

# TABLE OF CONTENTS

---

<b>Designer's Notes</b> .....	<b>2</b>
<b>Movement</b> .....	<b>3</b>
<i>Fatigue and Movement</i> .....	3
<i>Ranges</i> .....	3
<i>Moving Through Enemy Space</i> .....	4
<b>Time</b> .....	<b>5</b>
<b>Line of Sight</b> .....	<b>5</b>
<b>Ranged Weapons</b> .....	<b>5</b>
<i>Area Effect</i> .....	6
<b>Cover</b> .....	<b>6</b>
<b>Iridium Standard Conversion</b> .....	<b>7</b>
<b>Foe Generation</b> .....	<b>7</b>
<b>Equipment</b> .....	<b>10</b>
<b>Modern Weapons and Armor</b> .....	<b>14</b>
<b>Sci-Fi Weapons and Armor</b> .....	<b>17</b>
<b>Iridium Lite</b> .....	<b>23</b>
<i>Basic Points</i> .....	23
<b>Character Creation</b> .....	<b>23</b>
<b>Statistics</b> .....	<b>24</b>
<i>Skill Checks</i> .....	24
<b>Effects</b> .....	<b>26</b>
<i>Fatigue</i> .....	26
<i>Contested Effects</i> .....	26
<i>Duration</i> .....	26
<b>Combat</b> .....	<b>26</b>
<b>Time</b> .....	<b>27</b>
<b>Profession Paths and Careers</b> .....	<b>27</b>
<b>Skills</b> .....	<b>28</b>
<i>Intellectual</i> .....	28
<i>Movement</i> .....	29

# IRIDIMINI

<i>Craft</i>	30
<i>Fighter</i>	30
<i>Thief</i>	31
<i>Performer</i>	32

## **Equipment In Iridium Lite ..... 32**

<i>Armor for Iridium Lite</i>	33
-------------------------------	----

## **Experience ..... 33**

<i>Awarding Experience</i>	34
<i>Spending Experience</i>	34

## **DESIGNER'S NOTES**

### DESIGNER'S NOTES

The Iridimini Miniatures System is meant to be used with the Iridium RPG System. It can be used as a stand alone miniatures game but these rules were designed with supplementing the RPG experience. For that reason we use full character sheets and a player is only expected to run one to three characters, servants or steeds.

Scale, although important, was not the primary consideration in this game. We did take a great deal of time to get movement to flow the way we believed it would work best. The scale works within its own framework but may be stretched to fit weapons ranges. With many of the weapons it would be easiest to just consider the Line of Sight as they will often have ranges that extend across most playing fields.

The intent of this rule book is to allow role players to engage in tactical resolution of situations that come during play. This is meant to be fun and entertaining. If it does not appeal to a group then the use of the Iridimini rules should be discontinued. You can always insert your favorite system for miniature resolution.

# IRIDIUMINI

## MOVEMENT

Movement is equal to the character's Agility + Running Skill Rank + Movement Aptitude in inches or squares. For instance, a character, using the Iridium Lite system, that has an Agility of eight, rank three in Running and a two Movement Aptitude will have a movement of 13 inches or squares. This is their maximum movement. All movement rate modifier will round up when calculated.

MOVEMENT RATES		
ACTION	RATE	NOTE
Running	Normal Movement	Costs 2 Fatigue per round
Charging	1/2 Normal Movement	Costs 1 Fatigue
Walking	1/4 Normal Movement	Costs no Fatigue

There are conditions and actions that will modify movement. The following table addresses most of these.

MOVEMENT MODIFIERS	
ACTION/CONDITION	RESULT
Walking	Normal movement; may attack and move
Running	double Movement; may not attack this round
Charging	1.5 times normal movement; may make one attack at double damage
Moving through rough terrain	1/2 movement; rough terrain includes hills, broken ground, muddy terrain, etc.
Moving through foliage	1/2 movement; Soft Cover
Moving from Cover to Cover	Normal Movement; Movement must begin and end in cover in order to receive benefits of cover.
Moving through water	1/4 movement; -2 to Defence
Mounted	Movement of Mount, may attack, -2 to hit on attack, +2 to Defence of rider
Subtract Armor Modifier for Armor worn	Subtract the armor modifier for the majority of armor worn. For instance, Chain armor has an Armor Mod of -2. If the character wearing it has a movement of 13 inches, then with chain they have an adjusted movement of 11.

M o v e m e n t

## FATIGUE AND MOVEMENT

When Fatigue is reduced to 0 then the character is incapacitated and must rest. Fatigue returns as described in the Iridium Lite rules (see "Recovering Fortitude" on page 27).

## RANGES

Ranges are given in the weapons table in this book in inches/squares. Counting ranges starts in the square adjacent to the figure. For instance, if two figs are standing in adjacent squares then the range would be one. Counting away from the character, the character's square is counted as zero so a figure standing in an adjacent square is counted as one square for the purpose of range.

To target an enemy with a melee attack, your figure must be adjacent to the opponent.

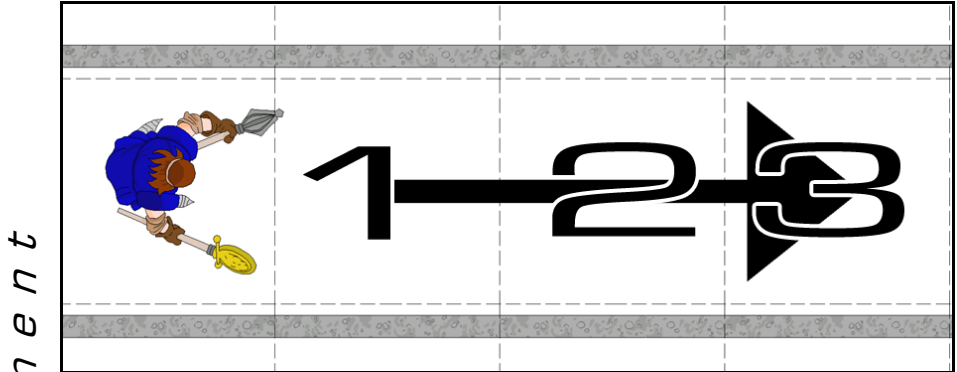
# IRIDIMINI

Each square is two meters across.

## Range Increments

This is the range listed in the Equipment listings in this book. Within the first increment, the modifier to hit a target is zero due to range. For the next increment, the attacker receives a minus two to hit. For the third increment, a minus four is applied doubling for all subsequent increments.

For instance, a long bow has an increment of 24. Up to and including 24 squares, there are no modifiers to hit from range. From 25 to 48 there is a minus two to hit, from 49 to 72 squares there is a minus four to hit and from 73 to 96 there is a minus eight. Weapons may not go beyond a fourth increment.

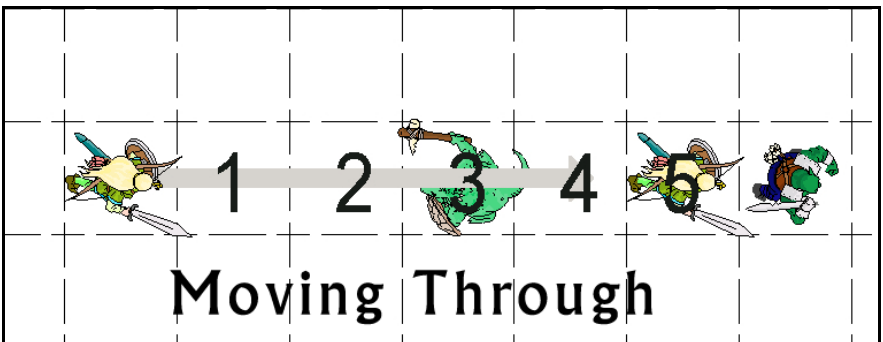


Movement

## MOVING THROUGH ENEMY SPACE

A character may walk or charge through an a square or the one inch area held by an enemy. If charging they may take there one attack. However, the enemy also receives an attack as the character moves through the space they hold. The character must pay 3 Fatigue for every enemy occupied square they move through. The example below would require a single payment of 3 Fatigue.

If walking, this would be fighting while moving past an enemy and both parties receive full attacks. If the character move between two enemies and they are both with in range then they will both receive the appropriate number of attacks. This applies to all subsequent ranks behind them.

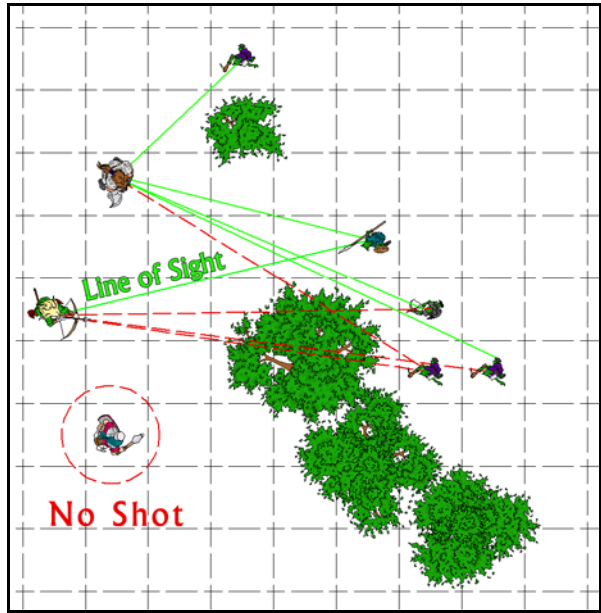


## TIME

For the purposes of the Iridimini miniatures game, we have found that a six second round works the best for combat. This reflects our concept of flexible time in the Iridium Lite core rules (see “Time” on page 27). Should the GM wish, different time for rounds can be allocated.

