BASIC ROLEPLAYING

System Reference Document

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1. INTRODUCTION

This is a roleplaying game, a rule set that allows players to participate in stories of adventure, horror, or action, acting out the parts of the main characters. The game rules provide guidelines for what can and can't be done, and dice rolls determine whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other players assume the roles of player characters (PCs). The gamemaster also acts out the roles of characters not guided by players: these are called non-player characters (NPCs).

Roleplaying is a social game, like improvising a story for a play, television show, or movie. Player characters are the primary roles: they are the protagonists the stories revolve around. A player character might be a swaggering gunfighter, depressed private eye, brooding sorcerer, mighty superhero, or a humble spacefarer trying to make ends meet. The gamemaster devises and presents the situations that the players experience, describing the world where they roam and how that world is affected by the player characters' actions. While each player usually controls only one player character, the gamemaster presents the entire game setting—representing all its people, places, monsters, and even gods.

The gamemaster has a story to present, a collaborative scenario in which the player characters are challenged to interact with non-player characters that the gamemaster personifies. Play is mostly conversation: the gamemaster outlines some situation or encounter and the players dictate what their characters say or attempt to do. Rules provide impartial guidelines for successes and failures of actions attempted. Using the game rules, players announce what their characters do, and roll dice to determine what happens based on their stated intentions. If needed, the gamemaster interprets how the player characters' actions affect the game world (non-player characters, etc.). The player characters use skills and abilities to face challenges, oppose other characters (player and non-player) characters, and explore the setting the gamemaster has created.

Players create their characters by defining them, with rules that help measure capabilities in quantifiable terms. This information is written down on the character sheet. Information on a character sheet includes terms like strength, intelligence, education, skills, and other abstract elements that make up a person—though 'personality' is evoked by how the player character is played by the player. *For example, though there is no numerical value for 'irritable', the player or gamemaster may speak in such a manner and give that personality to the character.* The character sheet is a cross between a résumé and a report card: it defines what they can do, and how good they are at it. Roleplaying is what brings the character to life.

There is a major difference between what the player knows and what the character knows. At the gaming table, players are privy to 'behind the scenes' information that their characters don't have, and they must be careful not to take advantage of this knowledge. Dice rolls are used to determine if a *character* knows something, even when the *player* may already know the answer. Similarly, there is no reason a player character's expertise is limited to things the player knows—a player character can be an expert in fields the player has no idea about.

The purpose of roleplaying is to have a good time. It's fun to deal with dangers that are not truly dangerous, threats that vanish when everyone rises from the table, and monsters that evaporate when the lights go on. If play goes well, the players feel that they've been to an exciting new world for a while, find strength in coping with it, and may even know victory.

1.1 Length of Play

How long does roleplaying take? There are three ways to measure time spent roleplaying. First is the *session*. This is the actual amount required to play a game. Game sessions usually last from three to five hours, though some are shorter and sometimes they go for much longer. The second measure of game time is the *scenario*. This is a chapter of the story. There is usually a beginning, middle, and an ending to a scenario, consisting of some roleplaying, some action, and a dramatic resolution. A scenario may take one or more sessions to play through. The longest measure of game time is the *campaign*, a series of scenarios linked together to form an epic or engrossing longer story. A campaign may be finite, with a beginning, middle, and end, or it may be open-ended, going until it ends.

For an easy way to wrap your head around it, liken it to reading a novel. The session is the amount of time to read a chapter. The scenario is one or more chapters. The campaign is the whole novel itself. 'One-shot' games are scenarios that do not have a place in a campaign—they're like short stories. They may take longer than one sitting to read, but they do not continue beyond the end of the story.

1.2 Materials Required to Play

Players need little other than these rules, a pencil, paper, and a set of gaming dice. Dice are available at most gaming and hobby stores, and come in a variety of colors, shapes, and sizes. There are also dice-rolling apps. See below for more information on dice and dice-rolling methods. Some gaming groups use miniatures as a representation of the characters: if so, players might each bring a miniature resembling their player character. The primary ingredient required is creative energy, though snacks are also appreciated.

1.3 Dice and Reading Dice Results

Basic Roleplaying uses a variety of polyhedral dice to obtain random results. These are available in a wide range of sizes, colors, and qualities from games and hobby stores, or other sources. To play, a group needs at least one set of these dice, though it is easier and more convenient if each player has a

set. A set of gaming dice includes the following dice: four-sided (D4), six-sided (D6), eight-sided (D8), ten-sided (D10), twelve-sided (D12), and twenty-sided (D20). A percentile die (marked in increments of 10) is also useful.

The most important dice roll in *Basic Roleplaying* is the percentile dice roll, which is a roll of two ten-sided dice (or one ten-sided die rolled twice). In a percentile dice roll, the first value is the "tens" while the second is the "ones." If rolling two D10, read the first result as the "tens die"—thus, a roll of 3 and 7 on percentile dice means a result of 37. Generally, with percentile dice, the lower you roll, the better.

Other dice rolls involve multiples, combinations, or dice results that are modified. *For example, 3D6 means roll three six-sided dice, 1D10+1D4 means roll one D10 and one D4 and add the results together, D8+1 means roll a D8 and add 1 to the result, and D6–2 means roll a D6 and subtract 2 from the result.* Die rolls are never modified to below 0, however. In the example of D6–2, a roll of 1 or 2 still equals 0.

1.4 Responsibilities of the Gamemaster

At times, the gamemaster has the most fun in the game, but this comes with the largest share of responsibility. Each player must share the spotlight with all the other players, the gamemaster is constantly interacting with all the players. Using a published scenario or one they have created, the gamemaster narrates the game universe and acts as the player characters' opposition. That opposition must be challenging and entertaining (or the players will be bored) and it must be presented fairly (or they will be outraged); otherwise the game will not be fun (which is the primary point of roleplaying).

The gamemaster should read and be familiar with these rules. Know the general procedures for combat and powers, but it's not necessary to memorize everything—most questions can be answered as they arise.

As for scenarios, there are a vast range of scenarios for many different settings and games. Chaosium Inc. has published many adventures for *Call of Cthulhu, RuneQuest,* and other game lines, most of which are based off the *Basic Roleplaying* system. Other games are plentiful—and converting a scenario from one of them to *Basic Roleplaying* is fairly easy. Ideas for scenarios are also easy to come by—almost any film or book with some aspect of danger and excitement can be turned into a roleplaying scenario.

Ultimately, all that's required is to come up with a story, write up some foes or encounters, and invite some friends over and have them create characters. Summarize the rules for them, and it's time to play.

2. CHARACTER CREATION

This section covers the process of creating a player character for *Basic Roleplaying*. The procedure for creating a non-player character is less involved and is covered later.

2.1 The Character Sheet

Each player needs a copy of the character sheet presented on page 22 of this book. It's possible to just write everything on a blank sheet of paper, but the character sheet makes things a lot easier. The character sheet includes the following sections:

- **Identity**: This is for the character's basic information: aspects that don't have any game effects but help detail who the character is.
- **Characteristics & Rolls**: These values describe qualities of the character such as how strong and smart and fast and attractive they are, etc. Rolls are based off characteristics and are percentage values rolled to see if the character succeeds or fails at a task.
- **Hit Points**: A value measuring how much damage a player character can take before they die. Bigger and/or healthier characters have more hit points (HP) while smaller and/or frailer characters have fewer.
- **Skills**: These are the abilities the character has some innate knowledge, training, or education in. Each is expressed as a percentage chance, rolled to see if the character succeeds.
- **Weapons**: These are weapons or attacks the character uses, along with descriptions of how they do damage to other characters.
- **Armor**: Any armor worn by the character, which may reduce any damage they take from an attack.
- **Equipment:** Other items the character may carry that may be of use.

2.2 Identity

This is the area where the character's basic information is fleshed out, the aspects of existence with little (if any) game effect. These are roleplaying aspects—the things that define the character as a character, not simply as a list of characteristics and skills. The player can fill out this information now in full, or partially, and skip to characteristic and skill generation, or can hold off until they know more about the character's game system aspects.

Identity includes the following:

- **Name:** A suitable name for the character.
- **Race:** These basic rules cover 'Human,' but other races are certainly more than possible.
- **Gender:** Write 'Female' or 'Male' or whatever other gender works in a particular setting—there are no game system differences between genders.
- **Handedness:** Is the character right- or left-handed? Pick one—there are no game system differences.

- **Height and Weight:** Choose these using the Size (SIZ) characteristic (see below) as a guideline. These don't have to be specific numbers, and could be as vague as 'Tall,' 'Average,' or 'heavy.'
- **Description:** This is a brief physical description of the character, and might include coloration (hair, eyes, skin), attitude, mode of dress, etc.
- **Age:** Pick an age appropriate to the character, keeping characteristics in mind.
- **Distinctive Features:** Using the Appearance (APP) characteristic as a guide (see below), does the character have any notable features? This can be an impressive scar, a broken nose, an exotic hairstyle, or an unusual mode of dress. Make up a few. The higher or lower the APP, the more distinctive features.
- **Profession:** The character's career or the occupation they are most identified with, or how they make their living. A list of professions is provided in section 2.7.

2.3 Characteristics

Characters in *Basic Roleplaying* are rated in a variety of ways. The most basic are their **characteristics**. These are the innate abilities a character has, such as how smart they are, how tough, how charismatic, etc. They are not learned abilities but can sometimes be increased through training and successful use. Normal humans have characteristics ranging from 3 (abysmally low) to 18 (a pinnacle of human potential), averaging at 10 or 11. The higher a characteristic, the more potent the character is in that ability.

The characteristics are: *Strength*, *Constitution*, *Size*, *Intelligence*, *Power*, *Dexterity*, and *Appearance*, and are described below.

