

**Paragon's PAL System.** The game player is one character in this role-playing game; the others are his **pals**: true friends who act on their own for the good of the group. These pals may decide to ignore the player's instructions if they think their own actions will ultimately help in a more effective way.

**Intelligent Characters.** The role-playing characters in the game act intelligently (and often automatically) They recognize situations where their skills will be useful; they speak up and volunteer to handle things they would be good at. The player, as leader, is in control and can override their suggestions.

**Sample Situations.** Typical implementations shown here:

Group enters vehicle

Scan characters for vehicle skill.

Select character with highest skill

else

Select character with skill in similar vehicle

Select character with high dexterity and intelligence

Selected character says, "I'll drive!". Tag him as Driver.

Driver say's "Where to?"

Group enters starship

Get starship crew positions list

Get first crew position required skill

Scan characters for required skill

Select character with highest skill

else

Select character with similar skill or good characteristic

Selected character says "I'll do --skill name-!". Tag him as Crew Position.

Repeat for additional crew positions

Leader considers starting combat

Leader designates/tags targets with crosshairs.

Leader gives order to begin combat

Each character

Randomly elects one tagged target

Conducts combat until the target is dead or unconscious

Shifts fire to the next target

Until all are dead, unconscious, or have fled

(there should be no cross checking to prevent more than one character attacking the same target)

(there is periodic checking on both sides for morale and possible breaking off)

(the leader can give the order to break off at any time)

Group considers performing some action (ie. bargaining).

Scan character list

Select character with highest level of this skill

if no, then

Scan character list

Select character with highest level of similar skill

if no, then

Scan character list

Select character with highest level of good characteristic.

Selected character say's "I'll do --skill-name-!". Tag him as Primary Doer.

if no selected character, they all stand around.

(this requires that each task specifies

Required Skill. Similar Skill (or skills). Good Characteristics

(alternative

The full skill list includes reference to good similar skills and good characteristics.

For example, Pilot. (Substitute Ship's Boat). (Good Characteristic Dexterity)

## NOTE

If no one has the skill needed, raise the difficulty of the task one level.

But allow experience instead of skill (Experience = (Intelligence + Education) / 5)