

1.11 CHARACTER ENHANCEMENT

The character's personality can be further enlivened by including the following Character Enhancement attributes; however, they are not all necessary to begin play and may be added at the player's leisure or as the need arises. At the GM's discretion, the player may choose enhancement characteristics rather than roll for them, in order to obtain a character more in line with the player's taste or style.

BRAVERY

Bravery is the measure of a character's courage—the willingness to risk personal safety. The Bravery Score is the number that must be rolled (or less) on percentile dice in order to pass some test of fortitude. Instances such as standing one's ground in a seemingly hopeless battle, negotiating dangerous obstacles such as cliffs, rope bridges, torture, or a mistress's bedroom while her husband's at home, could warrant a Bravery check. As always, the GM should use judgment as to when and where to implement such checks. Use the following table to determine the character's Bravery score.

Note: The CF (Combat Factor, p. 55) Check column refers to the odds of a given battle. When outnumbered or overpowered by an enemy according to the relative CF's, a Bravery check is required for the character to stand his ground.



Bravery Example
BOB rolls for Tiessa's Bravery score, and gets a 68. Looking on the Bravery Table, BOB finds that Tiessa is Brave, and has a Combat factor check ratio of 2/1. This means that whenever Tiessa's side of a conflict is outnumbered by more than two-to-one in CF, she will need to make a Bravery check in order to stand her ground. Should Tiessa be confronted by opponents more than twice as powerful as her allies, BOB will need to roll 68 or less on 1d100, or Tiessa must retreat, surrender, negotiate, or otherwise seek to avoid the conflict.

BRAVERY			
(1d100)	Bravery	CF Check	Description
00	Foolhardy	-/-	Will attack any foe unless restrained. The first to volunteer for suicide missions.
96-99	Intrepid	10/1	Will not leave a fight if a comrade is down and will usually order the house wine.
86-95	Courageous	5/1	The minimum Bravery score required to talk face-to-face with a Dragon.
61-85	Brave	2/1	Has the fortitude to face 2-to-1 odds without having to change his armor.
31-60	Normal	3/2	Has the sense to avoid situations where the odds of success are not really in his favor.
21-30	Cautious	1/1	Prefers to fight from a distance with spells, missile weapons, or harsh language.
11-20	Fearful	2/3	Prefers to marvel at the daring of others from a safe vantage point.
06-10	Craven	1/2	Will abandon all pretense at Bravery when things begin to look bad.
03-05	Knock-Kneed	1/3	Able to defend himself but rarely initiates any action for fear of offending someone or committing a social blunder.
01-02	Paralytic	1/4	Considered undependable in any situation requiring decision-making or action, and will usually freeze or run when confronted by any novelty.
0	Apathetic	-/-	Ignorant of danger because of a lack of mental capacity (or perhaps the thought of harm is inconceivable because of an inflated self image).

Note: A Bravery Check roll may be modified by Materialism or Morals.

HANDEDNESS

A character's natural use of right or left hand (or both) can have a great impact in the heat of battle. A right-hander whose right arm (sword arm) has just been injured may be in serious trouble (see Using Off Hand, p. 75). In order to distinguish this, the player should roll on the Handedness Table.

(1d100)	Handedness
96-00	Ambidextrous
71-95	Left or Right (player's choice)
01-70	Right



Ambidextrous

INTERESTS

The following table provides a listing of common Vinyan hobbies and items to be collected or studied. The player may choose from this list or invent new ones.

Players have a double normal chance to evaluate, Identify, or Know Legends associated with their area of interest.

(1d100)	Number of Interests
96-00	Roll twice
76-95	Two interests
11-75	One interest
01-10	None (a real bore)

Interests Example
 BOB rolls to see what hobbies Tiessa might have. He rolls 1d100 and gets 82. Looking on the chart, he sees that Tiessa has an interest in Codes and Ciphers. This doesn't seem entirely appropriate to BOB, so he decides instead that Tiessa has an interest in Geography. MICHELLE can't think of any reason why not, so Tiessa has Geography as a hobby instead of Codes and Ciphers.

INTERESTS: CHOOSE OR ROLL

(1d100)	Interests
99-00	Alien Race (Player's choice)
97-98	Animal Hides
95-96	Artwork
93-94	Astrology
91-92	Basket Weaving
89-90	Bones/Teeth
87-88	Books
85-86	Bottles of Colored Gas (Spell Spheres)
83-84	Candy
81-82	Codes and Ciphers
79-80	Debating
77-78	Distilled Spirits
75-76	Etiquette
73-74	Exotic Animals
71-72	Exotic Foods
69-70	Exotic Weapons
67-68	Fashion
65-66	Fictional Heroes
63-64	Fishing
61-62	Flight/Flying Creatures
59-60	Flood Studies
57-58	Futuristic Science
55-56	Games
53-54	Gems
51-52	Gossip