- **Strength (STR):** Strength is essentially how strong the character is. It doesn't necessarily mean raw muscle mass, but how effectively the character can exert that muscle to accomplish a strenuous physical feat. Roll 3D6 to determine STR.
- **Constitution (CON):** Constitution is a measure of how tough and resilient the character is. It helps aid in resisting diseases, but the most significant aspect of CON is determining how much injury a character can suffer before dying. Roll 3D6 to determine CON.
- **Size (SIZ):** Size is a measure of how large the character is. It doesn't necessarily translate to raw height—it's instead a general guide to physical mass. A high SIZ character could be very tall (and thin), or short and thick, or average height and overweight. Roll 2D6+6 to determine SIZ.
- **Intelligence (INT):** Intelligence is how smart the character is: not necessarily as a measure of how much information the character has memorized, but reasoning power, intellectual acuity, problem-solving ability, and intuition. Roll 2D6+6 to determine INT.
- **Power (POW):** Power is an almost intangible measure of force of will, personal dynamism, and spiritual energy. A

high-POW character is a beacon of energy, lucky, and forceful in presence, while a low one is often ignored or missed, and is frequently unlucky. Roll 3D6 to determine POW.
- **Dexterity (DEX):** Dexterity is a measure of hand-to-hand coordination, physical speed, and overall agility. DEX determines how quickly a character may act in combat and provides the basis for the Dodge skill. Roll 3D6 to determine DEX.
- **Appearance (APP):** This is a measure of several aspects, from charisma, grace, and beauty/handsomeness to how appealing the character is to others. A high APP character is noticeable in a crowd because of an intangible combination of charm and presentation. Roll 3D6 to determine APP. (In some versions of these rules, APP is instead Charisma, or CHA.)

If the characteristics aren't exactly as desired, the player can move up to 3 points from one characteristic to another. *For example, if a strong character is preferable to a smart one, move 3 points from INT over to STR.* There is no requirement to move the whole 3 points, or any points at all.

The player should examine the set of characteristics and think about what the numbers represent. Are they strong and clumsy? Small and fast? Average? Is the character more of a thinker than a physical sort?

If the numbers just don't match the type of character desired, the player should ask the gamemaster if it's all right to start over and roll up a new set of characteristics. This is fine, so long as all of the players have the same opportunity and are happy with their results.

2.4 Characteristic Rolls

Many capabilities of a character are measured in **skills**. There are times, however, when a simpler roll is needed to determine if a character is successful at an activity based on a characteristic. If there is an opposing value, use the resistance table (described later). If there is no obviously opposing value, use a **characteristic roll**.

Each characteristic roll is made against a characteristic multiplied by 5, expressed as a percentage chance. For example, a STR 10 would give an Effort roll of 10×5=50, or 50%.

- **Effort Roll:** The Effort roll is used for forceful manipulation of an object of environmental aspect. It's based on STR×5. *Trying to complete a hundred pushups requires an Effort roll.*
- **Stamina Roll:** The Stamina roll is used for prolonged physical exertion and tests of fortitude. It's based on CON×5. *Avoiding the common cold or trying to drink an entire bottle of salad dressing requires a Stamina roll.*
- **Idea Roll:** The Idea roll is used for a flash of inspiration, or to determine if the character 'knows' something that the player knows or having the character figure out something the player hasn't. The gamemaster may sometimes use this

roll to help prod the players when they don't know what to do next (but when their characters would). It's based on INT×5. *Spotting the pattern in a series of crime scenes pinned on a map of the city requires an Idea roll.*

- **Luck Roll:** The Luck roll is to determine if fate gives the character a break or manages to squeak by at a situation where random chance may be a deciding factor (roulette, for example). It's based on POW×5. *Determining the winner of a coin toss or draw of the short straw requires a Luck roll.*
- **Agility Roll:** The Agility roll is useful for determining issues where natural hand/eye coordination are more important than any training, such as running on a slippery surface or catching a dropped item before it hits the ground. It's based on DEX×5. *Catching something thrown at a character with a "Think fast!" warning requires an Agility roll.*
- **Charisma Roll:** Raw charisma; being able to rely on good looks and personal charm to gain attention or sway others. It's based on APP×5. *Trying to catch the attention of a bouncer to be let into an exclusive club requires a Charisma roll.*

2.5 Derived Characteristics

These are derived from other aspects of the characteristics or may be modified by other aspects, such as race.

- **Move (MOV):** Move (MOV) is a game value, determining how far the character can move in a combat round. All humans have a MOV of 10. MOV is a flexible value, but generally each point of MOV equals one meter of movement. If running, it is equal to three meters per point.
- **Hit Points:** Hit points (HP) are equal to the character's CON+SIZ, divided by two (rounding fractions up). These are subtracted as the character takes damage from injury or other sources. When a character reaches 1 or 2 hit points, they fall unconscious. When a round of combat ends and a character is at 0 hit points, the character is dead.
- **Power Points:** Power points are equal to POW and are spent to use magic or other powers. When a character reaches 0 power points, they fall unconscious. All power points regenerate after one full day that includes a night's rest.
- **Damage Bonus:** Bigger, stronger characters do more damage when hitting their foes with melee weapons. The damage modifier is applied to the damage rolled for any melee weapon attack the character makes. Add STR+SIZ and consult the following table.

DAMAGE BONUS

STR+SIZ	Damage Modifier
2 to 12	−1D6
13 to 16	−1D4
17 to 24	None
25 to 32	+1D4
33 to 40	+1D6
41 to 56	+2D6

2.6 Skills

This is a list of the **skills** a character may use. Skills are rated as a skill chance, or the percentage chance a character attempting the skill has of succeeding, a value somewhere between 0% (no chance whatsoever) to 100% or more, meaning, except in the case of a fumbled roll, it always succeeds. The base chance of using that skill is in parentheses after the skill name, so if the skill number is higher than 00%, you always have at least a 1 in 100 chance of using the skill successfully. Succeeding at a skill with a 01% rating generally means a lucky guess. If the skill is at 00%, it simply can't be attempted with any hope of success.

Any skill points a character has in a skill are added to the base skill chance. Skill base chances may be adjusted by the gamemaster based on the setting.

A character with below 05% in a skill is a hapless novice. Someone with 06–25% is a neophyte. Skill of 26–50% represents an amateur level of proficiency. Skill in the 51–75% range indicates a competent professional. Experts have skills in the 76–90% range, and 91% or higher indicates mastery of a skill. Skills above 100% indicate some degree of secret knowledge or competence not accessible to others.

Skill ratings can also be considered as basic competency. A skill rating of 25% does not mean that someone using the skill in daily activities fails three quarters of the time—it means that under stressful situations (like adventuring, combat, etc.) the character succeeds only a quarter of the time. Most mundane activities, such as driving to work, don't require a skill roll so long as they're within the reasonable range of competence, but, for example, making a high-speed turn through a busy intersection while firing a pistol out the window almost definitely requires a roll.

Many skills have specialties, as noted in parentheses with each skill name. Specialties are specific sub-skills that define the skill. *For example, a character may have Knowledge (Law) 70%. This does not mean they know all Knowledge skills at 70%, but instead knows Law at that percentage.* All other skill specialties, unless skill points are spent on them, are at the base percentage chance.

- **Appraise (15%):** Judging the value of an item or determining some aspects of its capabilities that are not immediately apparent.
- **Art (various) (05%):** Painting, drawing, sculpture, photography, or another form of visual art. Each type of art is a specialty, so a character would have Art (Photography) as one skill, and Art (Painting) as another. Suggested specialties for Art include Architecture, Calligraphy, Film, Painting, Photography, Sculpture, etc.
- **Artillery (various) (% by weapon):** Using heavy mounted weaponry, such as catapults, cannons, missile launchers, etc.

Each type of artillery weapon is a specialty, such as Artillery include Cannon, Rocket Launcher, Siege Engine, etc.

- **Bargain (05%):** Negotiating financial matters successfully. A successful use of this skill lowers the price of an item from one price range (unattainable > priceless > expensive > reasonable > inexpensive > cheap > free) to the one below, at the gamemaster's discretion. These ranges are suggested and can be modified as desired.
- **Brawl (25%):** Hitting someone in hand-to-hand combat, whether with a punch, head butt, kick, or even bite. A successful Brawl attack does 1D3 points of damage to an opponent.
- **Climb (40%):** Scaling a wall, rope, or other difficult surface.
- **Command (05%):** Leading a small-to-large group of followers in combat or through some other difficult activity requiring discipline and coordinated actions. If this skill fails, everyone is on their own and does not work together effectively.
- **Craft (various) (05%):** The creation of some physical item for use, like woodworking, blacksmithing, sewing, cooking. Craft is generally more practical than Art, though less likely to achieve fame and recognition. Each type of Craft skill is a specialty.
- **Demolition (01%):** Setting and detonating explosives to achieve maximum effect. Anyone can pull a pin on a grenade—use Demolition to jury-rig a bomb from household chemicals or to set explosives in the right places to bring a building down.
- **Disguise (01%):** Concealing identity or appearance, or using some combination of makeup and costume to appear as someone or something else.
- **Dodge (DEX×2):** Avoiding injury from a physical attack.
- **Drive (various) (20% or 01%):** Piloting a ground vehicle. For characters from the modern world, Drive is 20%; for others it begins at 01%. Each type of vehicle (Automobile, Cart, Chariot, Truck, etc.) is a specialty.
- **Energy Weapon (various) (% by weapon):** Pointing and shooting an energy weapon at a target. Each type of Energy Weapon skill is a specialty, such as Energy Pistol and Energy Rifle.
- **Etiquette (05%):** Knowing what to say and how to behave in a social situation, as well as understanding the various niceties of a particular social class.
- **Fast Talk (05%):** Talking one's way out of a rough situation or bluffing when there is no time for a reasoned argument or debate.
- **Fine Manipulation (05%):** Finger dexterity, particularly important for disassembling things in a hurry or completing complex tasks requiring hand coordination. This might be used for picking locks.
- **Firearm (various) (% by weapon specialty):** Pointing and shooting a firearm at a target. Each type of Firearm skill is a specialty, such as Machine Gun, Pistol, Revolver, Rifle, Shotgun, and Submachine Gun.

