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Section 0.1 What is Pathways? Pathways is a role playing game. I am not going to go into
here. I
(<http://plainlabel.galstar.com/WhatRPG.html>). But as for this book, Path32ys is the role playing

Characters are the way that the various Players and Game-Master interact in the game setting. Characters played by the Players are called Player Characters (PCs). Characters played by the GM are called Non-Player Characters (NPCs). They are the people that inhabit the imaginary setting of the game. In order to provide a standard method for comparison, all Characters have several Traits in common: Attributes, Distinctives, Skills. Depending on setting, some Characters may also have Powers. All Traits must be approved by the GM before gameplay begins.

Section 1.1 Attributes

Attributes are rated on a numerical scale with normal mortal range of 1-100.

Body- Average of all 4 Body Attributes (Strength, Dexterity, Agility, Endurance) is the Characters Body Score. A Characters Body Level may be lower as a result of physical damage.

Strength- Represents the raw physical power of the Character. This determines how much weight they can move and lift as well as how much damage they do in hand-to-hand combat.

Dexterity

Pathways RPG v1.0

Luck - The force of chance as it affects the Character. Use and effects of Luck are entirely in the hands of the GM. The Player has no interaction with this Attribute.

Empathy- Represents the Characters intuitive connection to other living beings, both sentient and non-sentient life forms.

Mortal human characters begin with all Attributes at a level of 50. Non-human races

unconscious or awake in an unfamiliar location, they can not use this ability until the passage of time. They can time things perfectly down

Spirit:

Animal Sense (10) - involving interaction with animals
The Character has a natural +25 on any roll

Contacts (5/10/20) - assist in the necessary. The character is
The character has an extensive

Danger Se6 TD /e (20) M

tional, the there is a penalty to manipubation rolls.

Mute (-20) -

Wealth (-5/-10/-20/-40/-80) - The Character has

wealth in their community. The num-

Secret (-5/-10/-20) - The Character has a secret about themselves or their past that would effect their life if it were diiicovered. The severity of the consequences if the secret were to be diócovered determine the point cost.

Shy (-5) - The Character is uncomfortable around any people that they don't know well. They are at -25 to any rolls involving a social occasion that requires them to

the need to
on. They

even if the other idea is better. They are at -50 y dany Will Check to

Status (-5/-10/-20/-40/-80) - The Character has a

in their community. The number of points
how often the Character is recognized
his level may never be more than 3

10) -

Skills are abilities that are gained during the course of the Characters life. They are always variable and can improve/degrade during gameplay. Skill Gain will require one or more of the follow39 Criteria: Teacher, Practice, Materials (text, samples, etc). If a Character attempts to learn a Skill and is m458ct cng a required Criteria they will be required to pay additional Character Points. The GM will determineria

Skills are modified by Attribute Modifiers, Environment Modi-
fiers and Difficulty Modifiers when used to determine success. Thiii ii

penal-

ter, Plasma.

wheeled bicycle.

Lasso - The ability to use a lariat or lasso to entangle a target.

Leatherwork - The ability to create and repair leather items.

Lockpick - The ability to open locks without a key using specially designed tools.

Mimicry - The ability to copy sounds using the mouth and vocal cords.

Musical Instrument - The ability to play a specific musical instrument. Must specialize: Piano, guitar, etc.

Parachuting - The ability to use parachuting equipment to safely descend from a height.

Pickpocket -

Astronomy - The knowledge of stellar bodies and their relationships with each other.

Bartender - The knowledge regarding the construction and consumption of alcoholic drinks.

Biochemistry - The knowledge regarding the chemical aspects of life.

Biology - The knowledge regarding biological life forms in a given world. **Botany** - The knowledge regarding the plants of a given world.

Brewing - The ability to create and identify alcoholic beverages. May specialize: beer, wine, liquor, etc.

Calligraphy -

Hobby – Knowledge regarding a particular pastime or minor skill.

Languages - The ability to communicate in a specific language system.

