has an easily-avoided danger, like a single spear.              |
| Attack 3: Peppering     | The trap projects several dangers over an area, such as arrows or darts. |
| Attack 4: Chaos         | There are several components working together to fill the space.         |
| Attack 5: Comprehensive | The danger systematically foils most escapes, perhaps blocking exits.    |
| Attack 6: Devastation   | The trap cannot miss, such as a rush of water down a narrow hall.        |

## TRAP EVASION

Anyone who is aware of the trap may try to run through it evasively, hoping to avoid the darts and blades. Enjoy +1 Defense and test Evasion > 3 to contest the trap’s attack ✓.

## “SLOW THREAT” TRAPS

Some traps build up slowly, getting more dangerous over time. For these, begin with “Slow Threat” attack rating (1>) and work up to whatever the maximum Attack rating is for the trap, at whatever rate makes sense – typically +1>per 1 or 2 rounds. People may try to escape the area before it reaches full effect, using trap avoidance rules.

## TRAP EFFECT (DAMAGE)

If the trap attack hits its target, it will do damage (usually) based on its overall size and complexity. Small, simple traps like dart shooters do just a little damage, while giant crusher blocks are easily deadly. Most traps use a damage test. If the trap is a pit, it might inflict falling damage instead. If the trap is gas or darts, it might use the poison rules.

|              |   |
|--------------|---|
| Effect 0     | The effect is so weak or ineffectual that it doesn’t matter.              |
| Effect 1     | The trap has a minor danger, such as a dart.                              |
| Effect 2-3   | The trap has standard weapon damage, like an arrow or spear.              |
| Effect 4-6   | The trap inflicts serious wounds, like a bludgeon or scythe.              |
| Effect 7-10  | The trap can be deadly and will likely knock people down.                 |
| Effect 11-15 | The trap will kill most people, but some might survive, like a deadfall.  |
| Effect 16+   | This trap kills with little hope of escape, like a dropped ceiling block. |

Some traps might have non-lethal effect, such as knock-out gas, dropping bars, unbalancing, etc. Unbalancing traps do batter instead of wounds. If the trap does damage, roll the trap Effect (Damage) > Resilience of each victim caught by it.





## DISABLING TRAPS

The workings of a trap are often complex and can be jammed or dismantled by someone tampering with its parts. Sometimes the mechanism is hidden behind walls or positioned in a way that requires going through the trap before fiddling with it. If the team notices the trap, they may attempt to foil the mechanism to stop it from going off. Rate the mechanism of a trap as follows:

### MECHANISM RATING

|   |                |  |
|---|----------------|--|
| 0 | Switch It Off  | The trap can be switched off easily, if you can reach the switch.  |
| 1 | Jam It         | The workings of the trap can be jammed pretty easily, or electronically bypassed.  |
| 2 | Brace It       | The workings can be stabilized with some clever leverage.  |
| 3 | Break It       | With effort, the mechanism can be damaged or broken to disable the trap.   |
| 4 | Deconstruct It | With ease, an engineer might be able to take out key pieces safely.  |
| 5 | Mitigate It    | The mechanism is fool-proof, but someone who understands the trap might be able to slow it down or soften the blow enough to make it temporarily safe. |

Anyone can examine a known trap for weaknesses to exploit. Use an appropriate skill > Mechanism test. The skills most likely to be useful are Construction, Security, and Mechanics, but modern traps might allow Electronics, Tech, or other skills to defeat. Puzzle-traps or codes might even use Geography, Interpretation, or Mythology! An online software trap might use Tech (hacking). For traps with multiple options, the tomb raider may use their best applicable skill.

If the roll succeeds, reduce the Obstruction, Attack, or Effect rating of the trap by ✓. The RM decides how to weaken the trap based on the trap and the skill used to foil it



## HAZARD & TRAP EXAMPLES

### EXAMPLE 1: THE NARROW RAPIDS

Hazard (River) / Concealment 0 / Swimming > 4, Climbing > 4, Leaping > 5 / Attack 4, Damage 3+rapids *"A fast, narrow river blocks progress. In a few places, trees lean across the water from both sides, almost touching."*

The river is fairly narrow and a very skilled athlete might be able to jump or swim across. The group evaluates their options:

- Leaping is the fastest way across, but also the hardest and most dangerous. The RM says this is an expert jump (Leaping>5).
- Climbing across the trees is possible, but still advanced (Climbing>4) because the branches are thin where they cross and might not support a climber's weight properly. If their Balancing skill is better, they could climb the tree more easily (Climbing>2) then balance-walk across the branches (Balancing>4).
- Swimming across might be possible, but the rapids tumble over dangerous rocks (Swimming > 4).
- With a rope or vine people might be able to swing across. This requires some set-up (Mechanics>2) to secure the rope in the right place, but getting across is then a beginner (Swinging>2) maneuver.
- With more rope, or saws and axes, the engineer might be able to build some sort of bridge. This will take considerably more time and a Construction or Mechanics roll (Challenge 2, modified by tools and materials), as well as needing one person to cross the ravine in a riskier manner to help build the other side of the bridge. Once done, the bridge itself should be easier to cross – a crude 2-rope bridge might use Balancing or Climbing > 3.
- A crazy driver might find (or build) a ramp to jump a jeep over the ravine. This might be a Driving>3 or so depending on the quality of the ramp.
- Anyone who falls/fails in the river will get bashed against rocks as an attack (4 dice), doing 3 damage, and then they will have to succeed at Swimming > 4 to get out without help.

Notice that the initial summary does not include all of the options mentioned... You can't plan for every crazy scheme the players might come up with! Account for the most straightforward scenarios, and be willing to improvise the rest if needed.



## EXAMPLE 2: THE HALL OF DARTS

Trap (Arrows) / Concealment 3 / Balancing > 4 or Mythology > 4 / blast Attack 3, Damage 1 + Poison 3 (-R/Q Paralysis) / Mechanism 3

*“Carved figures decorate the length of the hall ahead: People on the walls, carved plants and animals on the floors.”*

Actually, the carved figures serve to disguise the dangers of the hallway. There are arrow launchers behind the wall, and many of the carved animals on the floor are pressure plates. The architects created a single safe path one can follow by recounting the story of the Jackal King’s journey to godhood.

Anyone who asks for more details about the carved figures (without caution) is assumed to step into the hall to get a better look, and thus risks setting off the trap. Clearly, anyone who ignores the carvings and moves ahead also sets it off.

The scholar Irene asks for more information about the carvings. Her Perception is 3, but that’s not good enough to automatically notice the risks. The RM allows her to spend a point of Alertness, which she does.

RM: “You are about to step into the hall to get a better look at the carvings, but just before you put weight on the carved floor, you notice a hole in the wall, disguised as the deep-set eye of a slave. You think there might be something dangerous here, so you back out carefully.”

The group examines the hallway more carefully (Observation/Security > 3) and learns that there are pressure plates on the floor and holes in the wall – probably darts or arrows. They can proceed carefully, testing the stability of each stone before putting weight on it. This requires everyone to make a Balancing > 4 test, though each can assist the person in behind them. Or they can try to jam and brace all of the pressure plates (Security > 3), though this will be slow-going and a failure will set it off.

Irene speculates that the safe path carvings might mean something. The RM asks her to make a Mythology > 4 test, which she does. The carvings seem to match the story of the Jackal King, but many of the animals are not mentioned in the story. If Irene chooses to trust her knowledge, she can confidently follow the story and make it through the hall, and even use her extra Mythology ✓ to assist someone following behind her. Anyone in line can choose to use Mythology or Balancing to survive the hallway.

If anyone fails, they trigger the trap and everyone nearby (themselves and the people immediately in front or behind) become subjected to an Attack 3 > Defense as arrows shoot and poison them. Anyone who suffers a knockback batter effect must test Balancing > 4 again to avoid stepping on a new pressure plate and triggering the trap again.



## REASONS TO CREATE HAZARD AND TRAP OBSTACLES

Hazards represent the danger of getting to remote places. Traps emphasize that important ancient secrets were well-guarded. Both justify why a tomb has not already been raided and serve as dangers that add to the tension of the story:

- **Adventure Expectations** – Tomb Raiding is dangerous because of the hazards and traps tied to old and lost mystery sites. If it was safe and easy, everyone would be there. If the treasure is important enough to raid, then it was probably guarded behind traps.
- **Tension** – The presence of hazards and traps generate dread because the group never knows when this sort of danger will arise. Even when they spot the danger ahead of time, they know that trying to get across is dangerous and any failure could cost them.
- **Scenery** – Outdoor natural hazards are a natural part of the remote and protected location of tombs. This is especially true if the tomb is on a cliff-face, underwater, or otherwise in a naturally dangerous place.
- **Limiting Access** – Traps and hazards can channel characters to particular places – they will tend to go to the “easy” locations before deliberately facing a trap. Thus you can use obvious dangers to funnel them to things you want them to find.
- **Celebrate Skills** – Hazards and traps can be designed to celebrate any skill set. Survival and Traversal skills are the most obvious opportunities, but puzzle traps solved by crafting or academic skills are also common.









# Foes

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In the wild areas where tombs are found, wild animals lurk, waiting to prey upon the weak and helpless. Inside the tombs, the deeper one gets to ancient mysteries, the stranger the creatures become. Many creatures are innocuous and harmless, and will flee at the first opportunity. Others are aggressive. Tomb raiders only need to worry about the aggressive ones!

Foes have attributes similar to those of characters, and calculate Defense, Resilience, and combat attacks in similar ways. Some creatures have more or fewer than 5 wounds to become incapacitated – usually the creature's size is the main factor in determining how many wounds it can absorb.

In addition, creatures may have skills equivalent to Hand-to-Hand, Leaping, and perhaps a few others depending on the creature type. They use these skills to stalk and attack the tomb raiders. A few creatures have a special attack like a spit or a poison bite.

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## FOE STATS

There is no way to present rules and stats for every possible foe a tomb raiding group might encounter. Human enemies cover a near-infinite spectrum of abilities, gear, and tactics. These rules present a number of common foes – particularly humans and animals – to give a fledgling RM a quick starting point for putting their own plots together.

Eventually, you will find that the same old enemies seem less interesting, and that the myths your tomb raiders investigate will hint at all manner of strange and dangerous beasts they could face. While the sample foes presented have quite a bit of detail, there are really just a few things you need to design your own enemy type:

### ATTRIBUTES

The foe's Brawn, Endurance, Quickness, Perception, Cleverness, and Will. Destiny is usually 0. Generally only "important" enemies will have any real destiny.

### DEFENSE, RESILIENCE, AND WOUNDS

Defense = Quickness (modified by special tricks). Resilience = Brawn (plus armor or special tricks.) Wounds are based on the size of the foe: 5 Wounds for humans and human-sized animals.

### PRIMARY ATTACKS

Each creature will have one or two main attack types. Humans might have a few more based on the weapons they carry. Attacks have the following stats:

**Initiative:** Q for physical actions, C for mental/social actions. Some attacks might adjust Initiative up or down.

**Skill:** The number of dice rolled for the attack.

**Damage:** The number of damage dice rolled if the attack succeeds, usually B +/- some modifier.

**Modifiers:** Any special rules or modifiers for the attack, similar to the weapon modifiers (see [Page 37](#)).

Unless a special trick says otherwise, all foes get one action per round just like players. Foes with multiple attacks pick just one each round.

### SKILLS

Most enemies possess a limited set of skills that work essentially the same as player characters' skills.

Occasionally a foe will have a skill that tomb raiders don't have, explained with its special tricks.

### SPECIAL TRICKS

Any other special rules the foe might be able to use, or clarifications of its attacks.

### TACTICS

Every enemy prefers certain tactics, which an RM can use to decide their actions during an encounter. When you aren't sure what to have the enemies do, start with their first-listed tactic, if appropriate. If that isn't appropriate or isn't helping, move down the list of tactics. The last one will often be their tactic of last resort or desperation.

Humans and other clever enemies have a tactic called *Flexible Tactics*, which simply means the RM can have them do anything she thinks makes sense.

### ENVIRONMENT

Where the enemies can be found, or where they prefer to hunt or ambush enemies.

### LORE

Certain skills help the PCs understand the enemy. Different skills may provide different kinds of information. Circumstances may affect what they find most useful. The myths under investigation color the lore for your story's threats.

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That's it! Other details might be helpful but you can usually improvise them when necessary. Just be careful about making foes that are more powerful than the ones presented here. If you are not careful, you may discover that tomb raiders can't complete your story because some foe kills them all. Be sure to give them opportunities to escape and regroup, especially if winning a direct fight is not the way to bypass this obstacle.



## COMMON SPECIAL TRICKS

Many foes possess these common tricks:

|                  |   |
|------------------|---|
| Feint            | <p>The attacker applies a penalty to attack, and a bonus to defend.</p> <p>Typically, this is -1&gt; attack and +1 Defense. This lasts until their next declared action. It is possible to apply greater penalty/bonus, limited by Evasion skill.</p>   |
| Ferocity         | <p>For animals and other inhuman creatures, Ferocity skill is what they have instead of Socializing. Ferocity skill can be used to intimidate, distract, or taunt, just like Socializing – though each creature uses just one of those three approaches.</p>  |
| Flexible Tactics | <p>Humans and some very clever monsters may adjust tactics as needed to suit their situation, using their Tactics skill when appropriate. This means they will not persist in a plan that is clearly not going to work.</p>   |
| Pin              | <p>If the attack ✓ equals or exceeds the target's Brawn, the victim is helpless and cannot take any physical action, even to free themselves. Their Defense is 0 while pinned. They may spend Mettle to take an action, attempting to free themselves or hurt their attacker. Otherwise they are stuck until their attacker lets them go or is incapacitated, or someone else frees them.</p> <p>The pinning attacker can attack their victim with continuous damage or an alternate attack form (usually specified by their pinning attack), but cannot evade or attack others without abandoning their pinned target.</p> |
| Poison           | <p>A successful attack applies poison. Unless otherwise stated, poison damage tests against the opponent's Endurance, rather than their Brawn. Some poisons inflict wounds, others drain Tenacity or Reflex.</p> <p>See poison rules on <a href="#">Page 144</a> for details.</p>   |
| Stability        | <p>Creatures with four or more legs, snakes, and aquatic creatures cannot be easily unbalanced. Reduce incoming Batter by Brawn instead of Will, when determining Stun effects: <i>Stun = Batter - B</i>.</p>   |

|                |  |
|----------------|--|
| Size Variation | <p>Some creatures come in a wide range of sizes. Adjust the creature's Brawn up or down (typically by at most +/- 2) to represent its size. Adjust its Wounds, Resilience, melee Damage and Batter by the same amount.</p> |
|----------------|--|

|       |   |
|-------|---|
| Touch | <p>This attack only needs light contact to have its special effects (usually poison).</p> |
|-------|---|

It does not cause damage or batter in the usual way. A touch always works against an unarmored opponent or location, and always fails against fully armored targets. In the case of a partially-armored target, the RM may make a judgment call or roll a die to determine whether the armor was helpful. For example, most snake bites and scorpion stings will be to the leg or foot, making a helmet irrelevant. But a spitting cobra spits at the eyes, so a visored helmet is perfect armor.

Heavy boots are a tricky case: They don't count as armor but they reasonably resist touch attacks from scorpions and snakes. Roll 1d6 when a tiny creature at ground level makes a touch attack against someone wearing boots (as most tomb raiders do): On a 1-3 the attack hits the boot and has no effect; on a 4-6 the attack hits above or through the boot and affects the victim normally. If the creature lands on a shoulder or crawls up a leg, change the odds accordingly.

## NOTATION & TERMINOLOGY:

**I: Initiative** – Each round, resolve actions from the highest Initiative to the lowest.

**S: Skill** – The number of competence dice rolled for the action test.

**D: Damage** – The base damage of the attack. A number in parentheses denotes Batter instead of Damage.

**Rank** – Roughly equivalent to total skill or damage ratings needed for a team to take on one of this type of foe. This is just a guideline – characters with the right advanced skills, gear, or tactical advantages will fare better than their raw numbers suggest.

**Challenge** – Roughly how many of these enemies constitute an easy, fair, or hard fight vs 5 starting PCs



# Humans

## COMMANDO (RANK 5)

“Commando” is shorthand for a variety of elite soldiers. This degree of training mostly comes from first-world military systems, but sometimes a group of private soldiers or mercenaries will have a retired military commando in charge.

**CHALLENGE:** Easy: 1 / Fair: 2 / Hard: 3

**ATTRIBUTES:** B3 E3 Q2 P3 C2 W3 D0

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 2       | 3+1†       | 5      |

| Assault Rifle (Burst)                                    | Initiative | Skill | Damage |
|--|------------|-------|--------|
|  | I:2        | S:5+1 | D:4    |
| <i>Medium Range</i><br><i>Ammo (2 clips x 10 bursts)</i> |            |       |        |

| Handgun  | Initiative | Skill | Damage |
|--|------------|-------|--------|
|  | I:3        | S:5   | D:3    |
| <i>Medium Range, Precise</i><br><i>Ammo (2 clips x 10 shots)</i> |            |       |        |

| Knife | Initiative | Skill | Damage |
|-------|------------|-------|--------|
|       | I:2        | S:5   | D:3    |

| Frag Grenade*  | Initiative | Skill | Damage |
|--|------------|-------|--------|
|  | I:0        | S:5+3 | D:5    |
| <i>Short Range, Collateral, Blast 3</i><br><i>Ammo (1)</i> |            |       |        |

| Punch/Elbow | Initiative | Skill | Damage |
|-------------|------------|-------|--------|
|             | I:3        | S:5   | D:2    |

### SKILLS

**Academics 0**  
*Languages 1 (as appropriate)*

**Battle 5**

**Craft 1**

**Exploration 3**

**Traversal 3**

**Utilitarian 1**  
*Demolitions 2, Heavy Weapons 4*

### SPECIAL:

†**Body Armor:** Commandos wear an armored vest worth +1 Resilience (3+1=4) versus most attacks.

\***Versatile Equipment:** Most commandos have a wide variety of weapon and grenade options. The attacks listed are just the most common choices.

### TACTICS:

**Weaken Opposition:** Commandos typically focus on the biggest threat they can target safely – the enemy with the best weapons or the largest (by Brawn). If this does not seem effective, they will split their attention to the next most dangerous enemy. Enemies with grenades are particularly important targets.

**Retreat to Defense:** Commandos caught out in the open will generally not stay there. They will use their movement to withdraw to the nearest cover or structure, either attacking or evading as they go. If they have smoke grenades, they will use that to cover their withdrawal.

### Flexible Tactics

**ENVIRONMENT:** Commandos go where they are needed, or where their employer sends them. They have no qualms about using difficult terrain to their advantage.

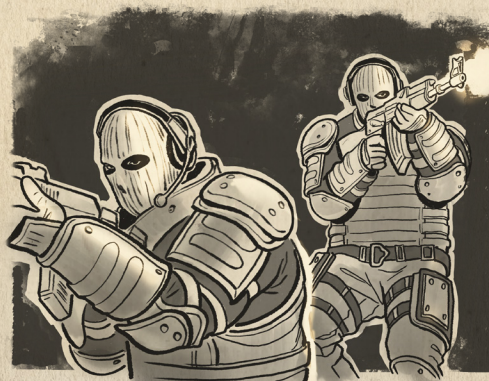
### LORE:

**Geography > Obscurity (2): Origins**  
Based on uniform, insignia, equipment, names, and languages/ accents, determine where they come from.

**History > Obscurity (3): Activities**  
Based on insignia, names, stories, and tattoos, determine other wars or missions they participated in.

**Interpretation > 6-clues: Motivations**  
Based on clues (origins, activities, Observation, Socializing), determine motivations or weaknesses of this team of soldiers.

**Languages: Origins**  
If the soldiers speak a language/ accent that you know or can identify, determine where they come from.





## GUARD (RANK 2)

Guards are amateur fighters whose main job is to watch for intruders and raise the alarm.

**CHALLENGE:** Easy: 4-6 / Fair: 7-9 /  
Hard: 10-12

**ATTRIBUTES:** B<sup>2</sup> E<sup>3</sup> Q<sup>2</sup> P<sup>3</sup> C<sup>2</sup> W<sup>2</sup> D<sup>0</sup>

**COMBAT:** Defense 2 Resilience 2 Wounds 5

Handgun Initiative Skill Damage  
I:2 S:2 D:3

*Medium Range*  
*Ammo (1 clip x 10 shots)*

Baton Initiative Skill Damage  
I:2 S:2 D:2

Punch/Elbow Initiative Skill Damage  
I:3 S:2 D:1

### SKILLS

**Battle 2**

**Exploration 1**

*Observation 3\**

**Traversal 1**

### SPECIAL:

**\*Vigilance:** Guards are always watching for danger when on-duty.

**Raise the Alarm:** A guard can call out loudly, and hear calls from his allies, unless specifically prevented.

### TACTICS:

**Sentry Duty:** Guards stay put or patrol, watching for dangers and intruders. If they spot trouble, or are attacked, they raise the alarm. In a team of guards, one will focus on summoning help or informing superiors, while the rest engage with the intruders.

**Regroup:** If enemies are dispatched or flee, guards will not leave their post to chase or search. They will return to their posts and if necessary seek or apply medical attention in an orderly fashion. They may choose new positions to better defend from a known threat, or to watch a prior blind spot better.

**Flexible Tactics**

**ENVIRONMENT:** Guards go where their employer instructs them to go. They stick to a post or patrol a predictable path.

### LORE:

**Geography > Obscurity (5): Origins**

Based on name and language/accent, determine where a guard comes from.

**Interpretation >6-clues: Motivation**

Based on clues (origins, Observation, Socializing), determine motivation of an individual guard.

**Languages: Origins**

If a guard speaks in a language/accent that you know or can identify, determine where he comes from.





## HISTORIC (RANK 3)

In remote areas, lost tribes live much as they have done for thousands of years, using ancient weapons to defend their land against outsiders. Some historic people are open to friendly outsiders, but most will fight to defend their dwindling territory and sacred sites. Friendly tomb raiders may be able to work with the historic people against the sinister organizations who don't care what damage they cause.

**CHALLENGE:** Easy: 2-3 / Fair: 4-5 / Hard: 6-8

**ATTRIBUTES:** **B**3 **E**3 **Q**3 **P**3 **C**2 **W**2 **D**0

**COMBAT:** **Defense** 3 **Resilience** 3 **Wounds** 5

**Bow** **Initiative** I:1 **Skill** S:4 **Damage** D:3

*Long Range, Snipe, Precise Ammo (4 Arrows)*

**Blowgun** **Initiative** I:2 **Skill** S:4 **Damage** D: -

*Short Range, Touch, Poison\*, Ammo (3 Darts),*

**Spear (Thrown)** **Initiative** I:1 **Skill** S:4 **Damage** D:4

*Short Range, Ammo (1)*

**Spear (H2H)** **Initiative** I:1 **Skill** S:4 **Damage** D:4

*Close+1 Reach, Two-Handed*

### SKILLS

#### Academics 0

*Mythology 1*

#### Battle 0

*Archery 4, Evasion 2, Hand-to-Hand 4, Tactics 2, Throwing 4*

#### Craft 0

*Construction 1, Mechanics 1*

#### Exploration 3

#### Traversal 1

### SPECIAL:

**\*Poison:** Historic hunters with blowguns can poison foes from a distance. Most of their hunting poisons are slow but deadly. Some have access to fast poisons, or hallucinogens. It depends on their environment.