- **First Aid (30% or INT×1):** Treating minor injuries. For characters from the modern or future eras, the base skill is 30%; for historical periods it's INT×1. Each successful use restores 1D3 hit points to a wounded character. A special success restores 1D3+3 hit points.
- **Fly (DEX×½ or DEX×4):** If the character has a technological means of flying (a jet pack, for example), the chance is DEX×½. If it's a natural ability (like wings) the chance is DEX×4. Basic flight doesn't require a roll—the skill is for use with maneuvers, in combat, and performing complex flying stunts.
- **Gaming (INT+POW):** Knowledge of the rules and odds of various games of chance (cards, dice, etc.) and winning.
- **Grapple (25%):** Wrestling or other means of open-handed combat relying on leverage and positioning to maneuver or immobilize an opponent.
- **Heavy Machine (various) (01%):** Handling and maintaining a heavy machine, like a factory press, a thresher, etc. Each different type of Heavy Machine skill is a specialty.
- **Heavy Weapon (various) (by weapon specialty):** Pointing and shooting a heavy weapon. Each different type of Heavy Weapon skill is a specialty, such as Bazooka, Heavy Machinegun, Mini-gun, Rocket Launcher, etc.
- **Hide (10%):** Concealing oneself or an item from view. Often used in conjunction with Stealth.
- **Insight (05%):** Evaluating another character's concealed thoughts and/or motives based on subliminal clues. In some settings this might have specialties like Insight (Elves) or Insight (Aliens).
- **Jump (25%):** Leaping over an obstacle or across a span. Success for most humans usually equals a jump of roughly three meters horizontally or one meter vertically.
- **Knowledge (various) (05% or 01%):** Familiarity with a specific branch of study. For characters from the modern or future eras, the base skill is 05%; for historical periods it's 01%. Each type of Knowledge skill is a specialty. Specialties are numerous, and include Anthropology, Archaeology, Area (a region), Folklore, Group (an organization), History, Linguistics, Literature, Mythology, Occult, Politics, Streetwise, etc.
- **Language (various) (Own INT×5, Other 00%):** Speaking and understanding a language. Language (Own) is a character's 'own' native language and begins at INT×5. Generally, player characters do not need to make Language rolls to converse in their native languages with other speakers of the same language. Language (Other) is another language and begins at 00%. Each other Language skill is a specialty.
- **Listen (25%):** Hearing a noise or faint sound, such as someone sneaking by or a monster approaching.
- **Literacy (various) (% equal to starting Language):** Mainly appropriate for settings where education is not commonplace. Understanding and comprehension of what the character is reading. In settings where literature is not assumed, this might begin at 00%.

- **Martial Arts (01%):** Using disciplined trained fighting techniques to deliver more powerful blows against an opponent or to block with one's hands and feet without taking damage. The gamemaster may restrict who can use Martial Arts and adjust starting skill levels. Unlike other skills, Martial Arts is not rolled separately: if a character makes a Brawl attack and also rolls under Martial Arts skill, the damage die (but not the damage bonus) is doubled. When parrying a melee weapon with the Brawl skill, the character ignores 3 points of damage.
- **Medicine (05% or 00%):** Treatment of serious medical conditions through pharmaceutical, therapeutic, or surgical means. For characters from the modern or future eras, the base skill is 05%; for historical periods it's 00%. This is a time-consuming process and does not restore hit points immediately.
- **Melee Weapon (various) (% by weapon specialty):** Using a hand-to-hand (melee) weapon in combat, including striking a target and parrying attacks. Each type of Melee Weapon skill is a specialty, such as Axe, Club, Dagger, Flail, Hammer, Mace, Polearm, Spear, Staff, Sword, etc.
- **Missile Weapon (various) (% by weapon specialty):** Aiming and hitting a target with a 'hand-powered' weapon. Each type of Missile Weapon skill is a specialty, such as Bow, Crossbow, Spear, etc.
- **Navigate (10%):** Charting and following a path through recognizable landmarks, constellations, or using a map to find a course.
- **Perform (various) (05%):** Entertaining or performing in some fashion, whether through music, acting, acrobatics, comedy, etc. Each type of Perform is a specialty.
- **Persuade (15%):** Using logic, reason, and emotional appeal to convince someone to agree to a specific course of action or avenue of thought. Unlike Fast Talk, Persuade takes time, supporting arguments, and a willing audience.
- **Pilot (various) (01%):** Operating an air, sea, or space vehicle. Each vehicle type is a specialty, and some vehicles may require multiple pilots to operate.
- **Projection (DEX×2):** If powers (magic, super, psychic, etc.) are used in a game, this is the ability to direct a powered attack at a target.
- **Psychotherapy (01%):** Using psychiatry and psychological analysis to determine a patient's psychological issues and address them through treatment. First Aid heals the body, but Psychotherapy heals the mind. This is a lengthy process handled through multiple sessions and in-depth personal evaluation and counseling. In historical periods this is spiritual counseling.
- **Repair (various) (15%):** Fixing something broken, jammed, disassembled, or otherwise inoperable. Each type of Repair is a specialty, such as Electrical, Electronic, Mechanical, Structural, Quantum, etc.
- **Research (25%):** Using a source of references (library, newspaper archive, computer network, the internet, wizard's grimoire, etc.) to discover desired pieces of information.
- **Ride (various) (05%):** Riding an animal and controlling it in difficult situations. Each type of animal (horse, dragon, giant owl, etc.) is a specialty.
- **Science (various) (01%):** Expertise in a field of study from the 'hard sciences.' Each type of Science skill is a specialty, such as Astronomy, Biology, Botany, Chemistry, Genetics, Geology, Mathematics, Meteorology, Physics, Zoology, etc.
- **Sense (10%):** A combination of scent, taste, and touch—being able to detect subtle or hidden things with these senses.
- **Shield (various) (% by shield type):** Parrying a blow with a shield. Each type of Shield skill is a specialty, such as Buckler, Energy, Full, Half, Heater, Hoplite, Kite, Round, etc.
- **Sleight of Hand (05%):** Feats of prestidigitation and misdirection, such as picking pockets, palming coins, card tricks, and sleight-of-hand illusions.
- **Spot (25%):** Detecting those things difficult to notice or otherwise hidden.
- **Status (15% or various):** Social standing, or the ability to manipulate one's social environment in a favorable manner, such as borrowing money, gaining favors, impressing others, etc. Each type of Status skill is a specialty. Specialties might include City (a particular city), Group (one group or organization), High Society, Religion, Species (a particular species), etc.
- **Stealth (10%):** Sneaking around to avoid detection or making otherwise concealed and furtive movements.
- **Strategy (01%):** Tactical assessment of a situation and constructing an optimal response, gaining insight into the conditions on a battlefield or the tactics the enemy will use. Often utilized in military or political situations.
- **Swim (25%):** Guiding oneself through the water with the intent of movement or prevention of drowning.
- **Teach (10%):** Imparting knowledge to others. See the Experience section on page XX for more information. **Technical Skill (various) (00%):** Use of a sophisticated piece of equipment or technical process. The base chance varies by setting and should be determined by the gamemaster, as appropriate. Each type of Technical skill is a specialty, such as Computer Programming, Computer Use, Electronics, Robotics, Sensor Systems, Siege Engines, Traps, etc.
- **Throw (25%):** Aiming and tossing something (dart, football, baseball, rock, hat, etc.) through the air towards a target. Unlike the Missile Weapon skill, this is a catch-all for anything that isn't specifically a weapon, and a successful roll doesn't necessarily damage an opponent.
- **Track (10%):** Following a trail of footprints, spoor, etc. in either direction.

If desired, the gamemaster should modify the skill list to make it more appropriate to any given setting. The gamemaster should feel free to eliminate skills, rename them, or introduce new skills. *For example, a medieval fantasy setting probably won't utilize Energy Weapon, Heavy Machine, Psychotherapy, or Technical Skill.* Beginning skill levels can also be adjusted for a specific campaign or setting.

2.7 Professions and Professional Skills

In *Basic Roleplaying*, a profession is a collection of skills appropriate to a character in that role. Each player character receives 300 skill points to allocate among these skills, as the player sees fit. There are no restrictions about what skills the character can learn in play through experience or additional training, and there is no minimum number of skill points that can be allocated to a professional skill. *For example, a soldier has access to training in skills relating to firearms, but they may choose to have no training with Heavy Weapons.* These skill points are added to the skill's base chance, described above.

Following are a dozen professions appropriate to a wide range of settings. Professions using powers (magic, for example) are not provided here.