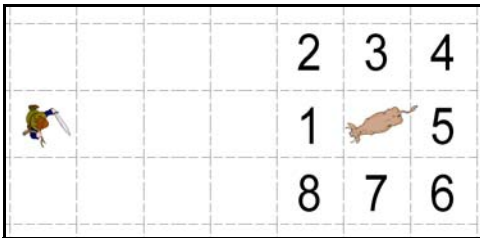
## LINE OF SIGHT

For line of sight, take a string and stretch it between an attacker and the target. If the string intersects an obstruction (such as a truck or building) the attacker does not have line of sight and cannot attack. If an object is partially (i.e. the corner of a building partially in a square) then it is considered obstructing the view and no attack is possible.



## RANGED WEAPONS

Ranged weapons (firearms, bows, grenades, etc.) can miss and do so in their own particular way. Any missed shot must be checked for deviation. To do so:



1. Roll a d8 to determine the direction that the missile deviated in.

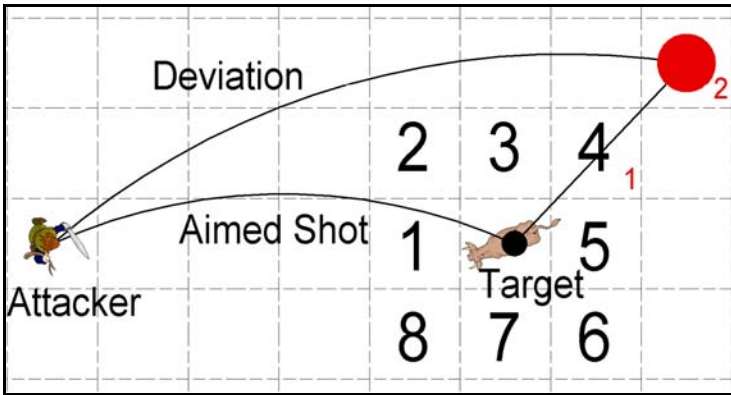
2. Roll a d6 to determine the distance in inches/squares/hexes that the missile deviated in. If this lands on a square (or within an inch) of another figure then it is considered to have hit them whether it is friend or foe. Note, this also applies to burst ranges on grenades so that if the grenade deviates so does its burst

radius. For instance, if the attacker throws a grenade and it lands on target, then the attacker would be out of range of the burst radius. Instead, the deviation causes it to fall short. The radius now encompasses the attacker and they take damage from the grenade.

Time

# I R I D I M I N I

Deviation can be deadly in close combat. The danger should always be considered members of the party are in close combat while other members are firing weapons from a range. The below example shows a roll of 4 on the d8 deviation and a 2 on the range d6.



## AREA EFFECT

Various attacks will have an area of effect like some spells, grenades, mines and explosives. The minimum that such an attack will affect is one square or one inch. Even if the area is under 2 meters it will still effect the entire square/inch. A range of 0 means the effect is limited to the square (1 inch radius) of the effect.

C O V E R

## COVER

Cover is an obstruction between an attacker and a defender. This falls into two categories: Soft and Hard cover. Soft cover is anything that does not stop attacks but obstructs the view of a target. Hard Cover is any object that physically stops a weapon from impacting the target. Usually this also conceals the target but sometimes it will not as in the case of bulletproof glass.

Note, that the same obstruction that results in Soft Cover for one weapon may be Hard Cover for another weapon, due to the nature of the weapon. For example, a bush or shrub that would result in Soft cover for the target of an archer would be Hard Cover for the target of someone wielding a laser due to the nature of a laser. The weapon used must be considered in the determination of cover.

If a target hides behind cover and does not return fire he cannot be hit. If a target intends to return fire and wishes to gain the full advantage of cover, he must declare that he is "firing from Cover". This means that he will be exposed to return fire but will receive a bonus to his Defense.

The modifiers for the different types of cover are as follows:

Hard Cover - Plus 4 to Defence; to reduce the cover 100 points must be done to the object providing cover.

Soft Cover - Plus 2 to Defence; to reduce soft cover 50 points must be dealt to the object being damaged.

Fortifications - Usually hard cover but made to take damage doubling the above point totals to reduce cover.

Permanent Structures - Hard Cover objects that cannot be reduced by weapons fire; i.e. fox holes, trenches, hills.

# IRIDIMINI

Reducing Cover - the act of dealing enough damage to a cover object to negate its cover properties.

## IRIDIUM STANDARD CONVERSION

Conversion from the Iridium Standard rules to the Iridium Lite rules is required for the use of the Iridimini miniatures system.

1. Halve all **statistics** rounding up. In some cases, with certain races this will give a result above ten. This is allowed since non-humans have many statistics that exceed normal human maximums.
2. Calculate **Defense** from STR+AGL.
3. Calculate **Base Fortitude** from STR+CON+WIL.
4. **Equipment**, for the most part, remains the same for both systems.
5. Record the ranks of **Skills** being used. These may also exceed the normal maximum of 5 but should be rounded down to the maximum. The most a character is allowed to have in a Skill is Rank five.
6. **Karma** is equal to 1/2 LUC.
7. **Fatigue** is equal to CON+PIE.
8. **Spells** function as they do in Iridium Standard however they work off of Fatigue and are transferred at the rank equal to the level of the spell with a maximum of five. For instance, a Haste I spell from Vampiric Forces Realm would transfer as a Rank 1 Haste spell. If Haste II was taken, then the Haste Spell would be Rank 3 since Haste II is a third level spell. Cost, in terms of Fatigue, are equal to the Spirit Point cost of the spell. In the Haste example, the Haste I spell would cost one fatigue per two rounds as would the Haste II since they both have the same cost. Any caster who use the Free Form Magic system (i.e. Mystics, Clerics, Artificers, Druids, etc.) will function similarly only subtracting one from the stat checks each time they cast.

## FOE GENERATION

Foes take many forms and the following system can be used to generate their forms and abilities. In the fantasy, sci-fi and modern settings the lists of forms, effects and traits will need to be applied appropriately for the setting. For instance, illusion is illusion in a fantasy setting, a holo-projector in sci-fi and a spell in modern settings.

To create a foe, follow these steps and keep track of the points allocated so that the relative strength of the foe may be determined.

1. Pick a form. The form of the foe determines the traits and spells it may have. Certain spells or traits cannot be used with an incorporeal form. Always keep the foe's form in mind while picking other aspects of the creature.
2. Pick spells. Spells require certain skills to use in activation (see "Effects" on page 18). Foes may purchase up to rank 10 in spells due to their supernatural nature.
3. Pick traits. These are always on or always present abilities of the foe.
4. Assign statistics points. A foe's statistics may go as high as 15 reflecting depending on their relative power to humans. The cost should be recorded as 1 for 10 and under and 1 plus 10-the number. For instance, a 13 STR would cost  $10 + 2 + 3 + 4 = 19$  points. The amount of points allocated depends on how powerful the GM wishes the foe to be. All statistics receive one point automatically and purchasing proceeds from there.

# IRIDIMINI

5. Assign skills. Skill points are assigned in the same manner as characters (see “Character Creation” on page 15). INTELLIGENCE + WISDOM are the number of development points for skills. Remember to purchase the skills that the foe needs for casting spells.
6. Assign six Aptitude points. This works the same as in character creation (see “Character Creation” on page 15).

Foe Generation

SHAPE	FORM	
	COST	NOTE
Beastly	15	Large animal form such as a giant boar, fiery eyed horse or a powerful constrictor snake.
Darkness	30	A cloud of darkness only harmed by magical weapons and spells.
Demonic Humanoid	1	Basic vision of a humanoid with scaly skin, horns and a forked tail.
Giant	10	All damage does an extra die.
Human	5	Indistinguishable from a human
Shapeshifter	30	Ability to assume any form
Stone	20	A collection of stones or boulders depending on the size. Fortitude is tripled.
Supernatural	25	The form of a dragon, griffin, goblin or unnatural creature.
Winged Creature	10	

SPELLS			
DESCRIPTION	COST	SKILL	NOTE
Crafting	3/rank	Craft Skill	This is a super human ability to mend and create craft items. The foe must have the skill with a craft, such as Masonry. In this case, the foe is able to fashion masonry items such as a castle using local materials and magically created supplies. Such a crafted item requires an amount of Fatigue determined by the GM. For instance, a humble peasant’s hut might require only a few fatigue assuming all the materials are present. However, a lofty castle on a mountain top using white marble when none is present could be many hundreds of Fatigue and may take the foe years to complete.
Darkness	1/rank	Initiate	Creates an impenetrable darkness that only the foe and those he wishes may see through. It lasts for one round per rank of the spell.
Fear	2/rank	Acting	This spell allows the foe to take on a horrible visage and any who view him must save vs. WILL - the rank of the spell or go mad with fear. The affected may react in any fearful way except for attacking the foe. The fear lasts for as long as the foe is in view.