**Deadly Poison** Per Minute, Intensity 5: E>5 or 1 Wound, Incapacitate: Near-Death

**Hallucinogen** Per Round, Intensity 3: E>3 or -1 A/P (Incap: -1 I/C)

**Paralytic Poison** Per Minute, Intensity 4: E>4 or -1 R/Q (Incap: 1 Wound)

### TACTICS:

**Watch and Lure:** From stealth, watch intruders and draw them into natural hazards.

**Poison Darts:** From stealth, shoot intruders with poison darts, then flee and hide to avoid retaliation. When enough enemies are weakened or incapacitated by poisons, switch to focused attack.

**Focused Attack:** If exposed or forced into open battle, focus attacks on the most dangerous target.

### Flexible Tactics

**ENVIRONMENT:** Historic people are found in remote areas, far from civilization. Often they live in or near the oldest ruins. They use knowledge of the area to watch and study intruders, and then lure them into hazards or traps without revealing their presence.

### LORE:

#### Geography > Obscurity (5): Tribal Territory

Based on local legends, know the name, territory, and some stories about the locals. Often ancient secrets will be found in the midst of historic territories.

#### History > Obscurity (5): Origins

Based on local history, know who controlled this territory long ago – this provides clues about the ruins and remnant powers to expect here.

#### Mythology > Obscurity (5): Ancient Powers

Based on local legends, know what ancient powers, artifacts, or mysteries might be found in this territory. It may be that the locals still have access to them.

#### Science > Obscurity (5): Local Poisons

Based on a study of local plant life, and local stories, know the effects of and antidotes to local poisons.







## MERCENARY (RANK 3)

Mercenaries are paid fighters who have military or law enforcement training. They have a specific job they are hired to perform, and will fight aggressively to complete it quickly. If their employer dies or flees the scene unexpectedly, they quickly become reluctant to continue fighting, or else they resort to looting the area to pay themselves.

**CHALLENGE:** Easy: 2-3 / Fair: 4-5 / Hard: 6-8

**ATTRIBUTES:** B2 E2 Q3 P3 C2 W2 D0

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 3†      | 2          | 5      |

| SMG (Burst) | Initiative | Skill  | Damage |
|-------------|------------|--------|--------|
|             | I:2        | S:3*+1 | D:3    |

*Medium Range*  
*Ammo (1 Clip x 10 Bursts)*

| Handgun | Initiative | Skill | Damage |
|---------|------------|-------|--------|
|         | I:3        | S:3*  | D:3    |

*Medium Range*  
*Ammo (2 Clips x 10 Shots)*

| Knife | Initiative | Skill | Damage |
|-------|------------|-------|--------|
|       | I:3        | S:3*  | D:2    |

| Frag Grenade* | Initiative | Skill  | Damage |
|---------------|------------|--------|--------|
|               | I:1        | S:3*+3 | D:5    |

*Short Range, Collateral, Blast 3*  
*Ammo (1)*

| Punch/Elbow | Initiative | Skill | Damage |
|-------------|------------|-------|--------|
|             | I:4        | S:3   | D:1    |

### SKILLS

#### Academics 0

*Languages 1 (as appropriate)*

#### Battle 3

#### Exploration 1

#### Traversal 1

#### Utilitarian 1

### SPECIAL:

**\*Aggressive:** Mercenaries always begin with an offensive tactic: +1> attack.

† **Paid to Fight, Not Die:** When any of their allies become incapacitated, mercenaries switch to a defensive tactic worth +1 Defense (replacing the aggressive bonus). Once in this mode they may be open to negotiation, surrender, or escape if their employer is not present.

### TACTICS:

**Defend a Location:** Mercenaries take up defensive positions based on the site. Typically they will have one lookout using Stealth (1) and Observation (1), with the rest of the team behind cover around the location.

**Search a Location:** Mercenaries use leap-frog advancing patterns, moving in one or two at a time, taking cover, then letting the ones in the back move in. Advancing teams use Searching (1) to look for threats or objectives (treasure), while cover teams use Observation (1) to keep an eye on risky approaches. If they spot trouble, they use cover to defend, and advance only as needed to attack.

**Track Enemy:** If a foe escapes, mercenaries may track it down, using Searching (1). If they fail to find anyone, they will revert to other tactics.

**Flexible Tactics:** If used, this replaces their special rules: Aggressive and Paid to Fight, Not Die.

### ENVIRONMENT:

Mercenaries go wherever their employer sends them. They tend to stay on dry, solid ground as much as possible, but are willing to deal with snow, water, sand, and other difficult terrain if necessary.

### LORE:

#### Geography > Obscurity (3): Origin

Based on uniform, insignia, equipment, and names, determine where they come from.

#### History > Obscurity (4): Activities

Based on insignia, names, stories, and tattoos, determine other wars or missions they participated in.

#### Interpretation > 6-clues: Motivations

Based on clues (origins, activities, Observation, Socializing), determine motivations or weaknesses of this group of mercenaries, collectively.

*Note: Just because they work for money doesn't mean you can bribe them. Most mercenaries also value their team and reputation and will not betray an employer casually.*

#### Languages: Origins

If the mercs share a language/accents that you know or identify, determine where the mercenaries come from.



## SCHOLAR (RANK 0)

Scholars are important to groups that want to delve into tombs, but they don't pose much of a threat.

**CHALLENGE:** Easy: Use another foe to protect them.

**ATTRIBUTES:** B2 E2 Q2 P2 C3 W3 D0

**COMBAT:** Defense 2 Resilience 2 Wounds 5

Convince Initiative Skill Damage  
I:3 S:2>C —

*Speak truth or lies to enemies.*

Persuade Initiative Skill Damage  
I:3 S:2>W —

*Persuade enemies not to kill them.*

Punch/Elbow Initiative Skill Damage  
I:3 S:1 D:1

Evasion Initiative Skill Damage  
I:2 S:2 —

*Contest attacker's ✓*

### SKILLS

#### Academics 3

##### Battle 1

*Evasion 2*

#### Craft 2

##### Exploration 2

*Searching 3*

#### Traversal 1

##### Utilitarian 1

*Research 3, Science 2, Socializing 2, Tech 2*

### SPECIAL:

**Convince and Persuade:** Scholars rely upon their knowledge to protect them. In battle, they will try to talk their way out of trouble by convincing enemies that they are harmless victims, or persuading enemies to let them live. PCs may spend Mettle to ignore social attacks.

### TACTICS:

**Direct Allies:** A scholar working with guards, mercenaries, and the like, who feels confident that his forces will prevail, will direct their tactics.

This entails calling out commands and indicating who should be killed.

**Slink Away:** If the attackers are distracted, the scholar will attempt to escape the scene, using Evasion(2) to get out of immediate danger, then Stealth(2) to slink away and move to a safer location. If successful, the PCs will need to use Searching to track the scholar.

**Plead Innocence:** Scholars who don't know their attackers will try to feign innocence, and convince them that someone else is in charge here. If the scholar is actually innocent and held captive, apply +1> to their convince action.

**Appeal for Mercy:** If PCs do not believe the scholar's innocence, the scholar may attempt to surrender and plead for mercy: imprisonment or expulsion from the area, for example. If they really mean to behave themselves, apply +1> to their persuade action.

### Flexible Tactics

**ENVIRONMENT:** Scholars seek out ruins and tombs to uncover new knowledge or discover treasures, guided by their knowledge.

### LORE:

#### Geography > Obscurity (5): Origins

Based on name and language/accent, determine where a scholar comes from.

#### Interpretation > 6-clues: Motivation

Based on clues (origins, specialty, Observation, Socializing), determine motivation of an individual scholar.

#### Languages: Origins

If a scholar speaks in a language/accent that you know or can identify, determine where he comes from.

#### Special: Specialty

You might have heard of this scholar and know what kinds of work they do, or their academic specialties.

The RM may reveal this info, withhold it, or allow a skill test to know it.





## SNIPER (RANK 4)

A sniper is a long-range shooter, who may be a solo assassin or part of a group of soldiers, mercenaries, or other team. When part of a large team, the sniper usually has a companion to act as lookout and backup.

**CHALLENGE:** Easy: 1-2 / Fair: 3 / Hard: 4

**ATTRIBUTES:** **B**2 **E**2 **Q**2 **P**4 **C**2 **W**2 **D**0

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 2/0*    | 2          | 5      |

| Sniper Rifle | Initiative | Skill | Damage |
|--------------|------------|-------|--------|
|              | I:0        | S:5*  | D:4*   |

*Snipe\*, Long Range, Precise  
Ammo (30 Shots)*

| Handgun | Initiative | Skill | Damage |
|---------|------------|-------|--------|
|         | I:4        | S:5   | D:3    |

*Medium Range, Precise  
Ammo (2 Clips x 10 Shots)*

| Knife | Initiative | Skill | Damage |
|-------|------------|-------|--------|
|       | I:2        | S:3   | D:2    |

| Punch/Elbow | Initiative | Skill | Damage |
|-------------|------------|-------|--------|
|             | I:3        | S:3   | D:1    |

### SKILLS

**Academics 0**  
*Languages 1 (as appropriate)*

**Battle 3**  
*Gunplay 5*

**Exploration 3**  
*Observation 4*

**Traversal 3**

**Utilitarian 1**

### TACTICS:

**Get Into Position:** Snipers try to get into a good firing position and long range before combat. This may require them to climb, sneak, or perhaps even search around. They will abandon this tactic if they are being chased.

**Fire and Consider:** Snipers typically choose the most dangerous-looking target, if they don't have a particular target assigned. To a sniper, the most dangerous one is the one most likely to shoot back: an enemy sniper, someone with an RPG, etc. Then, after taking a shot, if the targets seem to notice their location and move in, the sniper will try to move to a new position. If the sniper has a good range advantage, they will take several shots before moving.

### Flexible Tactics

**ENVIRONMENT:** Snipers go where they are needed. They particularly like to take advantage of high and concealed positions. If they can fire from cover, or from the far side of hazardous terrain, that is best.

### LORE:

**Interpretation > 6-clues: Motivations**  
Based on clues (Observation, Socializing), determine motivations or weaknesses of this sniper.





## SOLDIER (RANK 4)

Soldiers work for a nation, warlord, or cause. They have good training, decent discipline, and strong motivation to risk their lives to fulfil their duty. They are very unlikely to turn on their employer and in fact may try to carry on a mission even after their leadership has evaporated – though they don't always know the real mission!

**CHALLENGE:** Easy: 1-2 / Fair: 3-4 / Hard: 5-6

**ATTRIBUTES:** **B**3 **E**3 **Q**2 **P**2 **C**2 **W**2 **D**0

**COMBAT:** Defense Resilience Wounds

2 3 5

Assault Rifle Initiative Skill Damage  
(Burst) I:1 S:5 D:4

*Medium Range  
Ammo (2 Clips x 10 Bursts)*

Handgun Initiative Skill Damage  
I:2 S:4 D:3

*Medium Range,  
Ammo (2 Clips x 10 Shots)*

Knife Initiative Skill Damage  
I:2 S:4 D:3

Frag Grenade\* Initiative Skill Damage  
I:0 S:4+3 D:5

*Short Range, Collateral Blast 3,  
Ammo (1)*

### SKILLS

**Academics 0**  
*Languages 1 (as appropriate)*

**Battle 4**

**Craft 1**  
*Construction 2*

**Exploration 2**

**Traversal 2**

**Utilitarian 1**  
*Demolitions 2, Heavy Weapons 3*



### SPECIAL:

**\*Versatile Equipment:** Most soldiers have a wide variety of weapon and grenade options. The attacks listed are just the most common choices.

### TACTICS:

**Fortify a Location:** Given time, soldiers will modify a location to make it more defensible. They will construct cover, block or build pathways, brace or collapse fragile construction, etc. Most of this happens when the PC's are not around, but someone who observes a soldier location will notice this happening.

**Defend a Location:** Soldiers take up defensive positions based on the site. Depending on their numbers, they will have two lookouts using Stealth (2) and Observation (2), with the rest of the team behind cover around the location. While defending a location, they will also employ a defensive tactic for +1 Defense.

**Take a Location:** Soldiers will move in to attack, to clear out and hold a new location. They prefer to use cover as they advance, but will have an offensive tactic in place, for +1> attack. When taking a location, they will allow enemies to escape or retreat, but will not ignore enemies who try hit-and-run tactics.

### Flexible Tactics

**ENVIRONMENT:** Soldiers go wherever their employer sends them. Most soldiers will casually go through water or other dangerous terrain if it is necessary or makes sense.

### LORE:

**Geography > Obscurity (2): Origins**  
Based on uniform, insignia, equipment, names, and languages/accents, determine where they come from.

**History > Obscurity (3): Activities**  
Based on insignia, names, stories, and tattoos, determine other wars or missions they participated in.

**Interpretation > 6-clues: Motivations**  
Based on clues (origins, activities, Observation, Socializing), determine motivations or weaknesses of this team of soldiers.

**Languages: Origins**  
If the soldiers speak a language/accents that you know or can identify, determine where they come from.



## THUG (RANK 5)

Thugs fight for a boss, but tend to lack in the training and discipline of mercenaries, soldiers, and other military-style foes. What they lack in tactics, they make up for in bullying toughness.

**CHALLENGE:** Easy: 1 / Fair: 2 / Hard: 3-4

**ATTRIBUTES:** **B**4 **E**3 **Q**2 **P**2 **C**1 **W**3 **D**0

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 2       | 4          | 5      |

| Big Gun | Initiative | Skill | Damage |
|---------|------------|-------|--------|
|         | I:2        | S:4   | D:4    |

*Medium Range*  
*Ammo (2 Clips x 6 Shots)*

| Knife | Initiative | Skill | Damage |
|-------|------------|-------|--------|
|       | I:2        | S:4   | D:4    |

| Punch/Elbow | Initiative | Skill | Damage |
|-------------|------------|-------|--------|
|             | I:3        | S:4   | D:3    |

| Threaten* | Initiative | Skill | Damage |
|-----------|------------|-------|--------|
|           | I:1        | S:4>W | *      |

(Foe) >+1 to act  
(Thug) +/ Initiative to shoot

### SKILLS

**Academics 0**  
*Languages 1 (as appropriate)*

**Battle 2**  
*Gunplay 4, Hand-to-Hand 4*

**Exploration 1**  
*Observation 2*

**Traversal 2**

**Utilitarian 1**

### SPECIAL:

**\*Threatening:** If given a chance, Thugs will attempt to threaten foes before fighting begins, by pointing a gun. If successful, the target has >+1 to act in any way other than as commanded. If they disobey, the thug can shoot with a +/ Initiative bonus to interrupt them.

### TACTICS:

**Talk Big:** Thugs prefer to start with tough talk and threats, and are only likely to start a fight if their foes don't back down quickly.

**Never Back Down:** Once fighting begins, thugs tend to fight with reckless abandon. Each picks out the nearest aggressive foe and focuses on them until they go down. They will use cover if it's convenient, but won't seek it out if they have a target.

### Flexible Tactics

**ENVIRONMENT:** Thugs prefer urban environments, though they will go where their boss tells them to go. Away from the city and their boss, they tend to complain about everything and may not keep vigilant watch.

### LORE:

**Geography > Obscurity (3): Origins**  
Based on equipment, names, and languages/accents, determine where they come from.

**Interpretation > 6-clues: Motivations**  
Based on clues (origins, Observation, Socializing), determine motivations or weaknesses of this group of thugs, collectively. Most thugs are fiercely loyal to their boss.

**Languages: Origins**  
If you know or can identify the thugs' language or accent, determine where they come from.





# Animals

In the world of Tomb Raider, animals exhibit the behaviors and abilities people have attributed to them for millennia. Those found near ancient ruins and sources of power are more aggressive, more clever, and more powerful than those studied at the fringes of civilization, or in captivity. These are not the noble beasts of documentaries; they are eyes in the darkness, slaving teeth, and deadly poison.

## ALLIGATOR/CROCODILE (RANK 2+)

Alligators, crocodiles, and their like lurk dark waterways, awaiting opportunities to ambush unwary prey. In the water they are silent, swift, and powerful. On land they are almost as dangerous. Their thick hides make them very hard to hurt.

**CHALLENGE:** Easy: 6 of Size -2, or of Size -1  
Fair: 1 of Normal Size  
Hard: 1 of Size +1 or +2

**ATTRIBUTES:** **B**4 **E**4 **Q**2 **P**2 **C**1 **W**1 **D**0

**COMBAT:** Defense 2 Resilience 4+1\* Wounds 5

Bite Initiative Skill Damage  
I:2 S:3 D:5

Restrain

Thrash Initiative Skill Damage  
I:3 S:3 D:✓

Batter +4

### SKILLS

#### Battle

Evasion 1, Hand-to-Hand 3

#### Exploration

Navigation 2, Observation 2, Searching 1, Stealth 5

#### Traversal

Leaping 1, Swimming 5

#### Utilitarian

Ferocity 3



### SPECIAL:

\***Thick Skin:** Resilience B+1

**Stability:** Stun = Batter – Brawn

**Size Variation (+/-2):** Saltwater crocodiles can grow over 20 feet long (Brawn 6). Other species average just 4 feet or so (Brawn 2). The stats provided are for animals about 8-10 feet in length. Adjust Brawn, Resilience, Wounds, Damage, and Batter stats up or down based on the size adjustment.

### TACTICS:

**Stealthy Ambush:** When the alligator spots a tempting target, it moves into an ambush position, using stealth. When it is ready, it attacks from surprise. If it is spotted, it will wait until the target is distracted and/or try again later. Likewise, if attacked before it can pounce, it will flee and hide and await another opportunity.

**Hold and Drown:** Once the alligator has prey in its jaws, it holds firmly. It will drag the prey into the water, hold it under, and thrash around until it is incapacitated.

**Retreat With Food:** Once the alligator's target is incapacitated, it will try to move away with them. It will evade and move away. If the group does not interfere or kill it quickly, the victim will die. The alligator will only return to fight others if it takes more wounds.

**ENVIRONMENT:** These large reptiles roam warm waterways, both fresh and salt-water.

### LORE:

**Geography > Obscurity (5):**  
**Local Species Lore**

Knowledge of local animals grants knowledge of the quirks and behaviors of local species, as well as their territorial ranges.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have.



## BABOON (RANK 2)

Baboons seem to be drawn to ancient places of power – ruins and tombs. They are small but also vicious and crafty. Often they will watch intruders and become a nuisance rather than a direct threat.

**CHALLENGE:** Easy: 5-6 / Fair: 7-9 / Hard 10-12

**ATTRIBUTES:** **B**2 **E**3 **Q**3 **P**3 **C**2 **W**1 **D**0

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 3       | 2          | 4      |

|      | Initiative | Skill | Damage |
|------|------------|-------|--------|
| Bite | I:3        | S:3   | D:3    |

|        | Initiative | Skill | Damage |
|--------|------------|-------|--------|
| Steal* | I:3        | S:3   | —      |

### SKILLS

#### Battle

*Evasion 4, Hand-to-Hand 3, Tactics 1*

#### Exploration

*Navigation 1, Observation 3, Searching 4, Stealth 1*

#### Traversal

*Balancing 4, Climbing 4, Leaping 3, Swimming 2*

#### Utilitarian

*Ferocity 2*

### SPECIAL:

**\*Steal:** Baboons will take something interesting, then run off with it. Any success can take an item that isn't actively held, such as a weapon from a holster. To take something from an opponent's hand, the baboon needs to score at least as many successes as the target's Brawn.

### TACTICS:

**Watch and Learn:** Baboons will not attack right away, but will try to stay at a safe distance and observe the intruders. They will make note of any objects the intruders use or hold, and perhaps even get an inkling of who is the slowest and weakest among them. If attacked, they will evade and escape.

**Take:** When the intruders are distracted or sleeping, baboons will attempt to steal whatever they can – starting with whatever items they observed the group using, and food. If foes are defending their gear, the baboons will focus on the slowest and weakest members of the group.

**Punish:** If the intruders fight back and manage to hurt or kill a baboon, the rest will scatter and await an opportunity to punish their opponents. Typically this will occur when the group has separated, is in a fight, or is otherwise vulnerable – such as while climbing or swimming.

### ENVIRONMENT:

Baboons are prevalent in Africa and Arabia, and similar species may be found across Asia as well. They seem to be drawn to ruins and ancient structures.

### LORE:

**Geography > Obscurity (5):**

#### Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have. This knowledge provides *assists* to set traps for them or to scare them off.





## BEAR (RANK 15+)

Bears come in many varieties, all around the world. In their search for safe places to hibernate, bears often find themselves unwittingly guarding ancient tombs. Once disturbed, bears defend their homes vigorously.

**CHALLENGE:** Hard: 1 of Size -1  
Epic: 1 of Normal Size or +1

**ATTRIBUTES:** B6 E5 Q2 P2 C1 W2 D0

| COMBAT:                                      | Defense                  | Resilience            | Wounds                 |
|--|--------------------------|-----------------------|------------------------|
|  | 2                        | 6                     | 7                      |
| Bite   | <b>Initiative</b><br>I:1 | <b>Skill</b><br>S:3   | <b>Damage</b><br>D:7   |
| Overbear*                                    | <b>Initiative</b><br>I:1 | <b>Skill</b><br>S:3   | <b>Damage</b><br>D:(6) |
| <i>Batter 6, Pin</i>                         |                          |                       |                        |
| Roar   | <b>Initiative</b><br>I:1 | <b>Skill</b><br>S:4>W | <b>Damage</b><br>—     |
| <i>Intimidate: Opponent &gt;+1 to Attack</i> |                          |                       |                        |

## SKILLS

### Battle

*Hand-to-Hand 3*

### Exploration

*Navigation 1, Observation 2, Searching 3*

### Traversal

*Climbing 1, Swimming 1*

### Utilitarian

*Ferocity 4*

## SPECIAL:

**\*Overbear:** Against evasive opponents, the bear will first knock them down and pin them. In addition to the batter, if the bear's attack successes match or exceed the target's Brawn, the victim is pinned and helpless, with Defense 0.

**Size Variation (+/-1):** Bears vary in size, from common brown and black bears to polar bears and grizzlies, which are quite a bit larger. Adjust the bear's Brawn +/-1 to reflect the smaller or larger sizes. Adjust Resilience, Wounds, Damage, and Batter stats accordingly (+/-1).

**Stability:** Stun = Batter - 6

## TACTICS:

**Warn:** The bear begins with an intimidating roar. It may or may not pursue those who flee.

**Destroy:** Those who do not leave the bear in peace will be destroyed. The bear will bite anyone who gets too close, though it may first try to pin someone who is hard to hit.

**ENVIRONMENT:** There are many varieties of bears around the world. Mostly they prefer woods and hills, but any wild and remote place might be home to a bear. Frequently they take shelter in caves and tombs.

