

## Success Rolls

A "success roll" is a die roll made when you need to "test" one of your skills or attributes. **Roll three six-sided dice for a success roll.** If your roll is less than or equal to the skill or ability you are testing, you succeeded. Otherwise, you failed. Sometimes you will have modifiers to a roll.

### TASK DIFFICULTY

+10	Automatic
+8/+9	Trivial
+6/+7	Very Easy
+4/+5	Easy
+2/3	Very Favorable
+1	Favorable
0	Average (adventuring)
-1	Unfavorable
-2/-3	Very Unfavorable
-4/-5	Hard
-6/-7	Very Hard
-8/-9	Dangerous

### SKILL LEVELS

0-7	Unskilled
8-13	Beginner to Competent
14-20	Exceptional to World-Class
21-26	Legendary to Superhuman
27+	Godlike

### TO USE A SKILL YOU DONT KNOW

Related Attribute -5 or  
Related Skill -3

### EXTRA TIME

2x as long gives +1,  
4x gives +2,  
8x gives +3,  
15x gives +4,  
30x gives +5.  
Haste: -1 per 10% less time taken.

### CRITICALS

3 or 4 is always a critical success/hit.  
18 is always a critical failure/miss.

### EQUIPMENT

-10/-5	None
-5/-2	Improvised/Poor
0	Basic (Default)
+1	Good
+2	Fine
+TL/2	Best possible

# BASIC PROCEDURES

## Reaction Rolls

A "reaction roll" is a roll made by the Game Master (or GM) to determine how his nonplayer characters (NPCs) react to the player characters. This roll is always optional; the GM may predetermine reactions. **To check reactions, the GM rolls 3 dice and consults the Reaction Table.** The higher his roll, the better the NPCs will react, and the better the treatment they will give the PCs. Many traits give reaction modifiers that add to or subtract from reaction rolls.

**0 or less:** Disastrous. The NPC hates the characters and will act in their worst interest. Assault, betrayal, public ridicule, or ignoring a life-or-death plea are all possible.

**1 to 3:** Very Bad. The NPC dislikes the characters and will act against them if it's convenient to do so: attacking, offering grossly unfair terms in a transaction, and so on.

**4 to 6:** Bad. The NPC cares nothing for the characters and will act against them (as above), if he can profit by doing so.

**7 to 9:** Poor. The NPC is unimpressed. He may make threats, demand a huge bribe.

**10 to 12:** Neutral. The NPC ignores the characters as much as possible. He is totally uninterested. Transactions will go smoothly and routinely, as long as protocol is observed.

**13 to 15:** Good. The NPC likes the characters and will be helpful within normal, every-day limits. Reasonable requests will be granted.

**16 to 18:** Very Good. The NPC thinks highly of the characters and will be quite helpful and friendly, freely offering aid and favorable terms in most things.

**19 or better:** Excellent. The NPC is extremely impressed by the characters, and will act in their best interests at all times - perhaps even risking his life, wealth, or reputation.

## Damage Rolls

A "damage roll" is a roll made to see how much harm you did to your foe. **Damage rolls are expressed as a number of dice, sometimes with a modifier; e.g., "6d-1" or "1d+2".** Armor (DR) reduces the damage received by the wearer. "Critical hits" can do extra damage.

Certain attacks do extra damage if they get through armor:

- x0.5:** Small Piercing (pi-)
- x1:** Crushing (cr), Piercing (pi)
- x1.5:** Cutting (cut), Large Piercing (pi+)
- x2:** Impaling (imp), Huge Piercing (pi++)

### INJURIES

**Shock:** Whenever you suffer injury, reduce DX and IQ by the number of HP lost (max. penalty -4) on your next turn, EXCEPT FOR DEFENSES.

**Major Wound:** A single injury of > HP/2. Roll HT to avoid being stunned, falling, and dropping anything in hand. Failure by 5+ means you pass out.

**Stunned:** Do Nothing on next turn. All active defenses at -4, cannot retreat. Roll vs. HT or IQ at the end of each turn to act normally.