Law - The knowledge regarding the legal system and rules of a given society. May specialize: corporate, criminal, civil, etc.

Life Suit - The knowledge necessary to operate specific equipment used to sustain life in a hostile environment. Must specialize: SCUBA, Vacc Suit, etc.

LD -0 Linguistics - Knowledge of how languages work, how they are formed, and how they interact with each other.

Literacy - The ability to read and write.

Literature - The knowledge regarding the literary works of a given world. May specialize: time period, culture, etc.

Mathematics - The knowledge regarding various mathematical theories and processes.

Mechanic - The ability to create, repair, and upkeep mechanical systems. May specialize - ship, automobile, etc.

Merchant - The skill set of a businessman. This includes knowing trade trends, etiquette, currency rates,

Meteorology - The knowledge regarding how weather behaves on a given world.

Naturalist - The knowledge regarding the interaction between plants and animals of a given world.

Navigation - The ability to navigate across a specific area on a planet or in space. May specialize: ocean, land, space.

Occult Studies - The knowledge regarding the occult theories and ideas of a given world.

Orienteering - The ability to.

Philosophy - The knowledge regarding the various philosophical theories and ideas of a given world. May specialize: philosophy, etc.

Photography - The skill set of a professional photographer. This includes how to develop it, and how to construct a photographic image.

Physician - The skill set of a practicing physician. This includes the ability to diagnose problems, offer medicines.

Physics - The knowledge regarding the physical laws of a specific world function. Specialize - Metallurgy, Theoretical, etc.

Poetry - The ability to compose, identify and critique poetry.

Poison - The ability to create, identify and dispense poisons.

Politics - The knowledge regarding the way that a specific political situation and structure operate. This includes the ability to maneuver within a political situation (D.e. how to get elected/appointed etc.)

Psychology - The knowledge regarding the way that sentient minds function. May specialize: specific race, artificial, etc.

Research - The ability to search reference material to find specific information.

Rope – The ability to use rope effectively for binding items and people.

Scrounging - The ability to find specific objects in a given local. May specialize: location, woodland, desert, urban, mountain, etc.

Shipman - The skill-set of a professional sailor. This includes the basics of how their ship works and specifics of their particular duty. Must specialize: ship type, etc.

Strategy - The knowledge regarding the use of large units in combat and strategic situations.

Survival - The ability to survive in a given environment. Does not confer the biological ability to survive in a specific environment. Must specialize - woodland, desert, urban, mountain, ocean,

Tactics - The knowledge regarding the use of small units in combat and strategic situations.

Teaching #The ability to instruct others efficiently.

Tracking #The ability to follow something or someone in a mmmural setting.

Writing - The ability to create clear and concise writ#
ings on a specific topic.

Spirit:

Alchemy #The ability to create and identify alchemical potions.

Animal Handling #The ability to control and train domesticated animals.

Artist - The ability to create and identify art. Must specialize: painter, singer, composer, sculptor,

Diplomacy #The ability to arbitrate many sides of a discussion or argument.

Etiquette # The knowledge regarding the proper and expected actions in a given society. Must specialize: cul#
ture, etc.

Fast-Talk - The ability to speak quickly and convinc#
ingly about a topic.

Focus - The ability to focus the will on a specific action, ignoring any extraneous factors. The Character adds a bonus to an Attribute based check.

Gesture #The ability to communicate ideas exclusively through visual motions and actions.

Interrogation - The ability to extract information 6.m
a subject, either willingly or unwillingly.

Leader # The ability to lead people in a stressful or complex situation.

Meditation # The ability to focus the attention inwarc
and contemplate a specific idea.

Per6.mance # The ability to per6.m in front of an audience using both actions and spoken words.

Theology # The knowledge regarcing the gods and theological theories on a given world. May specialize:
025ific god, etc.

Section 1.4 Other Character Information

Movement = 1/10th Body Score in yards/rd.

Encumbrance - Percent of Body Score in pounds.