## LORE:

**Geography > Obscurity (5):**

### Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have. This knowledge provides assists to set traps for them.





## BOAR (RANK 6)

Boars have little interest in people, but will viciously and relentlessly defend themselves or their territory. Wild boars can grow to frightening proportions.

**CHALLENGE:** Easy: 1 / Fair: 2 / Hard: 3

**ATTRIBUTES:** **B**4 **E**4 **Q**2 **P**3 **C**1 **W**3 **D**0

**COMBAT:** Defense 2 Resilience 4 Wounds 6

Gore Initiative I:1 Skill S:3 Damage D:5

Trample\* Initiative I:1 Skill S:3 Damage D:(4+✓)

Batter 4+✓, Move Q+2

### SKILLS

#### Battle

Evasion 1, Hand-to-Hand 3

#### Exploration

Navigation 1, Observation 2, Searching 3

#### Utilitarian

Ferocity 3

### SPECIAL:

**Relentless:** Boars shrug off Stun effects at the end of every round.

**Fearless:** Boars are immune to fear and intimidation.

**Stability:** Stun = Batter - 4

### TACTICS:

**No Mercy:** The boar will choose the nearest or slowest target and attack it until it becomes incapacitated.

**ENVIRONMENT:** Boars inhabit a wide variety of habitats all over the world.

### LORE:

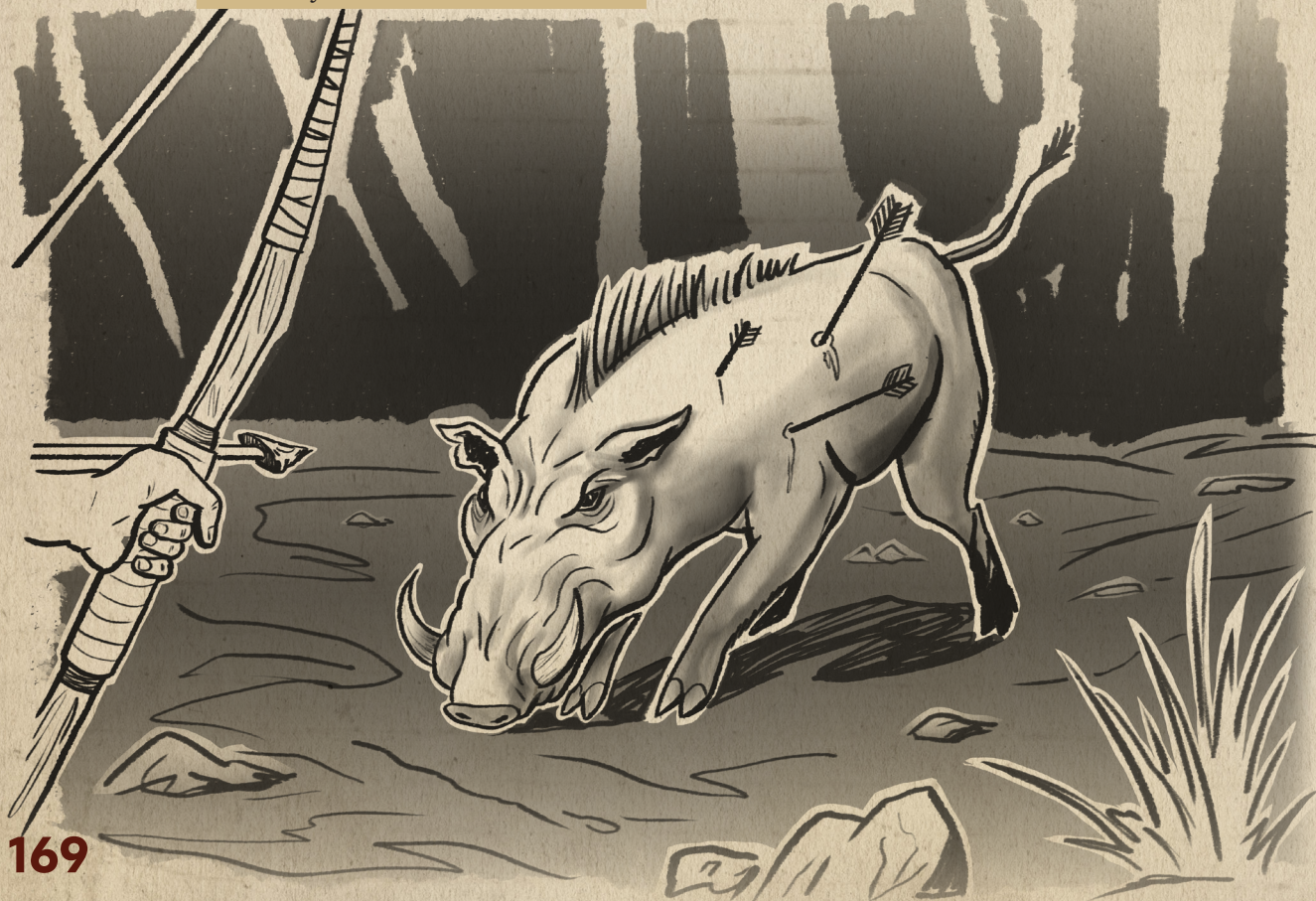
**Geography > Obscurity (5):**

#### Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have. This knowledge provides assists to set traps for them.





## COYOTE (RANK 3)

Coyotes do not attack healthy humans under any circumstances, but they might come out to finish off a wounded individual – especially if that person is not guarded. Under such circumstances, coyotes will use surprise and distraction to finish off or drag away their supper.

**CHALLENGE:** Easy: 3-4 / Fair: 5-7 / Hard: 8-11

**ATTRIBUTES:** B<sup>2</sup> E<sup>3</sup> Q<sup>4</sup> P<sup>4</sup> C<sup>1</sup> W<sup>1</sup> D<sup>0</sup>

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 4*      | 2          | 4      |

|       | Initiative | Skill | Damage |
|-------|------------|-------|--------|
| Lunge | I:4        | S:4   | D:3    |

+1 Reach

|     | Initiative | Skill | Damage |
|-----|------------|-------|--------|
| Nip | I:4        | S:2   | D:3    |

\*Feint: +1 Defense until next action

### SKILLS

#### Battle

*Evasion 4, Hand-to-Hand 3, Tactics 1*

#### Exploration

*Navigation 2, Observation 3, Searching 3, Stealth 3*

#### Traversal

*Climbing 1, Balancing 1, Leaping 3, Swimming 2*

#### Utilitarian

*Ferocity 1*

### SPECIAL:

**Lunge:** Coyotes dash in to nip at a foe, then retreat quickly. Doing so gives them a chance to attack opponents farther away, possibly forcing them to move if they wish to respond.

**\*Nip:** Coyotes in front of a foe will attack hesitantly – they are less likely to actually hit, yet evasive.

**Stability:** Stun = Batter - 2

### TACTICS:

**Self-Preservation:** Coyotes will not fight a losing battle. Injured ones will evade and retreat. When the enemies outnumber the remaining coyotes, the entire group will scatter and retreat.

**Surround and Harry:** Against a lone target, a pack of coyotes will attack from all sides, lunging and feinting.

**Distract and Harry:** If the pack outnumbers their target's "pack," some will feint at all the enemies, while the rest of the pack lunges at the primary target.

### ENVIRONMENT:

Coyotes live all over North America, in the wilds and sometimes even roam into cities.

### LORE:

#### Geography > Obscurity (5): Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species.

#### Science > Obscurity (2): Species Lore

Someone with the right science knowledge can identify the species and any quirks they have. This knowledge provides *assists* to set traps for them or to scare them off.





## HYENA (RANK 5)

Hyenas are scavengers and pack predators with mystical origins, capable of learning peoples' names and summoning them away from their allies.

**CHALLENGE:** Easy: 1 / Fair: 2 / Hard: 3

**ATTRIBUTES:** **B**4 **E**4 **Q**2 **P**3 **C**2 **W**1 **D**0

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 2       | 4          | 5      |

|      | Initiative | Skill | Damage |
|------|------------|-------|--------|
| Bite | I:2        | S:3   | D:5    |

*Restrain*

|       | Initiative | Skill | Damage |
|-------|------------|-------|--------|
| Laugh | I:2        | S:4>W | —      |

*Taunt*

|      | Initiative | Skill | Damage |
|------|------------|-------|--------|
| Call | I:2        | S:4>C | —      |

*Distract*

### SKILLS

#### Battle

*Evasion 2, Hand-to-Hand 3, Tactics 2*

#### Exploration

*Navigation 1, Observation 4, Searching 2, Stealth 4*

#### Traversal

*Climbing 1, Balancing 1, Leaping 2,*

#### Utilitarian

*Ferocity 4*

### SPECIAL:

**Laugh:** Hyena "laughter" is mocking and irritating, making it difficult to ignore. Against large groups, hyenas will use their laughter to prevent the group from ganging up on any one of them.

**Call:** Hyenas have been known to call the names of people, from the darkness. Sometimes they imitate a baby's cry. This call is difficult to ignore, and may allow other hyenas to sneak about unnoticed. Someone affected by the hyena call may spend Mettle to ignore the distraction.

**Stability:** Stun = Batter - 4

### TACTICS:

**Watch and Call:** Hyenas will spend time watching their victims from the dark distance, "learning their names" or at least watching for them to separate or let their guard down. When the time is right, one hyena will try to call to just one of the enemy group, in an attempt to summon them away from their friends. If successful, the caller will retreat farther and farther, while the rest of the pack gets into position to attack the prey from all sides.

**Divide and Conquer:** If enemies gang up on one or two hyenas, the pack will laugh from a distance to taunt some attackers away, in an attempt to divide the enemy into as many smaller battles as they can manage. Those in the greatest danger will evade and retreat, while those with an advantage will try to finish off the weakest targets first. Once the hyenas get a clear numbers advantage, they will gang up on the weak.

**ENVIRONMENT:** Hyenas roam African savannahs. They prefer to hunt at night, slinking through the darkness to find an advantage.

### LORE:

**Geography > Obscurity (5):**

#### Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species.

**Mythology > Obscurity (4):**

#### Powers and Tricks

Knowledge of the myths surrounding hyenas can be vital to avoiding their tricks. Awareness of their ability to call names or cries provides listeners increased defense (+1) against these tricks.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have. This knowledge provides *assists* to set traps for them or to scare them off.





# LEOPARD/PANTHER (RANK 5)

Leopards and panthers hunt by patience and stealth, pouncing on unsuspecting prey from above, or from the darkness. Their names and types vary around the world: pumas, cougars, jaguars, mountain lions, snow leopards, etc. In one form or another these large felines appear just about everywhere.

**CHALLENGE:** Easy: 1-2 / Fair: 3-4 / Hard: 5-6

**ATTRIBUTES:** B3 E3 Q3 P4 C1 W2 D0

**COMBAT:** Defense 3 Resilience 3 Wounds 5

Pounce Initiative Skill Damage  
I:1 S:4 D:1

Batter ✓+3, Pin

Claw Initiative Skill Damage  
I:3 S:3 D:3

Dual (2/ hits twice)

Bite Initiative Skill Damage  
I:3 S:4 D:4

Restrain

## SKILLS

### Battle

Evasion 2, Hand-to-Hand 4

### Exploration

Navigation 2, Observation 4,  
Searching 2, Stealth 5

### Traversal

Climbing 4, Balancing 4, Leaping 4,  
Swimming 1

### Utilitarian

Ferocity 2

## SPECIAL:

**Pin:** (See Common Special Tricks above) If the leopard succeeds at pinning its target, it will follow up with a restraining bite and then rake with its hind claws.

**Stability:** Stun = Batter – 3

## TACTICS:

**Stealthy Ambush:** When the leopard spots a tempting target, it moves into an ambush position, using stealth. When it is ready, it pounces from surprise. If it is spotted, it will wait until the target is distracted and/or try again later. Likewise, if attacked before it can pounce, it will flee and hide and await another opportunity.

## ENVIRONMENT:

Leopards and their kin appear in a wide range of wild habitats around the world: savannahs, rainforests, hills, and mountains, across both hemispheres.

## LORE:

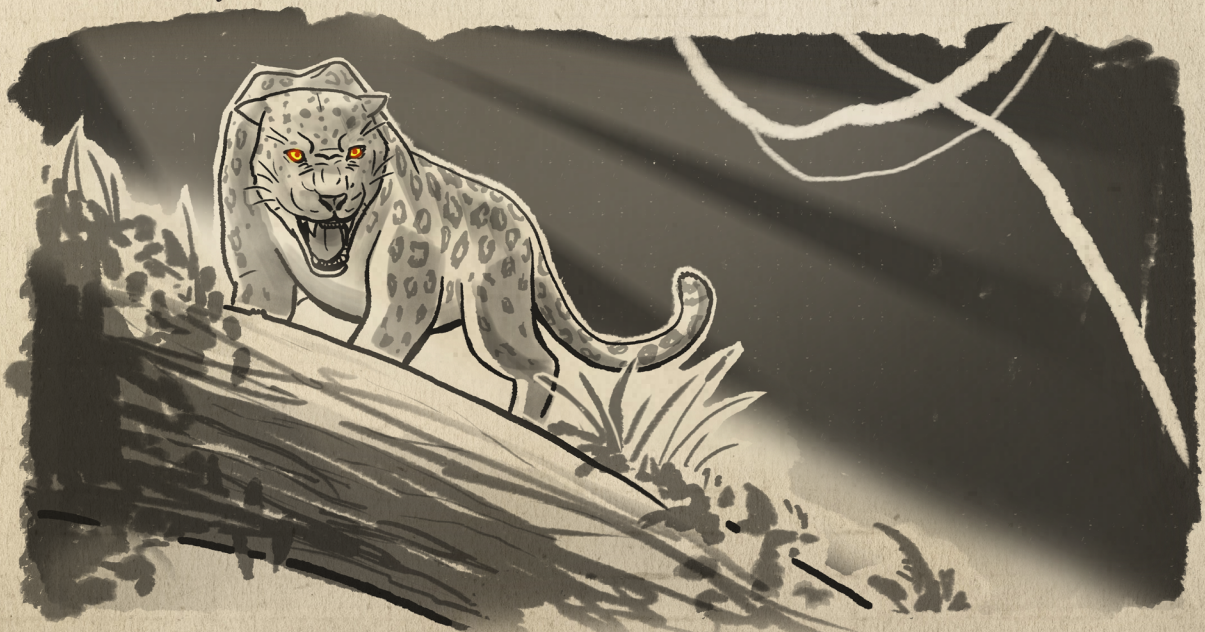
**Geography > Obscurity (5):**

### Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species, as well as their territorial ranges.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have.





## LION (RANK 4/6)

Lions are one of the few large felines to form large groups. A typical pride will include a handful of females and just one male, but some prides are quite a bit larger than that. Although lions are now known primarily in Africa, they once roamed the whole world and might still exist in some forgotten places.

**CHALLENGE:** Easy: 1-2 / Fair: 3-4 / Hard: 5-6  
(with no more than one big male\*)

**ATTRIBUTES:** **B**3\* **E**3 **Q**2 **P**3 **C**1 **W**1 **D**0

**COMBAT:** Defense 2 Resilience 3\* Wounds 5

Pounce Initiative Skill Damage  
I:0 S:4 D:1\*

*Batter ✓+3, Pin*

Claw Initiative Skill Damage  
I:2 S:3 D:3\*

*Dual (2✓ hits twice)*

Bite Initiative Skill Damage  
I:2 S:4 D:4\*

*Restrained*

Roar† Initiative Skill Damage  
I:0 S:7>W D:✓

*Medium Range, Blast 3, ✓ Batter,  
Target must flee/defend ✓ rounds*

### SKILLS

#### Battle

*Evasion 1, Hand-to-Hand 4*

#### Exploration

*Navigation 2, Observation 3,  
Searching 2, Stealth 2*

#### Traversal

*Balancing 1, Climbing 2, Leaping 3,  
Swimming 1*

#### Utilitarian

*Ferocity 2 (female) or 4 (male)*



### SPECIAL:

**Pin:** (See Common Special Tricks above) If the lion succeeds at pinning its target, it will follow up with a restraining bite and on subsequent rounds then rake with its hind claws.

**Stability:** Stun = Batter – 3 or 4\*

**\*Big Male:** The male lion is significantly larger than the females.

+1 Brawn, +1 Resilience, +1 Damage.

**†Roar:** The roar of the big male lion is stunning and terrifying at a visceral level. When it first notices unwelcome guests, it will roar to scare them off.

The target of the roar, and anyone within 3 steps, suffers batter equal to the successes rolled, and must flee or defend for at least ✓ rounds (unless spending Mettle each round).

The lion will roar as soon as it notices a threat, and may roar mid-battle if it cannot engage a threat in melee combat. If there are multiple potential targets, the lion will focus on the nearest or largest.

### TACTICS:

**Stealthy Ambush:** Female lions will coordinate to ambush the smallest member of their target group (lowest Brawn). They will pounce in rapid succession, until one of them pins the target. The rest will then bite to make quick work of their prey. Even if unsuccessful, the lionesses will be persistent in chasing down their target.

**Challenge and Attack:** If the females are away or just not hungry, the male lion will roar to scare targets it notices. If any of the targets stand their ground, the lion will attack the largest of them to prove its strength.

### ENVIRONMENT:

Lions are common in sub-Saharan Africa, but exist in hidden places all over the world.

### LORE:

**Geography > Obscurity (5):**

#### Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species, as well as their territorial ranges.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have.



# SCORPION (RANK 0)

Scorpions are small but their poison can be a big problem. Generally, scorpions will leave humans alone unless bothered. Sometimes a nest of scorpions will be so crowded that it's impossible to pass without bothering them. Once bothered, scorpions become relentlessly aggressive.

**CHALLENGE:** Easy: 10

**ATTRIBUTES:** B0 E4 Q2 P2 C0 W0 D0

| COMBAT: | Defense                         | Resilience | Wounds |
|---------|---------------------------------|------------|--------|
|         | 2                               | 1          | 1      |
| Sting   | Initiative                      | Skill      | Damage |
|         | I:2                             | S:4        | D:*    |
|         | Touch, Poison 4r (-R/Q/Wounds)* |            |        |

## SKILLS

### Battle

Evasion 1, Hand-to-Hand 4

### Exploration

Stealth 4

### Traversal

Climbing 3

## SPECIAL:

**\*Poison Sting:** Scorpion sting injects an Intensity 4 paralytic poison that can be potentially deadly. Each round, barring an Endurance>4 save, poison damage subtracts from Reflex, then Quickness. If Q reaches zero, the victim is incapacitated and additional poison damage causes Wounds leading to death. Each successful Endurance save reduces the Intensity of the poison by 1.

Paralytic Sting Per Round, Intensity 4: E>4  
or -1 R/Q Incapacitate: 1 Wound

**Stability:** Stun = Batter - 0

**Natural Armor:** Resilience B+1

## TACTICS:

**Strike From Hiding:** Scorpions will wait in a hidden or camouflaged location. If someone comes too close, they will strike from surprise, sting and hide.

**Swarm:** If a group of scorpions are spooked, they will crawl every which way, stinging anything living.

## ENVIRONMENT:

Scorpions live in warm, dry environments, such as deserts. Some might live in dry caves. While they do not seek out humans intentionally, the scorpion will sting anything that gets close.

## LORE:

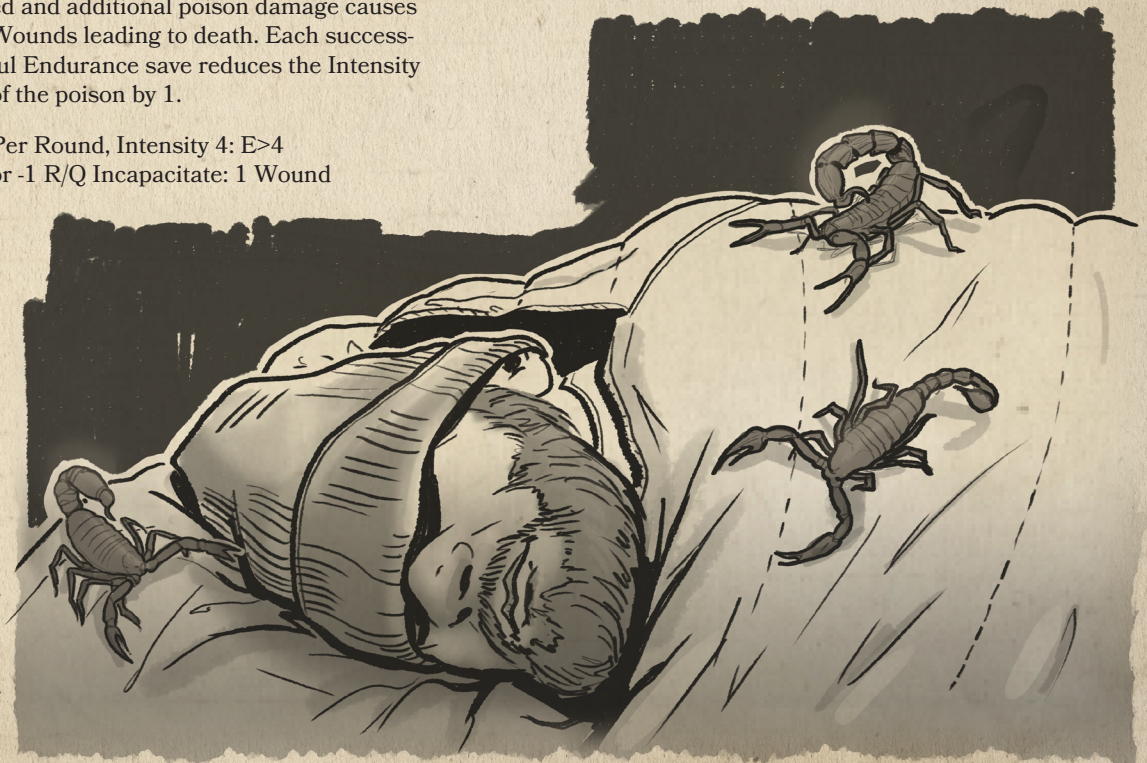
**Geography > Obscurity (5):**

### Local Species Lore

Knowledge of local animals grants knowledge of the behaviors and poisons of local species.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have. This knowledge provides assists to dealing with their poison (or other actions: avoiding them, for example).





## SHARK (RANK 2+)

Sharks are terrible predators of the seas, drawn to blood in the water and willing to take a taste of anything that moves. They come in many sizes, up to the terrifying great white.

**CHALLENGE:** Easy: 3-5 of Size -2  
Fair: 2-3 of Size -1  
Hard: 1-2 of Normal Size  
Epic: 1 of Size +1 or +2

**ATTRIBUTES:** **B**4 **E**4 **Q**3 **P**4 **C**0 **W**1 **D**0

| COMBAT:                  | Defense           | Resilience   | Wounds        |
|--------------------------|-------------------|--------------|---------------|
|                          | 3                 | 5*           | 5*            |
| Moving Bite              | <b>Initiative</b> | <b>Skill</b> | <b>Damage</b> |
|                          | I:2               | S:4†         | D:5*          |
| <i>Move 6, Batter +2</i> |                   |              |               |

### SKILLS

#### Battle

*Evasion 1, Hand-to-Hand 4, Tactics 1*

#### Exploration

*Navigation 2, Observation 2, Searching 4, Stealth 3*

#### Traversal

*Swimming 5*

#### Utilitarian

*Ferocity 2*

### SPECIAL:

**Moving Bite:** Sharks prefer to strike with surprising speed, charging their food then moving on. A shark can move up to 6 spaces in the water, and bite at any point along the way. The force of the impact can disorient or stun their target, leaving them open to another attack.