< **HP/3:** Half Move/Dodge (round up).

**0 HP or less:** HT roll every turn, at -1 per full multiple of HP below zero, or pass out from any maneuver.

-1xHP: Also, make a HT roll or die! Roll again at every further multiple of HP.

-5xHP: You die immediately.

### FATIGUE

**Battles over 10 seconds** cost FP. **No Encumbrance: 1 FP, Light: 2 FP, Medium: 3 FP, Heavy: 4 FP, Extra-Heavy: 5 FP.** Every 15 seconds of **sprinting** or minute of **paced running/swimming** needs a **HT roll to avoid losing 1 FP.**

**Carrying** more than extra-heavy encumbrance or **pushing/pulling** a very heavy load costs **1 FP per second.**

< **FP/3:** Half Move, Dodge, and ST (round up. No effect on HP/damage).

**0 FP or less:** Make a Will roll to attempt any maneuver or become incapacitated until your FP become positive. Lose 1 HP for each FP lost.

-1xFP: Fall unconscious immediately until FP become positive. Any further FP loss comes off of HP.

**Recover** 1 FP/10 minutes. (5 minutes if Very Fit.)

# QUICK COMBAT SYSTEM

## Attack, Defense, Damage

Each fighter rolls versus **Weapon** (or other Combat) skill. If one fighter has a **greater Defense, give him a +1 modifier for each 3 levels of difference** to his skill. (E.g., if one fighter has Dodge 11 and the other has Parry 8, the first combatant adds 1 to his Weapon skill.)

- If **both fighters miss** their rolls, they both missed their attacks.

- If **one makes the roll**, and the other misses, the one who missed is hit.

- If **both make the rolls**, the one who makes it by the least is hit, while the other is not - ties result in no damage.

Basic damage is determined by the same roll: **if someone is hit, he takes basic damage equal to the amount his foe made the roll by, up to maximum damage for his weapon. Add damage bonus equal to 3x the weapon's number of DMG die after the first die**, i.e. a 3d damage weapon would get +6 damage. Apply DR and damage type modifiers.

**Critical miss:** dropped weapon or lost round.

**Critical hit:** maximum damage.

## Non-Combat Maneuvers

Some people may be doing other things while the fight is raging.

**Give anyone not directly involved in combat 2 or even 3 turns for each round in the fight.** As soon as a character

joins the fray, of course, he loses the ability to take double moves. In a mass combat situation, each Quick Contest can be 30 seconds or 5 minutes, etc. depending on the scale. This rule allows one's friends to hold off the foe long enough to pick a lock or rob a safe.

## Multiple Combatants

It is possible to let all the PCs roll simultaneously, if desired, and combine the NPCs' rolls into one. In this case, it is assumed that all NPCs have equal skills. The GM simply **rolls once for all NPCs**, and announces how well the roll was made. **This is the result for each of the PC's opponents** - the players then simultaneously roll and the results are applied normally. If the GM is rolling once for multiple NPCs, very high and very low results should be thrown out. In general, treat any roll below 7 as a 7, and any roll above 16 as a 16 when rolling for numerous characters.

**If a character is facing two or more fighters, he has two choices:**

**A) He can All-Out Defend.** In this case, he rolls as above, but does no damage. His roll is compared to each of the enemies' rolls, and he only takes damage from those that beat him.

**B) He can attack one foe, and do his best to defend against them all.** Only one roll is made for such a hero: read the roll as usual against the chosen foe. Read the same roll against two-thirds skill (round down) for each additional fighter - he cannot inflict damage on them if he wins, however.

### - Ranged Attacks -

The enemy can only counterattack if they are able to attack at range. Apply the following range modifiers to attack rolls :

-0 Close (0-5 yds)

-3 Short (6-20 yds)

-7 Medium (21-100 yds)

-11 long (101-500 yds)

-15 Extreme (501+ yds)

-2 if half or more of target is in cover.

