

# Abbreviations, Explanation of:

The following are the abbreviations that appear in the text of these books and the explanations and notes of those abbreviations:

A  
Average.

A.F.G.R.

Adjusted first glance reaction.

A.L.  
Adjusted loyalty.

A.P.

Armor-point, or Armor-points.

A.S.

Admontanium-steel.

This metal is x2 the durability of krakkin-steel.

A.T.C.S.

Adjusted time for casting spells.

A.T.S.

Adjustment to strike.

A.T.H.H.

Adjustment to strike with a Hand-Held weapon.

Ab.Lvl. Ability-level. This represents the degree of skill in which you have in a Trade-Skill.

Adj.  
Adjustment, or adjust.

Art.

Artifact. An item of importance pertaining to history that is no less than three hundred years old.

Awar.

The attributes of hearing, sense of smell and vision combined. One or more of these combined will determine how sharp a creature's awareness is).

BLUNT-

Bonus. Example: Bonus means that there will be added number given to a player's dice-roll.

B.D.R.

Blunt damage resistance. This is the level of immunity a person or creature has to blunt weapon attacks. See: "Damage-Resistance" in the D section of the Basic Rules Book for details on how to use B.D.R. (it is the same as damage-resistance, yet works only with blunt weapons).

B.G.

Black gold.

The most valuable form of wealth.

B.L.  
Beginners Luck.

B.P.

Blood Point, or Blood Points.

B.P.B.

Body Part Base (on P.2 of the character sheet).

B.P.H.R.

Blood-Point healing rate.

B.T.  
Barb-tipped. Arrows, bolts, darts, etc., can be barbed-tipped.

B.W.

Blunt weapon.

B.W.D.R.

Blunt-weapon damage-resistance.

Brnz.

The second lowest form of money. 10 bronze pieces equal 1 silver piece.

C  
Can't.

C.A.  
Charismatic Adjustment.

C.S.O.D.

Correct sense of direction.

C.W.D.R.

Cold weapon damage-resistance.

CLS.

Class. As in the Class of a set of armor. Class-1 armor is the least of all magical armoring while Class-30 is the highest. Barding, Armor (humanoid), Cape-guards, Capes, and Cloaks use the term, "Class". It merely signifies magical potency.

Other abbreviations for Class = C-0 (non-magical), C-1, C-2, etc. Class-30 is a high magical property of an armor.

Cha.

Charisma Appearance and demeanor combined. This represents how beautiful or handsome one is, and at the same time it also represents come accross (i.e., how adept one is at being social).

Char.  
Character.

Chrctrst.

Characteristic. One of the eleven features of a character's "genetic make-up" (i.e., awareness, charisma, constitution, coordination, dexterity, intelligence, mental-strength, strength, wisdom).

Con.  
Constitution.

Cpr.

Copper. The lowest form of money. 10 copper pieces equal 1 bronze piece.

D.O.G.M.

Discretion of the G.M. This means it is up to the Game Master to decide on the boundaries of a certain ruling. Guardians of Utaemia is designed to be overruled by the G.M. if he or she sees a better or quicker way to do something.

D.P.  
Damage-Point(s).

D.P.H.R.

Damage-Point healing rate.

D.Prot.  
Damage-Protection.

D.R.

Damage-Resistance.

You will also see this abbreviation, “Dam. Res.”, it is the same.

Dex.

Dexterity.

Diff.  
Different.

E.A.

Enchanted Armor. This type of armor is magical, yet with a special ability or power.

E.C.P.  
Extra characteristic points. This abbreviation is used in the Creating The Characters Book.

E.D.R.

Electricity damage-resistance.

E.1.

Enchanted Item. A supernatural device created by the hand of powerful spell-casters in one of the types of magic (e.e., Druid, Healer, Magician, Necromancer, or Psychic).

E.L.  
Extreme loyalty.

E.P.

Energy-point(s) Magician ability. Energy-points, matched with the level of spell cast, will eliminate the “Resting time”.

Example:

If a spell is cast that requires 9 spell-points to invoke, and the resting time for casting this spell is unwanted by the caster, he or she can use 9 Energy-points, matching the casting cost of the spell cast, to avoid the resting time completely.

E.S.

Earthen-steel. This metal is x2 the durability of admontanium-steel.

or:

Enchanted Shield.

E.W.

Enchanted Weapon.

This type of weapon is magical, yet with a special ability or power.

Elect.

Electrum. The fourth lowest (and the fourth highest) form of money. 10 Electrum pieces equal 1 white-gold piece.

Expl.

Explanation.

F.D.R.  
Fire damage-resistance.

Gm.  
Gem.

G.M.

Game Master. Example: "These are the Game Master's decisions".

G.S.

Gage-steel. Gage-steel is a common metal, used in the designing of weapons, armor, and certain items. It is the weakest (softest) of all the metals known.

Grd.

Grade. This represents the Grade, or magical properties of a shield. A Grade-1 shield is the least of all magical shields while Grade-30 is the highest. Only shields use the term, "Grade". It merely signifies magical potency.

H.H.  
Hand-Held

H.L.  
Heavy Leather

H.T.  
Hunting-tipped. Arrows, bolts, darts, etc., can be hunting-tipped.