(1d100)	Interests
49-50	Handicrafts
47-48	Insects
45-46	Interior Decorating
43-44	Jewelry
41-42	Ladies' Lingerie
39-40	Local Heroes
37-38	Magic Items
35-36	Mathematics
33-34	Mind-Altering Substances
31-32	Mysteries/Detective Lore
29-30	Nasal Evacuation
27-28	Nature
25-26	Politics
23-24	Religion
21-22	Rocks/Minerals
19-20	Smoking
17-18	Sports
15-16	Tavern Trolling
13-14	Theater
11-12	Tourism/Wonders of the World
09-10	Toys
07-08	Transporter Travel
05-06	Unexplained Phenomenon
03-04	Vinyan Race (Player's Choice)
01-02	Wines

MATERIALISM

Materialism measures how stingy a character is with money, food, and other worldly possessions; it determines the probability for sharing possessions with party members and the needy, to what lengths he will go for material gain, and how much hard-earned money he will waste on cheap wine and loose women (or men, as the case may be). The player should roll on the Materialism table to determine his character's Materialism. Extreme Materialism scores even affect the character's Bravery (p. 31) and Morals (p. 35) in situations where material gain is involved (as indicated by the table).

Mad Money
Materialism score added to INT is the percentage of available funds a character will be able to save upon returning to town from a dangerous adventure or Professional employment. Money not saved can be spent on nothing more useful than food or drink to be consumed on the spot (use your imagination). A 'Mad Money' Table is included in the Environment Section (p. 111). The saved money may be spent in whatever way the player sees fit. Note that results over 100% indicate that the individual is so tight that he will not only waste no money, but through thrifty shopping and sound investments, actually manages to save more than he earns.

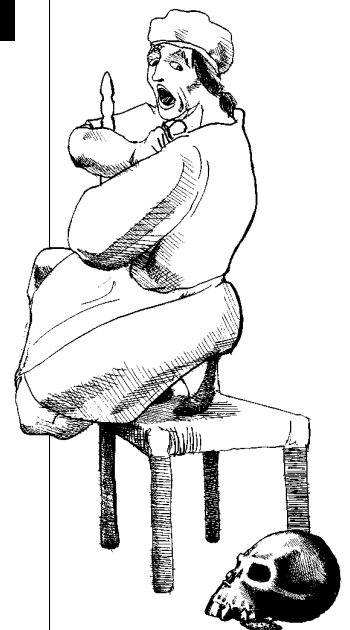
(1d100)	Materialism	Description
00	Rapacious	A Rapacious character would steal from a blind man's cup and then take the cup. This scoundrel subtracts 3d10+20 points from his Morals roll and may add up to 25 to a Bravery check roll whenever material gain is involved. Will not share.
96-99	Avaricious	Not so brash as a Rapacious character, the Avaricious individual will settle for a sizable percentage from the blind man; he will take anything if presented with suitable opportunity. Subtract 2d10 from Morals; add up to 15 to Bravery check as above. Low marks in sharing.
86-95	Greedy	A Greedy character will hoard everything and only share if threatened or guaranteed compensation. Subtract 1d10 from Morals; add up to 5 to Bravery check as above.
71-85	Acquisitive	An Acquisitive individual will take anything offered but will only grudgingly donate to those in dire need.
46-70	Normal	A Normal character will usually only offer assistance to someone he knows and only accept the generosity of someone better off than himself.
26-45	Unselfish	An Unselfish individual will give of himself up to the limit of his own comfort. Add 1d10 to Morals.
11-25	Generous	A Generous character is apt to help those in need and may inconvenience himself for the sake of others. Add 2d10 to Morals.
06-10	Altruistic	An Altruistic character will share anything he has with anyone who asks and will give beyond his means. Add 3d10 to Morals.
01-05	Uncaring	An Uncaring individual has no concept of the value of money and will often accept incorrect change from greedy Merchants. The Uncaring character is likely to waste most of his earnings on the latest fad or simply lose it. Subtract 3d10 from Morals.

MENTAL QUIRKS

Mental Quirks manifest themselves as Phobias or Manias. Phobias are a person's irrational and unreasonable fears of an object or situation; Manias are severe psychological fixations. The character's mental stability is affected by the absence or presence of such quirks and their severity. The type and effects are explained in Minor and Major Phobias and Manias.

First determine the presence of any Phobias or Manias on the following table.

PRESENCE OF PHOBIAS AND MANIAS	
(1d100)	Number and Type
71-00	No Phobias or Manias
46-70	One minor Phobia
22-45	One minor Mania
11-21	One minor Phobia and one minor Mania
06-10	One major Phobia
02-05	One major Mania
01	Roll twice