On a **miss against an opponent fighting in melee**, resolve an attack against adjacent characters, rolling under the lower of 9 or the skill to hit normally, whichever is worse.

### - Rapid Fire -

+1 5-8 shots/second +2 9-12 shots

+3 13-16 shots +4 17-24 shots

+5 25-49 shots +6 50-99 shots

+1 for every additional 100 shots

A successful attack means at least one hit.

Compare your margin of success to your weapon's Recoil (Rcl). **For every multiple of Rcl you succeed by, you get an extra hit**, up to the number of shots fired.

## Quick Mass Combat

Each "character" represents 10s, 100s, or 1000s of similar individuals. Resolve combat as usual, with Quick Contest rolls taking 10x, 100x, or 1000x longer.

**Scale:** Adjust damage for different scales.

For example, 10 men divide damage by 10 to attack 100, and 100 men multiply damage by 10 when attacking 10. A dragon might equal 100 men.

**Command and Risk:** A PC can use command, leadership, or tactics skills to aid units, with a -1 penalty per unit. The margin of success/failure divided by 2 is applied as a bonus/penalty to units' combat rolls.

Alternatively, a PC can join the fray, choosing a risk level from -6 (very risky) to +6 (very cautious) before their unit's combat roll. This modifier affects their personal roll, with the opposite modifier affecting the unit's roll.

**Casualties:** Each HP lost represents a portion of casualties, routs, or mechanical breakdowns.

### - Morale -

The GM can make a reaction roll during a fight as a "morale check." A "Good" or higher reaction indicates flight or surrender, as appropriate.

+1 to +5 if the PCs seem notably stronger than the NPCs.

-1 to -5 if the PCs seem notably weaker than the NPCs.

-2 if the PCs have no language in common with the NPCs.

-2 if the PCs are intruders on the NPCs' home turf.

### - Object/Vehicle HP & DR -

Calculate HP as 4 x cube root of weight in lbs. for Unliving objects, double that for Homogenous or Diffuse ones.

Material	DR/Inch
Aluminum	20-30
Brick	5-8*
Concrete	6-9*
Concrete, reinforced	10-12*
Glass, window	5-8
Glass, reinforced	10-20
Iron	40-60
Sandbags	3
Steel, mild	50-60
Steel, hard	60-70
Stone	8-13*
Wood	0.5-1*

# SIMPLE MAGIC SYSTEM

## USING MAGIC

Magic use depends on a single core skill, typically Ritual Magic or Thaumatology.

**Roll vs Skill minus total difficulty modifiers for a spell's Range, Duration, Target and Effect**, as noted below.

To determine difficulty modifiers and fatigue costs when casting a spell or power, add up the modifiers from the relevant difficulty categories for each of the spell's components: Range, Duration, Target and Effect. Fatigue costs and difficulties may vary per campaign setup, mana level, advantages, etc.

## Very Easy & Easy Spells:

No modifier, costs 1 FP total regardless of how many components apply.

Short Range (touch)

Short Duration (one round)

Single Target (one creature/object)

Cantrips/Orisons, See Auras, Speak Languages, Burning Touch

1d Damage or 2d Knockback / Minor Status Effect

## Moderate & Difficult Spells:

-2 modifier, -2 FP per component

Medium Range (bowshot)

Medium Duration (several rounds)

Medium Area (several people)

Charm People, Mystic Armor, Heal Wounds, Fire Ball, Polymorph

3d Damage or 5d Knockback / Medium Status Effect

## Very Difficult Spells:

-3 modifier, -3 FP per component

Long Range (sight)

Long Duration (entire scene/encounter)

Large Area (crowd)

Resurrection, Group Teleport, Earthquake, Anti-magic Zone

5d Damage or 7d Knockback/Major Status Effect

## Heroic Spells:

-5 modifier, -5 FP per component

Any Range, Duration, Area & Effect

Wish, Miracle

**Concentrate** : +1 Effective Skill per second, up to a maximum bonus of +3 after three seconds.

If your effective **skill with a spell is 15 or higher**, reduce the cost to cast the spell by 1. If you have **skill 20 or higher**, reduce the cost by 2. Cost continues to decrease by 1 per full five skill levels beyond skill 20. Apply the same reduction to the cost to maintain a spell.