50% = No Encumbrance = -0 to Move

100% = Light Encumbrance = -1 to Move

200% = Medium Encumbrance = -2 to Move

300% = Maximum Encumbrance = -4 to Move

Damage Levels (Percent of Body Score):

Full = 100% - No effect.

Half = 50% - No effect.

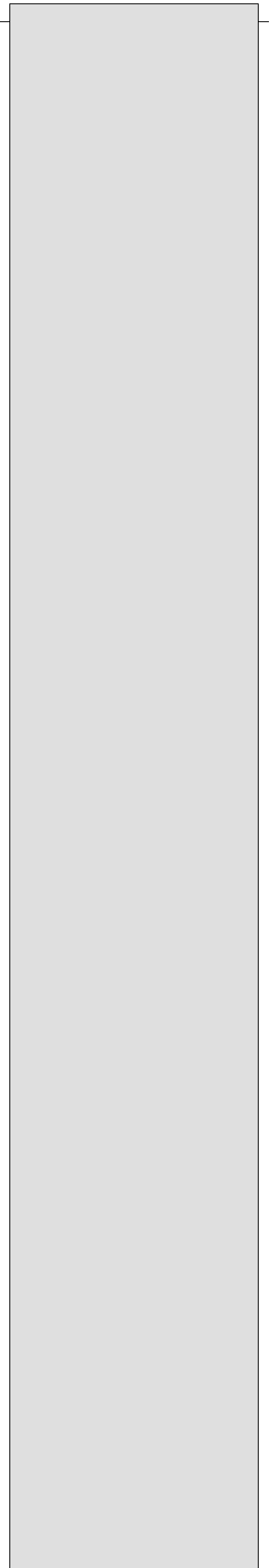
Quarter = 25% - End. Check to do anything strenuous.

Tenth = 10% - End. Check/Rd or Unconscious

Dead = 0% - Dead

Recovering Lowered Attributes:

fashion or a new Positive Distinctive is allowed by the GM then the Player will need to pay any additional points for the increased value of the Distinctive.



untrained fighter with no weapons has 1 action during a Combat Round. Training in a Combat Skill may give the Character additional actions. The exact nature of this bonus is defined in the skill description. Most Weapon and Martial Arts Skills will confer 1 additional action. Some notable exceptions are Staff and Karate. Very

SSill =

Mind Cost = Minimum 1 point.

Hjaling - The ability to heal Bodz0.01 Mind0.01 and Spirit damage of a Character.

