



# SPES MORTIS REQUIEM

THE COMPLETE ROLEPLAYING GAME  
FIRST EDITION

### THE POF CHART

RANK	POF, AVG	POF, HI	POF, STPD
0	65	94	99
1—2	60	90	99
3—5	55	85	99
6—9	50	80	97
10—19	45	75	97
20—29	40	70	94
30—39	35	65	94
40—49	30	60	90
50—74	25	55	90
75—99	20	50	85
100—149	15	45	85
150—249	10	40	80
250—499	06	40	75
500—999	03	35	75
1000	01	35	70

### GENERAL WEAPON RANGE AND DAMAGE SUGGESTIONS

WEAPON	RANGE	DAMAGE
Bows, Crossbows & Pistols	4	10
Rifle	8	15
Shotgun	2	25
Missiles and Rockets	∞	60

### RANK VALUES AND CORRESPONDING TIERS

RANK VALUE	TIER	REFERENCE
0	0	
1 - 2	1 (Weak)	Human minimum
3 - 5	2 (Poor)	Below human average
6 - 9	3 (Typical)	Human average
10 - 19	4 (Good)	Above human average
20 - 29	5 (Excellent)	Exceptional human
30 - 39	6 (Super)	Maximum human limit
40 - 49	7 (Incredible)	Low superhuman
50 - 74	8 (Legendary)	Superhuman
75 - 99	9 (Monumental)	High superhuman
100 - 149	10 (Unearthly)	Low celestial
150 - 249	11 (Unthinkable)	Celestial
250 - 499	12 (Class X)	Class X
500 - 999	13 (Class Y)	Class Y
1000	14 (Class Z)	Class Z

### GENERAL MOVE SPEED

PERNICITAS VALUE	MOVE PER PLAN/TURN
01-02	1
03-29	2
30+	3

### CLIMBING SPEED

PERNICITAS VALUE	SECTORS CLIMBED PER TURN
01-29	1
30+	2

### THROWING OBJECTS

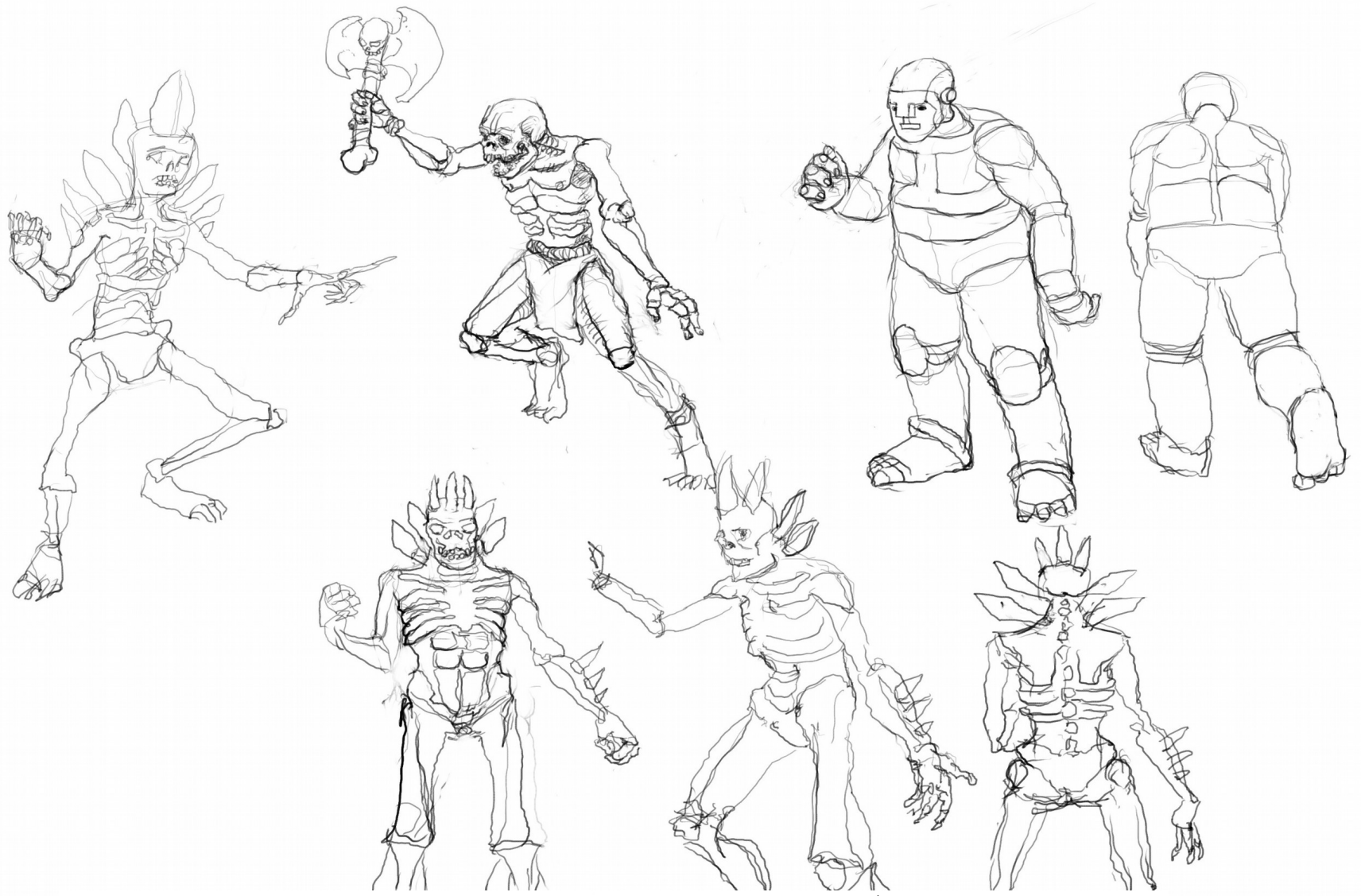
Characters may throw a certain distance, as objects according to their LACERTUS tier.

