

RINGWORLD PLAYER AID

Characters

Check character sheet page 2 for Character Defect.

Skills

Racial Default is the number in parentheses. All characters start with this level.

Base Chance % is the number printed to the right of the skill name, on the dotted line. Chance will be modified by situation.

Success: roll \leq modified success % (96+ always fails)

Special Success: roll \leq success %/5.

Special Failure: roll \geq failure %/20 = (100 - % Success)/20.

Increasing Skills

Single Skill versus Root/Branch Skills: If the skill has an **R** next to it, it is a **Root Skill**. When your level in the **Root Skill** exceeds your **Root Maximum** (found at the top of each skill box) you will pick **Branch Skills**. **Branch Skills** are specialties for the **Root Skill**. You have all specialties at the level of the **Root Skill**, but specialties can be higher and you pay for them starting at the **Root Skill** level.

On a **significant** (the GM will tell you) use of a skill, put a checkmark in the box next to the skill. At the end of the adventure that skill can increase.

Combat

Action Rank (AR): # of impulses (seconds) it takes your character to make a combat action.

Combat starts on AR 1. **Keep track of what AR your action ends on!**

Ranged Weapons

Aim: Takes 1 AR and gives skill % on next attack.

½ Aim: Takes ½ AR (round up) and gives ½ skill % on next attack.

No Aim: Takes no time, but gives ¼ skill % on next attack.

Attack: Takes 1 impulse to pull the trigger. If target does not move significantly, no need to re-aim. (So move for cover!)

Melee Attacks

Any melee attack takes an AR.

Defender may dodge, or parry (if weapon or Unarmed Combat skill allows). This takes 1 impulse and subtracts 100% from anything the defender was working on. Unless defender's skill is >100, he should abandon that action.