# I R I D I M I N I

## SPELLS

DESCRIPTION	COST	SKILL	NOTE
Fire Breath	3/rank	Weapon Use (Flame Breath)	May breath fire. The fire spreads out in a cone in front of the foe. It causes 1d10 per rank to any it hits. The foe must roll a successful to hit in order to deal damage to the target.
Haste	2/rank	Running	This makes the foe or the one he casts Haste on faster. They move faster by their AGILITY, receive one additional action or set of attacks. For instance, a person with 5 AGILITY moves at 10 if they had Haste at rank 1 cast on them and receives 1 set of additional attacks or an additional action in a round. The spell lasts for one round per rank of the spell.
Illusion	3/rank	Deception	This spell creates an image of what the caster wills. It is made of light and has no substance. It will only appear to exist, move and make sounds. It cannot pick up any objects. The caster cannot move when they cast an illusion since it requires a great deal of concentration to create an illusion.
Persuasion	2/rank	Oratory	<p>This is the power to plant suggestions in the target's mind. The spell works much like hypnosis in that the affected will not do anything they would not do normally. That is to say, a knight of the court would not assassinate the King. However, if the same knight was not aware of the trap, he would convince him to go on a hunt to a secluded area of the wood.</p> <p>The target receives a save vs. their WILL - the rank of Persuasion of the caster. The effect is permanent until such time as the affected becomes aware that they are under the effects of Persuasion. This spell usually uses the Oratory skill. This spell costs one Fatigue.</p>
Possession	4/rank	Initiate	The foe is able to inhabit the body of the victim. During the initial possession the victim receives a save vs. their PIETY - the Rank of the Possession Spell. If the Possession is successful, only an Adjuration can drive it out.
Teleport	5/rank	Navigation	This spell costs 5 fatigue for each person teleported and may only teleport the caster and the rank of the spell in other people. For example, a rank one teleport allows the foe to teleport himself and one other person any distance. They may not teleport over water such as a lake or river.

Foe Generation

## TRAITS

SHAPE	COST	NOTE
Armored Body	30	For every 30 points the foe has 30 points of protection in all areas. This may be visible such as armor or scales or invisible like invulnerable skin.
Enchantment proof	50	No spells affect the foe. This trait cannot be taken with the Invulnerable trait.

# I R I D I M I N I

Equipment

TRAITS		
SHAPE	COST	NOTE
Fatigue Sink	10	For every ten points, the foe can store 20 Fatigue. The foe is also able to transfer these Fatigue to the caster up to a spell caster's maximum Fatigue.
Flight	20	This allows the foe to fly whether with wings or without.
Invulnerable	50	Normal weapons do not harm a Foe. They may have a weakness determined by the GM. Magical weapons only do 1/2 damage and spells affect the foe normally. This trait may not be taken with Enchantment Proof.
Regeneration	20 * rank	The cost is 20 times the rank of regeneration desired plus all the ranks before them; i.e. 20 for rank 1 + 40 for rank 2 + 60 for rank 3 = 120 total. The trait gives the foe the ability to regenerate 1/2 their CON per rank of Regeneration they have. For example, if a foe has a CON of 10 and Regeneration of 3 then they will regenerate 15 Fortitude points per round. These points may be distributed as the play/GM sees fit; i.e. 5 points to the chest, 3 points to the leg and seven to the shoulder. Note: any damage done by fire, cold, acid or anything that disintegrates flesh will render damage that cannot be regenerated.
Extraordinary Strength	10 * rank	For every rank of Extraordinary Strength, attacks receive a +10 to damage. The trait also allows feats of strength beyond natural measures like smashing through a stone wall, throwing a wagon or car. A check must be made on these extreme uses usually involving the statistic STR + Skill being attempted + Rank of Extraordinary Strength. For instance, a troll smashing through a stone wall would roll 10 (STR rank) + 3 (Rank of Running Skill) + 3 (Rank of Extraordinary Strength) for a total of 16 which it would need to roll at or under to succeed. Cost of this skill includes lower ranks; i.e. E.S. of 3 would cost 10 + 20 + 30 = 60.

## EQUIPMENT

The equipment listed here represents three different genres. The first is archaic or fantasy setting, the second a modern although based in the 1930s and finally a sci-fi selection. These represent the core genres that the Iridium System currently supports.

Blades (Edged Weapons)					
Weapon	Damage	Attacks	Range	Weight	Type
Axe	3d6	2	1	7 lb	Axe
Bardiche, Halberd	6d12	2	1	18lb	Axe
Bastard Sword (1-handed)	3d8	2	1	8 lb	Sword
(2-handed)	4d10		1		
Battle Axe	3d12	2	1	10lb	Axe

# I R I D I M I N I

Blades (Edged Weapons)					
Weapon	Damage	Attacks	Range	Weight	Type
Broad Sword	3d10	2	1	8 lb	Sword
Dagger/Combat Knife	1d8	4	1	1/2lb	Knife
Great Axe	5d12	2	1	15lb	Axe
Hatchet	1d10	3	1	2 lb	Axe
Knife	1d6	4	1	1/2lb	Knife
Long Sword	3d8	2	1	6 lb	Sword
Machete	2d8	3	1	2 lb	Sword
Rapier	2d10+d6/rd	3	1	4 lb	Sword
Short Sword	2d10	3	1	3 lb	Sword
Scimitar	3d8	2	1	5 lb	Sword
Scythe	9d4	2	2	10lb	Staff
Two-Handed Sword	5d10	2	2	12lb	Sword

Hammer & Clubs (Blunt Weapons)					
Weapon	Damage	Attacks	Range	Weight	Type
Club	1d10	3	1	4lb	Bludgeon
Flail	1d20	3	1	4lb	Bludgeon
Holy Water Sprinkler	4d8+d8	2	1	6lb	Bludgeon
Net	10% /Skill Rank to Entangle		1	2lb	Net
Hammer	5d6	2	1	10lb	Bludgeon
Lucern Hammer	5d8	2	1	14lb	Bludgeon
Great Hammer	8d8	2	1	16lb	Bludgeon
Mace(Footman's)	3d12	2	1	10lb	Bludgeon
Mace(Horseman's)	2d10	3	1	6lb	Bludgeon
Morning Star	3d12	2	1	8lb	Bludgeon
Staff	1d12	3	1	5lb	Staff
Pike Staff	3d8	2	1	5.5lb	Staff
Sap	1d8	3	1	1lb	Bludgeon
Shod Staff	3d10	2	1	6lb	Staff
Whip	1d4	2	2	3lb	Whip
20 foot Bull Whip	1d6	1	2	4 lb	Whip

Bows & Spears (Piercing Weapons)					
Weapon	Damage	Attacks	Range	Weight	Type
Awl Pike	6d6	1	2	15lb	Staff

E q u i p m e n t

# I R I D I M I N I

Bows & Spears (Piercing Weapons)					
Weapon	Damage	Attacks	Range	Weight	Type
Darts	1d6	4	1/pt. STR	.2lb	Dart
Hand Crossbow		2	10	2lb	Bow
Heavy Crossbow		1/2	25	9lb	Bow
Horseman's Bow		4	10	1lb	Bow
Javelin	1d10	1 or 2	2/pt. STR	1/4lb	Bow
Light Crossbow		1	16	5lb	Bow
Long Bow		2	24	2lb	Bow
Naptha	1d10 +1d4/rd.	1	1/pt. STR	1/2 lb.	Grenade
Short Bow		3	15	1lb	Bow
Sling		2	16	1/2lb	Sling
Spear	2d10	1 or 2	1/pt. STR	2lb	Staff
Trident	3d8	1 or 2	1/pt. STR	3lb	Staff
Wooden Stake	1d8	2	1	1lb	Knife

Ammunition for bows will determine the amount of damage and have different attributes. Some of these will be additional damage vs. flesh or armor.

Ammunition			
Ammunition	Dmg	Notes	Weight
Horseman's Bow			1lbs/20
Field Tip	1d10	x2 against armor, 1/2 against flesh	
Broad Head	2d8	x2 against flesh, 1/2 against armor	
Barbed Broad Head	2d8	same as above, 1d8 removal dmg.	
Leaf Head	1d10	Standard Arrow.	
Short Bow			1.5lbs/20
Field Tip	2d10	x2 against armor, 1/2 against flesh	
Broad Head	3d8	x2 against flesh, 1/2 against armor	
Barbed Broad Head	3d8	same as above, 1d8 removal dmg.	
Leaf Head	2d10	Standard Arrow.	
Long Bow			2lbs/20
Field Tip	3d10	x2 against armor, 1/2 against flesh	
Broad Head	4d8	x2 against flesh, 1/2 against armor	
Barbed Broad Head	4d8	same as above, 1d8 removal dmg.	
Leaf Head	3d10	Standard Arrow.	
Hand Crossbow			.5lbs/20
Field Tip	3d8	x2 against armor, 1/2 against flesh	
Broad Head	4d10	x2 against flesh, 1/2 against armor	

Equipment

# I R I D I M I N I

Ammunition			
Ammunition	Dmg	Notes	Weight
Barbed Broad Head	4d10	same as above, 1d8 removal dmg.	
Leaf Head	3d8	Standard Arrow.	
Light Crossbow			.5lbs/20
Field Tip	5d8	x2 against armor, 1/2 against flesh	
Broad Head	5d10	x2 against flesh, 1/2 against armor	
Barbed Broad Head	5d10	same as above, 1d8 removal dmg.	
Leaf Head	5d8	Standard Arrow.	
Heavy Crossbow			1lbs/20
Field Tip	5d10	x2 against armor, 1/2 against flesh	
Broad Head	5d12	x2 against flesh, 1/2 against armor	
Barbed Broad Head	5d12	same as above, 1d8 removal dmg.	
Leaf Head	5d10	Standard Arrow.	
Sling Bullets			
Stone Bullets	1d6	Standard Stones	.5 lbs/20
Iron Bullets	1d8	Iron Pellets	.75 lbs/20
Hollow Clay Bullets	1d2	Hollow clay bullets for delivering poison or other liquids.	1 lbs/20
Firearm Ammo			
Pistol	As Weapon		1 lbs/100
Rifle	As Weapon		1lbs/50