## MORE OPTIONS

### EXTRA CASTING TIME

2x as long gives +1,

4x gives +2,

8x gives +3,

15x gives +4,

30x gives +5

### AMULETS, WANDS & POWER OBJECTS

+1 Good

+2 Fine

### FOCUSED MAGIC

Optionally, for more thematic or less versatile casters, all **spells created using this method that are not learned as part of a specific magical "college" specialization** (i.e. air, fire, death, water, etc.) **suffer a -4 "improvised" penalty.**

For even more restricted spellcasting, all **spells created using this method that are not learned as separate skills** suffer a **-4 "improvised" penalty.**

### CEREMONIAL MAGIC

If you can cast a spell at **skill 15+** and have **willing assistants**, you may **lead a ritual to cast the spell with increased energy.**

**Multiply casting time by 10.** Energy cost does not change, but your assistants can contribute energy as follows:

- **Each mage who knows the spell at level 15+:** as much energy as he wishes to contribute.

- **Each non-mage who knows the spell at level 15+:** up to 3 points.

- **Each mage who knows the spell at level 14 or lower:** up to 3 points.

- **Each unskilled spectator who supports the casting (by chanting, holding candles, etc.):** 1 point, to a maximum of 100 points from all spectators.

If the **total energy from all sources exceeds the cost** to cast the spell, you receive a skill bonus.

**Extra 20% : +1**

**40% +2**

**60% +3**

**100% +4**

Add another **+1 per additional 100%** of energy.

At the end of the ritual, make a skill roll to cast. Apply all modifiers for magic use. All contributed energy is spent.

The participants can continue to provide energy to maintain the spell indefinitely.

# SIMPLE VEHICLE COMBAT SYSTEM

## CHARACTER TYPES

**MAJOR CHARACTERS:** These individuals are crucial to the plot, including all player characters (PCs).

**MINOR CHARACTERS:** Less significant to the plot, minor characters rarely harm major characters unless it's essential for the storyline. Minor characters lack manual overrides and typically perish during combat (though "good guy" minor characters get to dramatically yell, "I'm hit!" before crashing).

## SHIP TYPES

**FIGHTERS:** Small spacecraft equipped with fixed-mounted weapons.

**CUTTERS:** Medium-sized spacecraft with limited weaponry.

**SHIPS OF THE LINE:** Large, heavily-armed spacecraft.

**Unarmed ships fall into three categories:** Shuttles, Yachts, and Freighters.

## SHIP CHARACTERISTICS

**COMBAT RATING (CR):** Rated numerically (levels 0-3 common.) Reflects a ship's ability to negate damage, engine power, structural strength, engine output, shields, crew stamina, and related factors.

**HIT LOCATIONS:** Except for fighters, each ship must be divided into hit locations by the GM. Weapon mounts, turrets, engine rooms, pods, and nacelles are examples of hit locations.

## WEAPON ATTRIBUTES

**FIREPOWER:** Derived from levels below (levels 1-3 common).

**1-COSMETIC:** Blisters paint.

**2-LIGHT:** Causes the target to lose its next turn, die-roll bonuses, and initiates continuing damage.

**3-HEAVY:** Destroys fighters instantly and completely disables other ships. Minor characters may die due to this level of damage.

**4-GREAT:** Vaporizes the target, resulting in the death of all minor characters and potentially major characters.

**5-EXTREME:** Atomizes the vapor, leading to the demise of everyone involved (assuming no armor or force shields).

**RANGE:** Either "short" or "long."

**ACCURACY:** Modifies Gunner skill.

## TURN SEQUENCE

### 1. Fire Phase:

Weapons fire, and ships dodge. Damage is adjudicated.

### 2. Maneuver Phase:

Pilots choose maneuvers.

Roll for maneuvers.

GM determines maneuver effects.