**Stability:** Stun = Batter - 4\*

**\*Size Variation (+/-2):** Various shark species range in size from about 3 feet (Brawn 2) up to over 20 feet long (Brawn 6). Adjust the shark's Brawn, Resilience, Wounds, Damage, and Stun stats +/- 2.

### TACTICS:

**†Inspect:** Sharks will circle their prey stealthily a few times before attacking. They inspect the prey, or select one target from a group. This is effectively a Tactics roll, which the shark will attempt until it succeeds (or is attacked). Sharks always choose offensive tactics to gain a bonus on the attack roll.

**Charge:** Once the shark has chosen its tactical advantage, it swims deep (if space provides) and charges up from below, or from the side, using its moving bite to take a chunk out of the prey.

**ENVIRONMENT:** Although a few sharks have been found hunting rivers, most hunt in the seas, even in fairly shallow water.

### LORE:

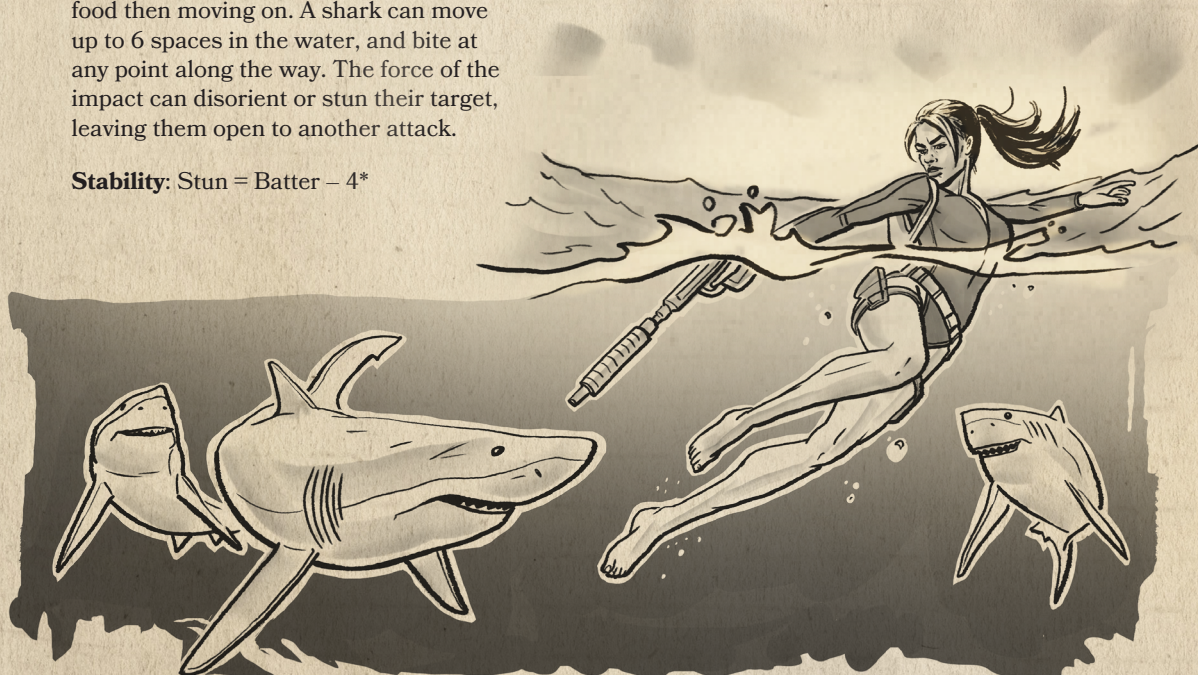
**Geography > Obscurity (5):**

#### Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species, as well as their territorial ranges.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have.





## SNAKE, CONSTRICTOR (RANK 4)

Only the largest of constrictor snakes take any interest in human targets. In remote jungles, cobras can grow to enormous sizes and may decide that humans have a decidedly swallowable shape about them.

**CHALLENGE:** Easy: 1-2 / Fair: 3 / Hard: 4

**ATTRIBUTES:** **B**4 **E**2 **Q**1 **P**2 **C**0 **W**1 **D**0

**COMBAT:**

|  | Defense        | Resilience | Wounds |
|--|----------------|------------|--------|
|  | 1 <sup>†</sup> | 4          | 4      |

| Bite/Grab | Initiative | Skill            | Damage   |
|-----------|------------|------------------|----------|
|           | I:1        | S:3 <sup>†</sup> | D:1(+4)* |

*Restrain, Batter +4*

| *Constrict | Initiative | Skill | Damage |
|------------|------------|-------|--------|
|            | I:2        | N/A   | D:4(*) |

*Restrain +1<sup>†</sup>, Batter +restrain*

### SKILLS

#### Battle

*Hand-to-Hand 3*

#### Exploration

*Stealth 5*

#### Traversal

*Climbing 4, Swimming 2*

### SPECIAL:

**\*Constrict:** After a successful bite/grab attack, the snake improves its grip each round without a test. Each time it takes an action, improve its restrain effect by +1, inflict 4 damage and additional Batter equal to the restrain penalty.

**Stability:** Stun = Batter - 4

**†Hostage:** Once the snake constricts its prey, the prey becomes a sort of hostage – whenever the snake is struck, roll a die: 1-3 the attack strikes the prey instead of the snake; 4-6, the attack strikes the snake normally.

An attacker may accept a penalty on their attack to carefully aim at just the snake. This penalty increases the snake's defense by the Brawn of its hostage. So, if the hostage has Brawn 2, the careful attack uses defense 3.

### TACTICS:

**Approach Stealthily:** Constrictor snakes prefer to sneak up on unsuspecting targets. The snake will choose the smallest target (lowest Brawn) and attempt to sneak up on it. If stealth succeeds, the snake will attack with surprise.

**Retreat:** If the snake is harmed and has no prey in its grip, it will try to retreat to safety. If possible, it will climb higher in a tree or dive under water.

### ENVIRONMENT:

Constrictors live mainly in tropical regions, in places with plenty of trees, such as jungles. Some constrictors are comfortable with water; others avoid it.

### LORE:

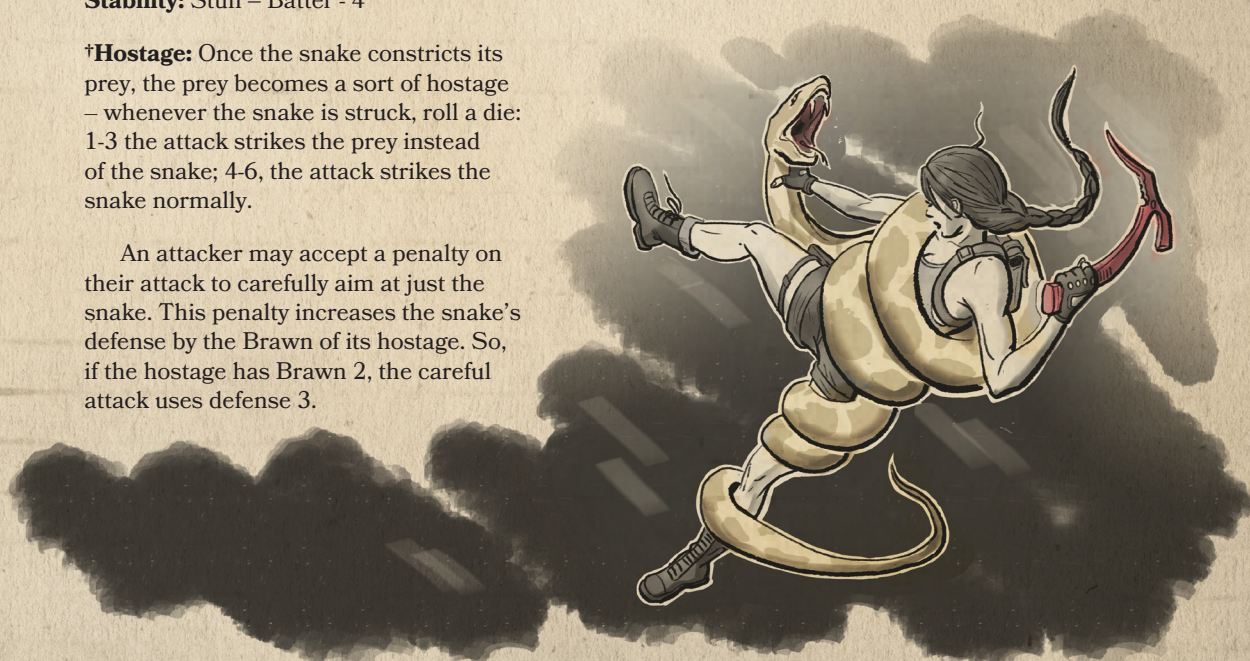
**Geography > Obscurity (5):**

#### Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have. This knowledge provides *assists* to spotting them when you set up camp.





## SNAKE, VENOMOUS (RANK 2)

Venomous snakes don't normally attack humans, but they rest in dark places and may bite if startled.

**CHALLENGE:** Easy: 5-6 / Fair: 7-9

**ATTRIBUTES:** **B**1 **E**2 **Q**4 **P**2 **C**0 **W**1 **D**0

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 4       | 1          | 2      |

|         | Initiative | Skill | Damage |
|---------|------------|-------|--------|
| Warning | I:0        | S:4>W | –      |

*Intimidation: Target has >+1 to attack snake.*

|      | Initiative | Skill | Damage |
|------|------------|-------|--------|
| Bite | I:4        | S:4   | D:*    |

*Touch, Poison (varies by snake)\**

|            | Initiative | Skill | Damage |
|------------|------------|-------|--------|
| Cobra Spit | I:2        | S:4   | D:†    |

*Short-Range, Touch, Poison†*

### SKILLS

#### Battle

*Evasion 2, Hand-to-Hand 4 (Spit 4)*

#### Exploration

*Stealth 5*

#### Traversal

*Climbing 2, Swimming 3*

### SPECIAL:

**\*Poison Bite:** Venomous snakes around the world have a variety of venomous effects. For details about how to resolve poison, see [Page 144](#). The following are two likely kinds of snake venom:

**Deadly Poison** Per Minute, Intensity 5:  
E>5 or 1 Wound,  
Incapacitate: Near-Death

**Paralytic Poison** Per Minute, Intensity 5:  
E>5 or -1 G/B (Incap: Paralysis)

**Stability:** Stun = Batter - 1

**†Cobra Spit:** A spitting cobra spits venom at its target's eyes. Only someone wearing protective eyewear (such as a riot helmet), or deliberately not looking at the snake, is safe from this attack.

**Contact Poison** Per Round, Intensity 4:  
E>4 or -1 A/P (Incap: Blindness)

### TACTICS:

**Warn:** Snakes will warn anything that gets too close – it could be a rattlesnake rattling, a cobra flaring its hood, or a number of other variations of hissing, staring, or weaving movement.

**Strike and Retreat:** If a warned target does not quickly retreat, the snake will strike the nearest target (or anyone moving to attack). After biting, regardless of the outcome, the snake will try to escape and hide. If successful, it may become a threat in a new location.

**ENVIRONMENT:** Venomous snakes live in warm climates, frequently in deserts or fields. Others are adept swimmers and live in rivers or water bodies. Each region has different species. They often turn up as “hazards” in such areas.

### LORE:

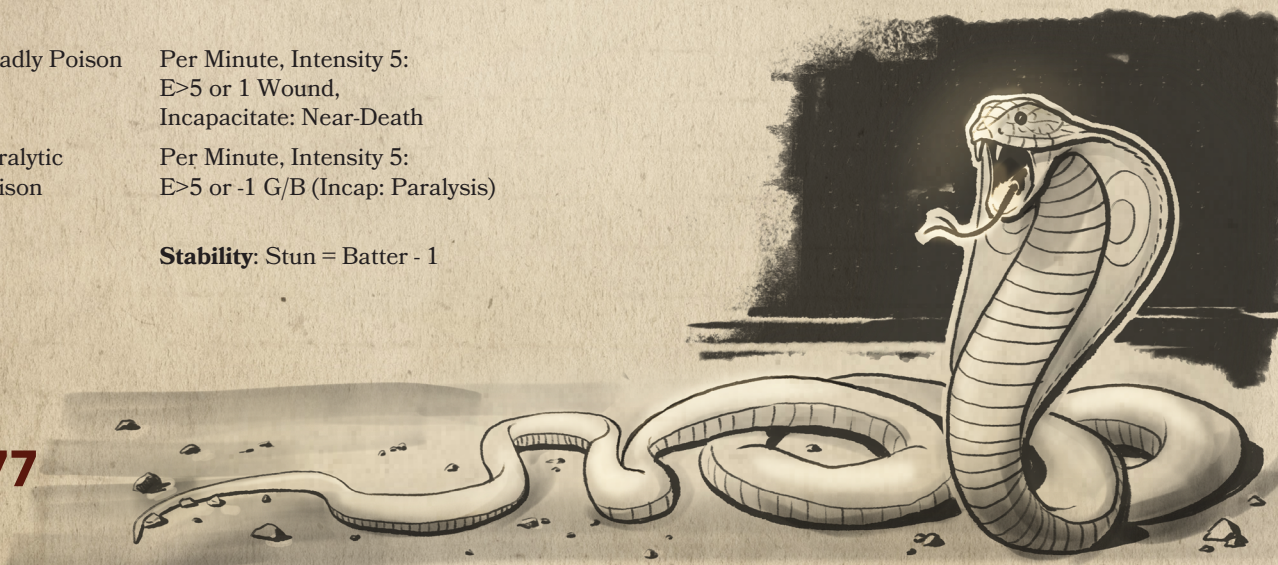
**Geography > Obscurity (5):**

#### Local Species Lore

Knowledge of local animals grants knowledge of the behaviors and poisons of local species.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have. This knowledge provides assists to dealing with their poison (or other actions: avoiding them, for example).





## TIGER (RANK 16)

Tigers are among the largest predators, guarding the ancient hidden places of India, Southeast Asia, China, and Siberia.

**CHALLENGE:** Hard: 1

**ATTRIBUTES:** **B**5 **E**3 **Q**3 **P**4 **C**1 **W**2 **D**0

**COMBAT:** Defense 3 Resilience 5 Wounds 6

Pounce **Initiative** **Skill** **Damage**  
I:1 S:4 D:3

*Batter +5, Pin*

Claw **Initiative** **Skill** **Damage**  
I:3 S:3 D:5

*Dual (2 ✓ hits twice)*

Bite **Initiative** **Skill** **Damage**  
I:3 S:4 D:6

*Restrain*

### SKILLS

#### Battle

*Evasion 2, Hand-to-Hand 4*

#### Exploration

*Navigation 2, Observation 4, Searching 3, Stealth 3*

#### Traversal

*Balancing 2, Climbing 2, Leaping 4, Swimming 3*

### SPECIAL:

**Pin:** (See Common Special Tricks above) If the tiger succeeds at pinning its target, it will follow up with a restraining bite and then rake with its hind claws.

**Stability:** Stun = Batter - 5

### TACTICS:

**Stealthy Ambush:** When the tiger spots a tempting target, it moves into an ambush position, using stealth. When it is ready, it pounces from surprise. If it is spotted, it will wait until the target is distracted and/or try again later. Likewise, if attacked before it can pounce, it will flee and hide and await another opportunity.

**ENVIRONMENT:** Tigers live primarily in rainforests of East Asia and India.

### LORE:

**Geography > Obscurity (5):**

#### Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species, as well as their territorial ranges.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have.





## WOLF (RANK 4)

There are several species of wolf across the world. They hunt in packs, harrying their foes with coordinated attacks. They don't normally hunt humans, but in remote areas they will attack humans to defend their territory.

**CHALLENGE:** Easy: 2 / Fair: 3-4 / Hard: 5-6

**ATTRIBUTES:** **B**3 **E**3 **Q**3 **P**4 **C**1 **W**1 **D**0

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 3       | 3          | 5      |

| Bite              | Initiative | Skill | Damage |
|-------------------|------------|-------|--------|
|                   | I:3        | S:4   | D:4    |
| <i>Restrained</i> |            |       |        |

| Tug                                  | Initiative | Skill | Damage |
|--------------------------------------|------------|-------|--------|
|                                      | I:2        | S:4   | D:4    |
| <i>Stun +2 (Requires Restrained)</i> |            |       |        |

| Growl             | Initiative | Skill | Damage |
|-------------------|------------|-------|--------|
|                   | I:1        | S:4   | —      |
| <i>Intimidate</i> |            |       |        |

### SKILLS

#### Battle

*Evasion 3, Hand-to-Hand 4, Tactics 1*

#### Exploration

*Navigation 2, Observation 3, Searching 3, Stealth 3*

#### Traversal

*Climbing 1, Balancing 1, Leaping 3, Swimming 2*

### SPECIAL:

**Tug:** Once a wolf successfully restrains its victim with a bite, it can tug and shake them apart.

**Stability:** Stun = Batter - 3

### TACTICS:

**Warn Off:** Unless desperately hungry, wolves will growl to intimidate foes and chase them off. If this does not seem to work, the most intimidating ones will be the first to attack – that is: Whichever wolves succeeded at their growl attack will attack the foe that has a penalty to fight back.

**Bite and Disable:** When foes refuse to leave, wolves will bite a target, and then tug as long as the bite holds, or until their victim is incapacitated.

**ENVIRONMENT:** Wolves range many habitats of North America and Eurasia.

### LORE:

**Geography > Obscurity (5):**

#### Local Species Lore

Knowledge of local animals grants knowledge of the quirks and behaviors of local species.

**Science > Obscurity (2): Species Lore**

Someone with the right science knowledge can identify the species and any quirks they have. This knowledge provides assists to set traps for them or to scare them off.





# Cryptids

To the scientific community, cryptids are mythical or made-up creatures with no basis in fact. To tomb raiders, cryptids are rare, reclusive creatures doubted by the modern world despite numerous photographs, videos, and the occasional carcass. Unfortunately, the lack of scientific study means that tomb raiders can never be quite certain what to expect even if they recognize the cryptid – there might be local variations, or even multiple species confused by different observers.

One way to invent new cryptids for your own LCTR adventures is to modify an animal or other foe similar to the cryptid you want to use.

## APE-MEN (RANK 5)

Legends around the world tell of large, hairy, ape-like men. In North America, these are called sasquatch (sometimes “bigfoot”). In the Himalayas they are known as yeti. These creatures hide from humanity in caves and ancient tombs, venturing forth to gather food. They protect their ancient territories from intruders and it may be that they help to maintain ancient construction.

**CHALLENGE:** Easy: 1 / Fair: 2 / Hard: 3

**ATTRIBUTES:** **B**4 **E**3 **Q**2 **P**2 **C**2 **W**2 **D**0

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 2       | 4          | 5      |

|           | Initiative | Skill | Damage |
|-----------|------------|-------|--------|
| Big Stick | I:1        | S:3   | D:5    |

|       | Initiative | Skill | Damage |
|-------|------------|-------|--------|
| Punch | I:3        | S:3   | D:3    |

|             | Initiative | Skill | Damage |
|-------------|------------|-------|--------|
| Thrown Rock | I:2        | S:3   | D:4    |

*Short-Range*

## SKILLS

### Battle

*Evasion 2, Hand-to-Hand 3, Tactics 2, Throwing 3*

### Craft

*Construction 2, Mechanics 1*

### Exploration

*Navigation 1, Observation 1, Searching 2, Stealth 1*

### Traversal

*Balancing 1, Climbing 2, Leaping 1, Swimming 1, Swinging 2*

### Utilitarian

*Socializing 1*

## SPECIAL:

**Ancient Traditions:** These creatures are intelligent enough to use and maintain the ancient machinery and construction they live among. If it has a simple and obvious function, they know how to take advantage of that.

## TACTICS:

**Ambush:** Once enemies are discovered, these creatures retreat to a choke point or overlook where they can attack the intruders from surprise.

## Flexible Tactics

## ENVIRONMENT:

Sasquatches hide in the forests and mountains of North America. Yetis live in the snowy mountains of the Himalayas. In the jungles of South America, they are called Curinqueans. Vanaras live in the rainforests of India. It is likely that similar creatures exist in other remote areas.

## LORE:

### Geography > Obscurity (5):

#### Local Habitats

Knowledge of local stories can provide clues about where the ape-men live, which is also a clue for the location of ancient ruins.

### Mythology > Obscurity (5):

#### Local Variation

Based on local legends, you know any quirks of the local variety of ape-men, and possibly something about the ruins they inhabit.





# CHUPACABRA (RANK 4)

The mysterious and elusive chupacabra roams the warm wilds of the Americas, sucking the blood and marrow of goats and other farm animals. Eyewitnesses report a variety of descriptions, ranging from reptilian to mammalian, sometimes described with wings, or walking on just two legs. All agree that it is nocturnal and about the size of a dog.

**CHALLENGE:** Easy: 1-2 / Fair: 3-4

**ATTRIBUTES:** B2 E3 Q4 P2 C2 W1 D0

**COMBAT:** Defense 4 Resilience 2 Wounds 4

Bleeding Bite Initiative Skill Damage  
I:4 S:3 D:4

*Restrain, Continuous*

Evasion Initiative Skill Damage  
I:4 S:3>3 -

*Contest opponent's attack ✓*

## SKILLS

### Battle

*Evasion 3, Hand-to-Hand 3*

### Exploration

*Navigation 2, Observation 3, Searching 2, Stealth 2*

### Traversal

*Balancing 1, Climbing 2, Leaping 2, Swimming 1*

### Utilitarian

*Ferocity 2*

## SPECIAL:

**Bleeding Bite:** The chupacabra's bite latches onto its prey, and an anticoagulant saliva causes the creature to bleed even after the chupacabra becomes dislodged.

**Variations:** Chupacabra myths may represent a variety of creatures. The RM should modify the creature for the location or myth they are pursuing. Some possible variations might include: Stability, Fly, Large, Camouflage.

## TACTICS:

**Chase and Bite:** Chupacabras are quick enough to catch fleeing prey. They will choose the slowest available target and latch onto its back or leg.

**Flee and Hide:** An injured chupacabra will run and evade into the underbrush, hiding and waiting for its victim to become weak from blood loss.

## ENVIRONMENT:

Chupacabras range from Canada to South America, though they prefer warm wild places away from the noise and smells of civilization.

## LORE:

**Geography > Obscurity (5):**

### Local Species Lore

Chupacabras vary from place to place, and may in fact represent multiple animals.

**Mythology > Obscurity (5):**

### Local Species Lore

The myths of chupacabras have many local varieties. Knowledge of the particular local stories might provide insights about how to deal with them.