Archaic and Modern Armors & Shields					
Armor	Weight	Armor Factor	Armor Mod	Type	
Long Cloak	.2lb	1	--	--	
Traveling Cloak	.4lb	2	--	--	
Bracers	1lb	8	--	--	
Buckler	1lb	20	--		Shield
Small Wooden Shield	3lb	10	--		Shield
Large Wooden Shield	5lb	20	--		Shield
Small Steel Shield	5lb	30	--		Shield
Large Steel Shield	10lb	60	-1		Shield
Padded Leather Jacket (Bomber Jacket)	5lb	15	--		Leather
Boiled Leather Armor	15lb	15	--		Leather
Studded Leather Armor	16lb	20	--		Leather
Ringed Leather Armor	24lb	25	-1		Leather
Silk-Fiber Bullet Proof Vest	12lb	30	-1		Leather

E q u i p m e n t

# IRIDIMINI

## Archaic and Modern Armors & Shields

Armor	Weight	Armor Factor	Armor Mod	Type
Chain Armor	30lb	30	-2	Linked
Scale Armor	35lb	37	-4	Linked
Banded Armor	42lb	40	-5	Linked
Field Plate Armor	47lb	45	-6	Plate
Full Plate Armor	65lb	60	-8	Plate

## MODERN WEAPONS AND ARMOR

These are weapons from 1900-1940 focused on 1938. They are meant to be used for the Shades of Earth RPG but could easily be used in modern day scenarios. Weapons are listed by caliber and damage and rate of fire accordingly. This is done to give the player a maximum breadth of weapons that they may apply the system to. Firearms do not receive the STR bonus to damage.

### Pistols (Firearms)

Weapon	Damage	Att	Capacity	Range	Type	Notes
Pistol .22	3d6	5	12	45 y	Pistol	
Pistol .38	4d6	4	10	40 y	Pistol	
Pistol 8mm	5d6	3	8	30 y	Pistol	This covers 7.62 -8mm pistols
Pistol 9mm	4d10	2	7	40 y	Pistol	
Pistol .45	5d12	1	7	40 y	Pistol	

The capacities above are for automatics; if revolvers are desired, they have a capacity of six bullets. An automatic pistol may use an extended clip to increase capacity by 1/2. An automatic pistol with a capacity of 10 would then have a capacity of 15 with an extended clip. It takes one full round to reload a revolver, while an automatic only takes 1/2 round. This means that a .22 caliber pistol would take 3 (1/2 of 5 attacks rounded up) attacks to reload allowing the weapon to be fired twice.

The following are some examples of firearms available in 1938.

### Examples of Pistols

Name	Capacity	Type	Country of Origin
Luger 9mm	7	Semi-Auto	Germany
1911 .45 cal	7	Semi-Auto	U.S.
Taisho 14 8mm	8	Semi-Auto	Japanese
Webley & Smith .45 cal	6	Revolver	British
Colt .38 Revolver	6	Revolver.	U.S.

# I R I D I M I N I

## Sub-Machine Guns (Firearms)

Weapon	Damage	Att	Capacity	Range	Type
MP-40 9mm	3d12	3	32	25	SMG
"Schmeisser", German Machine gun with folding stock. Full Auto consumes x2 ammo but +4 to hit					
Thompson M1A1 .45 Cal	5d10	2	30	17	SMG
"Tommy Gun", Full Auto consumes x2 ammo but +2 to hit					
Sten MkIII 9mm	3d8	3	32	20	SMG
"Sten Gun", inexpensive british sub-machine gun. Full Auto consumes x2 ammo but +4 to hit. Due to its poor quality of manufacture and material this weapon will fumble on a 1 - 3.					
Type 100 Taisho 8mm	3d10	3	30	25	SMG
SMG for the Japanese army in WW II.					

Sub-machine guns can be very useful for throwing down a lot of fire on a target; however they use a great deal of ammunition. Sub-machine guns use three bullets per attack and six per attack on full auto. All capacity figures are bullets per clip. It takes one round to switch clips. The above is a sample of the many SMGs used and available in 1938 - 45.

## Rifles (Firearms)

Weapon	Damage	Att	Capacity	Range	Type	Weight
M1 Garand 30-60 Cal	4d12	3	8	44	Rifle	10 lbs
Used by the U.S. Infantry soldier.						
Karabiner 98k 7.92 x 57mm	4d10	1	5	80	Rifle	9 lbs
Standard Rifle used by German infantry called a "Mauser". Bolt action.						
Lee Enfield .303 Cal	4d8	1	10	54	Rifle	8 lbs
Standard British infantry rifle for WW II.						
Arisaka Type 39 6.5 mm	3d8	3	5	55	Rifle	9 lbs
Standard Japanese infantry rifle. Bolt action.						

There are many rifles used between World War I and II. The above listing is merely a sample of the rifles available. Rifles serve both as primary weapon for infantry and as sniper weapons for ranged killing. After WWII, assault rifles with shorter ranges became more popular.

## Grenades (Grenades)

Weapon	Damage	Att	Radius	Range	Type
Fragmentation	6d10	1	3	STR +2d6	Grenade
Fragments are possible up to 50 yards. Roll against LUC if outside 25 y but within 50 y of detonation. If failed, take 1/2 damage. This grenade kills through fragmentation.					
Smoke	--	1	2	STR +2d6	Grenade
Used for concealment. If moving under cover, +4 to Defense, -4 to hit.					

# I R I D I M I N I

Modern Weapons and Armor

Grenades (Grenades)					
Weapon	Damage	Att	Radius	Range	Type
Phosphorous	3d10	1	2	STR +2d6	Grenade
Burns for 50-60 seconds. Used to mark artillery targets or light up night combat. Will have secondary incendiary effect, i.e. will set things on fire.					
Concussion	6d10 Concussion	1	1	STR +2d6	Grenade
A knock down grenade, it can still kill. If target(s) receive more points than their CON, then they must save vs. CON or become unconscious. See "Concussion Damage" on page 48.					
Dynamite	5d10/stick	1	2	STR +d6	Grenade
Traditionally used to remove stumps, blast through rock for tunnelling and level hills, this explosive can also be used as a weapon.					

Grenades are very useful for clearing fortified positions or in situations where indirect fire is needed. Grenades receive a +4 due to their blast radius. A grenade launcher or rifle grenade can be used to extend the range to 20 but then receive no pluses to hit. Remember, grenades can be as dangerous to the user as the target. The standard fuse on a hand grenade can be set between 2-5 seconds.

Other Weapons					
Weapon	Damage	Att	Capacity	Range	Type
Flamethrower	3d4 + d8 burning	1	10	2	Flamethrower
The flamethrower will set anything combustible on fire. It uses gasoline as the chemical element. Sustained fire will cause a x2 to damage, +5 to hit but use x3 fuel					
BRNO ZB-26 .303 Cal LMG	6d10	2	20	55	LMG
"Bren Gun" Light Machine Gun used by the British. Two man crew required for proper operation. May be fired by one operator at a -2 to hit. Require 2 rounds to reload. Operator receives a +5 on full auto but uses twice the ammo. One attack uses 4 rounds.					
Browning 1919A4 .30 Cal	6d12	2	100	100	MMG
(8mm) "B.A.R." Medium Machine Gun used by the U.S. Two man crew required for proper operation. May be fired by one operator at a -4 to hit. Require 3 rounds to reload. Operator receives a +6 on full auto but uses twice the ammo. One attack uses 5 rounds.					

This category of weapons are mostly here for reference. They have specialized roles that the average individual, outside of war, will not have a need for. Access to these weapons is also fairly limited to any but military personnel and they only have access when issued weapons. As always, the black market may play a part, but a person walking down the street with a flamethrower strapped to his back will be asked questions.

Archaic and Modern Armors & Shields					
Armor	Weight	Armor Factor	Armor Mod	Type	
Padded Leather Jacket (Bomber Jacket)	5lb	15	--	Leather	



# I R I D I M I N I

Archaic and Modern Armors & Shields				
Armor	Weight	Armor Factor	Armor Mod	Type
Silk-Fiber Bullet Proof Vest	12lb	30	-1	Leather

## S C I - F I W E A P O N S A N D A R M O R

These weapons are meant to be examples of future or sci-fi type weapons. It is not meant to be an exhaustive list and players and GMs are encouraged to create their own variations. A key element in the creation of future weapons is their use of alternate technologies and their effectiveness as weapons.