MENTAL QUIRKS

(1d100)	Phobia/mania	Object
99-00	Acro	Heights
97-98	Agora	Large open spaces
95-96	Aichmo	Sharp edges
93-94	Algo	Pain/Inflicting pain
91-92	Alienzapo	Alien magic
89-90	Alienzoo	Alien creatures
87-88	Andro	Men
85-86	Anthro	People in general
83-84	Aqua	Water
81-82	Arachne	Spiders (and related species)
79-80	Astra	Thunder and lightning
77-78	Auto	Being alone
75-76	Biblio	Books
73-74	Claustro	Enclosed spaces
71-72	Copto	Being struck/Hitting
69-70	Dendro	Trees
67-68	Dremle	Dremles
65-66	Dromo	Crossing roads
63-64	Entomo	Large insects
61-62	Fishbono	Eating fish
59-60	Geno	Women
57-58	Hemo	Bleeding/The sight of blood
55-56	Herpeto	Reptiles
53-54	Hydro	Water
51-52	Myco	Fungi
49-50	Myso	Dirt and filth
47-48	Necro	Dead things
45-46	Nocto	Darkness
43-44	Ochlo	Crowds
41-42	Ophidio	Serpents
39-40	Ornitho	Birds
37-38	Patho	Disease
35-36	Photo	Light
33-34	Pyro	Fire and flame
31-32	Slimeo	Slimy objects
29-30	Thanato	Death
27-28	Thigmo	Being touched/Touching others
25-26	Toxico	Poison
23-24	Transport	Transporters
21-22	Trauma	Receiving/Delivering wounds
19-20	Trono	Trons
17-18	Xiphi	Swords
15-16	Xeno	Strangers
01-14	Cured of Phobia/Mania	

Minor Phobia

The character afflicted with a minor Phobia may function normally when confronted by the object of his phobia, but only if he is with allies. If he is alone or the only one awake, the minor Phobia will affect him as a major Phobia.

Major Phobia

When confronted by the object of his fear, the character with a major Phobia automatically (99% chance) fails a Bravery Check and can do nothing but scream uncontrollably, remain paralyzed, or flee blindly in a random direction.

Minor Mania

The character afflicted with a minor Mania will have an intense desire to possess the object of his mania or to experience the situation he desires. This urge is controllable when in the presence of others.

Major Mania

The character with a major mania, often referred to as a maniac, will be overcome with the need to experience the object of his mania. When presented with the opportunity, the temptation is irresistible and the character will seek all means to appease it.

The following table provides a listing of common phobias and manias. At the GM's discretion, the player may wish to choose or invent a fixation that best fits the character. A particularly harrowing experience, or one that is successfully navigated, may add to or reduce a Phobia or Mania.

Major Phobia Reactions (Optional Rule)

Unlike Manias, the possible reactions to Phobias are diverse. The GM may consult the Major Phobia Reactions Table as a guide to a character's behavior when faced with his fear.

MAJOR PHOBIA REACTIONS

(1d100)	Result
91-00	Perform some embarrassing biological act and roll again (snicker).
76-90	Faint, fall to ground in a heap for 1d4 rounds, roll again if phobia is still in sight when awakened.
51-75	Cling to nearest friend or closest object and whimper, until a Bravery check is made. Party member must roll STR vs. STR to remove frightened individual; if not, all actions of the constricted character are at 1/2 normal.
26-50	Run in a random direction until a Bravery check is made.
11-25	Frozen in horror until a Bravery check is made.
01-10	Run screaming directly away from the cause for at least 1d4 rounds, after which time they can attempt to stop by making a Bravery check.

Morals

Morals determine a character's behavior relative to the norms of Vinyan society, what is considered right or wrong, good or bad. The following table provides racial classification for Morals determination and is followed by a description of each Morals type. A Morals check is a roll against the character's Morals score as a percentage to determine whether some questionable activity may be performed or even condoned, and is subject to GM modifications.

RACIAL MORALITY					
Nequitar, Bruff (1d100)	Geffren, Kitzu (1d100)	Zod Bowman, Half-Tron (1d100)	Wellan (1d100)	Unspeakable (1d100)	Description
99-00	97-00	00	98-00	00	Goody-goody
91-98	61-96	96-99	86-97	91-99	Virtuous
56-90	31-60	61-95	51-85	46-90	Normal
11-55	06-30	21-60	16-50	11-45	Lusty
01-10	01-05	01-20	01-15	01-10	Perverted

Goody-goody

Adheres to the strictest codes of personal conduct possible in everything he does, and expects others to do the same. Must be formally introduced to a prospective mate and have parental approval.

Add up to 2d10 to any Bravery check in a situation in which an innocent is suffering.

Virtuous

The Virtuous character adheres to all local laws and customs and abides by the chivalrous codes of combat. This individual is the kind who risks his life to save the Mip about to become Tron fodder. Only considers long-term relationships with mates.

Add up to 1d10 to any Bravery check in a situation in which an innocent is suffering.

Normal

The Normal character follows most laws depending on the situation and his chances of escaping prosecution. In a fight he can be counted on to fight fairly as long as he is not losing. In a romantic relationship the Normal character requires a compatible personality.

Lusty

The adventurer's spirit is typified in the Lusty character, who conforms to those laws and customs that do not interfere with his zest for life. This individual enjoys a good fight but definitely fights to win and will use every advantage to ensure the proper outcome. The Lusty character employs the same style in his brief relationships and will usually choose a mate based solely on appearance.

Perverted

Perverted characters are rebellious to all authority and often enjoy inflicting pain and death. They are often the most renowned adventurers because of their flamboyant personalities; however, most are short-lived. Perverted individuals will consider anything that moves to satisfy their twisted needs.

