

## THE IRIDIUM CORE

### Classes & Levels

Classes are merely groupings of skills a character may take. Being a thief does

### What Genre?

The Iridium System has been used by HinterWelt Enterprises in Sci-Fi, Alternate History and Fantasy genres. It is a universal system that allows the inclusion of setting information with minimal modifications. Wait! Didn't you say universal? Yes, the system is universal. Via the skill system a GM is able to craft much of what the characters can know, the world represents and the play allows. Magic can be added or removed as needed and desired. The weapons, foes and races are straight forward in their attributes and creation. Converting a monster race to a player race merely requires a definition of stat modifiers and starting skills or abilities.

### Skills

Skills are based on a simple curved progression. This means it becomes more difficult and costly to learn as you gain greater expertise in a subject. Skill progressions are defined by Skill Levels. One Skill Level is a 40% chance for success, two a 60% chance, three a 70%, four a 75%, five an 80% with 2% per Skill Level after that until 90% where it switches over to 1%.

Every skill is in one of six groups (Fighter, Thief, Intellectual, Performer, Craft, and Movement). These relate to the Class Types (Fighter, Thief, Intellectual and Craftsmen) and the skills initially granted by the class. Skills that fall into a character's Class Skills or Class Type will receive a bonus of 3% per level of advancement. This bonus begins at first level so characters receive it immediately. All skills not of this type receive 2% per Class Level.

To perform a Skill Check the player rolls under their skill level + any stat and GM modifiers. If the player rolls under the modified percentage they succeed. There are skills that have special progression or do not require Skill Checks.

not restrict the skills that a character may take, but merely affects skill progression and supplies a number of initial skills. Classes are split into four groups: Fighter, Thief, Intellectual and Craftsman. These relate to the skill types as detailed above.

A player must track two types of experience. The first is the Total Experienced Earned. This experience indicates the level of the character. It is never spent or decreased. The second is the Reserve Experience. This total is spent to purchase new skills, spells, weapon proficiencies, spell

points or to increase statistics. Experience is applied to both totals. For instance, awarding 12 experience makes a character second level. They currently have 12 Total Experience and 12 Reserve Experience. The player buys 3 new skills at 4 experience each, reducing their Reserve Experience to 0 but leaving their Total Experience at 12.

### Magic

There are three types of magic systems in the Iridium System: Spell Point, Free Form and Dictated systems. The Spell Point system is powered by spell points or spirit points. All living sentient creatures have spell points. Humans that do not cast Spell Point magic have 10 spirit points. If these are drained to -10 then they die. The character picks from a list of spells and can cast these as long as they have spell points to do so. The Realms, as the spell groups are called, channel power for spells from another plane, in the process

burning out a person's internal components. What is effected varies from realm to realm but the magic also grants the ability to regenerate to a point. If a character goes to negative ten their spell point totals then they die with no chance for resurrection. Spell Points for the Realms regenerates with time at a rate of one per night (2 per night for Natura Maga).



What Genre?

The Free Form magic system relies on channelling an external power through a character's body. The body works both as a capacitor and a resistor. As more power is passed through the body, which is not a perfect conductor, fatigue builds up, which needs to be cleansed with rest, prayer, meditation or the like. At any time when a feat is attempted the amount of energy channeled can cause the character to be wounded or die due to the energy level exceeding the body's capacity. The mechanics are such that there are no spell lists but only areas of ability. A Shaman who is linked to a Lion spirit guide has power over strength, fear and control over people. They could increase the strength of themselves or the group or reduce the strength of an enemy. This is accomplished by making two checks. The first is a check involving getting the attention of the supernatural being, focusing the character's concentration, or creating the initial connection. The second check is usually CON and involves whether the amount of power does any damage to the body. A difficulty modifier is based on the number of feats performed in a day and any situational modifiers the GM imposes, including the difficulty/amount of power required to accomplish the feat.

The Dictated system resembles a cross between the Spell Point system and the Free Form system. The Dictated system involves a single power or groups of specific powers (i.e. casting a lightning bolt) that the practitioner may call upon via a PIE roll. The modifier is fixed as is the effect of the feat. When the modifier is as large or larger than the statistic it is tested against then the feat can no longer be performed until the character rests, prays or performs whatever cleansing is needed.

Magical items are created in a number of ways that include gods, the Spell Point system, the Free Form system and naturally occurring magical materials. They often function like spells in the Spell Point system, requiring the character to supply spell points. Some magic items, usually the more powerful ones, have powers that can be cast merely by willing it. Some have to be recharged by an artificers or a specific ritual. To activate these items a player rolls against their Use Magic as a function of class and Intelligence. Once successful, the device functions as commanded. After this initial activation the character receives a +40 to activation rolls.

## Combat

Combat for the *Iridium System* is a blend of simplicity and realism. This means that some sacrifices have been made to make it simple while other aspects have become more complex. Defense is calculated  $(STR+AGL+CON)/3$ , and is the target number an attacker must obtain to hit a defender. The ten areas on the body reflect vital areas by adjusting base Fortitude and applying it to different areas.

The head and chest receive 1/2 base Fortitude, stomach and groin full base Fortitude, while the extremities receive double Base Fortitude. These numbers are maintained on the character sheet during play. Damage from attacks are directed at the area of the player's choice by making a successful check vs. the Targeting skill.

Combat can be involved or simplified by using optional rules. A single hit point pool can be used instead of the 10 locations. The Targeting skill is not used then. For more about combat see "Combat" on page 293.

## Initiative

Initiative is rolled on d6 and bonuses from spells and AGL are added. Whoever has the highest total may act first or hold action until someone else acts. If all parties concerned hold their action then everyone is considered to have hesitated and initiative is re-rolled.

Assuming everyone acts then all actions and attacks proceed in order including spells, feats and attacks, but excluding effects from magic devices such as wands, rings and potions. All effects from magic devices go at the end of the round. So, for instance, if a character drinks a potion on his initiative the effect will not manifest until the end of the round.

All effects of attacks are immediate. If an attacker delivers a killing blow on their initiative and the defender had lost initiative then the defender will not get to counter attack. They may still parry or take an action as they die. This is generally not a physical action like attacking, running or dodging but a simple action like quaffing a potion, enacting a magical device, or casting a spell for healing. Any action that involves movement or aiming is considered beyond the pain that the character must endure.

## Actions

Actions are all skills, spells or feats that do not involve attacking. A character may normally take a single action on their initiative. Some actions behave differently depending on their definition. For instance, Acrobatics apply to the entire round that they are declared and successfully executed in and do not start on the character's initiative. A successful Acrobatics skill check will raise the practitioner's Defense from the beginning of that round to the end. The next round another check must be made.

Some actions are not subject to the initiative system, such as Draw Weapon. Normally it would take a round to draw a weapon from its sheath but with Draw Weapon, which does not require any skill check to use, a character may roll initiative despite having no weapon ready.