Section 3.2.3.1 Lowering Grace

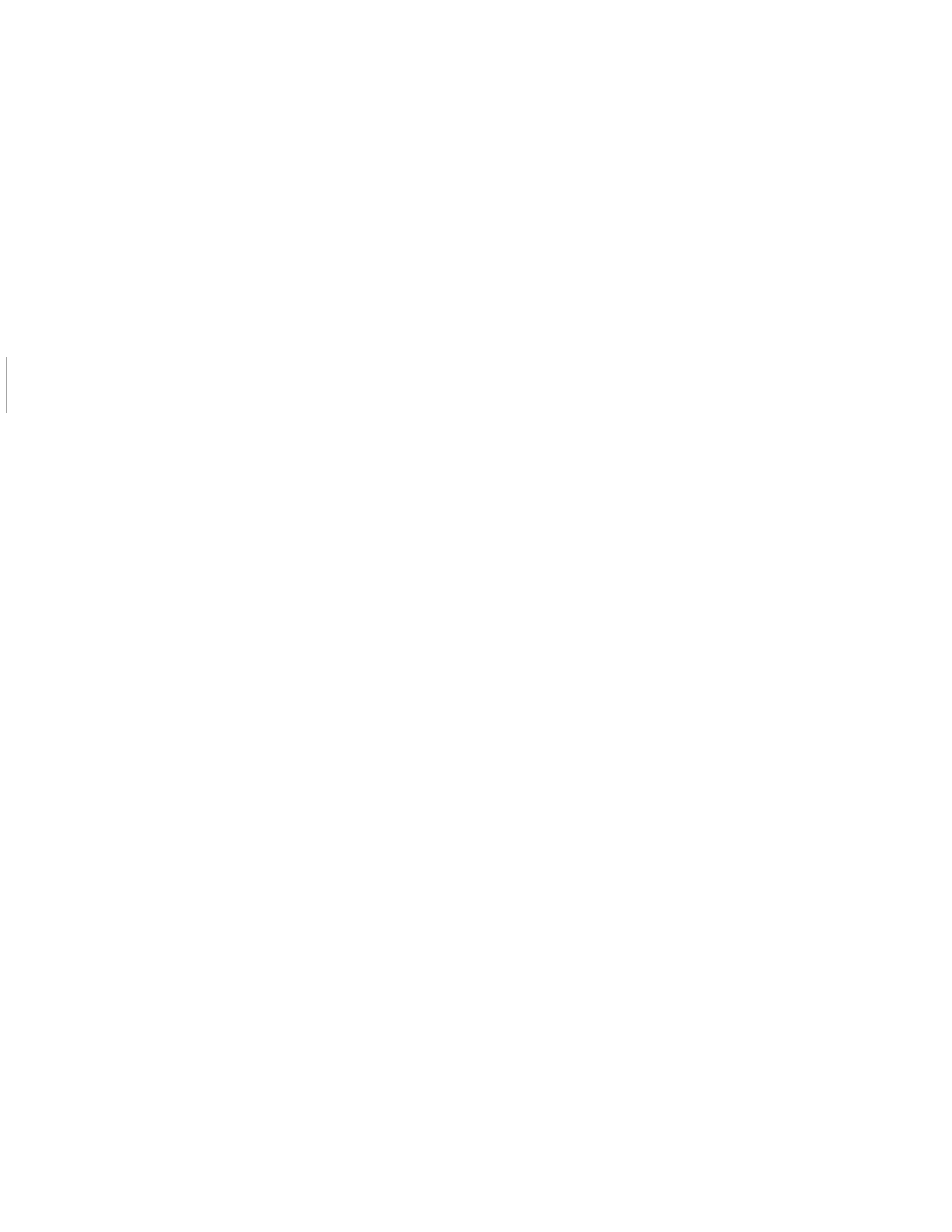
When a Priest calls for a Prayer and the Deizy grants iz, a certain amount of Grace Oill be lost. This reduciz the Priests Grace Level by an amount dictated by the GM.

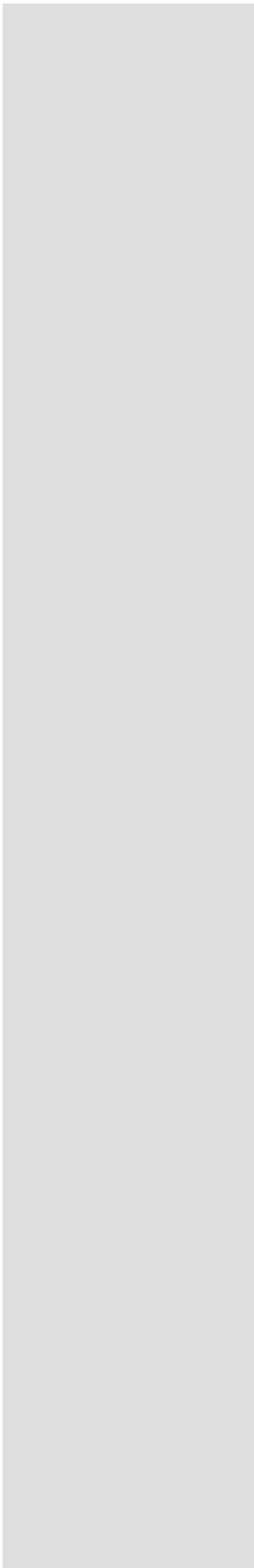
In addition to lowering the Grace Level due to Prayer use, a Priests Grace Level may be lowered as a result of their actions. A series of acceptable and expected actions Oill be listed Oith the Deizy and Priest information. If the Priest doiz something blatantly against the nature of the Deizy, or strays too far from the ideal set forth by the Deizy, Grace can be lost as a lesson to the Priest. This Grace can not normally be recovered through a Praise Check. The GM Oill tell the Player what Grace may or may not be recovered in various Oays.