GIANT ANIMAL (RANK VARIES)

In some ancient ruins animals survive and grow far larger than what science understands. It may be something in the water, or some ancient energy– the how isn’t important. These giant animals are not just larger than their common counterparts, but more ferocious and possibly even cleverer.

Dire wolves, giant anacondas, and megalodons are some examples of giant animals tomb raiders might encounter.

- CHALLENGE:** Easy: 1 Giant Baboon or Coyote  
Easy: 2 Giant Venomous Snakes  
Easy: 4 Giant Scorpions  
Fair: 2 Giant Baboons or Coyotes  
Fair: 3 Giant Venomous Snakes  
Fair: 6 Giant Scorpions  
Hard: 1 Giant Leopard, Lion, or Wolf  
Hard: 1 Giant Constrictor Snake  
Epic: 1 Giant Alligator, Bear, or Boar  
Epic: 1 Giant Hyena, Male Lion, or Tiger

**ATTRIBUTES:** B+2 E+0 Q-1 P+0 C+1 W+1 D+0

| COMBAT:         | Defense    | Resilience | Wounds |
|-----------------|------------|------------|--------|
|                 | -1         | +2         | +1     |
| Physical Attack | Initiative | Skill      | Damage |
|                 | I:-1       | S:+1       | D:+2   |
| Ferocity Attack | Initiative | Skill      | Damage |
|                 | I:+1       | S:+1       | D: -   |

eg. Intimidation, Taunt

SKILLS

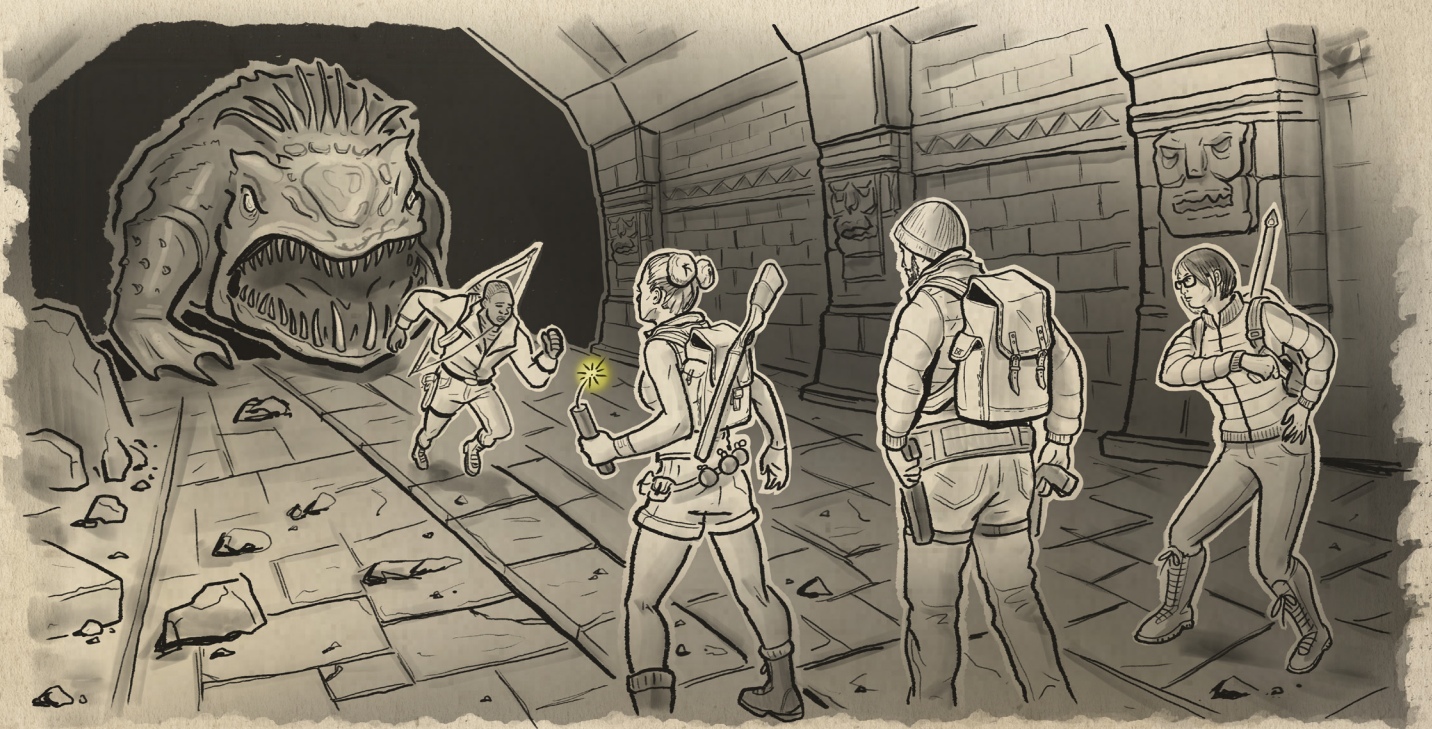
**Battle**  
Hand-to-Hand +1

**Utilitarian**  
Ferocity +1

**SPECIAL:** Start with a normal animal template. Modify attributes and combat stats based on the numbers above.

**LORE:** **Science > Obscurity (4):**  
**Growth Theories**  
Crocodiles, sharks, and a few other species are known to grow larger as long as they live. Success in this test provides some theories about what to look for to explain the odd growth: radiation, chemicals, etc.

**Mythology > Obscurity (5):**  
**Local Theories**  
Natives local to the area may know (or think they know) what makes the animals grow so large, where individual animals live, and anything unusual about them, compared to normal animals.





# HELL HOUND (RANK 15)

Folklore from many lands describe black wolves with glowing red or yellow eyes as guardians of the underworld. Some associate these creatures with fire and brimstone, while others say this creature's howl can kill, or its gaze. Universally, it is a harbinger of death, and a guardian of the dead.

While there might be many variations on the hell hound myth, this version is a creature modified by the ancients to guard their tombs. It is effectively immortal, and must be hacked to pieces to become incapacitated. Their bite contaminates the wound with infectious bacteria.

**CHALLENGE:** Hard: 1 / Epic: 2

**ATTRIBUTES:** B3 E5 Q2 P3 C1 W2 D0

**COMBAT:** Defense 2 Resilience 4 Wounds 10

Infectious Bite Initiative Skill Damage  
I:2 S:4 D:4

Infect as poison: hours, intensity 4  
(-G/B/Wounds)\*

## SKILLS

### Battle

Evasion 2, Hand-to-Hand 4

### Exploration

Observation 5, Searching 3,  
Stealth 2

### Traversal

Balancing 1, Leaping 4, Swimming 1

### Utilitarian

Ferocity 1

**SPECIAL:** **Unnatural Constitution:** Resilience B+1, and 10 Wounds

**Stability:** Stun = Batter - 3

**Regeneration:** Recuperate once per hour, as long as head and heart are connected. Does not regrow or rejoin severed parts.

## TACTICS:

**Wait and Watch:** The hell hound waits near its guarding post, watching for intruders. It only leaves as necessary to feed itself, but its metabolism is such that it doesn't need to eat often. When someone approaches the area, the hell hound will stare at them, waiting to attack when it's clear the intruders will not leave - it will also attack if it is harmed or attacked.

**Bite Each Intruder:** Once roused to battle, the hell hound attempts to bite each intruder once, and will switch targets based on opportunity. It will not pursue any who flee away from the site, but it will finish off anyone who remains or who gets past it.

**ENVIRONMENT:** Hell hounds guard the entrances to ancient sites such as tombs or sacred temples. Occasionally they may be found deeper inside an old complex, guarding a particular room within.

## LORE:

### Σ Mythology: Hell Hound Lore

**2+ :** Black fur, glowing eyes, and an impassive unrelenting stare. This is a hell hound!

**4+ :** Hell hounds are harbingers of death. Beware its gaze, its howl, and its fiery breath. It poses danger far beyond that of an ordinary wolf.

**7+ :** It guards the underworld, and probably tombs. It will not let anyone past without a fight.

**11+ :** It is effectively immortal, if not already dead. It will be very hard to defeat.

**16+ :** Locals report that this creature can kill with one bite, using some sort of nasty poison.

**22+ :** This creature is not natural, but modified by the ancients for this purpose.





## T-REX (RANK <EPIC>)

In remote jungles and lost valleys, dinosaurs continue their reign. While all enormous beasts are dangerous, the terrifying tyrannosaurus rex is one of the few that does not fear humans and even deliberately hunts them in its never-ending quest for food.

**CHALLENGE:** Epic: 1

**ATTRIBUTES:** **B**9 **E**3 **Q**2 **P**2 **C**1 **W**2 **D**0

| COMBAT: | Defense    | Resilience | Wounds |
|---------|------------|------------|--------|
|         | 2          | 9+2*       | 12     |
| Bite    | Initiative | Skill      | Damage |
|         | I:3        | S:4        | D:10   |
| Roar    | Initiative | Skill      | Damage |
|         | I:1        | S:5>W      | —      |

*Terrify: Opponent -✓ to move or evade*

### SKILLS

#### Battle

*Evasion 1, Hand-to-Hand 4*

#### Exploration

*Navigation 2, Observation 2, Searching 3, Stealth 2*

#### Traversal

*Balancing 3*

#### Utilitarian

*Ferocity 5*

### SPECIAL:

**\*Thick Skin:** Resilience B+2

**Stability:** Stun = Batter – Brawn

**Burst of Speed:** When attacking, the T-Rex puts in a burst of speed, sprinting at speed 7 (Q+5) to attack. It may only do this for up to 3 rounds, and then must reduce to normal speed 2.

**Terrifying Roar:** The piercing roar of the T-rex causes a paralyzing terror in any living creature. Successes in the roar attack reduce the target's movement, traversal skills, and evasion for 1 round.

**ENVIRONMENT:** Dinosaurs only survive in warm remote places like jungles and wooded valleys.

### LORE:

**Science > Obscurity (3):**

#### Dinosaur Lore

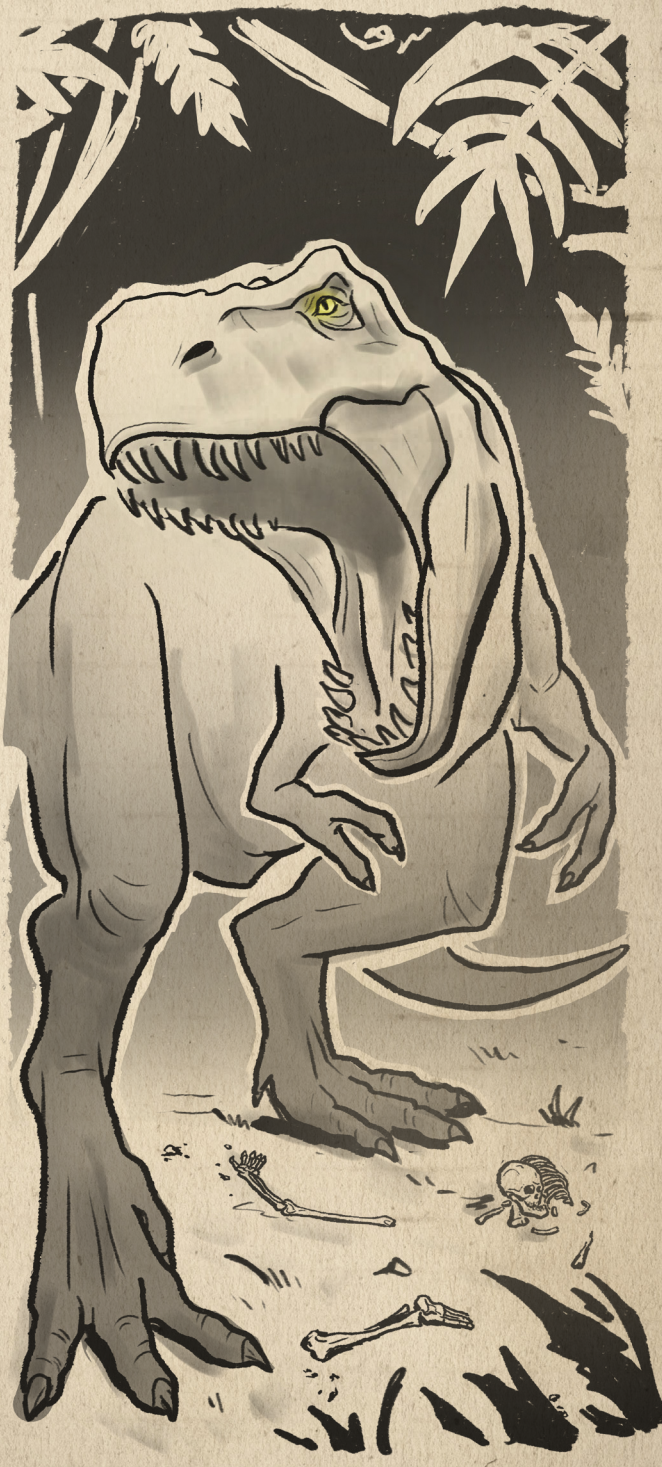
While the T-Rex is known to most people in the world, someone with sufficient science knowledge will be able to predict its hunting tactics and advise the appropriate response: evade and flee!

### TACTICS:

**Wait & Chase:** The T-Rex conserves its energy waiting for potential prey to wander close.

Once it has been noticed or it thinks the prey is close enough, it will use its burst of speed to chase any target it thinks it can catch.

It prefers the largest target (greatest Brawn), but if that target is too quick, it will divert to a slower target if possible.





# Inhumans

The term 'inhumans' refers to creatures that can be mistaken for human, for they were once human. Through ancient techniques – alchemical, biological, or viral modification – they were changed and are now particularly dangerous. Most do not last long in civilized areas, but a few remain in forgotten and sealed tombs, waiting for intruders to set them free.

## MUMMY (RANK 20)

Mummies are the result of some poor ancient attempt at immortality. Their spirit and mind have been preserved – captured or bound somehow – so that they can return to their physical body for periods of time. They have their physical bodies preserved at death, to make them last longer, while they await some sort of cure or alternative to give them a truer life.

When the mummy's spirit is in its body, it can draw life energy from other living things to restore its body, drawing strength and speed from its victims.

**CHALLENGE:** Hard: 1

**ATTRIBUTES:** B4 E5 Q1 P2 C3 W5 D0

**COMBAT:** Defense 1\* Resilience 5 Wounds 10\*

| Grab            | Initiative | Skill | Damage |
|-----------------|------------|-------|--------|
|                 | I:1*       | S:3   | –      |
| <i>Restrain</i> |            |       |        |

| Drain Life                | Initiative | Skill | Damage |
|---------------------------|------------|-------|--------|
|                           | I:1*       | S:3   | *5>W   |
| <i>Touch, Drain Life*</i> |            |       |        |

**SKILLS**

- Academic 1**  
*Ancient Culture (Native Culture)*
- Battle 1**  
*Hand-to-Hand 3*
- Craft 1**
- Exploration 1**  
*Observation 4*

**SPECIAL:** **Unnatural Constitution:** Resilience B+1, and 10 Wounds

**\*Drain Life:** With a touch, the mummy can drain energy from a living thing to heal or empower itself.

On a successful attack the mummy rolls 5 dice > victim's Will to drain them.

Each ✓ drains one point of the victim's Reflex or Quickness. Every two points drained this way heals the mummy 1 Wound and gives it +1 Quickness, increasing its Defense and Initiative.

Someone whose Quickness drains to 0 in this way is paralyzed and the mummy can then drain their Grit/Brawn to increase its own Brawn similarly.

If the mummy grabs its victim, it may drain life as a Continuous attack.

Attribute points lost will recover at the rate of 1 per day.

**Will to Live:** The mummy spends 1 Mettle each minute of activity in their body. At 0 Mettle, the spirit abandons the body and must rest.

### TACTICS:

**Spy:** In spirit form, the mummy watches the living and learns what it can from their behavior. It cannot affect them and it cannot see their equipment or weapons. It watches for behavior that separates them, for it is looking for an opportunity to drain their life without having to fight them all at once.

**Await Opportunity:** Even if the intruders discover its body, the mummy will wait unmoving, awaiting the right moment to strike from surprise. It will only act out of desperation or advantage.

### Flexible Tactics

**ENVIRONMENT:** If the mummy loses track of its body, it will remain trapped in spirit form – possibly forever. As such, there are few true mummies left, locked away in dark tombs awaiting discovery.

**LORE:** **ΣMythology: Mummy Lore**

**2+:** A dessicated dead body that moves is probably a mummy

**5+:** A mummy's spirit can return to its body to take vengeance on those who disturb its tomb. They were a nuisance in the '30s but pretty rare now.

**9+:** Mummies inflict a wasting disease on their victims.

**15+:** The mummy drains life from living things to restore its own body. Do not let it touch you!

Ancient people had ways to preserve life. The mummy ritual somehow preserves the spirit but not the body. The spirit can only inhabit the body for a few minutes at a time.





## ZOMBIE (RANK 5)

The ancients had many ways to preserve and extend life, but some of their methods preserve little more than a weak semblance of life. Such creatures hunger endlessly but derive no satisfaction from what they eat. They feel no pain and remain a threat until hacked to pieces.

There may be variations. Some zombies may be faster, or more cunning.

**CHALLENGE:** Easy: 1 / Fair: 2 / Hard: 3-4

**ATTRIBUTES:** **B**3 **E**5 **Q**1 **P**1 **C**1 **W**1 **D**0

|                |                |                   |               |
|----------------|----------------|-------------------|---------------|
| <b>COMBAT:</b> | <b>Defense</b> | <b>Resilience</b> | <b>Wounds</b> |
|                | 1              | 4                 | 10            |

|                 |                   |              |               |
|-----------------|-------------------|--------------|---------------|
| Grab            | <b>Initiative</b> | <b>Skill</b> | <b>Damage</b> |
|                 | I:1               | S:1          | —             |
| <i>Restrain</i> |                   |              |               |

|               |                   |              |               |
|---------------|-------------------|--------------|---------------|
| And Also Bite | <b>Initiative</b> | <b>Skill</b> | <b>Damage</b> |
|               | I:1               | S:1          | D:4           |

|               |                       |
|---------------|-----------------------|
| <b>SKILLS</b> | <b>Battle</b>         |
|               | <i>Hand-to-Hand 1</i> |

**SPECIAL:** **Unnatural Constitution:**  
Resilience B+1, and 10 Wounds

**Simultaneous Attacks:** Zombies bite and grab every round without penalty.

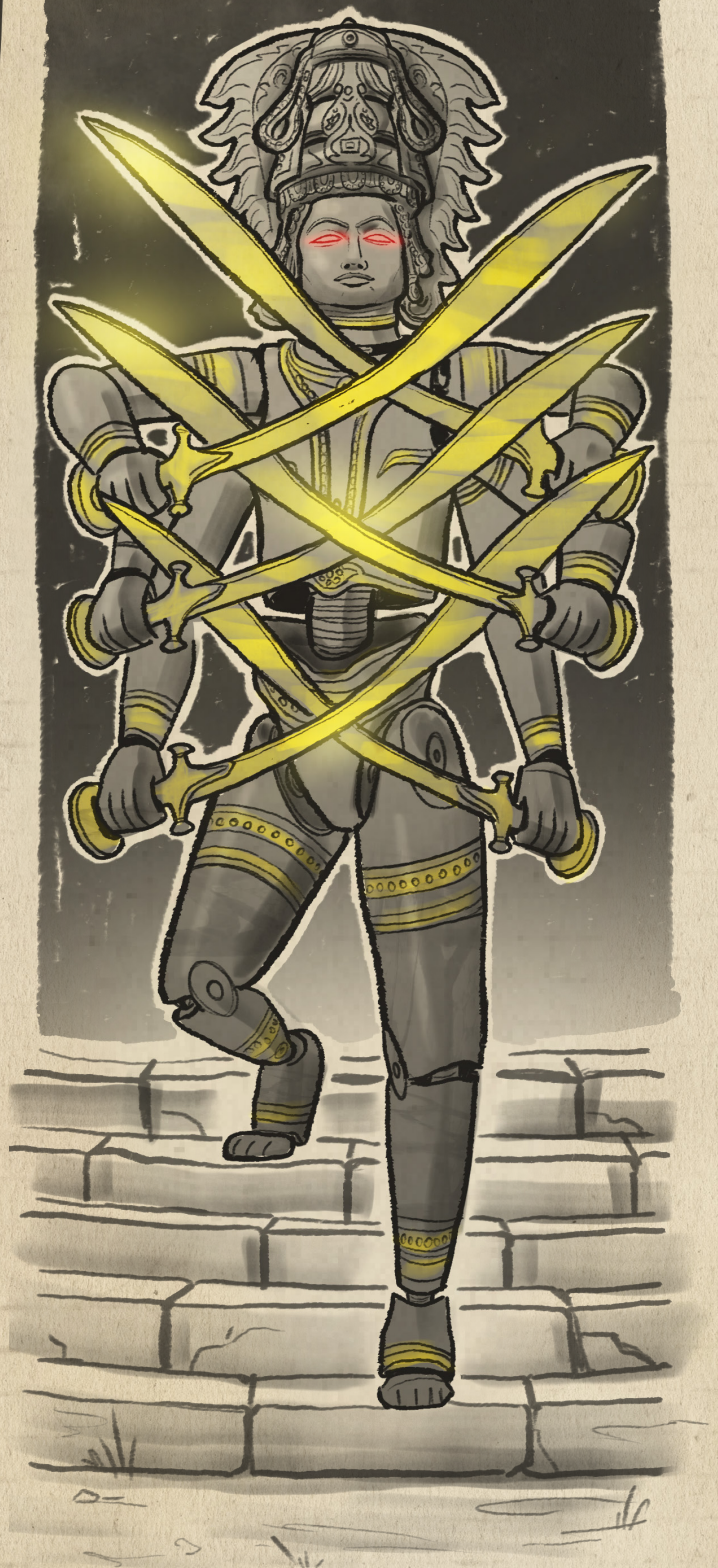
**TACTICS:** **Feed:** Zombies don't think through their attacks. They relentlessly attempt to grab and bite the closest living thing. If multiple targets are already in close range, the zombie will prefer the slowest one.

**ENVIRONMENT:** Zombies don't care where they are, but they don't last long in damp or cold environments. Most exist in dark, dry tombs.

**LORE:** **ΣMythology: Zombie Lore**

- 1+: Strong, slow, and mindless... A zombie.
- 3+: Zombies want nothing more than to eat. They won't stop unless they can't get at you any more.
- 8+: They can't be cured or saved, so just put them down.
- 17+: These are what's left of some remnant ancient attempt at immortality – mindless bodies that refuse to stop moving.
- 23+: Their bite does not make you into another zombie, but do wash it well to prevent infection!







# Constructs

The ancients knew secrets of geology and biology that the modern world is just beginning to duplicate. Long ago they could make security systems that were fairly close to what we would call robots. These dangerous mobile warriors were single-minded but not very bright.

## AUTOMATON (RANK <EPIC>)

Automata are mobile stone statues, made by the ancients to guard their most valuable tombs. They are durable and infinitely patient. When someone violates their security protocols, they spring into action with deadly attacks and near-invulnerable bodies, to repel the threat. They may be made in any size or shape, but most are large and humanoid.

