

# Terms

## Affinity Points

Affinity points are awarded through adventuring. You get affinity points for completing objectives within an adventure, for finding quest items or specific treasure items or for performing specific tasks. You also get it for role-playing your character. These points are recorded on the character sheet and may be used at any time. As soon as they are received you may make attempts to improve a skill or you may save them and use them to purchase new skills or spells after an adventure is over

## Base Synergy Level

Every skill has a level of expertise expressed as two numbers separated by a plus sign (i.e., 14+0 or 18+5). The first number is your basic level of skill in the skill. This is also called your *Base Synergy Level*. Your Base Synergy Level can never be greater than 18.

## Combat Instant

The length of time a round of combat takes is not defined in real time but is broken into instances. This means that an action that takes place on instance one takes place before an action that happens on Instance Two of the Combat round. There is a normal limit of 24 Combat Instances in a round of combat, but this is not a hard fast rule.

## Dice Rating

Every Skill in the game, be it a weapon, adventuring or spell skill, comes with a dice rating. The dice rating tells you how hard or easy it is to learn that skill. The normal

- Hard 3
- Hard 2
- Normal 1
- Easy 2
- Easy 3

You have basic and advanced training in a skill. This means that a skill that could be 12+0 or 18+14. With 12+0 you have a good understanding of the basics of the skill but no real advanced knowledge in the skill. In the case of the 18+14 you have mastered the basics in the skill and have a good understanding of some of the advanced aspects associated with the skill.

Under normal circumstances, you gain a level in a skill by rolling higher than your current base level in a skill on a d20. This means your 12+0 skill would go to 13+0 if you can roll 13 or more on a d20.

Once your base skill level is 18, then all further increases in the skill go into your advanced knowledge. This means that if your skill were 18+14, you would have to roll a 19 or 20 for your skill to increase and that if you made the roll, your skill would go to 18+15.

With a dice rating of Regular 1, it means that you roll one dice when you make this check. If you make the roll your level in the skill increases.

When a skill has a hard 2 rating, you have to roll two dice and both dice must be equal to or more than your base level in the skill. If the dice rating is Hard 3 then you must roll 3 dice.

When it comes to the Easy Ratings, you have Easy 2 and Easy 3. This means that if you fail to increase your level in a skill and the skill has an easy 2 rating, then you get to re-roll the dice. On an Easy 3 rating, you get to try a third time.

## Melee Group

All the opponents you are in base-to-base contact with or are actually attacking you are considered part of your melee group

## Synergy Bonus

Every skill has a level of expertise expressed as two numbers separated by a plus sign (i.e., 14+0 or 18+5). The first number is your basic level of skill in the skill. This is also called your Base Synergy Level. The second number represents your advanced training in the skill and is called your *Synergy Bonus*. There is no limit to how high your Synergy Bonus can be.

## Synergy Level

Every skill has a level of expertise expressed as two numbers separated by a plus sign (i.e., 14+0 or 18+5). The first number is your basic level of skill in the skill. This is also called your Base Synergy Level. The second number represents your advanced training in the skill. These two numbers taken together are called your *Synergy Level* in the skill.

## Stat

Stat is a term used to describe one of the figures or numbers that are used to define the abilities of given to a character. Wound resistance is a stat. The character's To Kill Adjustment is a stat.

## To Cast Dice Roll

When you cast a spell you roll one d20 and compare the result to your Base Synergy Level in the spell you are casting. This is known as the *To Cast Dice Roll*. If the dice roll is equal to or less than your base level in the spell then you have successfully cast the spell.