Hr.  
Hour.

Hrs.  
Hour(s).

Hvy.  
Heavy.

I.W.

Iron-wood

Info.  
Information.

Init.

Initiative.

Int.  
Intelligence.

K.S.  
Krakkin-steel. This metal is x2 the durability of shank-steel.

Kr.S.  
Koar-steel. This metal is x2 the durability of mystical-steel.

Krnk.S.

Krannik-steel. This metal is x2 the durability of earthen-steel.

L.L.

Light leather.

LB.  
Pound.

LBS.  
Pounds.

LP.  
Language-point(s).

LT.  
Light.

LK.  
Luck.

Lrg.  
Large.

M.A.  
Magic Armor.

M.P.

Modification-points. These are the points earned each time your character levels. They are used to increase the abilities, divine favors, spells and trade-skills of your character.

M.R.

Magic-resistance. Magic-resistance is the ability to nullify, or lessen, the effects of magic. See: “Resistances” in the **R** section of this book.

Note:

M.R. can also be used to signify “Mental-resistance”. Mental-resistance is the ability to nullify, or lessen, the invading effects of a mental-attack or ability. Just be sure to pay attention to the subject matter.

M.S.

Magical Shield. This type of magical shield is one that is evoked by means of enchantment.

or:

Mental-strength.

or:

Mystical-steel. This metal is x2 the durability of starr-steel. (it also is a 60% magic-resistant alloy).

M.SH.  
Magic Shield. This type of magical shield is one that is held physically.

M.U.

Move undetected.

M.W.  
Magic Weapon.

Max.

Maximum.

Med.

Medium.

Mvmt.  
Movement.

N  
Normal.

N/A

Not Applicable. Does not apply.

N.M.A.

Non-Magical Armor.

N.M.SH.

Non-Magical Shield.

N.M.I.  
Non-Magical Item.

N.M.W.  
Non-Magical Weapon.

O.P.  
Oxygen Point(s).

O.P.R.R.

Oxygen-point recovery rate.

O.V.I.

Other Valuable Item.

Such as rings, necklaces, maps, valuable strategic plans, fine clothing, etc.

O.W.

Oak-wood.

Opp.  
Opponent.



P-  
Penalty. Example: -10 off players dice-roll to strike opponent.

P.C.  
Pistol-crossbow.

P.C.D.

Pistol-crossbow dart.

P.R.

Petrification-Resistance

P.W.

Pine-wood.

Pen.  
Penetration.

Perm.  
Permanent, or permanently.

Pt.  
Point.

Ptn.  
Potion.

Pts.  
Points.

Rel.

Relic This item is similar to an Oracle, yet it tends to be more on the side of religion and beliefs. More than not, the significant difference is that an oracle deals with magic and enchantments, while a Relic deal in believe and mysticism.

Rnk.

Rank. This represents the Rank, or magical properties of a weapon. A Rank-1 weapon is the least of all magical weapons, while Rank-60 is a powerfully magical weapon. Only weapons use the term, "Rank", as it merely signifies magical potency. Other abbreviations for Rank = R-0, R-1, R-2, R-10, R-25, etc.

Rng.  
Ring.

S.A.

Special ability (or abilities).

S.C.  
Spell-Caster.

S.G.  
Special Gem.

S.H.L.  
Scale-hide Leather

S.L.

Skill-Level.

S.L.P.

Skill-Level point(s).

S.P.

Spell-point(s).

S.P.T.  
Spaces Per Turn.

S.R.

Spell-Rune.

S.S.

Starr-steel.

This metal is x2 the durability of krank-steel. (it also is a 30% magic-resistant alloy).

Sc.

Scale. This is the measurement of all gem types. 1 scale = about the size of a pea.

Scr.  
Scroll.

Sec.

Second(s).

SH.P.

Shield point(s).

SH.S.  
Shank-steel. This metal is x2 the durability of gage-steel.

Shld.  
Shield.

Shnk.  
Shank

Slvr.

Silver. The third lowest form of money. 10 silver pieces equal 1 Electrum piece.

Sm.  
Small.

Sp.

Space(s). Meaning: The spaces on the hexagon game-board that is used for this game. This is also used for the abbreviation for "Speech".

Spl.

Spell. Magic (i.e., Druid, Healer, Magician, Necromancer, or Psychic).

St. There are many different alloys of steel (Gage-steel, Shank-steel, Krakkin-steel, Admontanium- steel, Earthen-steel, Krank-steel, Starr-steel, Mystical-steel and Koar-steel).

Str.  
Strength.

T.I.  
Treasure Item(s).

T.T.  
Target-tipped. Arrows, bolts, darts, etc., can be target-tipped.

W.G.

White-gold.

The third highest form of wealth.

W.P.P.  
Weapon Proficiency Points.

Wis.  
Wisdom.

Y.G. The second highest form of wealth.  
Yellow-gold.

/  
Per.

Example:

Uses = 4 / fortnight (uses equals four per fortnight).

In certain areas of this game system there will be this mark, and will be used for nothing more than a separation mark. Look at the contents of what you are reading and it will not fool you.