Unlike other constructs, automata can function in almost any environment: wet or dry, hot or cold, indoors or out. They are not clever, but they make up for it with persistence. Automata don't have off-switches, they have parameters and protocols. Follow the protocol and the automaton leaves you alone. Otherwise, it fights. Thankfully they have poor memory and if allowed to reset to their standby mode, they will forget that you violated their protocol once before.

**CHALLENGE:** Epic: 1 of Any Size

**ATTRIBUTES:** B7 E7 Q2 P1 C1 W6 D0

**COMBAT:** Defense 2 Resilience 7+2\* Wounds 20

Huge Weapon Initiative Skill Damage  
I:1 S:4 D:9  
Reach +2, Two-Handed

**SKILLS** Battle  
Hand-to-Hand 4

**SPECIAL:** \*Body of Stone: Resilience B+2 and many Wounds! Automata cannot heal, and only Mys-Tech construction principles can repair them properly.

**Size Variation (+/-3):** Automata were made in a variety of sizes, though even the smallest are a physical match for humans. The stats provided are for statues slightly larger than human size. Adjust Brawn, Resilience, Damage, and Batter +/- 3 based on size.

## TACTICS:

**Protocols:** The automaton has specific rules that trigger it, and rules it follows once triggered. Typically their activation includes some way to avoid distant attackers or to lock intruders within its boundaries. The automaton does not deviate from its protocols, and is neither taunted nor deterred by actions taken against it – except as its protocols dictate.

Frequently, the automaton program consists of relentless attacks against whichever intruder(s) broke protocols.

### An example protocol:

- If anyone steps off the white path, move to block the exit.
- Attack them, keeping yourself between them and the door.
- When no one is in the room, stand beside the door.
- After a day, return to idle position.

**ENVIRONMENT:** Automata function anywhere, but stay where they are programmed to stay. It is rare to find any outside of forgotten ruins.

**LORE:** **Mythology > 6: Automaton Lore**  
1✓: A moving statue is not a living thing, but some sort of ancient security system.

2✓: It's like a robot. It follows rules and programs. If you can learn its rules, it might leave you alone.

**Observation > 1: Watch Behavior**  
Against an active automaton, each success reveals some aspect of its behavior or protocols that it uses. The RM may reveal the protocols in whatever order makes sense. Each protocol learned counts as a clue toward Interpretation.

**Interpretation > 6 – clues:**  
**Predict Behavior**  
Each success answers one simple (yes/no or similar) question about how to manipulate the automaton's protocols. This is a conclusion drawn based on observation and some guesswork.



## GOLEM (RANK <EPIC>)

A golem is (by ancient standards) one of the simplest automated defenders. It is made of clay, and somehow able to move and defend an area. Golems are rare these days: most of them have dried up and become too brittle to pose a real threat. Only golems with access to water or a damp environment can continue to function after all this time.

Golems are dumb as rocks, with minimal senses, but they are almost impossible to destroy with weapons. They can sense movement nearby, and will attack anything moving or touching them, until deactivated in a predetermined manner. Often the best tactic against a golem is to lure it away from wherever you want to be, and go around it.

**CHALLENGE:** Epic: 1

**ATTRIBUTES:** B 6 E 6 Q 2 P 1 C 0 W 5 D 0

**COMBAT:**

|  | Defense | Resilience | Wounds |
|--|---------|------------|--------|
|  | 2       | 6/3*       | 20     |

|              | Initiative      | Skill | Damage |
|--------------|-----------------|-------|--------|
| Sticky Smash | I:2             | S:2   | D:6    |
|              | <i>Restrain</i> |       |        |

|       | Initiative         | Skill | Damage |
|-------|--------------------|-------|--------|
| Throw | I:2                | S:2   | D:5    |
|       | <i>Short-Range</i> |       |        |

### SKILLS

#### Battle

*Hand-to-Hand 2, Throwing 2*

### SPECIAL:

**\*Body of Clay:** So many Wounds! A golem's Resilience is half (3) versus fire and extreme heat, which can dry it out.

**Sticky Fingers:** The golem's swatting hand tends to pick up whatever it hits. If someone ends up in its grip, the golem's next action will be to throw them at another target or at the wall. Throwing one person at another causes damage to both. If the throw misses, only the thrown person takes damage.

**Off Switch:** The golem's creators include a way to deactivate the golem, typically some sort of Mys-Tech key that must be inserted into a specific keyhole on the golem's body. Often the key may be found somewhere near the golem. The golem will not attack someone holding the key, allowing a lone priest to enter the golem's chamber and disable it safely.

### TACTICS:

**Smash:** The golem has no mind. It always attacks the nearest moving thing, and fights relentlessly until deactivated or destroyed.

**ENVIRONMENT:** Any functional golem is in a damp tomb.

### LORE:

#### ΣMythology: Golem Lore

**2+:** An animated clay statue is called a golem. It is a made thing, not alive.

**5+:** The most famous golem was defeated by inserting the written name of god into its forehead.

**11+:** This is a product of ancient knowledge, made to guard a sacred or important place.

**17+:** Fire and heat are the best way to wear it down – anyone have a flamethrower?

**23+:** Not all golems respond to the name of god, but it should have some sort of key or off-switch to shut it down.

#### Interpretation>5: Weaknesses

1✓: Its soft clay body makes it almost immune to blades, bullets, and bludgeons. It's clay... Try fire against it!

1✓: Whoever made this must have had a way to stop it – either a key word or a physical key of some sort.

Additional ✓: More additional clues about its key or abilities.





**HOMUNCULUS (RANK 11)**

A homunculus is a vat-grown biological creature, often in human or near-human shape. The ancients knew how to grow homunculi as servants, guards, and specialized workers. While such creatures do not linger in ancient tombs, the apparatus to make them still do. Occasionally tomb raiders will trigger the creation of a homunculus guard accidentally or as part of a trap left behind by the Predecessors.

There are many variations of homunculi. These combat stats refer to a guardian homunculus, released as a trap to defend a tomb. It appears as a naked sexless humanoid with long sharp claws and teeth, and thick leathery skin.

**CHALLENGE:** Hard: 1

**ATTRIBUTES:** B 4 E 4 Q 3 P 2 C 1 W 1 D 0

**COMBAT:** Defense 3 Resilience 5 Wounds 5

Claws Initiative Skill Damage  
I:4 S:4 D:4  
Dual

Bite Initiative Skill Damage  
I:3 S:4 D:5

**SKILLS**

**Battle**  
Evasion 3, Hand-to-Hand 4,  
Tactics 1, Throwing 1

**Exploration**  
Observation 1, Stealth 2

**Traversal**  
Balancing 1, Climbing 2, Leaping 2,  
Swimming 1, Swinging 1



**SPECIAL:** Thick Skin: Resilience B+1

**Swiftiness:** +2 Movement  
(run 5~, sprint 10~)

**TACTICS:**

**Hide and Wait:** Despite their instinctive drive to kill intruders, homunculi have enough self-preservation sense to look for smart opportunities to strike. When they hear intruders approaching, they will look for a place to hide and watch, and will formulate a tactic that will allow them to strike with an advantage, or escape after striking. They prefer to get surprise on a lone intruder separated from the others.

**Strike and Flee:** When the homunculus strikes, it will be swift and vicious. Unless it has a lone victim isolated from other threats, it will quickly retreat to find a new hiding place. If its escape becomes blocked or its pursuers are faster, it will turn and fight to the death.

**ENVIRONMENT:** Homunculi are decanted from ancient vats deep inside forgotten tombs.

**LORE:** ΣMythology: Homunculus Lore

**2+:** This creature is not human. Its pristine flesh hints that it is a newborn, or newly-made: a homunculus!

**5+:** Homunculi are the product of alchemy, creatures grown to serve their maker's purposes.

**11+:** Some ancients knew how to grow these creatures. Those that remain are kept in storage until needed.

**17+:** They don't last forever. This one must be "fresh" or newly-decanted.

**Interpretation>5: Determining its Purpose**

**1✓:** Its sharp claws and teeth indicate some sort of combat design – made to kill!

**1✓:** It is human-like in size and build, and probably based on human biology. It may be clever.

**Additional ✓:** Provide additional clues about its tactics and special abilities.





## Transportation



Sometimes tomb raiders need to travel a long distance from civilization, or to get from one tomb site to another. When hiking just doesn't cut it, vehicle (or animal) transportation becomes important. There are four basic transportation skills: Boating, Driving, Flying, and Riding. Motorcycles use Driving skill; Riding skill is for riding animals like horses, camels, or elephants.

Teams with their own vehicle(s) may transport themselves. Otherwise, they will need to acquire a vehicle and/or hire one. Acquiring a vehicle might mean requesting one from their employer, renting one with their own money, or possibly stealing one from their rivals.

Hiring a vehicle means paying a local with a vehicle to drive them, like a taxi service. This is pretty unusual in remote areas, however, and works best in urban environments, such as getting from the airport to the local museum for some research.

Lara Croft can provide vehicles to her teams. So long as they treat the vehicles with reasonable care (e.g. they don't all bail out of their helicopter and let it crash), she will continue to provide better and more useful vehicles the longer the team works for her. If the group works for another organization or patron, the RM must decide what resources the team can access.

## Getting to a Location

If your destination is mapped and known, like a tourist site, there is no challenge in getting there. Getting to a tomb or other uncharted destination requires a combination of Navigation and transportation success. Navigation tests ([Page 66](#)) find a good path to the location. Vehicle tests (such as Driving, [Page 76](#)) measure your ability to actually reach the destination on that path.

The challenge in transportation is based on the conditions of the road, sea, or sky, as described with each transportation skill. Here is a summary:

### TRAVEL CONDITIONS

|   |             |   |
|---|-------------|---|
| 1 | Optimal     | Conditions as good as can be: paved, empty road, calm water, tailwinds. |
| 2 | Normal      | Pretty typical: paved, crowded road, flowing water, mild winds.         |
| 3 | Unfavorable | Noticeably bad: dirt road, choppy water/rapids, high winds.             |
| 4 | Dangerous   | Poor visibility, rain, snow, storms, or other natural hazards.          |
| 5 | Hostile     | Land mines, mudslides, ice, or enemies with bazookas.                   |

## Vehicle Stats

While many tomb raider adventures progress without any vehicles at all, some situations benefit from a way to measure the performance of various vehicles. This becomes more important if PCs engage in a race or combat against their opponents, in different vehicles. Here are some guidelines for evaluating vehicles in a tomb raider story. These figures are not realistic, but designed to provide some balance and comparative differences that exaggerate some differences and eliminate others. The RM should feel free to alter vehicle stats or invent new vehicles, based on these examples.

Rather than present a full-featured vehicle combat system, here are some quick guidelines to help apply the normal ideas of attack, defense, damage, resilience, and wounds to vehicles. Vehicles have three important features:

**Scale** – A combination of size and toughness that approximates how much damage it can inflict and withstand.

**Speed** – A combination of speed and acceleration that measures how quickly the vehicle can go in good conditions.

**Handling** – A combination of agility and suspension that indicates how well the vehicle can maneuver.



## VEHICLE SCALE

Vehicles operate on a different size scale than people and animals. Within their scale, vehicle-vs-vehicle, the scale works just like Brawn for living things. It determines collision Damage, Resilience, and Wounds for each vehicle. It is partly based on size of the vehicle, but also includes considerations for its structure, crash-proofing, armor, and so forth.

Against living things (as well as entities and constructs), apply +5 Damage and Resilience in the vehicle's favor.

| SCALE | GROUND VEHICLES  | BOATS  | AIRCRAFT   |
|-------|--|--|--|
| 0     | Motorcycle, Snowmobile, Golf Cart                      | Rowboat, Canoe, Lifeboat, Jet Ski                      | Ultralight, Hot Air Balloon, Drone                       |
| 1     | Mini, Smart Car, Dune Buggy                            | Mini-Sub, Swampboat, Sailboat, Hovercraft (Boats <16') | Dirigible, Glider, Military Drone                        |
| 2     | Sportscar, Sedan                                       | Speedboat, Motorboat (16'-26')                         | Small Prop Plane, Small Helicopter, Fighter Jet          |
| 3     | SUV, Small Pickup, Van                                 | Riverboat, Houseboat (26'-40')                         | Touring Prop Plane, Rescue Helicopter                    |
| 4     | Large Pickup, Mobile Home, Bus                         | Small Yacht or Fishing Boat (40'-65')                  | Private Jet, Puddle Jumper, Cargo or Military Helicopter |
| 5     | Semi, Humvee, Truck, Firetruck, Construction Equipment | Large Yacht or Fishing Boat                            | Small Passenger Jet, Small Cargo Plane                   |
| 6+    | Military Vehicle, Tunnel Borer, etc.                   | Military Ship, Cruise Ship, Oil Tanker, Cargo Ship     | Passenger Jet, Refueling Plane, Large Cargo Plane        |

## VEHICLE SPEED

A vehicle's speed rating combines acceleration and top speed into one rating that roughly measures its ability to cover distance in normal to ideal travel conditions. In a flat-out race or chase, the vehicle with the best speed will usually win, regardless of the skill of its operator. In conflicts, the Initiative of vehicle actions is the lower of Speed and the applicable attribute of its driver or pilot (usually Cleverness).

The vehicle's engine, shape, and mass contribute to its speed. Speed 1 is roughly equivalent to the movement speed from Quickness between 5 and 10, and doubles for each additional point of Speed.

| SPEED | GROUND VEHICLES                 | BOATS                    | AIRCRAFT                         |
|-------|---------------------------------|--------------------------|----------------------------------|
| 0     |                                 | Rowboat, Canoe, Lifeboat |                                  |
| 1     | Construction Vehicle, Golf Cart | Most Boats               | Heli-Drone                       |
| 2     | Family Car, Truck, Bus          | Speedboat                | Ultralight, Drone                |
| 3     | Sportscar                       |                          | Most Helicopters                 |
| 4     | Racecar                         |                          | Military Helicopter, Small Plane |
| 5     |                                 |                          | Commercial Aircraft              |
| 6+    |                                 |                          | Jet Fighter                      |

## VEHICLE HANDLING

Handling measures its turning ability and its ability to deal with rough conditions (off-road, waves, turbulence). Handling determines the vehicle's best Defense rating when attacked. Vehicle Defense is the lower of its Handling and the applicable attribute of its driver or pilot.

| HANDLING | GROUND VEHICLES  | BOATS  | AIRCRAFT                          |
|----------|--|--|-----------------------------------|
| 0        | Tunnel Borer   | Cruise Ship, Oil Tanker, Cargo Ship, Large Military Ship | Hot Air Balloon, Dirigible        |
| 1        | Construction Vehicle, Farm Equipment                               | Small Military Ship, Fishing Boat, Houseboat, Most Boats | Commercial Aircraft               |
| 2        | Semi, Firetruck, Dumptruck, Mobile Home, Bus, Most Military Trucks | Yacht, Sailboat, Motorboat, Riverboat                    | Ultralight, Small Passenger Plane |
| 3        | Large Pickup, Humvee, Van, Golf Cart                               |  | Small Plane                       |
| 4        | Most Cars, Snowmobile  |  | Jet Fighter, Drone                |
| 5        | Motorcycle, Dune Buggy   |  | Helicopter, Heli-Drone            |



## Racing and Chasing

When multiple people are racing to the same location, or when one is pursuing the other, the simple vehicle test becomes a contest between the drivers. The driver with the most successes wins (or in a tie, the one with the most 6s, most 5s, and so on until the tie resolves). The more similar the rolls, the less of a difference there is in arrival times. If you must decide precise timing, use a sum test. The difference in sums is the difference in time (rounds, minutes, or perhaps hours, depending on how much distance the race covers). Usually this just doesn't matter.

In a straightforward race on a track or open street, the vehicle's speed plays a big role: limit successes rolled to the vehicle's Speed rating.

If the course is rough or winding, the vehicle's Handling rating limits the driver's successes.

If the course covers a large area, including some straights and some curves, limit successes by the lower of Speed and Handling.

### ELUDING & PURSUING

When you don't want to be followed, you may just want to lose your pursuer without reaching any particular destination. You can try to lose them by driving like a maniac. The same principle applies to boating and flying, though it may be too easy to find them again. This works like a normal chase, but the eluding driver may choose a higher challenge for their roll, and the pursuer must use the same challenge modifier.

Or, the pursuer may accept an even higher challenge penalty and force the eluder to compensate. Eventually, someone will clearly win or fail and crash.

This competitive rule applies even when chasing with different vehicles. A helicopter might have some advantages of being able to go over obstacles, but a car can hide under trees, between buildings, and otherwise find ways to lose even a much faster vehicle. The vehicle conditions rules help resolve some of this: a helicopter with clear conditions will have advantages over a car in a crowded city, but the car driver still has a chance to elude.

When using different modes of transport for pursuit, ignore the speed and handling rules. The contest is about using your vehicle in its own element. This only applies if there is some reasonable course for all of the vehicles to follow in the same direction: A car can follow a boat or helicopter that stays near land, but not if either of those vehicles heads out to open sea. Similarly, a boat cannot follow a car through a train tunnel. A helicopter might, but its flying conditions would be much worse in such a confined space!

#### EXAMPLE:

Jack in a car (unfavorable conditions) maneuvers off-road through trees to avoid a helicopter (normal conditions). Jack rolls Driving  $5 > 4$  (instead of 3). The pilot uses Flying  $3 > 3$  (instead of 2) to keep up. Jack rolls  $2\checkmark$  and the pilot rolls just  $1\checkmark$ . Advantage: Jack...

## Vehicular Combat

It is never a great idea to get into combat with vehicles. The fate of the vehicle generally reflects the fate of everyone inside, and things can quickly get out of hand! When using vehicles for violence, the vehicle's states and the attributes and skills of the operating crew are important. These stats assume vehicle-vs-vehicle fighting. As noted above, pitting vehicles against people or creatures gives a big advantage to the vehicle for damage, resilience, and speed.

|                       |  |
|-----------------------|--|
| Initiative            | Lower of Speed & Driver's Cleverness   |
| Action: Ram/Swipe     | Driving/Boating/Flying > Target's Defense, Damages both vehicles unless otherwise specified. |
| Action: Evade         | Driving/Boating/Flying > attacker's Defense  |
| Defense               | Lower of Handling & driver's Cleverness  |
| Damage                | Attack vehicle's scale   |
| Resilience            | Target vehicle's scale   |
| Wounds Inflicted      | Damage > Resilience  |
| Batter Inflicted      | Damage - Wounds inflicted - (lower of target vehicle Size and driver's Will)                 |
| Incapacitated Vehicle | Wounds = 5+Damaged Vehicle's Scale   |

### DAMAGED VEHICLES

As with human combat, damage to vehicles takes the form of lasting dents and breaks that need serious repairs (damage), plus minor destabilizations that impair its ability temporarily (batter). An example of batter would be the vehicle swerving out of control.

Batter effects cause penalties to initiative, defense, etc. as in standard combat. Vehicle damage does not heal like damage in living things, but requires Repair skill. Test Repair > vehicle Wounds, with each  $\checkmark$  repairing one Wound. Unlike bandaging, the mechanic may continue repairs as many times as needed, until the vehicle is fully repaired. A failed Repair attempt means that the vehicle needs some sort of part or replacement that prohibits further repairs.

If a vehicle becomes incapacitated, the driver loses control and the vehicle will skid, spin, or flip to a stop soon enough; or the boat will start to sink; or the plane will fall from the sky. Depending on circumstances, the operator may or may not get a saving roll (probably Quickness), to guide the vehicle to a safe-enough stop. Otherwise, everyone in the vehicle takes damage, 5 Damage per point of Speed of the vehicle (if incapacitated while moving quickly).



# MYSTERIES



Part of being a Tomb Raider is solving mysteries whose answers are buried in history, mythology, and remote locations. Clues lead to new locations, which reveal new clues, and so on.

## Investigation: Finding Clues & Following Conclusions

In a game of mysteries and occult phenomena, investigation plays an important role in putting the pieces together. While a character in the LCTR world might have the knowledge and intuition to solve mysteries, the players don't always. And even if the player has excellent knowledge, they may not know how to apply what they know to a story in which the truth is often a little different than the myth. To represent this, LCTR uses academic skills to represent what the characters know and believe, combined with mechanics of clues and conclusions to find the information needed to progress the story.

In LCTR stories, early locations and plot points should contain clues that allow characters to reach conclusions about what to do to find or reach the next location or plot point. There should never (or at least, rarely) be a situation in which the players must make an unfounded leap of intuition to realize what to do. Unless there is a clear obstacle they need to bypass, the "right" answer should always be to search for clues, and then to interpret those clues.

### FINDING CLUES

Clues come in many forms, and represent useful information that helps tomb raiders track down the truth behind the mysteries they explore. Some clues are things they can literally find and see, like a detail in a painted fresco that reveals the proper way to hold an artifact.

Other clues are tidbits of knowledge that the scholar recalls when it becomes relevant. There are two ways to represent clues in Lara Croft's Tomb Raiders:

Minor clues have no context or detail, but just represent abstract nuggets of useful information that may have value in an upcoming situation. Sometimes the RM will use this to handle investigations the adventure didn't anticipate, such as interrogating a minor henchman in a rival organization. The henchman may not have access to the "good" information, but a successful interrogation might yield clues based on a Socializing test. Players can apply the abstract clues

as assists if the situation makes sense. For example, they fight more henchmen and apply a clue-assist to their Tactics against the group, based on things they learned from the one they questioned.

Major clues are part of the story, providing an immediate benefit of information or some other use. In addition, major clues often apply a bonus to Interpretation, Navigation, or other attempts to reach conclusions as described below. Some major clues may become minor clues due to circumstances, such as when you get the same piece of information from two different sources – the first one provides the facts; the second one acts as a minor clue.