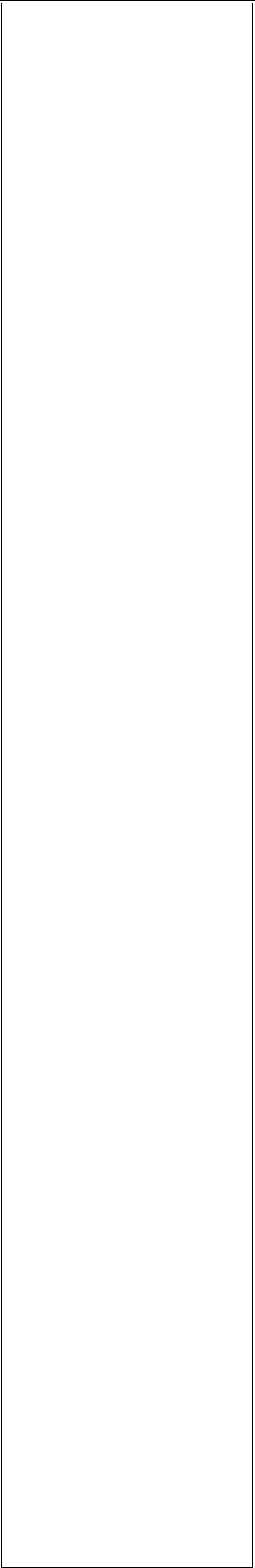
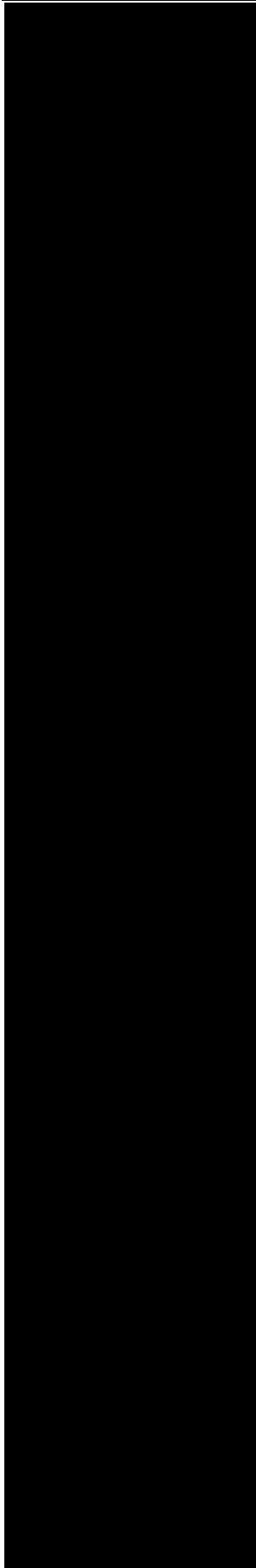
Section 3.2.3.2 Recovering Grace

Priests may raise their Grace Level in several ways. They Oill vary based on the exact nature of the Deizy in question.

One of the ways a Priest may raise their Grace Level is by medizating and praising the Deizy. The exact nature of the praise Oill vary from Deizy to Deizy but Oill always need to be at least 1 hour in length. The Praise Check is calculated in the same Oay as a Prayer. A success raisiz the Grace Level by 10% of the Priests Spiriz Score, rounded normally.