## FIRE PHASE

Gunners roll against **Gunner skill + weapon Accuracy + total ABs or snapshot** penalty.

Successful rolls hit and deal **damage based on Firepower compared to CR** (i.e.

Firepower 2 vs CR 1= Cosmetic damage).

**Dodges reduce damage** by one level (e.g., "light" becomes "cosmetic"). Dodging does not affect ABs.

### Determine Range Between Ships:

**Short Range:** All weapons usable.

**Long Range:** Only long-range weapons usable.

**Out Of Range:** No combat allowed.

### Determine To-hit Modifiers:

**Fighters:** +0 to be hit. Smaller targets: -1 or worse.

**Cutters:** +2 to be hit.

**Ships of the Line:** +4.

**Space Stations:** +6.

**Planetoids:** Automatic unless targeting specific hit locations.

### Add Aiming Bonuses (ABs):

**Position AB:** Gained by the pilot for all guns.

**Sustained Fire AB:** Gained by the gunner for each gun (accumulates at +1 per turn of firing on a specific target).

**Snap Shots (firing without ABs):** -5 penalty.

**Fighters cannot fire on ships that have Position AB against them.**

**Cutters cannot gain Position AB or dodge against fighters.**

**Ships of the line cannot gain Position AB or dodge against Fighters or Cutters.**

## RESOLVE DAMAGE

Protective systems reduce damage by one or more levels and may be destroyed or reduced after significant damage (i.e. "ablative heavy armor" that reduces the first heavy hit to cosmetic may be reduced to "ablative light armor" that reduces the first light hit, etc.)

Cutters and larger ships are divided into several separate targets which can be damaged without necessarily affecting others.

## MANEUVER PHASE

**Maneuvers are rolled against the pilot's Piloting skill + ship's CR.**

Each pilot selects one maneuver:

### Fly Straight:

No special effect.

### Maneuver Offensively:

Possible only against ships without Position AB on you.

Sustained Fire ABs earned by your ship's gunners are lost (unless the pilot is also the gunner, which is usually the case for fighters).

**Success increases your Position AB by 1.** Critical success doubles your Position AB or changes it from 0 to 2. Critical failure reduces Position AB to 0.

### Maneuver Defensively:

All ABs earned by your craft and its crew are reduced to 0.

Designate one enemy ship or weapon: **Success lowers that ship's Position AB or gunner's Sustained Fire AB by 1.** Critical success reduces that AB to 0. Critical failure doubles that AB.

**Go Totally Defensive:** Similar to **Maneuver Defensively but against all foes.** Your ship's gunners **may not fire at all in the next turn.**

**Other maneuvers exist;** their effects are determined by the GM. New maneuvers may have more spectacular effects than older ones.

## MELEE

If there are more than a half-dozen craft in combat at short range, not paired off into neat dogfights, then a "melee" has formed. Any critical failure on a Piloting roll causes a collision with a random ship. A perception roll (against Electronics Operation: sensors, Vision, or another appropriate skill) must be made by any gunner AFTER making a "snap-shot" attack - failure indicates the gunner fired on a friend.

# ADVENTURING & OPTIONAL RULES

## TIME USE

Assume **50 hours free time/week** if working, 90 if not. Automatic 2 pts/day of Cultural familiarity and Language skill in foreign environments. **The following amounts of time count as 1 hour toward learning a skill:**

- 4 hours working a job,
- 2 hours of self-teaching,
- 1 hour of education, or
- 0,5 hour of intensive training

**200 hours : 1 skill point.**

## HIKING

Hiking speed on foot is Basic Move, reduced for encumbrance, injury, and exhaustion.  
Miles/day: 10xMove.  
**Terrain & Weather Modifiers**  
**Very Bad:** x0.20.  
**Bad:** x0.50.  
**Average:** x1.00.  
**Good:** x1.25.  
**Rain:** 1/2 off-road speed.  
**Snow:** 1/2 in any, or 1/4 if deep.