- **Cowboy:** Craft (usually knots), Firearm (Rifle), Knowledge (Natural History), Knowledge (Local Area), Listen, Navigate, Ride, Spot, Throw, Track.
- **Detective:** Firearm (Handgun), Knowledge (Law), Listen, Persuade, Spot, Research, and four of the following: Art, Brawl, Disguise, Dodge, Drive, Fast Talk, Firearm (any), Grapple, Hide, Insight, Knowledge (any), Language (Other), Language (Own), Medicine, Ride, Science (any), Technical (Computer Use), Stealth, or Track.
- **Doctor:** First Aid, Language (Own), Medicine, Persuade, Research, Spot, and choose four of the following: Insight, Language (Other), Psychotherapy, Science (any), and Status.
- **Hunter:** Climb, Hide, Listen, Navigate, Spot, Stealth, Track, and three of the following: Firearm (Handgun, Rifle, or Shotgun), Knowledge (Natural History or Region), Melee Weapon (usually Spear), Missile Weapon (any), Language (Other), and Ride.
- **Lawman:** Brawl, Dodge, Fast Talk, Knowledge (Law), Listen, Spot, and four of the following: Drive, Firearms (any), First Aid, Grapple, Insight, Knowledge (Region or Group), Language (Other), Martial Arts, Melee Weapon (any), Missile Weapon (any), Pilot (any), Ride, Status, Technical (Computer Use), or Track.
- **Noble:** Bargain, Drive, Etiquette, Language (Own), Language (Other), Literacy, and Status, plus any other three skills as hobbies or fields of interest.
- **Sailor:** Climb, Craft (any), Dodge, Grapple, Navigate, Pilot (Boat), Swim, and any three of the following: Artillery (any, usually shipboard), Command, Language (Other), Listen, Repair (Mechanical), Repair (Structural), or Spot.
- **Scientist:** Craft (any), Persuade, Research, Status, Technical (Computer Use) or Heavy Machine, and any five appropriate Knowledge or Science related to field of study.
- **Soldier:** Brawl, Climb, Dodge, First Aid, and six of the following: Artillery, Command, Drive, Firearm (usually Rifle, but any), Grapple, Heavy Weapon (any), Hide, Language (Other), Listen, Jump, Medicine, Melee Weapon (any), Missile Weapon (any), Navigate, Repair (Mechanical), Ride, Spot, Stealth, or Throw.
- **Spy:** Dodge, Fast Talk, Hide, Listen, Research, Spot, Stealth, and three of the following: Art (Photography), Brawl, Disguise, Etiquette, Firearm (any), Grapple, Insight, Knowledge (any), Language (Other), Language (Own), Martial Arts, Navigate, Pilot (any), Repair (Electronics), Repair (Mechanical), Ride, Swim, Technical (Computer Use), Throw, or Track.
- **Thief:** Appraise, Dodge, Fast Talk, Hide, Stealth, and five other skills from the following list: Bargain, Brawl, Climb, Disguise, Fine Manipulation, Firearm (Handgun or Shotgun), Grapple, Insight, Listen, Jump, Knowledge (Law), Persuade, Repair (Mechanical), or Spot.
- **Warrior:** Brawl, Dodge, Grapple, Melee Weapon (any), Missile Weapon (any), and five other skills from the following list: Climb, Firearm (any), Hide, Listen, Jump, Language (Other), Martial Arts, Ride, Spot, Stealth, Swim, Throw, Track.

As an alternative to the established professions, the gamemaster may allow a player to create a new profession for their character. To do so, pick a suitable title for the profession and ten appropriate skills to spend 300 professional skill points on.

2.8 Personal Skills

Not everyone is entirely their profession, and a character shouldn't be so narrowly defined. Multiply the INT characteristic by 10 and distribute those points across *any* skills desired, including skills from the character's profession. These represent skills and training picked up elsewhere, either prior to their current profession or through personal interests. It could also represent a natural affinity for the skill.

The gamemaster may ask players not to raise any skill higher than 75% (unless the skill's base is higher than 75%), and that any personal skills selected at this time make sense for the character to have.

2.9 Equipment

Now that the character is almost finished, they still need some gear. This can include weapons, armor, or other important paraphernalia used in their profession. In the course of play there are many chances to get more equipment, but each starting player character has in their immediate possession the following:

- A set of clothing appropriate to the character's profession and the setting.
- An amount of pocket money; enough to last a little while without hardship. The higher the Status skill, the more money.
- A personal heirloom, keepsake, or some trinket of little relative value.
- Any trade tools or transportable equipment suitable to the character's profession, if appropriate.
- Any weapon the character has a skill of 50% or higher in, if appropriate.
- Other items as appropriate based on the Status skill, setting, and subject to the gamemaster's approval.

This can be modified by the gamemaster based on circumstances: characters participating in a commando raid may be fully laden with weapons and tactical gear, while suburban civilians waking up to a zombie apocalypse may be limited to what they reasonably have on hand.

2.10 Final Touches

Any major aspects of characterization or background should be decided at this point. The gamemaster may wish to learn more about the character's background for use in a campaign. This can include origin, family, education, religion, past actions, or goals. Generally, the more a player knows about the character, the more 'real' they become in play, though this is not always necessary. It's just as bad to create too much background as it is to create too little.

Each player should create as much background as feels comfortable. A one-shot scenario probably doesn't need lot of character background, but for a longer campaign, the gamemaster and other players may have a hard time imagining the character if enough information hasn't been provided.

The gamemaster *always* has the right to veto anything that's objectionable or does not fit into the desired setting or tone.

3. SYSTEM

Routine game actions in routine situations almost always succeed. As discussed prior, generally speaking, a character shouldn't have to roll to determine if they drove successfully to work, or cooked a basic meal. However, when the action becomes dramatic or extraordinary, players and the gamemaster should roll dice for the resolution.

SUCCESS OR FAILURE RESULT

Ability	Critical	Special	Success	Fail	Fumble
01–05	1	1	01–05	06–00	96–00
06–07	1	1	Per ability	Per ability	96–00
08–10	1	01–02	Per ability	Per ability	96–00
11–12	1	01–02	Per ability	Per ability	97–00
13–17	1	01–03	Per ability	Per ability	97–00
18–22	1	01–04	Per ability	Per ability	97–00
23–27	1	01–05	Per ability	Per ability	97–00
28–29	1	01–06	Per ability	Per ability	97–00
30	01–02	01–06	Per ability	Per ability	97–00
31–32	01–02	01–06	Per ability	Per ability	98–00
33–37	01–02	01–07	Per ability	Per ability	98–00
38–42	01–02	01–08	Per ability	Per ability	98–00
43–47	01–02	01–09	Per ability	Per ability	98–00
48–49	01–02	01–10	Per ability	Per ability	98–00
50	01–03	01–10	Per ability	Per ability	98–00
51–52	01–03	01–10	Per ability	Per ability	99–00
53–57	01–03	01–11	Per ability	Per ability	99–00
58–62	01–03	01–12	Per ability	Per ability	99–00
63–67	01–03	01–13	Per ability	Per ability	99–00
68–69	01–03	01–14	Per ability	Per ability	99–00
70	01–04	01–14	Per ability	Per ability	99–00
71–72	01–04	01–14	Per ability	Per ability	00
73–77	01–04	01–15	Per ability	Per ability	00
78–82	01–04	01–16	Per ability	Per ability	00
83–87	01–04	01–17	Per ability	Per ability	00
88–89	01–04	01–18	Per ability	Per ability	00
90–92	01–05	01–18	Per ability	Per ability	00
93–95	01–05	01–19	Per ability	Per ability	00
96–97	01–05	01–19	01–95	96–00	00
98–100	01–05	01–20	01–95	96–00	00
(higher)	5% ability	20% ability	01–95	96–00	00

It is important to know whether characteristics and skills succeed when danger threatens, or if they fail miserably in the face of stress. Dice allow crises and decision points to be resolved without the constant intervention of the gamemaster.

Dice rolling is what turns *Basic Roleplaying* into a game system, not just a case of "Mother May I?" with the gamemaster taking the role of mother.

However, a gamemaster does not necessarily need to roll against themselves. If a non-player character is attempting to do something to another part of the environment, whether it's lifting a rock, convincing another non-player character of something, or leaping a chasm, the gamemaster may always just decide what the result is instead of rolling, but can always roll for a random result if desired. This keeps the dice rolling to a minimum and focused on the players' actions.

3.1 Success or Failure?

The most important question in a roleplaying game is: "Do I succeed, or do I fail?" The next most important is: "How well do I succeed or fail?" *Basic Roleplaying* provides an easy-to-understand system to measure these chances, using dice rolls to these questions. Some skills (especially combat skills) are inherently dramatic and/or dangerous. These are always rolled for. Players and the gamemaster use percentage dice (D100) most of the time to determine success or failure.

Most of the time, when it's necessary to determine an attempted action's success or failure, the players and the gamemaster need to make a percentage dice roll as described in **1.2 Dice and Reading Dice Results**. Characteristic rolls are described in **2.4 Characteristic Rolls** and use the same system as skill and combat rules (described below).

3.2 Skill Rolls

All characters have trained abilities described in **2.6 Skills**, with ratings ranging from 00% (no chance of success) to 100% or higher (almost always succeeding). A character's skill points are added to the skill's base chance for a total chance of success. The process is simple: the player or gamemaster announces that a character will attempt a skill. A percentage dice roll is made. If the roll is equal to or less than the chance of success, the skill succeeds (with appropriate results). If the roll is over the chance of success, the skill fails.

There are two other conditions to keep in mind when attempting a skill roll: *difficulty* and the *special success*. These are described below.

Difficulty: Use of a skill isn't always cut and dried. It's more difficult to drive a car in the dark during heavy rain than it is to drive it in the middle of day in perfect weather. A wide variety of conditions (weather, distractions, equipment, etc.)

can affect whether it's easy or more difficult to use a skill. To simulate this, skills can be modified in the following ways.