Here are some examples of skills that provide clues:

**Geography** – Clues about where something happened, or what happened at a location.

**History** – Clues about when something happened, or what happened in a given time frame.

**Mythology** – Clues about what happened, or how locals interpreted the events, people, and creatures they encountered.

**Science** – Clues about how things happened, or the possible explanations for something witnessed while tomb raiding.

**Observation** – Clues about things you examine, details about their nature. Find what stands out.

**Searching** – Clues about locations you study, details about their contents. Find what is hidden.

**Research** – Clues on any topic. Find what others have recorded, or what you can study over time.

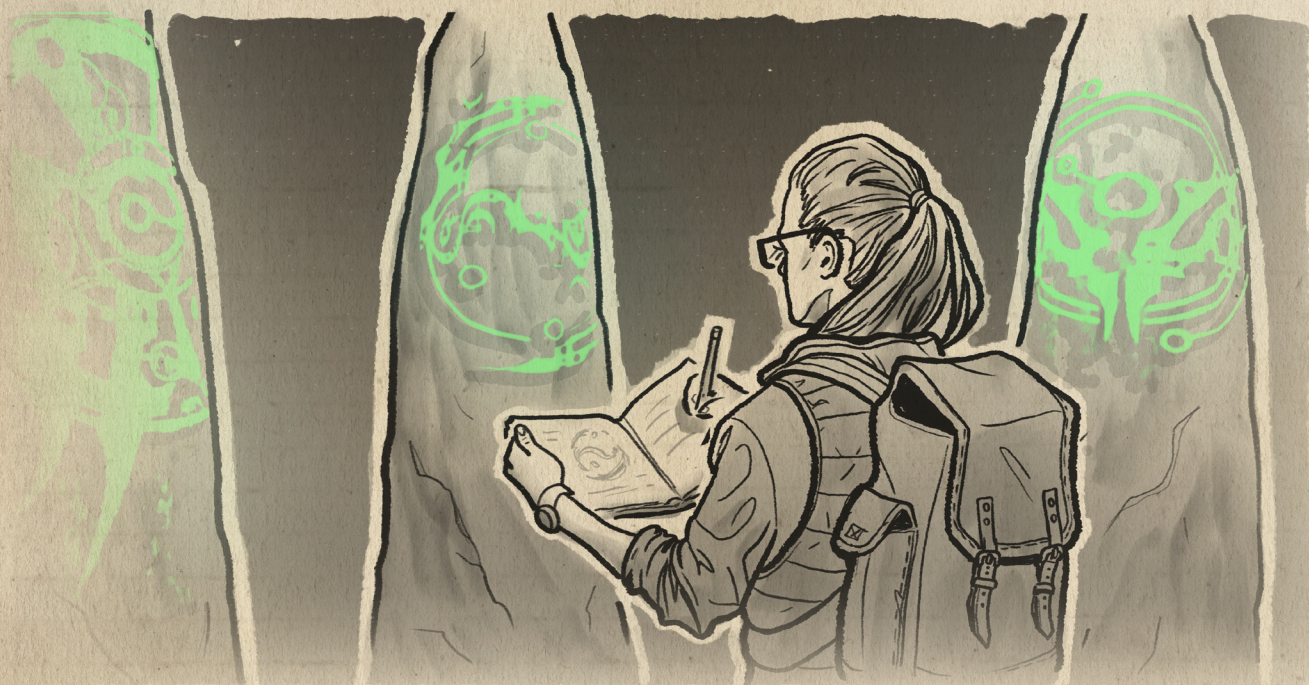
**Socializing** – Clues about people you interact with, details about their personality and motives.

Other skills provide clues about their particular topic. For example, Flying skill could provide clues about an airplane; Medic can provide clues about a mysterious illness. In such cases, it may be appropriate to use the *obscurity* challenge ratings from the academic skills ([Page 52](#)).

Clue-finding works in three ways:

- Automatic clues. This might come from reaching a particular area – the discovery itself is a clue!
- Simple test clues. Set a challenge for a skill roll based on the obscurity of the clues here. Each success earns a clue.
- Sum test clues. Some information is easy, some is hard. Use a single skill's sum test to acquire multiple clues with different obscurity ratings. See sum test rules on [Page 10](#).





## REACHING CONCLUSIONS

As the characters gather clues about the mystery, they can use those clues to become confident about what they have to do next, or where to go. With good clues, players may be able to do this on their own. But if they can't, skills give them ways to proceed even when the players are stumped. The two most obvious ways to reach conclusions are baked into the skills Interpretation and Navigation.

Navigation skill ([Page 66](#)) measures how quickly and safely a group can find a secret location they know only from clues, allowing them to literally reach the conclusion of their expedition.

Interpretation skill ([Page 54](#)) allows characters to draw appropriate conclusions based on (major) clues they have already gathered. Success in this test should provide them with a hint or outright knowledge about what to do next (in regards to the topic they are interpreting). If it's a puzzle, they know the next step of solving it (or how to solve the whole thing if they get enough ✓). If it's a negotiation, they know what their opposition wants, or what they are willing to give.

In the case of an ancient mystery, conclusions could help the players understand the deeper secret – what is really going on, that might be wholly unbelievable if they had not just concluded it so surely! For example, after they gather clues about a big hairy beast, Interpretation of those clues might help them come to grips with the fact that they are, in fact, chasing a sasquatch.

## VAGUE CONCLUSIONS

It may sometimes seem odd to provide specific conclusions, particularly if the characters have no way of knowing the details of the conclusion. With a leap of intuition or logic, they may know that there is a secret door and probably a key, but not where either of those things are.

It is acceptable to be somewhat cagey with conclusions, but when doing so it is important to provide a clear opportunity or action the characters can take to move forward. For example, rather than saying "there is a secret door and a key you need to find," try "You are certain there must be a way into the crypt you've heard about... A door or hidden passage of some sort. You should search around some more, maybe in the temple room."

The better they succeed at interpretation, the more information and options you should give them.

## INCONCLUSIVE

When players fail an Interpretation test to reach a good conclusion, it usually means they need to search to find more clues. One fun way to approach this is to have them reach an incorrect conclusion that will also lead them to another clue. For example, if the secret door is in the temple but the key to it is hidden in an alcove in the main hallway: "You think there must be a way into the crypt you've heard about... A door or hidden passage of some sort, probably off of the main hallway." Their search in the hallway will reveal the key, which is another clue to finding the real door.

If that's too difficult in some circumstances, you may encourage them to spend an Intuition point to get the better hint.



## LISTENING TO INTUITION

Intuition is a quality whose main purpose is to help players get out of confusion or dead-ends in their investigations. It gives the player a chance to obtain explicit clues from the RM to move the story along.

At any time a player may consult their character's intuition: mark off one point of Intuition and ask the RM for a hint on a particular topic such as "where do we go from here" or "how does this artifact relate to our quest." Doing so grants them 1 automatic clue or conclusion, as if they succeeded at a skill test about the subject.

The answer should be as simple and direct as possible, providing something the player didn't already know or reminding them of something they haven't paid enough attention to. The key is to give them something to do, or a clear new opportunity.

For example, if the group is trapped in an enclosed room with two doors, intuition does not say "you have to get a door open" – they already know that. Instead it might hint "there may be a less obvious way out" (a hint to look for secret exits) or "there must be a mechanism to open the door" (a hint to look for the mechanism) or "this one requires brute force" (a hint that they should stop looking for secret mechanisms and try to force the door with mechanics or break it with tools/weapons). If they already looked for a mechanism and couldn't find it, intuition might hint at where to look: "you might want to examine that carving on the left again, it should have something to do with the doors," which then gives them another chance to roll.

What intuition does not do is provide factual information – where something actually is, who someone works for, what the next trap is. Intuition provides clues of where to look, what to try, and how to find out whether someone is trustworthy. At its "most factual," it might help them choose between two options, such as giving them a gut impression of whether someone is lying.

Whatever the next step is, it will probably require some sort of skill roll in its own right to make it pay off.

## INTUITION - TIPS FOR RMS:

Intuition hints are a good way to keep the story moving. You know what needs to happen next for the story to move along. If the players don't get there on their own, and they ask for the hint, give them what they need to get going again. If they are abusing intuition rules in an attempt to circumvent plot points, just give them the clue to the next plot point – even if it doesn't answer their question directly.

For example: "If you really want to know whether Pepito can be trusted, you're going to have to put him in a place where he has every reason to betray you – maybe you can get him to stand near the door while you find a mechanism to open it. If he thinks he can rush ahead and get the Eye of Brahma before you, he'll dash through without waiting." The player's question about Pepito has been answered in the context of the next step of the puzzle – finding a mechanism to open the door. Whether Pepito is a traitor or not doesn't matter right now (even a traitorous Pepito might not rush ahead), since the team needs to get a door open before it matters. But if you give them this sort of answer, and they act on your advice, then the world should behave as you hinted it would: that is, if Pepito is a traitor and they successfully set him up to test him, he should fail the test. If he's clever, have him avoid their test instead of seeing through it and leaving the question up in the air.

Never give false or useless information in response to Intuition! Players need to be able to trust the hints they receive, and need to believe that spending Intuition is worth doing. It's better to reveal a "secret" than to betray and confuse the intent of Intuition rules.



# Wonders of the Ancients

## PUZZLES

The ancient builders were very careful to guard their secrets. They often used riddles, pictograms, or complicated series of locks to keep unwanted visitors out of their inner chambers. These puzzles may use any combination of knowledge, mental craft, and physical pieces to unlock.

Whenever possible, the RM should provide descriptions, sketches, or even props, and allow players to enjoy the puzzle. Unless their characters are total lackwits, any puzzle the players can solve, the characters can as well.

But since it's important to keep the story going, a complicated puzzle should never be a blockade to plot. If the players give up, or just don't want to deal with it, their characters may attempt to solve a puzzle using the rules of the game.

The skills that help understand puzzles depend on the type of puzzle. Physical mechanisms might use Mechanics, while riddles use Languages, Mythology, and Interpretation. The RM may offer one or more skill avenues to pursue, and assign a challenge to the puzzle as desired.

## PUZZLE CHALLENGE

|    |              |   |
|----|--------------|---|
| >1 | Child's Play | The puzzle is merely to slow down or ritualize entry. Anyone can figure it out. |
| >2 | Esoteric     | The puzzle relies on some unusual knowledge or skill.                           |
| >3 | Elaborate    | The puzzle has several sub-components to figure out.                            |
| >4 | Complicated  | The puzzle uses a combination of different skills, physical and mental.         |
| >5 | Epic         | The puzzle has multiple stages, possibly in different locations.                |

Note that understanding the puzzle doesn't necessarily mean solving it. A successful roll might simply reveal that you need a key, or that you need some crucial piece of information that you're missing. Hopefully this knowledge will give you a new goal. When in doubt, use the clues-and-conclusions system as described above. Each conclusion solves one step of a puzzle.

## PUZZLE FEATURES

| FEATURE:      | SKILL(S) TO ANALYZE: | IDEAS/EXAMPLES:  |
|---------------|----------------------|--|
| Depiction     | Mythology/History    | A wall featuring characters, locations, or events from history or myth.    |
| Map           | Geography            | Artwork with a regional map showing location clues.                        |
| Riddle        | Languages            | A written riddle must be translated well to discover clues in the words.   |
| Moving Pieces | Mechanics            | A combination lock with spinning or sliding pieces.                        |
| Math          | Science              | Solve a numerical problem to discover an answer.                           |
| Image-Play    | Observation          | Silhouettes of light and shadow, or combined images forming a new picture. |
| Tonal Clues   | Observation          | Listen to the sounds in the room for clues about the solution.             |
| Room Puzzle   | Construction         | Rearrange moveable pillars and blocks to reconfigure the room.             |



While it may not be apparent to novice tomb raiders, most of the ancient world was connected in ways that modern historians haven't realized. The myths of one culture are interpretations or local perspectives on the facts of the world long ago. Ancient people traveled the world, perhaps even ruled it. Whether they were humans or inhuman beings is unclear. What is known (by a very small number of people) is that they possessed abilities of astounding magic or technology, powerful secrets that have been lost to time.

While remnants of their civilization influenced the ancient cultures of our history books, the Predecessors' society is far older. It disappeared around the end of the ice age, approximately 10,000 years ago. It may have started to fall much earlier than that.

Remnants of the ancient world provide clues about what these Predecessors did, and who they may have been. In the search for ancient secrets and artifacts, these mysteries come up again and again.

As Raid Master, you can invent your own theories about who or what the Predecessors were. These rules may explore what they left behind, and ideas of what ancient people believed them to be, but if you write your own stories, you can explain them in any way that suits you. The answers are not as important as the search.





## MYSTIC ENERGIES (MYS-TECH)

Deep in the oldest ruins lie buried remnants of ancient power. The lost devices of the Predecessors await those who would try to wake them. Whether these are some kind of advanced technology or better described as magic, no one is certain. All that is known is that they are highly complicated and driven in part by the will and energy of the people who use them. These remnants of lost power are collectively called Mys-Tech, short for “mystical technology.”

The “mystic” side of Mys-Tech is some sort of psychic activation – energies that respond to conscious thoughts. Some theorize that this is due to an inhuman consciousness that “hears” our thoughts and willingly or perhaps subconsciously responds. Religious views of ancient power prefer this explanation. An alternate explanation, popular among the scientific-minded, is that a heretofore undiscovered property of physics, that the ancients knew how to manipulate, responds to the minor fluctuations of our brainwaves. It’s not so much that the energy reads minds, but that minds awaken the energy.

The “tech” side of Mys-Tech is that the ancients could harness energy in consistent, repeatable ways. They understood the mechanisms – or at least understood how to manipulate the mechanisms – that make their devices and rituals work reliably.

Based on what little has been learned, mystic energy seems to rely upon mineral formations – crystals in particular. It could be that after working with stone tools for millennia, ancient humans discovered and shaped stones that could do more than stab and chop and scrape.

### TYPES OF MYS-TECH

Mys-Tech can move huge masses, float objects in the air, manipulate the elements, alter the cycles of life and death, perhaps even create portals through time and space. In fact, nobody knows what the limits are to what they can do, but it goes beyond what our modern technology can do. Tomb raiders will discover that there are a few different types of Mys-Tech...

#### Artifacts

Artifacts are portable devices, usually hand-held or perhaps worn. Every artifact has a purpose (why it was made) and some means of fulfilling that purpose (what it does). Artifacts tend to draw energy from the person using them, though many have energy reserves that handle infrequent use just fine.

#### Bioalchemy

The ancients possessed methods for altering living things. Bioalchemy uses strange fluids to alter creatures (or people), and uses those altered creatures to produce strange chemicals.

#### Constructs

Constructs are mobile machines – moving statues typically, though sometimes these act more like vehicles. Typically, constructs are guardians of a protected area, designed to fight off anyone without the right pass-key or command phrase.

#### Cryptids

“Cryptid” is a term to describe creatures that scientists doubt are real, creatures of myth and legend that are not documented well enough to convince the scientific community. Sometimes, tomb raiders discover these implausible creatures deep in ancient ruins. While it may be possible that these creatures are natural, and simply confined to odd locations, it is more likely that some were biologically modified through some Predecessor process. These modified or grown creatures serve as hazards and guardians of ancient locations. Perhaps they once served some useful purpose to their creators, or perhaps they are the mutated remnants of something that had a different purpose.

#### Machines

Machines are large feats of engineering that move massive amounts of mass or energy. This might reconfigure a room, or open a portal, or create a massive holographic image of some sort. Machines are generally stationary, built into the location where they were made, and drawing power from the area. Unlike artifacts, they do not feed on the energy of the user, unless that is a specific security feature or purpose.

#### Rituals

From a tomb raider’s perspective, there are reasons to suspect that the “magic” rituals of mythical priests, druids, and witches have some truth behind them. A ritual may be how the ancients activated their machines and artifacts, or there may actually be some way to generate mystic energy through movement and language.

#### Spirits

Some tomb raiders encounter beings that seem to be intangible, ethereal, or ephemeral... spirit entities that exhibit will and action. There are varying notions about whether these are most akin to ghosts, or genies, or the animistic spirits of old religion.



## MYS-TECH RATINGS: OBSCURITY, COMPLEXITY, OPERABILITY

Eventually, tomb raiders will get their hands on artifacts from the ancient world. Unless the artifact is broken or disassembled, they might even discover a way to use it – either uncontrolled activation, or deliberate use of the item.

Activating mystical energies and devices is generally not as simple as flipping a switch. It's more like programming a VCR, except there are no instructions and no displays to help you track your progress. They often involve assembling or rearranging pieces, placing things near other things, and possibly incanting ancient words.

How characters might activate an ancient secret depends heavily on the nature of the secret. Some devices are easy to use, while others require very specific circumstances whose rules are encoded in an old myth depicted in chipped paint on a wall.

The following terms rate Mys-Tech in ways that allow a unified approach toward “figuring it out”. If desired, the RM may work any particular research approach into her story, but these help provide some context.



### Obscurity

Like old legends, knowledge of Mys-Tech has been fading over millennia. The obscurity rating of Mys-Tech represents how readily it matches expectations and myths. Items with low obscurity are easy to recognize and evaluate, while those with high obscurity are mysterious and have few remaining clues. This is essentially the same as obscurity for academic skills (as on [Page 52](#)).

### Complexity

The complexity of a Mys-Tech device is a rough measure of how intricate its workings are. It might represent the number of parts and pieces required to make it work, or the number of different functions it performs. For example, a single amulet with one effect is easier to figure out than a huge machine with many activation keys and moving parts. Rate the device's Complexity using the rough guidelines below.

|   |                 |   |
|---|-----------------|---|
| 1 | Single Function | An item with a single on-off function is easy to figure out.  |
| 2 | Locked          | A mechanism with a combination or key lock needs to be unlocked before activation. This might mean rearranging elements or finding the key.       |
| 3 | Multi-State     | A device with several states of independent functions may be difficult or dangerous to figure out, as you could activate the wrong feature.       |
| 4 | Disassembled    | A machine that has been taken apart may have any number of components to locate and assemble, on top of the other issues.                         |
| 5 | Operated        | If the device needs to be actively operated or driven, either by physical controls or thoughts, it is almost impossible to experiment through it. |

### Operability

Once activated, some devices must be operated, or perhaps require intricate controls to initiate. The controls might be physical (dials and switches) or mental (thought patterns). Even so, some are easier to use than others.

|   |                 |  |
|---|-----------------|--|
| 0 | Self-operating  | You don't have to do anything: The device operates itself.   |
| 1 | Straightforward | The controls are easy to manage, or their functions are obvious.   |
| 2 | Intricate       | There are many controls, each easy enough, but together a challenge.   |
| 3 | Interdependent  | Some controls depend on other controls.  |
| 4 | Confusing       | The controls are contextual, and change depending on what you have already done, or act in ways contrary to initial testing. |
| 5 | Antagonistic    | The controls deliberately resist or foil casual use, perhaps for safety?   |



## RECOGNIZING THE MYSTERY (MYTHOLOGY\* > OBSCURITY)

When tomb raiders find an unfamiliar device, machine, creature, etc. the first step toward dealing with it is simply understanding what it is. If you don't have any idea, it will be almost impossible to use it. If they were looking for it, then they may recognize it automatically (if it's what they were expecting). Otherwise, they'll need to make a skill test to understand what they've discovered.

In most situations, this requires a Mythology > Obscurity test to recognize it from stories you've heard. Sometimes a different skill might apply, such as Construction to recognize a building or Languages to decipher written clues.

Success in this roll means that you have a good idea what you've found, and from the stories you have ideas about how it works or at least what it's supposed to do. Additional successes may provide clues about its activation, such as needing a key or needing more parts to assemble it.

Failure is usually harmless, unless the object is a decoy, forgery, or other facsimile. If the object was designed to deceive, failure means you believe it to be the real deal. Otherwise, you just don't know what it is.

The *Spiritualism* Talent provides +2> to this roll (when you spend a point of Spirit).

\* Mythology is usually appropriate. Sometimes other skills work. Research always works, but takes time.

## ANALYZING A MYSTERY (SCIENCE\* > COMPLEXITY)

If you do not recognize it, or even if you do, it may be worth your time to study it carefully. A Science > Complexity test represents a quick systematic examination taking care not to accidentally "do" anything to the find.

Each success reveals one clue about its activation or function. For example, one clue might reveal that there is some sort of physical combination or key lock. Another might reveal that it has three functions or configurations, etc. These clues make a big difference in activating or operating the mystery!

Failure in this step could have dangerous side-effects, possibly damaging the item or activating it in a dangerous way. If such dangers are possible, a Cleverness save allows you to stop your investigation before anything bad happens.

The *Spiritualism* Talent provides +2> to this roll (when you spend a point of Spirit).

\* Science represents analytical thought, but other skills might apply depending on the nature of the find. Research always works, but takes time.

## ACTIVATING A MYSTERY FOR THE FIRST TIME (INTERPRETATION\* > COMPLEXITY + 5 - CLUES)

Unless the mystery is already operating, the next step in using it is figuring out how to activate it for the first time. Just knowing the kinds of things to try on an unfamiliar device requires some knowledge. Careless or random experimentation could break the device or cause it to activate in a harmful way.

Proper activation uses an Interpretation test to put all the stories and other clues together. The challenge in this case is the mystery's Complexity rating +5, but reduce that +5 penalty by 1 for each clue earned through recognizing or analyzing the mystery. Beyond 5 clues there is no further reduction, but extra clues act as assists to activate or operate it.

Failure in this test usually means that nothing happens – especially if the mystery in question is still locked or incomplete and wouldn't work anyway. If the item could function, failure is only an issue if it could have a plausibly dangerous side-effect.

Success activates the device if possible, or else provides information about why it won't activate. For example, it might reveal that the device is incomplete and needs more pieces. Locked or incomplete devices cannot be fully activated, but at the RM's discretion they might display some hint of their power, by glowing or shaking on their own.

After successfully activating the device once, it becomes easy to activate it again: no skill test is required. You can guide others who try to activate it themselves. With guidance, test Interpretation\* > Complexity without any penalty. The *Spiritualism* Talent provides +2> to this roll (when you spend a point of Spirit).

The *Ancient Blood* Talent allows you to activate it (spending Spirit), without understanding how to activate it again. Doing so does provide a clue for your next attempt to activate it normally.

\* Interpretation is the normal approach – putting together various clues and ideas to reach a conclusion. Other skills might work as well based on the type of mystery you are activating. For example, a weapon could be activated using Hand-to-Hand skill (or perhaps Gunplay). A great machine could activate with Mechanics or possibly Construction. The RM can decide which alternate skill(s) to allow – there should usually be at least one!



## OPERATING A MYSTERY (SKILL > OPERABILITY)

Once the tomb raiders know how to activate the device, they might still have trouble making it work the way they'd like. Unless it does just one thing or operates itself, the person trying to use the Mys-Tech should make a skill test > Operability of the device. The skill to use depends on the type of device, as noted with activating the mystery.

The appropriate time to roll operation is whenever someone wants to use the mystery for an advantage (such as using a Mys-Tech weapon in combat), or when they want to switch a device or machine to a new mode of operation. Essentially: any time that using the item incorrectly could cause a problem, or solve one. If there's no risk and no advantage, don't bother with a skill test.

Failing to operate a mystery correctly means operating it incorrectly: getting an undesirable effect that could harm you. It could mean losing or damaging the device – though this should only happen if the device is really irrelevant to the plot. This could be the case if characters keep a mystery from one story to the next, for example, or if there are many copies of a device and they can get another. Use a Destiny save or spend Spirit to minimize bad effects.

The *Ancient Blood* Talent allows you to automatically succeed at operation attempts, by spending a point of Spirit each time you use it. This is equivalent to 1✓ on the skill test.

## New Skill: Mys-Tech Operation

Tomb raiders who interact with mysteries may start to understand the patterns that govern their use – the right combinations of thoughts and actions that make Mys-Tech do its thing. Anyone with this skill may substitute it for tests to analyze, activate, or operate Mys-Tech they find.

This skill cannot be taken at character creation and cannot be taught by theory or explanation. Characters may learn this skill after successfully operating a mystery. They can only raise this skill to a higher level by operating new mysteries – not the same, or nearly identical mysteries. Thus to reach 4 ranks in Mys-Tech Operation, the character needs to have personally operated at least 4 distinct mysteries. Learning and raising this skill otherwise works the same as learning and improving basic skills (as on [Page 131](#)).