## FP/Hour

**No Encumbrance:** 1 FP.  
**Light Encumbrance:** 2 FP.  
**Medium Encumbrance:** 3 FP.  
**Heavy Encumbrance:** 4 FP.  
**Extra-Heavy Encumbrance:** 5 FP.

## CHASES

Depending on the chase, this could be a quick contest of:  
DX (short distance)  
HT (long distance)  
Skills (riding, driving, piloting, flying, running, swimming, etc.)  
**If a pursuer wins twice in a row, he overtakes the fleeing character. If he loses twice in a row, he loses the pursued individual.** The faster or more maneuverable participant may receive a bonus to the roll, or simply judged the winner automatically.

## EXPLOSIONS

Explosions do 1d less damage for each hex distance from the center. If shrapnel is involved, roll a hit location for anything under 2d.

## FALL DAMAGE

Take 1d damage per 10 feet fallen (no reductions from armor). Ignore deliberate falls under 15'. Maximum damage is 20d. If using the hit location chart, apply blow-through damage to another location. Subtract 3d if landing on a very soft target, like water.

## HIT LOCATIONS

3d6 (to-hit mod.)	Effect
3-4	Skull (-7) Damage x4, Knock. -10
5	Face (-5) Knockdown -5
6-7	Right Leg (-2)
8	Right Arm (-2)
9-10	Torso 0
11	Groin (-3) Knockdown -5, Shock x2
12	Left Arm (-2)
13-14	Left Leg (-2)
15	Hand (-4)
16	Foot (-4)
17-18	Neck (-5) Crushing x1.5, Cutting x2
-	Vitals (-3) All dmg except Cr. x 3

## KNOCKBACK

**Knockback Calculation:**  
Roll basic damage before subtracting DR. For every multiple of the target's ST minus 2, move the target one yard away. If the target's ST is 3 or less, move them one yard for each point of damage. If the target has no ST (like a wall) or isn't resisting, use HP instead.  
**Knockback Effect:**  
The target must roll against their highest skill in DX, Acrobatics, or Judo. If knocked back more than one yard, apply a -1 penalty per extra yard. On a failed roll, the target falls down.

## GROUP ROLL ODDS

Target	% Succeed	Target	% Fail
3	1/200	11	1/3
4	1/50	12	1/4
5	1/20	13	1/6
6	1/10	14	1/10
7	1/6	15	1/20
8	1/4	16	1/50
9	1/3	17	1/100
10	1/2	18	1/200

## STUN POINTS

**Stun Points (SP):** In high-action campaigns, each character gets Stun Points that act as a buffer for taking damage before it affects their health directly. The amount of SP is calculated by multiplying their HP (Health Points) by a number (N) - 5 is a good suggested value.

**Damage Distribution:** When a character takes damage, it first reduces their SP. Only a small fraction of this damage (1/N, or 1/5 in our example) affects their HP. This means most of the damage is absorbed by SP, protecting their HP.

**Injury Assessment:** Injuries are still compared to fractions of HP (like HP/2 or HP/3) to determine if the character is stunned, knocked down, or crippled. This part remains unchanged.

**Unconsciousness:** If a character's SP drops to 0, they automatically become unconscious. SP can't go below zero, so any further damage directly reduces their HP.

**Risk of Death:** Once SP is depleted, all damage goes straight to HP. If HP reaches zero, the character could die.

**Example:** The Incredible Sponge has ST 15 in a campaign that uses HP = ST and SP=5xHP; she has HP 15 and SP 75. An attack that deals 5 damage would inflict 5 points of SP damage, and only 1 point of HP damage.

## POWER POINTS

Power Points are Stun Points that can be used as Fatigue Points for the sole purpose of powering special abilities. Recover PP/FP per 10 minutes.

## MOOKS

Certain generic "cannon fodder" NPC's (Mooks) have special rules to speed play:

- Mooks get **no defense rolls** (they are unlikely to succeed anyway).
- A **successful roll always beats a Mook** in a contest.
- **Any decent hit eliminates a Mook** (due to shock, poor morale, fleeing, unconsciousness or death).