- *Automatic:* When it's completely certain that the character will succeed, and when there's nothing major at stake (no life-or-death situation, no challenge, etc.), the skill automatically succeeds. Don't even bother to roll.
- *Easy:* Some combination of circumstances, conditions, or other assistance has made it easier to perform the skill. In this case, double the skill chance. Dice should still be rolled even if the skill chance is now over 100%, however, as there's still the chance of a special success or a failure (both are described below).
- *Normal:* This is the standard, meaning that any conditions, circumstances, etc. are negligible and won't affect the chance to use the skill.
- *Difficult:* If a skill would be made more difficult by some circumstance, condition, or other situation, divide the skill chance in half (rounding up).
- *Impossible:* If it's simply impossible for the skill to succeed, such as a normal human attempting to leap 100 meters into the air unaided, or solve a crossword puzzle in absolute darkness, no roll should be allowed. The skill attempt just fails, with any appropriate consequences. The gamemaster may either declare no roll can be attempted, or let the player roll and describe how badly they fail in the attempt.

Section **6. Spot Rules** covers a few situations where difficulties are applied, though for the most part these should be obvious and assigned by the gamemaster where appropriate. *For example, the gamemaster may announce that fighting in near dark makes all skills Difficult, half their normal chance.*

Special Success: Not all successes are equal. Sometimes a skill use is 'just right,' and the result is better than normal. In this case, the result is called a special success. A special success is equal to one-fifth (1/5) the chance of success, rounded up (use the final chance if modified by a difficulty). *For example, a skill of 60% means that any roll of 01 through 12 is a special success (as 12 is 1/5 of 60%).*

In normal skill use, a special success means that the skill succeeded especially well and should have an enhanced result. The exact result should be left up to the gamemaster to determine, but as a rule of thumb, it should be twice as good as a regular success. In combat, a special success does additional damage, and is described in **5.13 Special Successes**.

3.3 Skill vs. Skill

Often, one character attempts a skill that must be countered by a non-player character, or *vice versa*. This is known as an **opposed skill roll** and describes a situation such as a player character using Stealth to move undetected versus a non-player character using Listen to detect intruders. In these cases,

all acting parties should make their appropriate skill rolls and compare the results:

- If all parties fail, the consequences are either obvious, a stalemate is achieved, or no one achieves their goal.
- If only one party succeeds, the successful skill is accomplished without challenge.
- If the rolls are successful and tied (same quality of result), the character with the highest skill rating is successful.
- If more than one party succeeds normally, the highest successful quality of roll (a special success is better than a success) is the one that achieves the desired result. In this case, the lesser successful result is shifted. If it is a normal success, it becomes a failure.

Think of levels of success as a three-stage affair: **special success > success > failure**, with the ">" meaning "is greater than." When comparing levels of success, one level of success essentially cancels an opposed level of success.

- **Special Success vs. Special Success:** Each degrades by two levels of success; becomes two failures (though an experience check is allowed, as the rolls are still 'successful').
- **Special Success vs. Success:** The special success becomes a success; the (normal) success becomes a failure.

- **Special Success vs. Failure:** The special success achieves double the intended result (as appropriate); unopposed by the failing roll.

In cases where both parties fail, the gamemaster can determine whether it means both parties fail their goals or the acting parties somehow foul each other and create a stalemate that must be resolved to proceed. For some opposed skills, the results are obvious. *For example, two characters are using Throw to hit the same target. Both fail their rolls: both miss.*

In other cases, the results can be more nuanced and up to the gamemaster to determine. *For example, a failed Stealth roll opposing a failed Listen roll might mean that the sneaky character makes noise but is still not noticed by the listener. It might also mean, though, that the listener somehow moves into the path of the sneaker so that they cannot sneak any further without being noticed.*

When a stalemate occurs, the best option is to change the conditions or circumstances, such as using a different skill, creating a distraction, changing tactics, etc.

3.4 The Resistance Table
Some actions require more than skill or natural ability: obstacles must be overcome for the character to succeed. In these cases,

RESISTANCE TABLE

POW of Attacking Force

POW of Defending Force	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
1	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—
2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—
3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—
4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—
10	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—
11	—	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—
12	—	—	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
13	—	—	—	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
14	—	—	—	—	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
15	—	—	—	—	—	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
16	—	—	—	—	—	—	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75
17	—	—	—	—	—	—	—	5	10	15	20	25	30	35	40	45	50	55	60	65	70
18	—	—	—	—	—	—	—	—	5	10	15	20	25	30	35	40	45	50	55	60	65
19	—	—	—	—	—	—	—	—	—	5	10	15	20	25	30	35	40	45	50	55	60
20	—	—	—	—	—	—	—	—	—	5	10	15	20	25	30	35	40	45	50	55
21	—	—	—	—	—	—	—	—	—	—	—	5	10	15	20	25	30	35	40	45	50

call for a **resistance roll**. Resistance rolls pit characteristics or other measurable quantities against one other. *For example, a heavy rock might be SIZ 15. To lift it, a character needs to roll their STR versus the rock's SIZ on the resistance table.*

To make a resistance roll, cross-index the active characteristic to the passive characteristic on the resistance table (above). The active characteristic is the party or force trying to influence the passive characteristic, the one resisting any change. The cross-indexed value is the percentage chance the acting force has of success.

For success, one of the sides—active or passive—must roll D100 equal to or less than the indicated number. If the passive force is not attempting to resist, then it does not roll. *For example, a character with STR 13 (the active characteristic) has a 40% chance of picking up that SIZ 15 rock (the passive characteristic). The rock doesn't do anything to resist, so it's not going to roll against the character. If the roll is 40 or below, the rock is lifted. A roll of 41+ means the rock is just too heavy. The character can rest and try again later.*

In general, the side controlled by a player is the one that should roll, whether active or passive. If there is a condition where it is uncertain as to who should roll, let the passive side, the defender, roll.

One of the most common uses for resistance rolls is STR vs. SIZ. To pick any of these things up, a character matches STR (the active characteristic) against the object's SIZ (the passive characteristic). Following is a list of the sizes of the relative SIZ of average objects:

Object SIZ Examples

Object	SIZ
Glass window	3
Door	4–8
Chair	4–9
Table	4–12
Lamp post	30
Home wall	25–35
Brick wall	30–50
Concrete wall	30–50
Concrete and steel wall	35–55
Small air vehicle	40
Automobile	50
Vault door	60
Medium land vehicle	60
Steel beam	65
Air vehicle, jet fighter	80
Medium tank	80
Air vehicle, airliner	110

The resistance table isn't just for picking things up, however. Use it in a DEX vs. DEX race to determine who wins between two characters with an equal MOV characteristic. Following are other ways to use the resistance table:

- Arm wrestling is straight STR vs. STR.
- Squeezing through a hole in the wall pits a character's SIZ vs. the hole's SIZ, only in this case, the character wants to lose.
- Drinking someone under the table is CON vs. CON.
- A psychic battle (or even a stare-down) uses POW vs. POW.
- Trying to resist a poison pits the poison's potency (rated as potency, see **6.10 Poison**) against the poisoned character's CON.
- Getting noticed when another person is also trying to be noticed is APP vs. APP.

The resistance table is for use when a raw characteristic is pitted against another, working on the principle that two equal forces have a 50/50 chance of winning if pitted against one another. The rest of the time, use a skill vs. a skill, or best judgment.

3.5 Experience

If characters succeed in using skills during challenging situations, those skills should have the chance to improve. Practice makes perfect. On the character sheet are small checkboxes next to each skill. The first time a skill is used successfully in an adventure, the player should check the box, indicating that the skill has been used successfully and is eligible for experience.

Keep in mind the following:

- Subsequent uses of the skill in the adventure do not count towards experience: one successful use is enough.
- Successful use in two different specialties is two experience checks, not one. *For example, successful rolls in Knowledge (Occult) and Knowledge (History) are two different skills and are eligible for separate experience checks.*
- Using a skill when it is modified to *Easy* (double normal chance) does not count.
- Using a skill in a non-threatening, non-adventuring situation where nothing is at stake doesn't count. *For example, attempting to Hide when no one is looking doesn't merit a skill experience check.*

At the end of the adventure, the gamemaster asks each player to make an experience roll for each skill successfully used and checked. An experience roll is a roll higher than the skill chance (a reverse of the normal procedure). The idea that as a character gets more highly skilled, it gets harder to improve. If the experience roll is higher than the skill, the player then rolls 1D6 and adds this total to the skill. *For example, if a player is making an experience roll for a skill of 35%, any roll of 36 or greater is a success. If the player rolls a 36–00, add 1D6 to the character's existing 35% skill.* A roll of 100 is always an improvement, even if the skill is higher than 100%.

A character can learn from a teacher with dedicated study and an adequate amount of time (decided by the gamemaster). At the end of that period, have the teacher attempt a Teach skill roll and a roll on the relevant skill to be taught. If the Teach skill is higher than the teacher's skill value, it is reduced to the skill's value for the purpose of instruction. If both skills are successful, the student character may make a successful experience check and check for experience as described above. This is subject to the gamemaster's approval and may involve money being spent, and a character cannot learn more than one skill at a time in this fashion.

When a skill has been successfully checked for experience, erase the current skill value and write the new total on the character sheet. Repeat this process for each skill checked successfully, until completed.

Generally, this is done at the end of a single adventure, though the gamemaster can allow for multiple chances for skill improvement for a longer adventure that provides several distinct 'downtime' periods where the characters can rest and reflect on what they have accomplished.

In the case of a long period—months at the least—between adventures, the gamemaster may also allow characters four 'free' experience checks of their choice, representing activities they undertook in this downtime. These checks are treated as regular experience checks and must be rolled to see if they result in actual skill improvement.

4. TIME
In *Basic Roleplaying*, time is an important factor, mostly to determine what happens in what order, so that game mechanics are applied when they should be. Remember that in-game time is usually not equivalent to time actually spent playing. Sometimes, the gamemaster may need to summarize the events of many days in a single sentence, such as "*It takes you a week to reach Constantinople,*" while at other times, particularly during combat, the actions of only a few seconds of time can take several minutes or longer to resolve.