Sci-Fi Projectile Weapons					
Name	Dam	Att	Clip	Range	Type
RADIUM PISTOL	5d10	4	8RND/CLIP	50	Pistol
<i>Radium pistols use radium sabot rounds.</i>					
RADIUM RIFLE	8d10	3	15RND/CLIP	120	Rifle
ARGON PISTOL	6d10	3	10RND/CLIP	60	Pistol
<i>Argon Pistols use rounds that convert a small amount of argon gas into super heated gas.</i>					
PISTOL	4d8	5	10RND/CLIP	12	Pistol
OMEGASTAR	4d12	3	20RND/CLIP	80	Rifle
<i>TYP-3000 RIFLE</i>					
AUTO RIFLE (A)	6d10	4	200RND/CLIP	40	Sub Machine Gun
NEEDLER PISTOL (A)	3d8*	4	100RND/CLIP	6	Pistol
<i>Needler weapons fire hyper thin plasteel darts at subsonic speeds.</i>					
NEEDLER RIFLE	6d8*	2	200RND/CLIP	30	Rifle
PULSE RIFLE (A)	4d10**	4	100RND/CLIP	60	Rifle
<i>Pulse rifles use chemical propulsion assisted with a gauss field to fire iron rounds.</i>					
34mm MAG. SLUG THROWER (A)	15d10	1	4RND/CLIP	600	Heavy Machine Gun
<i>Slug throwers use magnetic fields to accelerate iron bullets.</i>					
* Plus drug - The weapon is capable of delivering a dosage of chemicals.					
** Or grenade - The weapon has an integrated grenade launcher.					
(A) - Weapon can be set to automatic rate of fire, granting a +3 to hit but consuming twice the ammunition.					

S C I - F I W E A P O N S A N D A R M O R

# IRIDIMINI

## Sci-Fi Energy Weapons

Name	Dam	Att	Clip	SEU/Att	Range	Type
Light Blaster (C)	2d10	4	100	5	4	Pistol
<i>Blasters use controlled fusion reaction focused by magnetic fields into a beam.</i>						
Blaster Sidearm	4d10	3	200	10	18	Rifle
<i>Series 20 BLASTER</i>						
Heavy Suppressor	7d10	2	400	20	100	Light Machine Gun
<i>Series 40 BLASTER (A)</i>						
Laser Rifle (C)	3d8	4	200	20	80	Rifle
<i>Laser weapons create a beam of focused light capable of burning matter.</i>						
LASER PISTOL(C)	2d12	5	200	10	30	Pistol
Sonic Disrupter	5d4	6	200	8	20	Pistol
<i>This weapon can be set to deliver stunning force instead of killing force. This weapon uses sound wave and will not work in a vacuum.</i>						
Phased Plasma Weapon (PPW)LVL1	5d10	3	200	25	20	Pistol
<i>Phased plasma weapons use a magnetic "compression" chamber to convert a supply of hydrogen to create a beam of plasma.</i>						
Phased Plasma Weapon (PPW) LVL2	8d10	1	200	40	80	Heavy Machine Gun
Phased Plasma (A) Weapon (PPW) RIFLE	5d10	2	200	24	40	Rifle
Laser Carbine (A)	6d12	2	200	60	200	Light Machine Gun
<i>(A) - Weapon can be set to automatic rate of fire, granting a +3 to hit but consuming twice the SEU.</i>						
<i>(C) - Weapon can be set to continuous fire, granting a +6 to hit but consuming three times the SEU.</i>						
<i>SEU - Salable Energy Unit - The common measure of power in known space.</i>						

Sci-Fi Weapons and Armor

# I R I D I M I N I

Sci-Fi Grenades						
Name	Damage	Att	Rnds/clip	Burst	Type	
GRENADE RIFLE	By Grenade	4	4/clip	VAR.	Rifle	
FRAG GRENADE <i>Chemical explosive wrapped in steel wire.</i>	12d10	1	--	2	Grenade	
PHOSPHORUS GRENADE <i>Burns with a bright, hot white phosphorous.</i>	Blind 1-6 RND 10d10	1	--	1	Grenade	
TANGLER GRENADE <i>Tangler grenades use elastic plasteel to entangle a target. Solvent can be used to free the target from the plasteel.</i>	Save vs CON Entangled 1-6 Turn	1	--	1	Grenade	
TANGLER GRENADE	Save vs STR Entangled 1-4 Turn	1	--	1	Grenade	
DOZE GRENADE <i>Utilizes a chemical sleep agent.</i>	Save vs CON Sleep 1-8 Turn	1	--	1	Grenade	
SONIC DOZE GRENADE <i>Uses sound waves to induce unconsciousness.</i>	Save vs INT Stun 1-6 Turn	1	--	2	Grenade	
ANTIMATTER GRENADE <i>Uses anti electrons to cause a sub-atomic reaction.</i>	11d20	1	--	32	Grenade	
NUCLEAR GRENADE <i>Uses a nuclear reaction to cause an explosion.</i>	8d20	1	--	11	Grenade	
<i>Grenades receive a +4 to hit due to blast radius. Grenades, and other weapons with blast radii, do damage to all areas of a target. Targeting is only needed when applied to vehicles, buildings, or other similarly sized objects.</i>						

Sci-Fi Weapons and Armor

Sci-Fi Missile Systems						
Name	Damage	Att	Clip	Range	Type	
ANTI-ARMOR H.E.	2d10 Hull	4	Hand Held 4PK	700	Missile	
MULTI-WARHEAD ANTI-PERS.	7d20	1	Hand Held 3PK	75	Missile	
GRD. TO GRD <i>MULTI-WARHEAD ANTI-PERS.</i>	5d20	1	Hand Held 2PK	200	Missile	
GRD. TO AIR <i>ANTI-AIRCRAFT HE</i>	3d10 Hull	2	Hand Held 4PK	100	Missile	

# I R I D I M I N I

Sci-Fi Weapons and Armor

Sci-Fi Missile Systems					
Name	Damage	Att	Clip	Range	Type
GRD. TO AIR ANTI-AIRCRAFT NUCLEAR	5d20 Hull	1	Platform 2PK	150	Missile Platform
SHOULDER LAUNCHED MAM	25d20	1	Hand Held 2PK	400	Missile
SONIC LONG RANGE MISSILE	5d10 Concussion	1	Hand Held 6PK	200	Missile
GRD. TO GRD. H.E. ARMOR-PIERCING	6d10 Hull	2	Hand Held 8PK	50	Missile
<p><i>1 Hull Point = 100 Fortitude Point</i>  <i>MAM = Matter-Anti-Matter</i>  <i>All hand held missiles have a burst radius of 30 m except for platform missiles which have a radius of 1 km. This means that some missiles are meant to be fired from a protected location due to their range and blast radius.</i>  <i>All missiles receive a +4 to hit due to blast radius.</i>  <i>Anti-Armor and Armor Piercing will do x2 to hardened targets. This includes tanks, bunkers, ships and powered armor. They will only do 1/2 damage to personnel.</i></p>					

Sci-Fi Armors			
Name	Armor Factor	Armor Mod.	Type
Animal Skins	25	0	Leather
Normal Clothing	10	0	None
Vegi-Plac Shield	40	0	Shield
Tychromium Shield	100	0	Shield
Plasteel Shield	65	0	Shield
Vegi-Plac Armor	40	-2	Leather
Padded Foam Armor	50	-5	Leather
Civilian Mesh Jumper	20	0	None
Military Mesh Fatigues	30	0	Linked
Scale Armor	40	-4	Linked
Banded Armor	50	-6	Linked
Steel Plate Armor	65	-8	Plate
Plastic Armors			
Plastic Plate Armor	50	-2	Plate
Plasteel Plate Armor	65	-4	Plate
Tank Pilot Armor CLS A	75	-3	Linked
<p><i>Comp Jack, Comm Set, Electronocs, MFD, Ballistics Computer (+4 To Hit and To Damage) Sentec- 41A</i>  <i>Although designated a Tank Pilot armor it is in fact used by pilots of all types.</i></p>			

# I R I D I M I N I

Sci-Fi Armors				
Name	Armor Factor	Armor Mod.	Type	
<b>Medic Light Armor CLS A</b> <i>Comm Set, Electronocs, MFD, Mini- Med Computer, MedKit (+20 to field surgery and first aid), and an molecular analyzer</i> <b>MIRCA-844</b> <i>The MIRCA-844T is a tech armor that has a tech kit instead of a med kit.</i>	40	0	Linked	
<b>Medic Medium Armor CLS B</b> <i>Comm Set, Electronocs, MFD, Mini- Med Computer, MedKit (+10 to field surgery and first aid), Combat Knife</i> <b>OS-2088</b> <i>The OS-2089 is a tech armor that has a tech kit instead of a med kit.</i>	60	-3	Linked	
<b>Pilot Armor CLS A</b> <i>Comp Jack, Comm Set, Para-glider, MFD</i> <b>HW-910</b>	40	-2	Linked	
<b>Scout Armor CLS A</b> <i>L.R. Tight Beam Comm Set, MFD, Light Intensifier and Infra-red Scopes, Electronocs, 100 m cord and hoist, Senacron</i> <b>Menciun-2108</b>	50	-1	Linked	
<b>Scout Armor CLS B</b> <i>Tight Beam Comm Set, MFD, Light Intensifier Scope, Electronocs, Senacron, Long Range Jump Jets</i> <b>W.A.R.-111 PURSUIT</b>	75	-2	Linked	
<b>Combat Armor CLS A</b> <i>L.I. and I.R. Scopes, MFD, Senacron, Targeting Computer(+ 2 To Hit and To Damage), Comm Set, One 20 grenade/missile launcher pod</i> <b>W.A.R.-211</b>	100 body 125 helmet	-4	Plate	
<b>Combat Armor CLS B</b> <i>L.I. and I.R. Scopes, MFD, Senacron, Targeting Computer(+ 1 To Hit and To Damage), Comm Set</i> <b>W.A.R.-610</b>	125 body 150 helmet	-5	Plate	
<b>Hardened Vac Suit</b> <i>Self propulsion thrusters, electronocs, 100 hours of life support, 2 days of food and water</i> <b>W.A.R. - 1020</b>	60	-2	Vac Suit	
<b>Vac Suit</b> <i>4 days of food and water, 200 hours of life support, electronocs, Comm unit</i> <b>OmegaStar Protector-21</b>	10	-4	Vac Suit	
<b>Environment Suit</b> <i>150 hours life support, 1 day of water</i> <b>Menciun Enden Corr - EPS-2201</b>	10	0	Vac Suit	

Sci-Fi Weapons and Armor

# I R I D I M I N I

The amount of areas that shields cover are as follows. Bracers will cover two areas as long as the character's arms are free, a buckler will cover one area if one arm is free, small shields will cover three connecting areas, while a large shield covers five connecting areas.