LACERTUS TIER	THROWN OBJECT RANGE
01-02	1 (Within the same sector only)
03-04	2 sectors
05-06	3 sectors
07-09	4 sectors

### SOAK VALUES TABLE

#### TOTAL OF SPATIUM (SPAT) + LENTUS (LEN)

LOCATION	1—5	6—10	11—15	16—20	21—25	26—30	31—35	36—40	+5
EACH ARM	1	1	2	3	4	5	6	7	+1
EACH LEG	1	2	3	4	5	6	7	8	+1
HEAD	1	2	3	4	5	6	7	8	+1
CHEST	3	4	5	6	7	8	9	10	+1
ABDOMEN	2	3	4	5	6	7	8	9	+1



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### COMBAT ACTIONS

**USE AN ITEM**.....Spend 1d6 from dice pool, per item.

**MOVE**.....One move, according to speed is free. Additional sectors cost 1d6.

**ATTACK**.....Roll on Combat Chart.

**COUNTER**.....After being attacked and using slotted defense dice. Take the hit, roll 1d6 on combat chart.

**DEFEND**.....Slot defense dice during your Plan, use defense dice when attacked.

**USE P.R.**.....during your Plan. Free.

**CHANGE CHART**.....Free. Only if character acquires new weapon during battle.

**FLEE**.....Spend all remaining dice, if any. Make POF:PER roll, FAK determines difficulty.

### LIFTING ABILITY, BY LACERTUS TIER

LAC TIER	WEIGHT
1	50 lbs
2	100 lbs
3	200 lbs
4	400 lbs
5	800 lbs
6	1 Ton
7	10 Tons
8	50 Tons
9	80 Tons
10	100 Tons
11-13	200 Tons
14	400 Tons

### STRENGTHS OF VARIOUS MATERIALS

MATERIAL VALUE	SUBSTANCE
1-2	Paper
3-5	Plastic
6-9	Aluminum
10-19	Brick
20-29	Concrete
30-39	Stone
40-49	Iron
50-74	Steel
75-99	Diamond
100+	Hi-tech, magic stuff

- There are only three difficulties: AVG, HI and STPD. Apply modifiers by tens.
- Attacks on the combat chart never miss, but they can be blocked by enemies with defense dice.
- Every time a character takes a Hit, or uses a defense die to negate a hit, they gain one P.R. Point. When the number of P.R. Points is equal to the character's P.R. Max, they may use their Psychotic Rush in the current combat, or, if they are not currently in combat, they may use their Psychotic Rush in the next combat encounter.
- In combat, Defense dice don't replenish after use. All other dice used, minus one, replenish after one other Plan.
- Forte Dice: When making POF rolls, a 1, 2, or 3 on a Forte Die results in -10 to the roll. Each die that rolls 4 or 5 adds +10 to the roll. Every 6 rolled adds +10, and the player gains one Forte Die. To reclaim Forte Dice, do something awesome!

### LACERTUS (LAC)

Meaning: upper arm, strength

The character's Lacertus value describes his physical strength. The higher this number, the stronger the character.

### LENTUS (LEN)

Meaning: tough, resistant, tenacious

The character's Lentus value describes his vitality, physical health and endurance. It directly affects the Soak values.

### PERNICITAS (PER)

Meaning: speed, agility

The character's Pernicitas value describes how nimble, quick-footed, and agile he is. It is a measure of both the character's speed and balance, and determines how far and fast the character can move.

### ANIMUS (ANI)

Meaning: heart, feelings, body, mind, soul

The Animus value describes the character's spirit and internal fire, and the strength of their soul and heart.

### INTELLIGENTIA (INT)

Meaning: intellect, understanding, intelligence

The character's Intelligentia value describes his wit, intelligence and powers of reason and deduction.

### PRUDENTIA (PRU)

Meaning: discretion, foresight, good sense, wisdom

The character's Prudentia value describes his judgment, common sense, and prudence.

### TOLERANTIUS (TOL)

Meaning: to withstand harm, tolerantly, with fortitude

The character's Tolerantius value describes his willpower and mental/emotional patience and endurance.

### SPATIUM (SPAT)

Meaning: bulk, area, size

Spatium is a measure of the character's actual physical size. Spatium directly affects the Soak values, and can affect certain success rolls.

### DECOR (DEC)

Meaning: beauty, grace, elegance, charm, propriety

The character's Decor value describes both physical attractiveness, and his personal charm.