Weapon:

Melee:

Type	Actions (40/70/90/100)	Damage (Crush/Impale/Slash)
Spear	1/0/1/0	1d10/2d10/X
Staff	1/1/0/1	2d10/X/X
Dagger	1/0/1/0	X/1d10/X
Knife	1/0/1/0	X/1d5/1d5
Lance	1/0/1/0	X/3d10/1d10
Shortsword	ž/0	1d10/2d10/1d10+5
Broadsword	ž/0	
Bastard-Sword	1/0/1/0	
Hammer	1/0/1/0	2d10/X/X
War Hammer	ž/0	
Axe	1/0/1/0	žd5/X/2d10
Mace	ž/0	
Blackjack	1/0/1/0	
Great Sword*	ž/0	1d10/3d10/2d10
Pole Arm*	ž/0/1/0	1d10/2d10/1d10
Halberd*	ž/0	
Shield	1/0/1/0	žd5/X/X
Club / Eat	ž/0/1/0	1d10/X/X

Ranged:

Type	Actions (40/70/90/100)	Damage (Crush/Impale/Slash)	Range (C/S/M/L)
Axe	ž/0/0/0		
Bola	1/0/0/0		
Short Bow	1/0/0/0		
Long Bow	ž/0/0/0		
Crossbow - Hvy	1/0/0/0		
Crossbow - Lt			

Plate

+20

-10/-10/-10

Actions:

Saw
Tongs

Riding:

Tack (Horse)
Saddle (Horse)

Section 7.0 Creatures

Creatures are defined as the non-sentient entities that inhabit the various game Worlds that you will explore. They include animals, spirits and monsters that do not have sentience. Creatures use the same Traits as Characters on the same scale. They also fall into the same categories: Body, Mind, and Spirit.

Races are defined as the sentient species that inhabit game Worlds (as opposed to Creatures which are non-sentient). The type and number of Races will be determined by the GM

Skills:

Appearance:

Elves are slightly taller than humans on average, but are more slight of build and so weight slightly less. Wood elves are fair skinned with eye colors ranging from blue through green and blonde or lighter hair. Mountaintalves are shorter and stockier than their cousins with darker hair and eyes. Both have sharply pointed ears and almond shaped eyes. They usually dress in natural clothing, though the wood elves favor bright colors.

Culture:

Elven culture is split into 2 factions. The woodtalves have a more highly developed social structure. They tend to make larger cities and live in larger family groups. The mountain elves are more nomadic and have fewer governmental bodies. Elves in general have a strong tie to nature and the land. They are very efficient farmers and ranchers and leave little to waste. Their religions center around earth and life deities.

M'ran (Sci-Fi race) Cost:

Attributes:

Body
STR
DEX
A&L
END

Mind

INT
MEM
PER
WIS

Spirit

PRE
WIL
LUC
EMP

Distinctives:

Body
Mind
Spirit

Skills:

Appearance:

Culture:

Section 9.0 Worlds

Worlds are the setting for all the game you will play. They can vary greatly depending on the genre that the GM has chosen. They can be single countries to planets or entire galaxies. It all depends on the scope of the game and the whim of the GM. This section contains rules for special situations that may vary from world to world.

