



## Credits

The following are folks who did this or that (or a whole dang lot) over the course of creation.

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### Just Beginning

*Role Playing is the art of make-believe bound in a book so adults can play it without guilt or fear of being infantile.*

Role Playing games are played by a group of people, one of which is designated the Game Master, or GM for short. The other people are called Players. Each player creates an imaginary persona which is called a character. Usually, though not always, the imaginary persona has to be from some sort of genre such as fantasy, modern times, stone age, or whatnot.

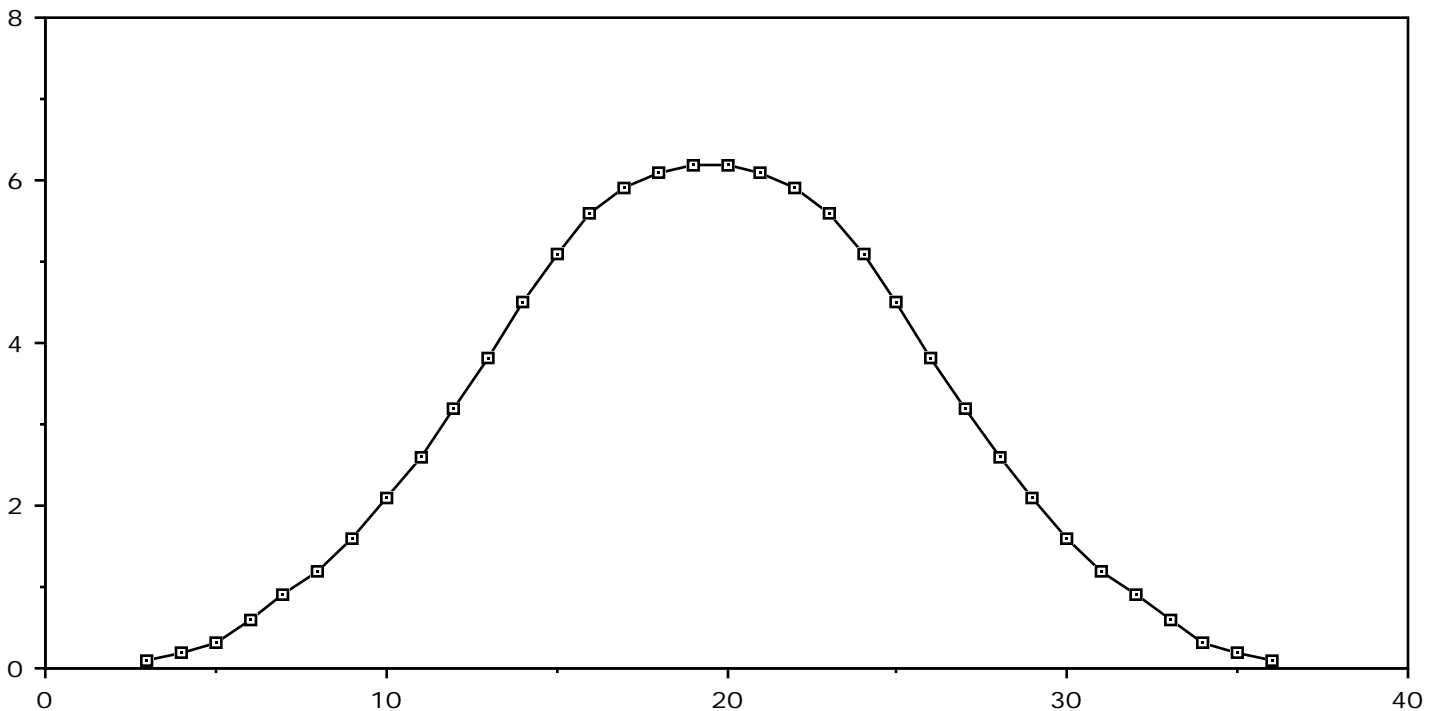
Once these characters are created the GM proceeds to inform the players what events are happening to their characters in a world of the GM's devising. The players then proceed to respond to the fictional events by informing the GM what their characters are doing.

Often an event consists of a conversation of one sort or another. In this case gamers often act out their characters, and hold conversations with the GM, who acts out all the other characters in the game, and the other players.

Usually the GM has an overall concept of the story-line or plot of the gaming session. The players are usually posed with some sort of problem which their characters are to solve. If the plot is long and convoluted, requiring the players many gaming sessions to complete, the entire thing is usually called a campaign. If the plot is small, the entire thing is usually called an adventure. Most campaigns are a series of adventures which are somehow connected.

For example, a possible campaign for a group of fanatic priest characters might be to, in general, purify the kingdom. The GM might outline the overall campaign as a series of adventures such as the following.

The group of characters learns of a heretic preaching in the north. In the process of dealing with him they discover some hints of a small province being led by another sympathetic heretic. While dealing with that province they suffer major resistance from their church. Afterwards they are sent to a far off province to quell an uprising. The characters, now basically banished, still find yet another clue from another priest



who was persecuted by the church. The group quickly finishes its business and returns to discover a lot of resistance. This, and the clues previously discovered, point to some corruption in the higher ranks. The climax of the campaign would then be unveiling the corrupt high priest and excommunicating him.

The characters in this campaign would go through this story-line, talking to non-player characters run by the GM, occasionally fighting with said characters, and traveling from place to place.

The rules of a role-playing game are to aid communication between the GM and the players, and to provide guidance for the GM in making decisions regarding the game. The rules are in essence a language which allows players to understand their chances in undergoing specific tasks, and to understand what their characters are capable of. They also provide a way to determine the results of random events and risky events such as fighting.