## ADVANCEMENT

GM awards 0-5 points per player per session, averaging 2-3, adjusted for roleplaying or achievements. No points if a character ignores his Disadvantages. A lengthy adventure or major plot may earn an extra award of 0-5 pts.

## Improving Aptitudes & Skills

New Aptitudes & Skills start at Attribute -2.  
IQ-derived Aptitudes: 6 pts. DX-derived: 8 pts. Easy skills: 1 pt/level Average:2 Hard:3 Very Hard:4.

# CHARACTER CREATION

# APTITUDES

Athletics, Command, Craft, Culture, Deceit, Discipline\*, Entertainment, Fighting, Focus, Investigation, Medicine, Mesmerism, Mysticism, Nature, Organization, Persuasion, Science, Shooting, Technology, Vehicles

## DAMAGE/BASIC LIFT TABLE

ST	Thrust	Swing	BL
1	1 d - 6	1 d - 5	0.2
2	1 d - 6	1 d - 5	0.8
3	1d-5	1 d - 4	1.8
4	1 d - 5	1 d - 4	3.2
5	1d-4	1 d - 3	5
6	1d-4	1 d - 3	7.2
7	1 d - 3	1 d - 2	9.8
8	1 d - 3	1 d - 2	13
9	1 d - 2	1 d - 1	16
10	1 d - 2	1d	20
11	1d-1	1d+1	24
12	1d-1	1d+2	29
13	1d	2d-1	34
14	1d	2d	39
15	1d+1	2d+1	45
16	1d+1	2d+2	51
17	1 d + 2	3d-1	58
18	1 d + 2	3d	65
19	2d-1	3d+1	72
20	2d-1	3d+2	80

## WEAPONS

- **Broadsword** Dmg: sw+1 cut/thr+2 imp
- **Axe** Dmg: sw+2 cut
- **Spear** Dmg: thr+2 imp (+1 if 2-handed)
- **Force Sword** Dmg: 8d(5) burn
- **Longbow** Dmg: 1d+1 imp, Shots: 1(2)
- **Crossbow** Dmg: 1d+2 imp, Shots: 1(4)
- **Throwing Axe** Dmg: sw+2 cut
- **9mm Auto Pistol** Dmg: 2d+2 pi, RoF: 3 Shots: 15+1(3), Rcl:2
- **Assault Rifle, 7.62mm** Dmg: 5d+1 pi, RoF:10, Shots 30+1(3), Rcl:2
- **Pump Shotgun, 12G** Dmg: 1d+1 pi, RoF:2x9, Shots:5(3i), Rcl:1
- **Blaster Pistol** 3d(5) burn or HT-3(3) vs Unconsciousness, RoF 3, Rcl 1
- **Blaster Rifle** 6d(5) burn or HT-6(3) vs Unconsciousness, RoF 3, Rcl 1
- **HMG, .50** 13d+1 pi+, RoF 8!, Shots:100(5), Rcl 2
- **RPG, 85mm** 6dx3(10) cr ex, Shots 1(5)

**ARMOR (DAMAGE RESISTANCE)**  
**Leather armor (2) - Mail armor (4/2\*)**  
**Steel plate (6) - Tactical (12, 35 on torso w/plates) - Combat Hardsuit (50/30)**

**SHIELDS (DEFENSE BONUS)**  
**Small (1) Medium (2) Large (3)**

## CONCEPT

Write down a Name and Concept.

Choose if this character is a **Notable** adventurer, a **Heroic** adventurer or an **Epic** adventurer and apply the relevant attributes and skill levels.