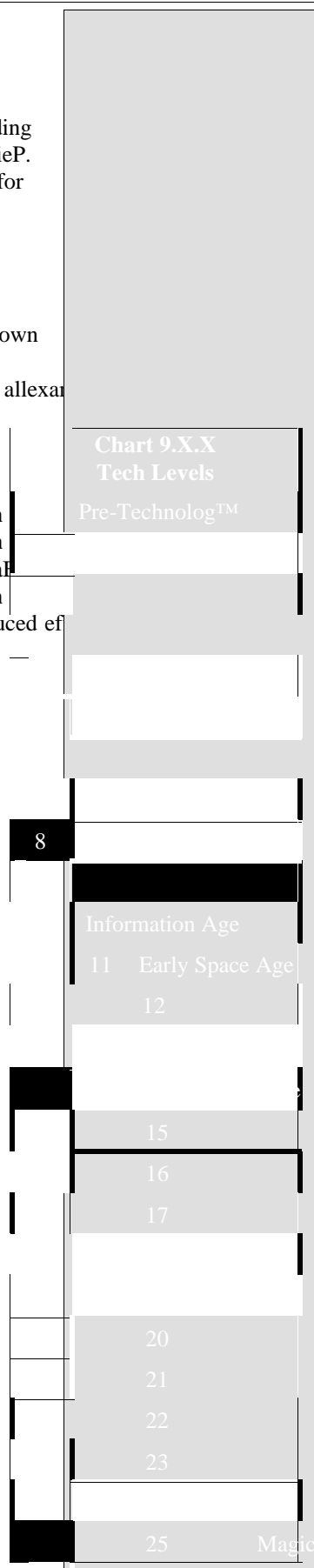
Section 9.X Alchemy™

Alchemy™ is the science of using potions and amulets made from natural ingredients to accomplish specific effects. Alchemy™ is not magical and as such deserves its own section. An Alchemist combines things found in nature to make their wares. Not every Alchemist goes by that name. Witch Doctors, Village Mystics, Healers and Wise Women are all examples of Alchemists.

Section 9.X Tech Levels

Tech Levels are used to compare the relative technological advancement of a given society or World. In Pathways they are used for several things and are ranked from 1-25 (with 0 being pre-technology). See Chart 9.X.X for a list of the Tech Levels. Each Character has an experience and a penalty due to the fact that they changed Worlds or simply cultures on a given World. When this happens the Character operates at a reduced effectiveness.

Difference	Penalty
1	-10
2	-20
3-5	-30
6-9	-40
10-13	-50
14-18	-75
19-25	-100



Section 10.0 GMing Pathways

Section 10.1.2 Distinctives

- Contacts - Level 1 Contacts (5 points) |oll 30 or less
- Level 2 Contacts (10 points) roll pyor less
- Level 3 Contacts (20 points) |oll 80 or less

Chart 10.1.4.1 Wound Recovery			
Wound	1-3 pt	4-8 pt	9+ pt
Body	1 / night	1 / 3 nights	1 / 6 nights
Mind	1	1	1 / 10 nights
Spirit	1 / 6 nights	1 / 10 nights	1 / 15 nights

Level	Definition
-80	
-42.1	
-22.1	Subsistence
-10	Poor
-5	Struggling
2.1	Average
5	Middle Class
10	Upper Middle Class
20	Upper Class
40	Royalty / Old Money
80	Elite

Chart 10.3.2.4.2 Generic Retribution	
Roll	Effect
1-40	
	51-60 Grace Score -20 for 1000
	61-70 Grace Score -30 for 1000
	81-90 No P
	91-100 No P

Section 10.3.2.4.2 Prayer Failure

When a Priest fails a Prayer roll, check on Table 10.3.2.4.11. Grace and Faith lost this way are considered wounds and recovery should be handled under GM Section 10.1.4. Additional penance may be required based on the exact requirements of the Deity.

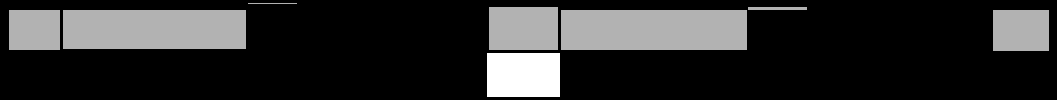
Chart 10.3.2.4.17.5 Prayer Failure				
Grace Loss	0			-50%
Faith Loss	0			-50%

Section 10.3.3.3 Spell Failure

When a Mage fails a Spell roll, check on Chart 10.3.3.3.1.

[Redacted]									

Agility:
Air:
Character:
Clairvoyance:
Constitution:
Contested Action:
Critical Failure:



Pathways Character Sheet

Appendix C Character Generation Sheet

Appendix D Conversions

Appendix Z Copyright Information

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