The armor modifier represents the affect of large, bulky armor on defense stat. Plate mail offers incredible protection but slows a person down, making them easier to hit. A character's strength score, as well as specializing in the specific armor, can be used to offset these minuses to defense stat due to heavy armors.

Note: Armors may be mixed and matched according to the character's tastes. However, if a character has no skill in an armor, the armor modifier is doubled with a minimum of -2. If a character layers armors, armor modifiers for each armor are doubled and added with a minimum of -2 for each armor. When armors are mixed, then the modifier of the armor worn in more than five areas is applied. If both armors cover five areas, the greater of the two is taken.

## IRIDIUM LITE

The Iridium system is based on a premise that natural talent modifies skills. In addition, combat is lethal, armor protects the body but makes a person easier to hit and the best thing is to avoid combat or at least not get hit. The following rules are intended to be generic and apply over a wide variety of settings. Modern skills and weapons may not be appropriate for a fantasy setting, and some spells and powers may not be available in a futuristic setting. Use what makes sense for your particular game and remember: the point is to have fun, not argue over rules!

### BASIC POINTS

- Skills are resolved by rolling under Skill + Aptitude + Applicable Statistic. This reflects natural talent and trained skill.
- Combat represents an effort to hit a target, utilizing the attacker's skill to overcome the target's Defence.
- Armor makes a character easier to hit but protects from damage.
- Armor sloughs off or becomes less effective as damaged.
- Karma is a player mechanic rather than an in game character mechanic. It represents the character's luck.
- Fatigue represents the character's spiritual and physical endurance for using powers or spells.

## CHARACTER CREATION

1. Distribute 60 points to statistics. With the point-buy system each statistic receives one point automatically before the 60 are allocated. No statistic may be 0. Alternatively, roll 1d10 eleven times and apply the rolls in any order to the statistics; i.e. roll 3,5,8,2,10,10,8,5,7,3,9 and a character could have a 10 STR, 9 AGL, etc.
2. Some settings require choosing a career or organization to belong to. Chose if required, and add any starting skills, spells, or powers to the character sheet.
3. Some settings require choosing spells or powers. Spend three points on these if applicable.
4. **Calculate Skill Development points by adding WIS+INT.** These may be used to buy skills. All costs are one for one; so 3 ranks of Search costs three points.
5. **Apply 6 points to Aptitudes above and beyond the Development points.** Aptitudes are added to all Skill checks within that area; i.e. Navigation skill check adds Intellect Aptitude.
6. Calculate Base Fortitude and apply it to the specific areas of the body. **Base Fortitude equals STR + CON + WIL.** Areas one and four (head and chest) receive 1/2 the Base Fortitude while the seven and eight (stomach and groin) receive the full Base Fortitude. The two, three, five, six, nine and ten (the extremities) receive double the Base Fortitude. Calculate Defense. **Defense is equal to STR+AGL.**
7. Calculate Karma and Fatigue. **Karma is a pool of points equal to 1/2 LUC. Fatigue is equal to CON + PIE.** See "Karma" on page 25 and "Fatigue" on page 26.
8. Choose weapons and equipment.

## STATISTICS

Statistics can go up to 10 in normal humans. Augmented or non-humans may go as high as 20. The minimum a statistic may drop to is 1. A brief description of each stat is in the table below.

Overview Of Stats	
Stat	Description
STR	Strength. Measure of physical ability
AGL	Agility. Overall body coordination
CON	Constitution. General health and sturdiness
DEX	Dexterity. Hand-eye coordination
APP	Appearance. Physical beauty
WIS	Wisdom. Common sense
INT	Intelligence. Educated learning ability
CHA	Charisma. Personality
PIE	Piety. Devotion to a god or organization
WIL	Will. Willpower
LUC	Luck. Luck

STATISTICS

### *Statistic Checks*

General statistic checks are performed under certain categories. It is done whenever a force, whether it is a power, science or nature, acts against a character. A resistance check is done at the discretion of the Game Master, not the player.

Statistic Checks Description	
Stat	Situation
CON	Resistance to physical trauma like poison gas, a blow to the head or surviving a shock.
WIL	Resistance to a mental attack, forcing one's way through a painful or difficult task, or as a way to stay conscious after a severe wound has been inflicted.
AGL	Resistance checks to see if a person falls from a narrow bridge, overall tests of coordination. This check cannot be used to avoid being hit.

Statistic checks are made against the designated statistic on a d12 but it is an open roll. This means that if a 12 is rolled, then the d12 is rolled again and added. For instance, a character uses his power of Persuasion to make a person give them some money. After the character makes the activation for the Persuasion power, the target must make a Resistance of their WIL - the attacker's rank in Persuasion. If the target succeeds then the suggestion is accepted.

## SKILL CHECKS

Skill checks are done on a d20. The Game Master chooses the statistic that fits the situation and the skill the player wishes to use. **It is then a case of rolling a d20 and rolling under the Skill + Aptitude + Statistic.** For instance, if a player wishes to bluff their way past the security guard at the movie lot using Deception skill by attempting to be intimidating, the GM determines that the CHA statistic is what is needed. If the player had tried sweet talking they might have used APP stat. If the player has a Deception skill of three, an Aptitude for Thief of one and a CHA of six then the base chance is ten. The GM determines that it is a moderately



# I R I D I M I N I

difficult task since the guard has been put on alert and assigns a -2 modifier making the new target eight. The player rolls a 4 and succeeds by four.

Skill Modifiers	
Modifier	Description
+1 to 4	Easy Task
0	Normal
-1 to 2	Difficult conditions
-3 to 4	Combat Conditions
-5 to 6	Someone screaming in your ear while stomping on your foot
-7 to 10	Someone driving a nail through your foot
-11 and up	Arch-nemesis doing a dance with your intestines while your spouse runs off with another woman.

## *Karma*

Karma is equal to one-half the character's LUC. One Karma point may be spent to re-roll a skill, stat check or to hit roll that would otherwise have failed. Alternatively, before a skill is rolled, a player may spend three Karma in order to assure that a skill is successful. At the discretion of the GM, the effects of a failed roll may be enforced regardless of Karma. For instance, a failed Disarm Traps may result in the trap being set off even if the player still has Karma. Skills such as Search would not have these consequences since failure has no physical effect. Karma may be spent as many times as the player wants on a single action until all points are exhausted. For example, if a player has ten Karma and wishes to, they may re-roll their Search skill up to ten times. If the desired result is not reached by then, the last result stands.

At the Game Master's discretion, Karma may be used to perform extraordinary feats such as leaping from one building to another across an alley. The use of Karma in this manner causes the game to be more cinematic and everyone in the group should agree to their use in this manner. They cannot be used to alter the primary plot of the game; i.e. "I use a Karma Point so the main opponent is dead."

Karma Points are recovered at the end of a session.

## *Unskilled Attempts*

Unskilled attempts are rolled on a d20 vs. the appropriate Aptitude. If the Aptitude is zero then only a one will succeed. One will always succeed even if the Aptitude is zero. For instance, a character is trying to open a lock and does not have the Open Locks skill. They have an Aptitude of 3 in the Thief Aptitude and must roll equal to or under a three in order to succeed in a d20.

## *Unskilled Weapon Use*

If a character picks up a weapon and has no skill in it then they may still attempt to use it at the discretion of the GM. If the weapon is overly complex the GM may disallow use of it. As with an unskilled attempt, the character is at -10 to hit with the weapon. They may not apply any Aptitude bonuses. Weapon sights or high quality bonuses will still be added.

For example, a character attempts to fire a pistol with no skill. The target's Defense is 12. The player must roll a  $12+10=22$  to hit the target. If the player rolls a natural 20 then the attack automatically hits. Natural 20 always hit for attacks.

## EFFECTS

Effects are magical, psychic or generally supernatural powers. In a fantasy setting it is a spell, in a super heroes setting it is super powers and in a paranormal setting it is psychic powers. Regardless of the source various amazing effects can be generated. Sometimes it could be a ball of fire and at others it might be as subtle as reading a person's mind.

Effects are generally used with a skill. This means that resolution is on a d20, but uses Skill rank + Effect rank + Stat. For instance, in the Supers Inc. setting, a character with Strength who wishes to jump to the top of a building must make their Acrobatics + Strength Power + AGL. If the character has a three Acrobatics, a two in Strength and a AGL of five then they need to roll under  $3 + 2 + 5 = 10$  on a d20.