Following are the important distinctions of game time:

4.1 Narrative Time
Narrative time is the amount of time taken when the gamemaster is narrating to the players, or when the players are discussing plans. Unless there is a specific reason for it, most actual roleplaying takes place in narrative time. When roleplaying, narrative time resembles real time, where a conversation takes as long to have as it takes to play. If a game session includes lengthy travel, or periods of activity where exact time is not of the essence, then time is compressed greatly to a few moments of game time. The description of travel time to Constantinople (above) is an example of this. If large amounts of time are being dealt with in this fashion, the gamemaster should allow for the player characters to perform any activities that could fit into this timeframe, within reason.

4.2 The Turn
When it's important to take note of the exact passage of time, but not in actual combat, time is measured in **turns**. Each turn equals five minutes (25 combat rounds). Turns are used for general movement when there is no conflict or other event that must be handled on a minute-by-minute basis. It is also a general measure for how long certain activities take, particularly actions that are not during combat, such as picking a lock or finding a book in a library. In these cases, the gamemaster may rule that a certain task takes a specific number of turns to complete.

4.3 The Combat Round
A **combat round** is used during combat sequences, when it's important to note exactly what happens and in which order. A combat round consists of 12 seconds of fast-paced activity. If the combat takes more than one combat round, another combat round begins immediately after. Combat rounds are repeated until the combat is over. A character usually gets one attack or other action and can potentially make multiple defensive actions in a combat round. During a combat round, if a character does nothing else, they can walk about 10 meters or run about 30 meters and still be able to watch what is going on nearby, parry incoming blows, and react to emergencies.

4.4 Skill Time
Following are examples of the game time required to perform a single use of a skill. Some skills can take a variable amount of time and are listed in each appropriate time category.

- **A few seconds to an entire combat round:** Most attacks and parries, Artillery, Brawl, Dodge, Drive, First Aid, Heavy Machine, Hide, Jump, Listen, Pilot, Ride, Sense, Shield, Sleight of Hand, Spot, Stealth, Swim, Throw, some characteristic rolls.
- **1–5 minutes:** Appraise, Art, Artillery, Bargain, Climb, Command, Demolition, Drive, Etiquette, Fast Talk, Fine Manipulation, First Aid, Fly, Gaming, Insight, Heavy Machine, Hide, Knowledge, Language, Listen, Literacy, Medicine, Navigate, Perform, Persuade, Pilot, Repair, Ride, Sense, Stealth, Strategy, Swim, Technical Skill, Track, some characteristic rolls.
- **5–30 minutes:** Appraise, Art, Bargain, Climb, Command, Craft, Demolition, Disguise, Etiquette, Knowledge, Language, Medicine, Navigate, Perform, Ride, Science, Sense, Status, Strategy, Swim, Technical Skill, Track, some characteristic rolls.
- **30–60 minutes:** Appraise, Art, Climb, Command, Craft, Demolition, Drive, Etiquette, Fine Manipulation, Fly, Heavy Machine, Knowledge, Language, Medicine, Navigate, Perform, Persuade, Pilot, Psychotherapy, Repair, Research, Ride, Science, Status, Strategy, Swim, Technical Skill, Track.
- **Six hours to many days:** Art, Craft, Psychotherapy, Repair, Research, Strategy, Teach, Technical Skill. The gamemaster may require multiple successful skill rolls for extended research, study, or a complex task.

5. COMBAT

Combat is often an inevitable—and exciting—part of most adventures. Because of its deadly nature, it is essential to know exactly what happens when in combat, who can act at a certain time, and what actions are possible in the amount of time provided. This section addresses the wide variety of actions that occur during a combat round.

5.1 The Combat Round

As noted previously, a combat round is 12 seconds long, and in it each character can perform actions and react to other actions in an order usually determined by their DEX characteristics. A combat round consists of four phases. These always occur in the same order and are repeated with each new combat round until the combat is over. These phases are described below.

1. Statement of Intent
2. Movement
3. Actions
4. Resolution

5.2 Statement of Intent

The gamemaster and players involved in a combat round must announce what they will do. The order that actions can be attempted in is determined by each character's DEX characteristic. Players or gamemasters do not need to announce defensive actions (parries, dodges, etc.) during this phase.

Statements of intent should be handled in order of the DEX characteristic of all involved characters, highest to lowest. The player of a character with a high DEX rank makes their statements of intent before a character with a low DEX rank. Usually the gamemaster counts down, from the highest DEX to the lowest, calling on each player to state their intended actions at the appropriate times, and announcing how the non-player characters will act at the appropriate DEX characteristics.

If there is a need to determine who acts first when DEX ranks are tied, use the relevant skill (missile weapons before melee weapons, for example). If both are using the same type of weapons, the character with the higher skill rating goes first. If these are still tied, the actions occur simultaneously.

Some gamemasters and players choose to forgo the verbal part of the statement of intent phase and move directly into counting down DEX and acting.

5.3 Movement

If a character is not involved in combat, they can move around 30 meters in a combat turn if performing no actions other than defensive (parries or dodges). A character can move between 6–15 meters and still act at half their normal DEX rank. Moving between 16–29 meters in a combat round means that the character acts at one-quarter their normal DEX rank.

5.4 Actions

Characters act on their DEX rank, so someone on DEX rank 15 goes before someone on DEX rank 14. If there are multiple characters attempting to act on the same DEX rank, attacks are performed in order of weapon type.

Attackers armed with missile weapons (bows, guns, etc.) are be able to act before those in hand-to-hand (melee) combat. After these go characters armed with long weapons (spears, lances, etc.), then those with medium-length weapons (swords, axes, etc.) and finally those with short weapons (daggers, etc.) or who are unarmed.

If a weapon has more than one range listed, the user can choose which range to act on.

Parries and dodges occur within the same DEX rank as the original attack.

5.5 Attacking

To attack, roll D100 and try to obtain a result equal to or lower than the attack chance for the Melee Weapon, Missile Weapon, or Heavy Weapon being wielded. Lower is better. If the roll is less than 1/5 of the attack chance, a special success is achieved, as described in **5.13 Special Successes**.

At the gamemaster's discretion, a related specialty skill may be used as if *Difficult* (1/2 chance). *For example, a gamemaster may allow a character to use a sword with their dagger skill, as both are Melee Weapon specialties and are similar weapons.*

A special success on an attack is better than a normal success and requires an equally successful parry or Dodge roll to avoid.

Any roll higher than the attack chance is a failure and does no damage to the opponent.

If an attack is successful it may do damage to the intended target. See **5.12 Damage and Injury** for more about this.

5.6 Parrying

Parrying is the act of knocking or blocking the attacking weapon out of the way using the relevant Melee Weapon skill. A parry is determined after the attack roll is made. If an attack fails, it does not need to be parried. If the attack is successful, the target of that attack may wish to parry it. To parry, the character must be aware of and able to see the attack coming.

Determine a successful parry just like an attack roll, by rolling percentage dice below the parry skill (equal to the weapon's attack skill). A special success (described below) means an especially good parry and is required to fully counteract an attack with a special success result.

It is impossible to parry firearms or high-velocity weapons (energy weapons, etc.). Generally, one needs a shield to parry missile weapons.

Weapons and shields occasionally take damage from being used to parry and can even break if their hit points are overcome.

5.7 Dodging

Dodging is the act of getting out of the way of an oncoming attack using the Dodge skill. A Dodge is determined after the attack roll is made. If an attack fails, it does not need to be dodged. If the attack is successful, the target of that attack may wish to Dodge it.

To dodge, the character must be aware of and able to see the attack coming. Determine a successful dodge just like an attack roll, by rolling percentage dice below the dodge skill chance.

A special success (described below) means an especially good dodge and is required to fully avoid an attack with a special success result. It is impossible to dodge firearms or high-velocity weapons, although the gamemaster may allow the character to dodge arrows and thrown weapons as if the task were *Difficult* (half the normal skill level). In these cases, it is assumed that the character saw the attacker's intent to fire and just got out of the way in time.

5.8 Combat Summary

A quick means of determining who hits who in a combat is to compare levels of success, just as with skills: special success > success > failure. A success cancels out an equivalent level of success.

The Attack and Defense Matrix table, following, summarizes the results in combat.

ATTACK AND DEFENSE MATRIX

Attack Roll	Parry Roll	Dodge Roll	Result
Special	Special	Special	Defender parries or dodges attack, no other result.
Special	Success	Success	Attack partially parried or dodged and achieves a normal success. Defender's armor value subtracted from damage. Parrying weapon or shield takes 2 points of damage.
Special	Failure	Failure	Attack achieves a special success. Attack does full damage plus normal damage bonus and appropriate special result. Defender's armor value subtracted from damage.
Success	Special	Special	Defender blocks or dodges damage; no other result. If parried in melee combat, attacker's weapon takes 1 point of damage.
Success	Success	Success	Defender blocks or dodges damage, no other result.
Success	Failure	Failure	Attack strikes defender and rolls damage normally. Defender's armor value subtracted from damage.
Failure	—	—	No damage; no effect.

5.9 Weapons and Damage

Weapons are described in the following manner:

- The **skill** and **specialty** used (see **2.6 Skills**).
- The **base** chance, which any skill points are added to.
- The damage the weapon does against the target (see **5.12 Damage and Injury**). The attacker's damage bonus (db) is added to this. "½ damage bonus" means roll and divide by 2, rounding up.
- The number of hands needed to use the weapon properly.
- The hit points it has if it is used to parry.
- The range of the weapon provided in meters: below this range the attack chance is not modified, while at up to twice the range the attack becomes *Difficult* (½ skill chance). At up to three times the range, the attack chance is ¼ the normal chance, and beyond three times the range there is no chance of hitting the target.

