

## CHAPTER XII : TELLING TALES

This section is meant to be a resource for the inner workings of the Iridium Core System. Any part of it may be altered, modified or discarded as a GM may wish. These are only meant as suggestions for play not as definitive rules on how the GM's setting works.

### Traps

Traps in the Iridium Core System usually come in multiple layers. That is to say a character must detect a trap, then attempt to detect another. A single detect trap will not detect all the traps on a door, chest or item. If a person misses their detect traps by more than 15 then they set all the traps off. The greater the number of traps the more valuable the item the traps are protecting.

Traps do not always have to be lethal and remember that the if in a public area, traps will be unlikely. Once the traps are detected, they may be disarmed. Again, if the skill check is missed by more than 15 then the remaining traps have been set off.

At the GM's discretion, a person with Disarm Traps may try only once, or up to three times, to disarm a trap. Alternatively, if given enough time, they will inevitably disarm the traps. This is at the discretion of the GM.

### Magical Traps

Traps may be of a magical nature and if so will most likely be set up by a craftsman skilled in the construction of magical items (an artificer in the Roma Imperious setting). These traps are usually self-resetting and have abilities similar to spell effects (i.e. teleport). Through using specialized spirit gum, a person with the Disarm Traps skill will be able to disable the trap by erasing the runes that bind the magic.

### Setting Traps

Traps may be set with the Disarm Traps skill if the GM feels it is appropriate. These will almost never be magical in nature since that requires the trap to be crafted into an object. Still, a mechanical trap can help the party sleep better at night. If a crafter of magical items uses a Disarm

Traps skill they may build an item that has a magical trap in it.

### Initiative

Initiative can be managed a number of ways. In order to speed combat along it is often beneficial to allow everyone who has a greater initiative than the foe to go first. Some actions will need to go on a specified initiative (i.e. actions that affect the other players, the foes Defense, or

the number of foes the party faces) but individual mundane combat can often be resolved en masse.

Alternatively, each initiative can be rolled

individually, acted on in turn, and the effects applied as they occur within the round.

Finally, if the group desires, they can roll one initiative for the entire combat taking their place in the round as they wish. This allows for less dice rolling and quicker rounds, but less chance for getting the drop on an opponent.

### Threat Levels

Monster do not have threat levels in the Iridium Core System since different foes can have advantages dependant on many different factors. A nymph outside her element may pose little threat, but if the party has low WIL stats, then the nymph can become very dangerous indeed. Threat levels should be considered on a party by party basis and reflect careful consideration on the part of the GM.

### Foe Management

Managing foes in combat may seem formidable but it can be simplified. Preparation is key here. Write the base Fortitude of any monster you wish to use in combat on a piece of paper. Assign the foes to players and record damage to the foe under the group attacking that party members. Players should be encouraged to declare what area the damage is done to with the damage dealt. For instance, fourteen to the three would indicate fourteen Fortitude points to area three. Keep running totals by writing area-damage (i.e. 14-3) under the appropriate foe.



Once a foe exceeds their armor protection and Fortitude for an area, they are dead. Sheets for maintaining foe totals are available on the HinterWelt Enterprises web site.

Creation of new foes are merely a matter of determining bonuses and minuses to stats, magical and non magical abilities, and their behavior. Human norms are between one and twenty for stats.

## Skill Checks

When a character makes a skill check it does not mean that they have all information at their finger tips. For instance, when using Arcane Lore to determine if a ring is magical, a character may identify a metal or rune that indicates it has powers of invisibility. What they may not know is that this specific ring has a powerful curse. A critical success may grant access to more information or details. A critical failure may produce false information. In either case, access to a library will increase the depth of the information. The GM should not feel pressured to supply detailed analysis on what is essentially a field analysis of an item, performance of a skill or action.

## Modifications to Skill Checks

Modifications to a skill check may be positive or negative depending on the conditions. If the character is performing a check in adverse conditions, with inferior tools, or against a superior or obscure item (a well crafted lock, trap, or identifying an obscure item) then a negative modifier may be assessed. Contrarily, if superior tools, environment or conditions prevail, then a bonus should be given. GM's should not feel it is necessary to modify every roll but it can be used to represent differing degrees of difficulty.

## Identifying Items

When a character is identifying an item on the fly they are most performing a field assessment. This is not as detailed as identifying an item with the aid of a library or laboratory. These types of identification usually reveal any bonuses to hit and damage of a weapon, the basic abilities of a magical item or some of the history of an item. It is not magical identification. An extremely rare or utterly common item may be equally difficult to identify since the former has limited information about it and the later has little in the way of specific information about it.

## Magic Items

Creation of new magic items should be thought of in three categories. Weapons, magical items, and potions are the basis of these categories. Weapons need to have a plus to hit and to damage (whether 0 or more) and possibly magical abilities. The simplest of abilities are spell effects, but other options include granting skills and

pluses to Targeting, Parrying, or Disarming. This list is not exhaustive and GMs should feel free to expand it. Items will fall into two groups, those powered by the spell points of the user and those functioning on stored points or "charges." Those using the points of the wielder will be able to be used by non-spell casters. Charged items can be refilled by any caster of magic spells. The effects are usually spell effects and most items will have 1-3 effects. Some powerful items will have effects outside normal spells. Finally, potions are often usable as single shot spell effects and are most helpful to a party in the form of healing.

Some items will fall outside the above descriptions and GMs should feel encouraged to make items that include abilities, properties or responsibilities that tax and aid a character, pushing them into new realms of role-play. Magic items need not be mere tools.

## Roma Setting Background

Magic came into Roma from a completely different universe known as the Aether. The creatures that lived there were made of pure energy and enjoyed many esoteric pursuits. Some of these creatures were simple brutes, some wished only to explore, others sought to help those they found in other universes while still others were as ruthless as they were intelligent. Then, they came upon a place dark and unreasoning, unable to be intimidated or negotiated with, a place filled with evil beyond their understanding. Unleashed and bound by their own very different rules for their universe, the creatures from this dark place swept over the Aether. The Darkness consumed many while those who survived fled to the nearest plane to theirs, Earth.

These creatures burst forth from the Aether en masse, at the time when the Druids aided Constantine at the Battle of Milvian Bridge. They could not exist in their own energy forms and took shapes akin to those who lived nearest them when they joined this world. They had escaped the Darkness and were determined to fit into their new home on Earth.

Some built lives around their new forms and were surprised when the first children came. Others lived solitary lives and others yet fit into the human society in whatever form they could. They found native creatures that were akin to their original form but bound by limiting, physical rules. Some of the others taught humans their science, which the natives called magic, as a defense against the Darkness, should it ever discover their hiding place. Although some have forgotten their past, others fight to save this world from the fate of the Aether.

For the Darkness has found its way to Earth, in the form of the Manes Atrox and Kuei. This plane is not quite as hospitable to the Darkness, and these forms do not suit its