## FATIGUE

Every time an Effect is used the player must mark off a Fatigue point unless otherwise stated by the description of the Effect. Three Fatigue may be spent to force the activation of an Effect. This must be done before any attempt to activate the Effect normally. Characters recover Fatigue points by resting. They recover their CON in points for every hour of rest. The GM may allow the recovery of Fatigue points for partial hours rested

## CONTESTED EFFECTS

At times two enhanced individuals will pit their Effects against one another. In tests of this nature, activation rolls are made and the one who succeeds by the most wins the contest. For instance, two enhanced individuals with Energy Blast, one fire and one ice, find themselves battling for control of a corridor. The fire blaster wishes to torch the building but the ice blaster wishes to prevent the inferno. Ice has an activation of 13 and rolls an eight on a d20 making his activation by 5. Fire has an activation of 16 and rolls an eight making his activation by 8 beating Ice and setting the building ablaze.

## DURATION

Duration of an Effect is often dependant on story. In general, the following durations are used to determine the length of time an Effect will last. If, at any point, the user wishes to stop the Effect they may. At the end of the duration, the user may pay another Fatigue in order to continue the operation of the Effect without having to Activate the power. For instance, a person with Rank five flight has flown for twenty-five minutes they may spend another Fatigue point to fly another twenty-five minutes without an Activation check.

The default duration for an Effect is Rank \* 5 minutes. In some cases, like teleportation, the Effect has a duration of instantaneous. The teleportation occurs instantly upon the successful activation roll. Some Effects have their own duration and will be noted in the setting.

## COMBAT

Combat starts by having all participants roll 1d10 and add AGL to the result. This number is called initiative. Proceeding from highest to lowest initiative, each player rolls their attacks or takes their actions. They may take only one action but may use as many attacks as their mode of attack allows. The one with the highest total may choose to go first or hold their action until the end of a round.

Each person rolls a d20 and adds their Weapon Use Skill for the weapon used (i.e. Pistol Use for Pistols). Power or magic use adds ranks of the power or spell; i.e. Energy Blast of rank three adds three to hit. Unarmed Combat works in the same manner for attacks while maneuvers require an Unarmed Skill Check first. If the resulting total of  $1d20 + \text{Weapon skill rank} + \text{Effect}$

EFFECTS

# I R I D I U M

rank (of Effect if applicable) is equal to or greater than the target's Defense, then the attacker has made a successful hit. If the number is less than the target's Defense, then the attacker has missed.

Strength is added to the damage dealt by any weapon except fire arms, explosives, crossbows or grenades. Bows receive the Strength bonus to damage. Damage is resolved and if a character has their Fortitude for an area reduced to 0 then they must make a save vs. WIL or fall unconscious. If the area is reduced to negative the Fortitude for that area then it no longer operates. If this is in a vital area (the head, chest stomach or groin) the character dies in one round. If aid can be rendered to the character within the round then they may survive.

Damage is effective as it is dealt. If an attacker deals enough damage to a target to render it unconscious, dead or destroyed then the target does not receive its action for that round. This means that if an attacker goes first in a round and eliminates its opponent then the opponent does not get to retaliate.

Targeting is determined for each attack. If the attacker hits three times then three separate targeting rolls are made. If successful, then the damage for that attack is placed wherever the attacker wishes. If targeting is missed, then the location is determined randomly by a roll of a d10.

The above process is repeated until all characters have had their action, attacks or one side is incapacitated/yields. The next round has everyone re-roll initiative and continue the process.

## *Optional Roll Under Attack Resolution*

This form of combat may be used for continuity with the rest of the Iridium Lite skill system. In this combat system, the attacker rolls under their DEX + Fighter Aptitude + Weapon Use - Opponent's AGL.

For instance, if an attacker has a DEX equal to 5, a Fighter Aptitude of 1 and a Pistol Use of 4, their base is 10. If the opponent's AGL is 4 then the attacker must roll under a 6 on a d20.

In all other ways, combat proceeds as described above.

## *Recovering Fortitude*

The natural healing process will allow the recovery of one Fortitude point of damage per area per eight hours of rest. Rest is defined by the GM. For each point of CON above ten the character will gain an additional point of Fortitude healing per rest period. For example, a character with a CON of twelve would receive three Fortitude points per area of damage.

## TIME

Time in Iridium systems is a flexible entity. The terms round and turn are used to denote single actions and groups of actions.

A round is roughly a minute but may be stretched or compacted to fit the story by the GM. It is best defined as the time for a single action or set of attacks.

A turn is usually ten minutes. In the broadest terms it is a scene or the time for one part of the story in one locale to unfold.

## PROFESSION PATHS AND CAREERS

Some settings require choosing profession paths and careers. A profession path is a broad category of employment, such as Doctor, Pilot, Spy, or Soldier. A career is a specific job under a career path, such as Pediatrician, Submarine Pilot, Corporate Spy, or Swordsman. Additional starting skills and abilities are given depending on the profession and career chosen.

T  
I  
M  
E

## SKILLS

Skills are used to accomplish the goals of a character. It is assumed that checks vs. skills are done for extraordinary situations. Simple tasks are thought to automatically succeed. When difficulties arise then the GM may apply modifiers to reflect the adversity.

Some skills are self defined by their name while others require listing. The skills defined here and on the character sheet are not meant to be exhaustive and, if desired, may be expanded on by the players or the CA.

Skills are broken up into six groups, Intellectual, Movement, Craft, Fighter, Thief and Performer. These are also the Aptitudes of a character and are added into skill checks for that category. The following lists are not absolute, and players may work with their GM's to create new skills.

SKILLS

Suggested Skill Statistics					
Intellectual		Movement		Craft	
Skill	Stat	Skill	Stat	Skill	Stat
Anatomy	INT	Climbing	AGL	Armor Forging	WIS
Archaeology	INT	Driving	DEX	Electronics	INT or DEX
Bonesetting	INT	Flight	AGL	Engineering	INT
First Aid	INT	Horsemanship	AGL	Explosives	WIS or DEX
Investigation	WIS	Piloting	DEX	Gunsmithing	DEX
Languages	INT	Running	AGL	Metal Working	DEX
Law	INT	Sailing	AGL	Rope Use	DEX
Medicine	INT	Swimming	AGL		
Navigation	INT				
Science	INT				
Surgery	DEX				
Fighter		Thief		Performer	
Skill	Stat	Skill	Stat	Skill	Stat
Armor Use	STR	Acrobatics	AGL	Acting	CHA
Parry	DEX	Detect Traps	WIS	Deception	CHA
Thrown Weapon	DEX	Disarm Traps	DEX	Diplomacy	CHA
Tracking	WIS	Meditation	WIS	Initiate	PIE
Unarmed Combat	AGL	Move In Shadows	AGL	Oratory	CHA
Weapon Use	DEX	Move Silent	AGL	Seduction	APP
		Open Locks	DEX	Stage Magic	DEX
		Search	WIS		

## INTELLECTUAL

### *Anatomy*

This is the study of the body of a living creature, the organs, skeletal structure and musculature.

### *Archaeology*

The study of ancient cultures, artifacts and sites in order to better understand their civilization.

# I R I D I M I N I

## *Bonesetting*

This is the art of setting a broken bone so it will heal correctly.

## *First Aid*

This skill will keep a wounded person alive until medical treatment can be administered. It will heal 1d10 of damage if a successful INT + First Aid skill check is made.

## *Investigation*

This is the science of deductive reasoning, evidence collections and observation. It can be used to discover the truth based on available evidence.

## *Languages*

This is the skill of speaking, reading and writing foreign languages. Every character can speak their native language. The languages skill allows one additional language for every rank.

## *Law*

This is usually taken in a specific country like French Law or U.S. Law. It will allow the practitioner to determine the legality of a situation, the rights guaranteed under the law, and possible loopholes.

## *Medicine*

This is not only the use of pharmaceuticals but also the general science of medicine including anatomy, diet and prognostics.

## *Navigation*

This is the skill of navigating by stars, modern navigational systems and ancient methods.

## *Science*

Science allows the study of scientific theory and discipline. It may be taken in specific areas; i.e. Physics, Chemistry, etc.

## *Surgery*

The art of surgery can be used to mend arteries, sew flesh back together again, and repair sinew.

## **MOVEMENT**

### *Climbing*

This is the skill of climbing various surfaces from walls to trees to cliff-sides. Checks are AGL + Climb + Movement Aptitude.

### *Driving*

This is the skill of driving automobiles.

### *Flight*

This skill applies to self propelled flight. It is most often employed with the Flight power.

### *Horsemanship*

This is the skill of riding a horse.

### *Piloting*

This skill applies to the piloting of airplanes and other flying vehicles. Piloting must be taken in a specific vehicle; i.e. prop planes, jet airliners, jet fighters, gliders.

### *Running*

This is the practice of running either on a paved surface or across open country.

### *Sailing*

Sailing is the art of manning and piloting a waterborne craft.

## *Swimming*

This is the skill of swimming.

## **CRAFT**

### *Armor Forging*

This is the skill of creating armor, either metal, leather or any other appropriate substance.

### *Electronics*

This is the skill of understanding, repair and creation of electronic devices.

### *Engineering*

Engineering is the application of science to the practical. It can be taken in a specific discipline like chemical, mechanical or electrical.

### *Explosives*

This is the skill of estimating explosive potential, setting explosives for best effect and detonating them. Commonly, WIS or DEX is used depending on whether the charge is being estimated or shaped and set.