MELEE WEAPONS

Weapon	Skill	Specialty	Base	Damage	Hands	Hit Points
Axe, Battle	Melee Weapon	Axe	15	1D8+2+db	1H	15
Axe, Great	Melee Weapon	Axe	15	2D6+2+db	2H	15
Axe, Hand	Melee Weapon	Axe	15	1D6+1+db	1H	12
Brawl	Melee Weapon	Brawl	25	1D3+db	1H	n/a
Club, Heavy	Melee Weapon	Club	25	1D8+db	2H	22
Club, Light	Melee Weapon	Club	25	1D6+db	1H	15
Dagger	Melee Weapon	Dagger	25	1D4+db	1H	15
Halberd	Melee Weapon	Polearm	15	3D6+db	2H	25
Hammer	Melee Weapon	Hammer	25	1D6+db	1H	15
Hammer, Great	Melee Weapon	Hammer	25	1D10+3+db	2H	15
Knife	Melee Weapon	Dagger	25	1D3+1+db	1H	15
Mace, Heavy	Melee Weapon	Mace	25	1D8+2+db	2H	10
Mace, Light	Melee Weapon	Mace	25	1D6+2+db	1H	6
Pike	Melee Weapon	Polearm	15	1D10+2+db	2H	12
Staff, Quarter-	Melee Weapon	Staff	25	1D8+db	2H	8
Spear, Long	Melee Weapon	Spear	15	1D10+db	2H	10
Sword, Broad	Melee Weapon	Sword	15	1D8+1+db	1H	12
Sword, Great	Melee Weapon	Sword	05	2D8+db	2H	12
Sword, Short	Melee Weapon	Sword	15	1D6+1+db	1H	12

MISSILE WEAPONS

Weapon	Skill	Specialty	Base	Damage	Hands	Hit Points	Range
Axe, Hand (thrown)	Missile Weapon	Throwing Axe	10	1D6+½db	1H	12	20 meters
Bow, Long	Missile Weapon	Bow	05	1D8+1+½db	2H	10	90 meters
Crossbow, Heavy*	Missile Weapon	Crossbow	25	2D6+2	2H	18	55 meters
Crossbow, Light*	Missile Weapon	Crossbow	25	1D6+2	2H	10	40 meters
Dagger (thrown)	Missile Weapon	Throwing Dagger	15	1D4+½db	1H	15	10 meters
Knife, (thrown)	Missile Weapon	Throwing Dagger	15	1d3+1+½db	1H	10	10 meters
Pistol**	Firearm	Pistol	20	1D8	1H	8	20 meters
Pistol, Laser**	Energy Weapon	Laser Pistol	20	1D8	1H	14	20 meters
Rifle**	Firearm	Rifle	25	2D6	2H	12	80 meters
Rifle, Laser**	Energy Weapon	Laser Rifle	15	2D8	2H	20	100 meters
Rock (thrown)	Throw	Throw	Throw	1D2+½db	1H	n/a	20 meters
Sling	Missile Weapon	Sling	05	1D8+½db	2H	2	80 meters

* Crossbows are slower to fire than most missile weapons; each takes a full combat round to reload, so they can only be fired on every other round.
** Pistols and rifles hold 6 shots apiece; laser pistols and rifles have charges for 20 shots.

5.10 Armor

Armor protects its wearer from being injured. It's not invulnerable, though. Light armor stops a little damage, and heavy armor stops a lot of damage. *For example, soft leather armor stops 1 point of damage, while full plate armor stops 8 points of damage.* When a character is hit in combat, subtract the armor points from the points of damage that have been rolled. Damage above and beyond the armor's protection value bypasses the armor and is inflicted on the character, reducing their current hit points.

Following is a sample list of various armor types. Armor is defined by **armor points** (how many points are subtracted from damage) and any additional effects wearing the armor has on the wearer.

'Physical' skills are Climb, Dodge, Fine Manipulation, Hide, Jump, Sleight of Hand, Stealth, Swim, and Throw, and the Agility characteristic roll, while 'perception' skills are Listen and Spot. At the gamemaster's discretion, other skills may be affected by wearing armor.

ARMOR TYPES

Name	Armor Points	Skill Modifier
Bulletproof Vest	8	–5% to physical skills
Chain	7	–20% to physical skills
Flak Jacket	4	–10% to physical skills
Clothing, Heavy	1	None
Helmet, Heavy	+2	–50% to perception skills
Helmet, Light	+1	–15% to physical skills
Hoplite Panoply	6	–20% to physical skills
Leather, Soft	1	None
Leather, Hard	2	–10% to physical skills
Plate, Full	8	–25% to physical skills
Quilted	2	–5% to physical skills
Riot Gear	12/6	–10% to physical skills

5.11 Shields

Essentially, a shield is any movable, non-weapon obstacle a character uses to intercept incoming attacks. Parrying with a shield follows the same rules as parrying with a weapon, though low-velocity missile weapons (thrown, arrows, etc.) can also be parried with a shield. Generally, a target shield has a straight 15% chance to parry a missile weapon, a full (heater, kite, or round) shield has 30%, and a large (hoplite or riot-style) shield has 60%. If a character kneels behind a large shield, the chance becomes 90%.

Shields are described by their base chance to parry or attack with, damage done if used as a weapon (a shield bash, etc.), and by armor points. If the shield is immobile, use its armor points to determine how many points it protects a hit location against, and if it is damaged, reduce its hit points and armor points to represent the damage it has taken and its inability to protect as efficiently.

SHIELDS TABLE

Name	Base Chance	Skill	Armor/ Hit Points	Damage
Heater	15%	Shield	12	1D3+db
Hoplite	15%	Shield	16	1D4+db
Kite	15%	Shield	16	1D4+db
Riot	15%	Shield	16	1D3+db
Round	15%	Shield	12	1D3+db
Target	15%	Shield	12	1D2+db

5.12 Damage and Injury

Each character has hit points (HP) derived from the average of Constitution and Size (see section **2.5 Derived Characteristics**). When a weapon successfully strikes a character (or the character suffers some other injury), damage points (after armor points) are subtracted from their current hit points.

For example, an uninjured character has 12 hit points and is wearing hard leather armor (worth 2 points). They take 6 points of damage from an attack. Two points are subtracted from that damage because of the character's armor protection, and they take the remainder, 4 hit points in damage. This reduces the character to 8 hit points. Any more damage is subtracted from this new total.

If a character is reduced to 2 hit points, they fall unconscious for 1D6 hours or until awakened by another character. If a character is reduced to 0 hit points and remains at 0 at the end of the combat round, they are dead.

Characters can have injuries in excess of their hit points, going below 0 into negative values. First Aid attempts (see **5.14 Healing**) must be applied to these negative hit points to bring the character's hit points to a positive total.

5.13 Special Successes

In combat, when a special success is achieved, it means that the attack was exceptionally well-made, striking deep into the opponent's body or hitting perfectly. A special success is often a killing blow to most normal opponents. To determine the value of a special success, determine the maximum damage the weapon can roll, and then add the results of a normal damage roll to it. Add the damage modifier (if any) on top of that. The resulting amount of damage is then delivered to the opponent (with its armor subtracted from the damage, as normally).

For example, a special success earned with a short sword deals the weapon's normal maximum damage (1D6+1, so 7) to which normal rolled damage and the damage bonus is added. The player rolls 3 for their 1D6, adds +1, and rolls a 2 on 1D4 for their damage bonus. The short sword's special success does 7+4+2 damage, a total of 11 points.

5.14 Healing

A character usually heals 1D3 hit points per game week, meaning that at the end of a seven-day period, the gamemaster rolls 1D3 and the character has that many hit points restored to their total, up to maximum hit points. If the character is in a hospital under ideal conditions and receiving top-notch medical treatment, the gamemaster may choose to allow the maximum healing (3) rather than rolling 1D3.

Successful use of the First Aid skill heals 1D3 hit points per injury. Keep track of each injury separately; the First Aid skill can be applied to wounds to reduce their severity, restoring lost hit points. Successful use of First Aid can only heal the total hit points in damage for an individual wound.

For example, if a character has taken 2 hit points in damage from a single wound, a successful use of First Aid can only heal 2 hit points for that particular wound, even if the dice indicate more.

An injury may have First Aid applied to it only once. If the roll is unsuccessful, it is still bandaged and cleaned but is not overly beneficial.

First Aid takes one combat round to apply (if in a hurry), thus a character who has been reduced to 0 hit points in a round of combat may be saved from death if they can be brought up to 1 hit point by the time the combat round ends.

6. SPOT RULES

Spot rules cover a variety of situations in and outside of combat. These include environmental issues, damage from other sources, or modifiers that may affect gameplay.

6.1 Ambush

 If an attacker successfully made a Stealth or Hide roll and remained undetected (versus a Listen, Sense, or Spot roll), they can ambush an opponent. If the attacks are with missile weapons, the ambusher gets a single combat round where all their attacks are *Easy*. If the ambusher is using a melee weapon, the defender can only try to Dodge or parry (if a weapon is available) for one combat round. Next round, combat is handled as normal.

6.2 Backstab

 If the target is unaware of the specific whereabouts of an attacker in a combat, the target must make a *Difficult* Listen, Sense, or Spot roll. If the target remains unaware (fails the roll), an attacker behind or to the side of them can try to backstab the opponent: an *Easy* attack. Dodging or parrying this attack is considered *Difficult*.

6.3 Cover

Hiding behind something larger, equal to, or up to half the character's SIZ offers a defensive bonus. If the item can serve as cover, any missile attacks against the character are considered *Difficult*. An attack that would normally hit but misses is assumed to hit the cover. The gamemaster should determine if the attack passes through the cover, reducing damage appropriately (a brick or metal wall might stop the attack completely, a thin wood wall might only reduce damage by 4 points, etc.).