Note that this skill is only mentioned in the *Raid- Master Rules*. As RM, you can decide whether to allow this skill, and can inform players about it when you think it's appropriate to introduce into your game. This option helps players feel like they are becoming expert tomb raiders, “in the know” about secrets of the world.



## SUMMARY OF MYSTERY DEVICE INTERACTION

|                     |   |   |
|---------------------|---|---|
| Recognize           | Mythology* > Obscurity                    | Information about the mystery, + clues to Activate.   |
| Analyze             | Science* > Complexity                     | Clues to Activate.  |
| Activate (1st Time) | Interpretation* > Complexity +5 – Clues † | Activate it, or know why it won't activate. Treat excess clues (after 5) as assists to Activate or Operate. |
| Operate             | Mys-Tech Operation* > Operability †       | Make it do a useful function, or change modes.  |

\* Other skills might work, depending on the mystery. A “magic” sword uses Hand-to-Hand, for example.

† Or with Ancient Blood, spend 1 Spirit to use it without a skill test.









# CIVILIZATION

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Although most tomb raiding adventures take place in remote or uncivilized areas, tomb raiders frequently must deal with the rules of civilization. Governments, religious institutions, academic institutions, charitable organizations, and possibly some corporations all have legitimate reasons to restrict tomb raiders. None of these powerful groups want freelancers poking around their historic sites and potentially plundering treasures or damaging landmarks along the way. Even in places where this wouldn't be considered illegal, it could cause problems among those with power.

## INTERNATIONAL TRAVEL

In the modern world, international travel requires passports, customs checks, travel visas, and a host of other red tape obstacles that make it difficult for tomb raiders to lurk about undetected. Most of the time, this doesn't come up during an adventure – but it could... particularly if the tomb raiders get noticed by police or other officials.

Lara Croft arranges passports for her raiders if needed, and may even be able to keep her people off of watch lists as long as they are not truly wanted for specific crimes. She can arrange private travel (plane or ship) to anywhere in the world, or provide the team with vehicles they can use (within reason). A team that abuses their vehicle privileges may find their next trip on public airlines... flying coach!

Travel to remote areas often means tiny airstrips or flying into a city then driving to the site. The political problems often include tribal territorialism, historical preservationists, suspicious authorities, and criminal hideouts.

When dealing with natives, skill in Languages becomes useful. It can sometimes mean the difference between getting local guides or assistance, and having to fight off locals who know the area very well. Socializing is also useful for understanding the concerns and motivations of the locals, and making deals with them.

## GOVERNMENTS & POLICE

The biggest “civilized” danger to tomb raiders is the government of the place(s) they visit, particularly police and military groups. It is crucial that the group avoid entanglements with such groups, because there is no good outcome.

Police and military checkpoints can prove tricky obstacles. The group must either avoid the checkpoint (through Navigation and/or transport skills), or must talk their way

through it (Socializing). The circumstances vary wildly, but activating the *Resources* Talent can usually get a group through a checkpoint, either with bribes or by calling upon influential allies.

If a group decides to crash or fight through a checkpoint, they may very well succeed, but in doing so they virtually guarantee trouble when they want to leave the area. The group they foil through force will call reinforcements and perhaps actively search for the tomb raiders. The RM will have to consider the consequences for such actions... It should not go lightly!

## AIR TRAFFIC CONTROL, PORT AUTHORITY, BORDER CHECKPOINTS

Similarly, each country (usually) has official control over their airspace, seaports, and border crossing roads. Tomb raiders should try to enter new countries “by the book” if possible, or else overcome some obstacles to smuggle themselves in.

The tricky part comes when they want to bring weapons or other contraband across borders. Some countries may not search too carefully, but others really do inspect what people bring across their borders. As with police entanglements, tomb raiders should either play by the rules, or come up with peaceful ways to cross.

In most LCTR stories, this should all be pre-arranged by the RM as part of the story.

## NATIVES & TRIBES

In remote areas, tomb raiders sometimes encounter people who remain apart from modern civilization. Most are aware of the modern world, but tomb raiders sometimes meet people mythologize the world beyond their territory. Such groups will certainly be suspicious of outsiders, and may even fight to defend their turf.

If tomb raiders can handle their initial contact well, they might be able to recruit native guides, or work with the natives to repel opposing forces trying to raid the same tombs.

Native interactions test tomb raiders' Languages and Socializing skills.

## PRIVATE INSTITUTIONS

Corporations, universities, museums, religious groups, and historical preservation societies all oppose the work of tomb raiders. Most of the time, tomb raiding happens in areas these groups have not yet discovered, so it is important for tomb raiders not to advertise their plans, to avoid being followed, and to keep their victories quiet.

Occasionally, such groups will get involved, particularly if they are already in the area and notice strangers poking around. Tomb raiders may need to sneak around these groups to minimize contact, socialize with them to earn trust, or bully them to make them back off. If they are not careful, they may find these institutions interfering in their future work, or looking for ways to pressure them by bringing in police and governmental scrutiny.



# PUBLIC INFORMATION RESOURCES

Tomb raiders may seek out public information sources. To access the internet, the tomb raiders must either be in a modernized area with appropriate access points, or they must use an advanced communications system (see comms kit, [Page 47](#)) to contact a satellite directly when outdoors. To access a library, the tomb raiders must find one. Major cities usually have one, but so too do some religious establishments, rich individuals, academic institutions, and the occasional forgotten tomb-library!

Access to a good information source allows a Research test (see [Page 78](#)) to find useful information. Each test requires about a day of sifting through available sources. The challenge depends on the *obscurity* of the information to be found, as described with the academic skills on [Page 52](#).

Each success in the roll yields one piece of (potentially) useful information: a *clue*! Failure turns up nothing helpful, though a Will save allows spending more time to try again. Otherwise, the researcher must obtain a new clue before attempting the information search again.

An Interpretation roll can turn these pieces of information into a more coherent whole. See the Interpretation skill description ([Page 54](#)) for details.

## LOCAL INFORMATION

There is one other information resource that can be very useful: local people! The natives of a remote area know more about the myths, mysteries, and tomb locations than any book or internet source. Tomb raiders who establish friendly contact with the locals may find that their elders have all the information they need to complete their research.

In order to “research” with the locals, the tomb raider must first establish a friendly rapport (Socializing), find a way to communicate (Languages), and possibly make some sort of bargain with the people they are hoping to question (trade). Once they have reached this point, they may Research using the locals as their information source. This works just like normal Research except that failed rolls could sour their relationship with the natives.

## CONTACTS

Everybody knows people: family, friends, mentors, and business associates accumulated over years of life. Contacts are people you know who might have useful information or resources at the right place, at the right time. Some contacts are former teachers, co-workers, or partners, others are family, and yet more are friends earned through life.

Each PC has one useful contact, and may reuse that person once each story. Those with the Trust talent may spend 1 Spirit to invent a new contact when needed, or to consult contacts more often. Some advanced skills also provide con-

tacts. Additionally, contacts may arise through story progress and role-playing – reach out to an NPC from a prior story! Players should note their contact(s) on their character sheet.

During a story, anyone may try to call upon one of their contacts (either via phone or in person if they are in the right location). When a PC wants to reach out to a contact for information, the player must first provide the following details:

- Who? The contact’s name and occupation.
- Where? The contact’s primary location or why they globe-trot.
- Why? The contact’s relationship to the PC. Why would this person provide help?

When you use a contact, you must be able to establish communications with them to get their benefit. Once the contact is defined, with a plausible way to reach them, test Socializing to determine whether you can reach them now. The challenge depends on location, description, necessity, and plausibility. This is an opposed test: you must roll even if your Socializing skill exceeds the challenge.

|             |              |   |
|-------------|--------------|---|
| Socializing | >6           | It’s impossible to just find someone any time you need them.                                    |
| >-1         | Civilization | The tomb raider can meet their contact in developed areas.                                      |
| >-1         | Necessity    | Failure to reach the contact could slow story progress.   |
| >-1         | Plausibility | A bonus for a good description of who and where the contact is.                                 |
| +1>         | Connection   | The player reasonably connects the contact as a relative, friend, or mentor of their character. |
| +1>         | Reprise      | The player used this contact before for similar purposes.                                       |

Success indicates that the contact has been reached and has time to talk. How helpful this contact will be is based partly on the number of successes, but also on that contact’s skills and disposition... and any incentives the characters offer. The RM decides how much help to provide, but a good rule of thumb is one clue per success rolled, or one minor service for 2✓.

Sometimes the contact might need repayment or help from the character, which the RM might work into later plots. This becomes more likely if the contact gets drawn too close to the danger as part of helping the PC.

The use of contacts in your game is optional. The tone and circumstances of your story may influence whether PCs can obtain information and assistance from outsiders.







# APPENDICES



These appendices summarize information scattered throughout the rules. Permission to copy for personal use.

## ATTRIBUTES

Divide 16 points among 7 attributes, rating each 1-4. To choose an attribute of 5, select the Exceptional Talent.

|                   |  |
|-------------------|--|
| <b>BRAWN</b>      | Strength and toughness. Brawn affects the force of blow you can deliver and take, and how much you can carry.  |
| <b>ENDURANCE</b>  | Health and stamina. Endurance is how persistently you can continue physical activity, and how long you can resist the effects of adverse environments, poison, disease, etc.   |
| <b>QUICKNESS</b>  | Reflexes and speed. Quickness is how fast you move, and how well you dodge and avoid fast-moving dangers.  |
| <b>PERCEPTION</b> | Senses and alertness. Perception affects how much you notice when you look or listen, and helps you spot or recognize dangers before it's too late to respond.   |
| <b>CLEVERNESS</b> | Intelligence and cunning. Cleverness helps you put together clues and resist confusion, and it affects how quickly you act when performing mental and social actions.  |
| <b>WILL</b>       | Determination and self-control. Will measures your force of personality, strength of mind, and resistance to persuasion.   |
| <b>DESTINY</b>    | Destiny represents a person's connection with the invisible forces and energies that govern the world. For most people, destiny works only at a subconscious level, like "luck." A few rare individuals recognize the destiny within them, and control it! |

## TALENTS

Choose 1 Talent per point of Destiny.

|                      |  |
|----------------------|--|
| <b>ANCIENT BLOOD</b> | You have a connection to ancient people. (Requires Destiny 3+)                         |
| <b>BACKGROUND</b>    | Your unusual background or exotic origin justifies something odd about your character. |
| <b>CONFIDENCE</b>    | You can more often succeed at the skills you have trained.                             |
| <b>EXCEPTIONAL</b>   | You may raise one attribute to a 5 with attribute points or experience.                |
| <b>FAITH</b>         | You resist negative mental states, and you know more about your religion.              |
| <b>HONOR</b>         | You follow rules that help you press on in difficult circumstances.                    |
| <b>INSTINCT</b>      | You know the best way to respond to situations when there's no time to think.          |
| <b>KNACK</b>         | You have a natural gift in one particular skill.                                       |
| <b>LUCK</b>          | You sometimes pull unexpected success out of a bad situation.                          |
| <b>MYSTERY</b>       | You are casually subtle and deceptive.   |
| <b>RESOURCES</b>     | You have money and/or influence to support your missions.                              |
| <b>SPIRITUALISM</b>  | Your belief in invisible powers makes it easier for you to work with them.             |
| <b>TRUST</b>         | You make it easier for others to help you.   |



# SKILL PACKAGES

Choose two different packages, and assign skill points as indicated, for a total of 30 skill ranks.

## ATHLETE

Athletes might be professional sports players, Hollywood stunt performers, or recreational thrill-seekers. They must be physical, fearless, and able to push themselves through tough situations. Teams hire athletes to help them reach inaccessible and dangerous locations.

| TRAVERSAL              | SCOUTING              |
|------------------------|-----------------------|
| Divide 10 points among | Divide 5 points among |
| Balancing              | Evasion               |
| Climbing               | Medic                 |
| Leaping                | Navigation            |
| Swimming               | Observation           |
| Swinging               | Riding                |
| (minimum 1 in each)    | Stealth               |

## ENGINEER

Engineers who raid tombs must be generalists. They must be able to understand ancient and modern crafts, with an eye for mechanisms that might be dangerous or important to the mission. Their primary purpose is to make sure the team doesn't get killed by the tombs themselves, or stranded by a broken-down vehicle.

| CRAFTING               | TROUBLESHOOTING       |
|------------------------|-----------------------|
| Divide 10 points among | Divide 5 points among |
| Construction           | Demolitions           |
| Electronics            | Interpretation        |
| Mechanics              | Observation           |
| Repair                 | Searching             |
| Security               | Science               |
| (minimum 1 in each)    | Tech                  |

## SCHOLAR

Tomb-raiding scholars specialize in history, geography, mythology, and languages. Teams need scholars to identify artifacts, translate records, and interpret findings and events, looking for any connection to the ancient mysteries.

| ACADEMIC               | PRACTICAL             |
|------------------------|-----------------------|
| Divide 10 points among | Divide 5 points among |
| Geography              | Construction          |
| History                | Observation           |
| Interpretation         | Research              |
| Languages              | Science               |
| Mythology              | Socializing           |
| (minimum 1 in each)    | Tech                  |

## GUIDE

Guides are survivalists, wanderers, drivers, and pilots. To succeed in tomb raiding they need to be competent in the wilderness and capable with vehicles. The guide's purpose is to help the team find and get to lost ruins and survive in the wilderness.

| EXPLORATION            | TRANSPORTATION        |
|------------------------|-----------------------|
| Divide 10 points among | Divide 5 points among |
| Medic                  | Boating               |
| Navigation             | Driving               |
| Observation            | Flying                |
| Searching              | Geography             |
| Stealth                | Repair                |
| (minimum 1 in each)    | Riding                |

## MERCENARY

Mercenaries may have some military or law enforcement training, come from rough streets or lawless countries, or might be survivalist hunters or competition fighters. The merc's role is to protect their team from enemies and whatever hostile critters they come across.

| BATTLE                 | SABOTAGE              |
|------------------------|-----------------------|
| Divide 10 points among | Divide 5 points among |
| Evasion                | Demolitions           |
| Gunplay                | Driving               |
| Hand-to-Hand           | Heavy Weapons         |
| Tactics                | Searching             |
| Throwing               | Security              |
| (minimum 1 in each)    | Stealth               |

## JACK-OF-ALL-TRADES

People who dabble in a variety of different areas are often useful back-ups for the professionals. A jack-of-all-trades has a wide spread of skills across several disciplines, but less specific expertise than others.

*Resolve Jack-of-All-Trades package after your other primary training package.*

| BREADTH                                | FOCUS                                       |
|--|---|
| Set Rank 1 in 10 new skills            | Divide 5 points among those same 10 skills. |
| (Not to raise any skill above 1 rank.) |   |



# BASIC SKILLS

30 skill points from skill packages 2xC skill points of secondary skills (to maximum rank C).

|                    |                |  |
|--------------------|----------------|--|
| ACADEMIC SKILLS    | Geography      | Knowledge of places, including locations, terrain, weather, politics, etc.                   |
|                    | History        | Knowledge of past events, including timelines, politics, important figures, etc.             |
|                    | Interpretation | Putting together clues and information to realize something hidden or secret.                |
|                    | Languages      | Competence in foreign languages and in translating languages you don't know.                 |
|                    | Mythology      | Knowledge of stories, religions, fables, and belief systems.                                 |
| BATTLE SKILLS      | Evasion        | Avoiding attacks and dangers.  |
|                    | Gunplay        | Handling firearms with precision, accuracy, and speed.                                       |
|                    | Hand-to-Hand   | Close fighting with weapons or unarmed.  |
|                    | Tactics        | Organizing a fight to give your side advantages.   |
|                    | Throwing       | Launching things through the air, rolling them along the ground, or catching moving objects. |
| CRAFT SKILLS       | Construction   | Knowledge of architecture, stonework, and other aspects of structures.                       |
|                    | Electronics    | Skill at analyzing, making, or altering electrical devices.                                  |
|                    | Mechanics      | Understanding of simple machines and physical forces.  |
|                    | Repair         | A broad knowledge of how to diagnose and fix things that aren't working.                     |
|                    | Security       | Experience in how to find, analyze, and bypass most locks and traps.                         |
| EXPLORATION SKILLS | Medic          | Patching up injuries and diagnosing/treating illness or poison.                              |
|                    | Navigation     | Finding a path through unfamiliar or difficult terrain.                                      |
|                    | Observation    | Looking or listening to learn about something nearby.  |
|                    | Searching      | Finding things that may or may not be available, like food and shelter in wild environments. |
|                    | Stealth        | Moving quietly, or hiding from sight.  |
| TRAVERSAL SKILLS   | Balancing      | Navigating narrow walkways and unsteady ground.  |
|                    | Climbing       | Moving up and down difficult paths.  |
|                    | Leaping        | Crossing gaps, hurdling obstacles, and landing from heights gracefully.                      |
|                    | Swimming       | Moving through deep or flowing water.  |
|                    | Swinging       | Controlling your motion while hanging onto a moving object.                                  |
| UTILITARIAN SKILLS | Boating        | Operating small watercraft, and helping operate large watercraft.                            |
|                    | Demolitions    | Handling explosives, setting and defusing them. Using brute force to destroy big things.     |
|                    | Driving        | Maneuvering ground vehicles.   |
|                    | Flying         | Handling airborne vehicles: airplanes, helicopters, dirigibles, etc.                         |
|                    | Heavy Weapons  | Use of tripod or mounted weaponry, rocket launchers, and flamethrowers.                      |
|                    | Research       | Filtering out useful clues from books, internet, or other information sources.               |
|                    | Riding         | Handling horses or other riding animals.   |
|                    | Science        | Understanding and examining how the physical world works.                                    |
|                    | Socializing    | Dealing with people through haggling, diplomacy, intimidation, and subterfuge.               |
|                    | Tech           | Operating sophisticated communications, computers, and other high-tech gear.                 |



# ADVANCED SKILLS

1 rank in 1 Advanced Skill. Must have 2+ ranks in all parent skills.

|                                |                        |                             |   |                     |
|--------------------------------|------------------------|-----------------------------|---|---------------------|
| ACADEMIC<br>ADVANCED SKILLS    | Geography              | Regional Expertise          | Detailed knowledge of certain areas of the world.   | <a href="#">92</a>  |
|                                | History                | Ancient Civilization        | Knowledge of lost or “dead” civilizations.  | <a href="#">86</a>  |
|                                | Interpretation         | Archaeology                 | Experience at studying old places helps you learn more about them.  | <a href="#">86</a>  |
|                                | Languages              | Linguistics                 | Study of the features of many languages provides greater fluency.   | <a href="#">89</a>  |
|                                | Languages, Socializing | Field Anthropology          | Your cultural exposure helps when you encounter new cultures.   | <a href="#">88</a>  |
|                                | Mythology              | Occultism                   | Study of supernatural powers and entities helps you uncover the occult and mystical properties of things you discover.      | <a href="#">91</a>  |
| BATTLE<br>ADVANCED SKILLS      | Evasion                | Bodyguard                   | Defensive tricks to protect others and yourself.  | <a href="#">93</a>  |
|                                | Evasion, Hand-to-Hand  | Defensive Fighting          | A variety of improved defenses for different situations.  | <a href="#">95</a>  |
|                                | Gunplay                | Gunslinger                  | Effective gun fighting tricks from the Wild West tradition.   | <a href="#">97</a>  |
|                                | Hand-to-Hand           | Kung Fu                     | Advanced unarmed combat based on action movie martial arts.   | <a href="#">98</a>  |
|                                | Tactics                | Command                     | Coordinate tactical maneuvers with your team.   | <a href="#">94</a>  |
|                                | Throwing               | Trick Thrower               | Throwing objects (knives) in cool and unusual ways.   | <a href="#">99</a>  |
| CRAFT<br>ADVANCED SKILLS       | Construction           | Masonic Architecture        | Knowledge of complex and misleading construction methodologies.   | <a href="#">105</a> |
|                                | Electronics            | Power Play                  | Generating power or modifying power sources far from the grid.  | <a href="#">106</a> |
|                                | Electronics, Mechanics | Improvisational Engineering | Building devices with improvised tools and materials, and substituting practical experience for science and tech knowledge. | <a href="#">103</a> |
|                                | Mechanics              | Weapon Craft                | Building and modifying normal weapons.  | <a href="#">107</a> |
|                                | Repair                 | Field Mechanic              | Fixing machinery under poor working conditions.   | <a href="#">102</a> |
|                                | Security               | Infiltration                | Specialization in bypassing traps, alarms, and locks.   | <a href="#">104</a> |
| EXPLORATION<br>SKILLS          | Medic                  | Field Surgery               | Patching up injuries in difficult environments.   | <a href="#">112</a> |
|                                | Medic, Science         | Pharmacy                    | Expertise in medicinal herbs, chemicals, and drugs.   | <a href="#">114</a> |
|                                | Navigation             | Trail Blazing               | Making new paths and navigating while lost.   | <a href="#">115</a> |
|                                | Observation            | Eye for Detail              | Noticing important things that most people miss.  | <a href="#">111</a> |
|                                | Searching              | Hunter                      | Adept at hunting wild game.   | <a href="#">113</a> |
|                                | Stealth                | Crimecraft                  | Burglary and related unsavory stealthy activities.  | <a href="#">110</a> |
| TRAVERSAL<br>SKILLS            | Balancing              | Tightrope                   | Moving and tricks on narrow poles and ropes.  | <a href="#">119</a> |
|                                | Climbing               | Free Climbing               | Climbing quickly without ropes.   | <a href="#">116</a> |
|                                | Climbing, Swinging     | Rappelling                  | Using rope and momentum for safe and fast climbing.   | <a href="#">118</a> |
|                                | Leaping                | Track Athlete               | Advanced sprinting, leaping, and hurdling.  | <a href="#">120</a> |
|                                | Swimming               | Scuba                       | Using underwater equipment effectively.   | <a href="#">119</a> |
|                                | Swinging               | Gliding                     | Maneuvering in air with hang glider, squirrel suit, etc.  | <a href="#">117</a> |
| UTILITARIAN<br>ADVANCED SKILLS | Boating                | Boat Maneuvers              | Skill at making boats do tricky moves.  | <a href="#">122</a> |
|                                | Demolitions            | Bombberman                  | Working with improvised/homemade explosives.  | <a href="#">123</a> |
|                                | Driving                | Combat Driving              | Using cars as weapons.  | <a href="#">125</a> |
|                                | Flying                 | Test Pilot                  | Experience with experimental and broken aircraft.   | <a href="#">130</a> |
|                                | Heavy Weapons          | Human Tank                  | Proficiency using heavy weapons in more focused ways.   | <a href="#">129</a> |
|                                | Research               | Data Sifter                 | Using computers speeds your research work significantly.  | <a href="#">128</a> |
|                                | Riding                 | Animal Handler              | Taming, training, and manipulating animals.   | <a href="#">121</a> |
|                                | Science                | Chemistry                   | Analyzing, neutralizing, handling, and making substances.   | <a href="#">124</a> |
|                                | Socializing            | Combat Negotiation          | Talking your way out of fights.   | <a href="#">126</a> |
|                                | Tech                   | Communications              | Expertise with communications technology.   | <a href="#">127</a> |



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