### The Name of the Game

The name Cinis is a latin word found in Earth medieval alchemy works which can be translated as ashes or ruin. The symbol you find on the cover is the medieval alchemical symbol for purified ashes ready for further experimentation or as product.

We call this game a dark fantasy role-playing system for a few reasons. The primary reason is the morbid nature of the world; despite the high level of attempts at humor throughout the rules we hope you shall find a certain flavor which is evil, despicable, and twisted.

Another reason the system is 'dark' is due to the combat and magic system. The extra level of reality in the combat system serves to cause more painful wounds on all characters which eliminates the invincible and glorious hero. The magic system relies heavily on pain, sacrifice and demons which results in a dark flavor. Evil of all sort has a distinct advantage in these rules from assassination to child sacrifice; this, we feel, is the meaning of dark.

### Rolling Dice

Role Playing games use dice to determine the results of actions when those actions do not have a guaranteed change of success.

The terminology behind rolling dice is varied and possibly confusing. The basic rule to remember is when the rules ask you to roll xDy they mean take x number of dice with y sides per die, roll them, and add up the total. For example, 3D12 means take 3 twelve-sided dice, roll them, and add the three numbers.

Ten sided dice deserve a special note. First when we refer to a D10 in this system, we are talking about a die

which generates numbers from 1 to 10, not 0 to 9. Many 10 sided dice have a 0 instead of a 10. Just consider that 0 to be a 10.

Also, with two ten sided dice one can generate a number from 1 to 100. Do this by calling one of the dice high and one of the dice low before rolling them. After rolling them the die called high is the tens place and the die called low is the ones place. If the tens place is 0 and the ones place is 0, the roll is considered to be 100.

### Why 3D12?

We usually uses 3D12 for the basic die combination and we recognize that it is a strange choice for a role-playing game. We chose to use 3D12 for a variety of reasons which sum up to 1) desiring a bell-curve for the probability distribution of the dice, and 2) finding 3D6 to not have enough possible combinations. We have included the graph of 3D12 below so you can have a better idea of how they work. We thought extensively about this choice, and found it to be the best for this system. 3D10 was a close second, but we found that the range of 3-30 was not quite enough for our needs, and the extra range of 30-36 was highly desirable, allowing us to capture some nuances in small modifiers for the combat system which do not overly upset the balance of the game.

Once 3D12 was established for the combat system, we found them to be usable for the other components of the system, and so converted the rest to the 3D12 base. The last non-3D12 area, ability scores, we finally changed to 3D12, despite its problems, for the sake of consistency. We felt that if we were going to impose such an unusual choice on players, we should at least be consistent with it so players could adapt and become used to the newness, instead of constantly oscillating back and fourth between different kinds of dice rolling.

Just so you know, the average of 3D12 is 19-20 (19.5 to be specific.)

### Why Bizarre Numbers?

There are many bizarre numbers throughout this rule book. There are damage levels of 17, statistics ranging from 3 to 36, and other such counter-intuitive numbers.

We recognize the bizarre nature of these numbers and our only defense for them is play-testing and probability calculations which show these numbers to be optimal.

For example, the damage ratings of all the weapons and damage table ranges are calculated as to give a set probability (5%) of a knight killing another equally matched knight using the most deadly weapon in that class in the first round of combat.

We hope the value of the careful calibration offsets the bizarre nature of the resulting numbers. We also have



tried to use 'normal' numbers such as 0, 5, 10, etc. wherever possible.

## **Cinis Philosophy**

Cinis is a system designed for fantasy gaming. However, unlike many other fantasy gaming rule systems, Cinis is designed with a specific type of world and role-playing style in mind. We strongly feel that the best rule systems are the ones catered to a specific world setting. For example, general combat rules do not capture the difference between combat centered around fire arms and combat centered around swordplay. Making a general combat system which tries to cover automatics to daggers gives either an unsatisfactory system which is too general and abstract, or a massively complex system which is completely unwieldy. A single reality, as we all should know, is impossible to completely capture in a rule system, and trying to capture all historical periods realistically is even more infeasible.

Cinis is a system designed for fantasy gaming. There is an emphasis on role-playing more than fighting throughout the rules. The player characters in general are going to be not that much better than those around them and engaging in violence has a high chance of causing severe harm to characters.

The magic system is highly specialized and heavily based upon a philosophy of how magic works in the world of Tigmar. The rules are designed in such a way as to provide maximum playability in an admittedly specialized world. We do not suggest using Cinis for all fantasy settings; there are plenty of other rule systems for other types of fantasy world. Cinis is designed to give a fresh type of fantasy setting a good and workable rule system. We honestly feel that no other system addresses the special needs of the morbid, deadly, and possibly repulsive world type Tigmar is, and so we have created what you now hold in your hands.



### **Cinis and Tigmar**

The Cinis role playing game is a system designed for gaming in the world of Tigmar, which is discussed in length in the latter portion of this book. Due to this, many aspects of the rules, such as character professions, races, and some skills, are highly specific. The unusual nature of Tigmar only enhances this problem.

We are of course delighted with and encourage GMs who design their own worlds and we fully encourage modifying and editing the following rules to fit a new campaign setting. We feel that the rules and campaign genre of a game are too closely intertwined to be able to make a fully stand-alone rules system, and that is why these rules are not highly flexible and will always work best for realistic, dark magic, fantasy worlds.