6.4 Darkness

If fighting in near-total darkness (without any night vision or equivalent), all combat skills become *Difficult*. In pitch black darkness, all combat skills are equivalent to POW expressed as a percentage or are *Difficult* (whichever is lower).

6.5 Disease

If a character is exposed to a minor disease, such as a bad cold or mild flu, they should make a Stamina roll (CON×5) to see if the disease is contracted. Success means that it is avoided, while failure means that the character catches the disease. For a minor disease, the extent of the illness should merely cost 1 or 2 hit points over a few days. On the morning of the second day the character suffers from a minor disease, roll CON×2. If the roll is successful, the character recovers. If the roll fails, the disease persists for another day. On the morning of the third day, roll CON×3, continuing by increasing the multiplier by the roll until the disease is finally overcome.

The character must rest and be cared for while recuperating from a disease. Less-than-ideal conditions (adventuring, combat, rough environment, etc.) reduces this characteristic roll by one multiple per outstanding condition, at the gamemaster's discretion. As a general guide, if the recovery roll would normally be CON×5, reduce it to CON×4 if the character is not at home in bed, reduce it to CON×3 if hiking in the wilderness, reduce it to CON×2 if engaged in strenuous activity, and reduce it to CON×1 if already suffering from other injuries.

Medical attention may be of use, but the character must recover naturally by succeeding in a CON roll as described above. At the gamemaster's discretion, successful use of the Medicine skill may increase the CON multiple by one or more steps. Other powers and/or equipment may help against disease, to a degree determined by the gamemaster.

A major disease such as plague might attack any characteristic, but most diseases will attack CON or hit points. Immensely powerful diseases could even inflict 1 or 1D3 hit points per hour, enough to kill an average human in eight hours. Symptoms vary greatly. Lesser diseases might inflict 1 hit point per day, or per week, coupled with loss of characteristic points.

Cross-index the number of times the character has failed the CON roll on the **Illness Severity** table below.

Failures	Degree of Illness
0	None
1	**Mild:** Lose 1 characteristic point per week
2	**Acute:** Lose 1 characteristic point per day
3	**Severe:** Lose 1 characteristic point per hour
4+	**Terminal:** Lose 1 characteristic point per minute

The first characteristic point is lost when the character initially contracts the disease (failing the first roll). Each successive loss is added to the total whenever a CON roll is being made to shake the disease.

The type of disease dictates what characteristic points are lost. When a character reaches 0 in a characteristic, they die. At the gamemaster's discretion, some diseases may affect multiple characteristics, and have other effects as well.

Natural healing, medical treatment, rest, counseling, rehabilitation, etc. can restore these lost characteristic points at the rate of 1 per week once the character is free from the disease.

6.6 Drawing a Weapon

Drawing a weapon from a sheath or holster reduces effective DEX rank by 5. Putting a weapon away takes the same amount. It takes no DEX ranks to drop a weapon.

6.7 Falling

A falling character takes 1D6 points of damage per three meters distance, rounded up. *For example, a seven-meter fall does 3D6 points of damage.* A successful Dodge roll reduces damage by 1D6, at the gamemaster's discretion.

6.8 Firing into Combat

Firing a missile weapon at a character that is engaged in combat penalizes the attacker by –20% to their skill chance. Firing a missile weapon at another character while both the attacker and target are engaged in combat makes an attack *Difficult*.

6.9 Knockout Attacks

It is possible to attempt to knock another character unconscious rather than killing them. To knock someone out, make a *Difficult* attack and roll damage as normal, subtracting armor. Compare the damage done against the character's hit points (total, not current). If the damage is equal to or greater than half the character's normal hit point total, the character is knocked out, with no actual damage being done. If the damage rolled is equal to or less than half the normal hit point total, the attack does minimum possible damage (the lowest the dice can roll, including the minimum strength bonus) in hit points, and the target is not knocked out.

6.10 Poison

All poisons have a potency value (POT) that is matched against the CON of a poisoned character on the resistance table (see **3.4. The Resistance Table**). Poison damage always affects hit points or one or more characteristics. If the poison overcomes a character's CON, then its full POT is done as damage to their total hit points or a specified characteristic is lowered. If the poison does not overcome the character's CON, it has a lessened effect—usually this means that half the poison's POT (round up) is suffered as damage to the victim's hit points or a characteristic.

Poison damage is usually not suffered on the same combat round in which a character is poisoned. The delay before poison damage takes effect depends upon the poison. Unless otherwise specified by the gamemaster, the delay is three combat rounds for fast-acting poisons, or three full turns for slower poisons.

Depending on the type of poison, the gamemaster may allow a Sense roll to detect the poison's presence, if it is being fed to a character, disguised in food or drink. If ingesting more than one dose of a poison, the victim must make separate resistance rolls versus each one: two doses of a POT 10 poison are not the same as one dose of a POT 20 poison.

Poison Antidotes

Almost all poisons have antidotes. All antidotes have a POT rating, just like poisons. If a character takes a poison's antidote within six full turns before being poisoned, the antidote's POT is subtracted from the poison's POT before damage is figured. An antidote for one type of poison may give a lessened benefit even when used with the wrong poison type, at the gamemaster's discretion.

Unlike poison, multiple doses of the same antidote have no effect, and are applied to the poison effects on an individual basis.

7. SAMPLE FOE

The following creature is presented as a guideline for the game-master when describing non-player characters, monsters, or other opponents. Generally, non-human foes do not have APP values.

Bear

Large land predators, bears are four-legged, thick-furred, clawed omnivores. Most bears live in forests, while polar bears dwell in arctic regions. They are generally fierce when protecting their young. This is a black bear, one of the most common types.

Characteristic	Roll	Average
STR	3D6+10	20–21
CON	2D6+6	13
SIZ	3D6+10	20–21
INT	5	5
POW	3D6	10–11
DEX	3D6	10–11

Move: 14 (8 swimming)
Hit Points: 17
Damage Bonus: +2D6
Armor: 3-point fur
Skills: Climb 40%, Listen 75%, Sense 75%.

ATTACKS

Type	%	Damage
Bite*	25	1D10+½ damage bonus (db)
Claws*	40	1D6+db
Slap**	25	1D3+db

* Bears can attack twice in a round, using either two separate claw attacks or one claw and one bite attack.

** The bear can make one slap attack per round, matching the bear's damage done versus the target's STR on the resistance table. Failure means the target is knocked prone. They can parry

Basic Roleplaying Character Sheet

Identity

Name _____ Profession _____

Race _____ Age _____ Gender _____

Handedness _____ Height & Weight _____

Description _____

_____

_____

Distinctive Feature(s) _____

_____

_____

Characteristics

STR _____ Effort Roll _____

CON _____ Stamina Roll _____

SIZ _____

INT _____ Idea Roll _____

POW _____ Luck Roll _____

DEX _____ Agility Roll _____

APP _____ Charisma Roll _____

Derived Characteristics

MOV _____ Damage Bonus _____

Hit Points _____

Dead	0	1	2	3	4	5	6	7
	8	9	10	11	12	13	14	15	16
	17	18	19	20	21	22	23	24	25

Power Points _____

Unc	0	1	2	3	4	5	6	7
	8	9	10	11	12	13	14	15	16
	17	18	19	20	21	22	23	24	25

Skills

Appraise (15) _____ %

Art (_____) (05) _____ %

Artillery (_____) (var) _____ %

Bargain (05) _____ %

Brawl (25) _____ %

Climb (40) _____ %

Command (05) _____ %

Craft (_____) (05) _____ %

Demolition (01) _____ %

Disguise (01) _____ %

Dodge (DEX×2) _____ %

Drive (_____) (var) _____ %

Energy Weapon (_____) (var) _____ %

Etiquette (05) _____ %

Fast Talk (05) _____ %

Fine Manipulation (05) _____ %

Firearm (_____) (var) _____ %

First Aid (var) _____ %

Fly (var) _____ %

Gaming (INT+POW) _____ %

Grapple (25) _____ %

Heavy Machine (_____) (01) _____ %

Heavy Weapon (_____) (var) _____ %

Hide (10) _____ %

Insight (05) _____ %

Jump (25) _____ %

Knowledge (_____) (var) _____ %

Language, Own (_____) (INT×5) _____ %

Language, Other (_____) (00) _____ %

Listen (25) _____ %

Literacy (_____) (var) _____ %

Martial Arts (01) _____ %

Medicine (05% or 00) _____ %

Melee Weapon (_____) (var) _____ %

Missile Weapon (_____) (var) _____ %

Navigate (10) _____ %

Perform (_____) (05) _____ %

Persuade (15) _____ %

Pilot (_____) (01) _____ %

Projection (DEX×2) _____ %

Psychotherapy (01) _____ %

Repair (_____) (15) _____ %

Research (25) _____ %

Ride (_____) (05) _____ %

Science (_____) (01) _____ %

Sense (10) _____ %

Shield (_____) (var) _____ %

Sleight of Hand (05) _____ %

Spot (25) _____ %

Status (var) _____ %

Stealth (10) _____ %

Strategy (01) _____ %

Swim (25) _____ %

Teach (10) _____ %

Technical Skill (_____) (00) _____ %

Throw (25) _____ %

Track (10) _____ %

Equipment

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Weapons & Shields

Weapon	%	Damage	Hands	HP	Range
_____	___	_____	____	___	_____
_____	___	_____	____	___	_____
_____	___	_____	____	___	_____
_____	___	_____	____	___	_____
_____	___	_____	____	___	_____
Brawl	___	*1D3+*	*1*	—	—

Armor

Type	Points	Modifier
_____	_____	_____