### *Gunsmithing*

This is the art of manufacturing firearms. It can be used to repair firearms.

### *Metal Working*

This is the art of working metal, from welding to gold smithing. This skill can be used to repair metal armors.

### *Rope Use*

This is the skill of using the lasso. A successful to hit on a target combined with a Rope Use + DEX skill check will allow the practitioner to lasso an individual.

## **FIGHTER**

### *Armor Use*

This is the skill of maintaining, fighting and moving in armor. It is taken in a specific type of armor; i.e. Leather, Linked, Plate, Modern. For every Rank the Armor Modifier is reduced by one. This will never add to the defence of the practitioner but it will reduce the modifier from wearing heavy armor.

### *Parrying*

This skill may be used with unarmed combat or a weapon. The practitioner makes a check with DEX+ Parrying - the opponent's DEX on a d20. If he rolls under then the parry is successful. The practitioner may only attempt to parry an incoming attack once but otherwise receives a number of parries equal to the rank of the Parrying skill. For example, two incoming attacks and the character has 3 ranks in Parrying. He successfully parries the first attack but misses the second. Despite having a parry left over he may not attempt to parry the second attack again. Parrying may be used in addition to any attacks performed. Attacks may be traded for additional parries. Firearms may not be parried.

### *Thrown Weapon*

This is the art of throwing weapons not designed to be thrown, such as throwing a hammer. This skill is not needed for a weapon like the throwing knife, throwing axe, or spear. For each rank in Throw Weapon, a character may take a specific weapon to throw. For instance, two ranks in Throw Weapon would mean the character could throw a short sword and rocks. Only one throw per skill rank is allowed; i.e. two ranks would mean two throws in a round.

# IRIDIMINI

## *Tracking*

This is the ability to track creatures that leave tracks. The harder the surface the more difficult the tracking will be. The usual check for this skill is WIS + Skill Rank + Aptitude.

## *Unarmed Combat*

This is the skill of self-defence. It takes many forms from Kung-fu to Karate. The attacks one may perform depend on how skilled the practitioner is. The Unarmed Combat Table defines the attacks.

Unarmed Combat Table			
Rank	Dam	Attacks	maneuvers
1	1d6	3	0
2	1d6	4	0
3	2d6	4	1
4	2d6	5	1
5	3d6	5	2

If someone is unskilled in unarmed combat then they receive only two attacks and no maneuvers.

A maneuver is flipping, throwing, submission holds or in general anything other than a punch or a kick. A practitioner of Unarmed Combat may either attack or use their maneuvers, not both in a single round.

## *Various Weapon Use*

Sword Use, Axe Use, Bludgeon Use, Pistol Use, Rifle Use, Knife Use and Bow Use are all the skill of using those types of weapons. When using a weapon of that type add the weapon use skill to the attack roll.

## *Targeting*

This is the skill of placing an attack where the practitioner wishes; i.e. send an attack to the head. This is actually just a function of the Weapon Use skill. If a person is using a knife use skill and hits, they then perform a Knife Use skill check to see if they can direct the attack where they wish it to go. Missing the check means damage for the attack is directed randomly by rolling a d10 and directing damage to that area.

## **THIEF**

### *Acrobatics*

This is the skill of tumbling and falls. A practitioner will be able to lessen a fall by making a successful Acrobatics + AGL check. The same check will add a +3 to the practitioner's Defence assuming they do not attack that round.

### *Detect Traps*

This allows the practitioner to detect active security like tripwires, electric eyes, security cameras, and disguised pits and determine the method of activation.

### *Disarm Traps*

This will allow the circumvention of a trap, security or alarm.

### *Meditation*

Meditation clears and focuses the mind. This is the skill of dropping the practitioner into a self-induced trance.

### *Move Silent*

This is the skill of moving without making a sound.

### *Move in Shadows*

Move in Shadows is the skill of finding and using the dark areas in order to conceal the practitioner's presence. It is not invisibility and will not work in well lit or crowded areas.

# IRIDIMINI

## *Open Locks*

Using tools of a lock smith the practitioner is able to open locks without any keys. This also applies to ignitions and any other key operated locking mechanism.

## *Search*

This is the art of searching a room or area for objects. The practitioner must declare what they are looking for (a secret door, a hidden box, etc.).

## **PERFORMER**

### *Acting*

This is the art of the theater, putting on of masks and playing a role. Whether on the stage or in a diner, this skill allows the practitioner to portray a character.

### *Deception*

This is the art of lying convincingly. If used against another person who is suspicious, the practitioner will subtract the target's WIS.

### *Diplomacy*

Diplomacy is used both at the national level and at personal, everyday levels. This is the art of compromise and negotiation. It can be used to get the practitioner's desires met or as a means for two parties to see reason.

### *Initiate*

This is the study of religious knowledge. Priests of a church take the Initiate skill as well as individuals of devout faith. It includes knowledge of church ceremonies as well as their history, beliefs, and laws.

### *Oratory*

The art of public speaking can move people to revolution. It is a vital tool in motivating the masses.

### *Seduction*

The art of seduction is the art of arousal. It can be used to take someone to bed or use sex appeal to get the practitioner's way.

### *Stage Magic*

Also called slight of hand this is the skill of making things disappear, producing items from what appears to be thin air or other forms of illusion. It is not real magic.

## **EQUIPMENT IN IRIDIUM LITE**

In general, equipment is defined in the setting. This is due to the wide range of equipment specific to different time periods. Weapons share the following attributes:

- **Attacks** - The number of attacks in one round that a weapon is normally capable of without specialization.
- **Damage** - The amount of damage a single attack does without any specializations.
- **Type** - The group type that a weapon falls into. This includes edged, bludgeon, axe, bow, staff, pistol, rifle, sub-machine gun (SMG), light machine gun (LMG), medium machine gun (MMG), heavy machine gun (HMG), artillery, rockets, and grenades. More may be added as needed including specific specialized weapons. These correspond to weapon use skills. See "Various Weapon Use" on page 31.



# IRIDIMINI

Some examples of weapons.

Blades (Edged Weapons)				
Weapon	Damage	Attacks	Type	
Axe	3d6	2	Axe	
Battle Axe	3d12	2	Axe	
Broad Sword	3d10	2	Sword	
Dagger/Combat Knife	1d8	4	Knife	
Short Sword	2d10	3	Sword	
Two-Handed Sword	5d10	2	Sword	

Modern weapons have the additional attributes:

Capacity - This is the number of bullets a single magazine holds.

Range - This is the effective maximum range.

Pistols (Firearms)				
Weapon	Damage	Att	Cap.	Range
Pistol .22	3d6	5	12	50 m
Pistol .38	4d6	4	10	30 m
Pistol 7.62	5d6	3	8	30 m
Pistol 9mm	4d10	2	7	50 m
Pistol .45	5d12	1	7	25 m
Pistol .50	6d10	1	6	20 m

EXPERIENCE

## ARMOR FOR IRIDIUM LITE

Armor is ablative. That is it absorbs damage until such time as it reaches zero and than damage bleeds over on to a character's Fortitude. It may be mixed but whatever type covers five or more areas and has the largest Armor Modifier is the Armor Modifier applied to the wearer's Defense.

Armor protects from damage but makes the wearer easier to hit. For instance, chain armor protects for 30 points of Fortitude to all areas. It has an Armor Modifier of -2 which means if a character had a 16 Defense it would be effectively 14 if they were wearing chain.

Armor Modifier may be reduced by STR. For every two points of STR, the Armor Modifier will be reduced by one. This will not add to a character's Defense. For instance, a character with an eight STR wearing chain armor would not have any Armor Modifier applied to their Defense.

If Armor Use ("Armor Use" on page 30) skill is not taken with the type of armor worn, in the case of chain it would be Linked Type Armor, the modifiers are doubled. For chain this would mean the -2 Armor Modifier would become a -4.

## EXPERIENCE

Experience is spent to advance a character. Once spent it is gone reflecting the advancement of the character in new training. The duration of training varies on a number of factors including the availability of someone to train the character in the skill, the difficulty of learning the skill and the availability of materials (if necessary) to learn the skill.

# I R I D I M I N I

## AWARDING EXPERIENCE

The amount of experience to be awarded ranges from one to four points per gaming session. Individuals might earn an extra point or two for individual actions that night but it should not be more than two additional points.

The grounds for the amount of experience to be awarded depends on the group. If the preference is for role playing then have an additional point for the best role playing that night. If the group role plays well, the GM can award the group more points. In general, the experience awarded should be based on the amount the characters experienced that session, the amount the plot was advanced, the amount the story was told and the amount everyone enjoyed themselves.

## SPENDING EXPERIENCE

Experience Cost Table

Area	Cost (Exp)
Advance skill	skill level desired in exp.+ any skill levels in between Example: You presently have a skill level of 1 and wish to raise it to 3. You must spend 2 for level 2 +3 for level 3 = 5 total exp points. A new skill is 1 point.
Stats	Stat level desired in exp.+ any stat levels in between Example: You presently have a stat level of 1 and wish to raise it to 3. You must spend 2 for level 2 +3 for level 3 = 5 total exp points. No stat can exceed 10 in normal humans.
Effects/Powers/Spells	2 points times the level of desired power Example: You presently have a rank of 1 and wish to raise it to 3. You must spend 4 for rank 2 +6 for rank 3 = 10 total exp. points.

EXPERIENCE