## ATTRIBUTES

Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (ST), "Dextrous" (DX), "Sharp" (IQ), or "Tough" (HT):

- **I am super \_\_\_\_\_ and slightly \_\_\_\_\_, but otherwise average.**

Notable: One 15, one 11, two 10s

Heroic: One 15, one 13, two 10s

Epic: One 16, one 14, two 10s

- **I am very \_\_\_\_\_ and very \_\_\_\_\_, but otherwise average.**

Notable: Two 13s, two 10s

Heroic: Two 14s, two 10s

Epic: Two 15s, two 10s

- **I am reasonably \_\_\_\_\_ and \_\_\_\_\_, and almost as \_\_\_\_\_ and \_\_\_\_\_.**

Notable: Two 12s, two 11s

Heroic: Two 13s, two 11s

Epic: Two 13s, two 12s

By default, HP = ST, Will and Per = IQ, and FP = HT (this may be adjusted in the next step by an appropriate Advantage or Disadvantage).

## ADVANTAGES

Write down your **Advantages**, helpful things that make you out of the ordinary.

**Notable: 2 Advantages**

**Heroic: 3 Advantages**

**Epic: 4 Advantages**

Optionally, you may write down an additional Advantage, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you. **Advantages usually give a +2 modifier, a spell-like ability or access to new narrative possibilities.**

## SKILLS

Choose a **Wildcard Skill**. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!" "Sailor!" "Scientist!," etc.). It is known at a level of DX-1 or IQ-1.

Choose your **Aptitudes** (large group of skills, see list on the right) and specific **Skills** (i.e. Pistol, Climbing, Hacking, etc.)

**Notable: 1 Aptitude, 2 Skills (one known at DX+2 or IQ+2, two at DX+1 or IQ+1)**

**Heroic: 2 Aptitudes, 3 Skills (two known at DX+2 or IQ+2, three at DX+1 or IQ+1)**

**Epic: 3 Aptitudes, 4 Skills (three known at DX+2 or IQ+2, four at DX+1 or IQ+1)**

Fill in the following secondary traits: Sw/Thr (see table on the right), Speed ([HT +DX]/4), Move (Speed with no decimals), Dodge (3 + Move), Parry (3 + half of the combat skill you parry with), and Block (3 +half your Shield skill, if you have one). Certain Advantages or Disadvantages may adjust these traits.

Finally, choose any Armor, Weapons, and Possessions you have, filling in the appropriate Damage Resistance and stats. Estimate encumbrance vs ST.

# RANDOM ADVENTURE

## OBJECTIVES

## LOCATIONS

## COMPLICATIONS

**1. ELIMINATE A THREAT**  
Slay a monster, arrest a criminal, defuse a bomb, destroy an enemy base, exorcise a demonic spirit, sabotage an eldritch device, blow up a ship, etc.

**2. EXPLORE SOMEWHERE**  
Search for buried treasure, hack into a computer system and look for something, examine a crime scene and solve the mystery, search for a crashed plane, investigate a supernatural sighting, etc.

**3. RECOVER AN ITEM**  
Pull off a robbery or heist, find a lost artifact, dig up buried treasure, steal a high-tech device, etc.

**4. HELP SOMEONE**  
Rescue a hostage, catch a thief and recover what they stole, tackle a burning building, respond to a distress signal, rescue someone from an evil cult, overturn a wrongful conviction, etc.

**5. DELIVER SOMETHING**  
Bring in a bounty, escort a VIP, deliver a pizza, smuggle supplies to a buyer, extract an asset from enemy territory, transport a memory stick, etc.

**6. GATHER INFORMATION**  
Study an alien artifact, spy on a political faction, steal government research, discover a monster's weaknesses, study an alien artifact, etc.

**1. AN ANCIENT OR HOLY SITE**  
A lost temple, a mysterious shrine, ancient ruins, an abandoned city, a deserted alien world, an old monument, a buried hideout, etc.

**2. A SECURE BUILDING**  
A castle, a bank, a corporate office, a luxury hotel, a military bunker, a maximum security prison, a space station, a private villa, etc.

**3. AN ACADEMIC FACILITY**  
A public library, a science lab, a military research facility, a university campus, space cadet training grounds, a high school, an arcane academy, etc.

**4. A REMOTE REGION**  
Distant caves, a foreign country, an asteroid belt, a far-off star system, a desert island, the opposite side of the city, the slums, out in the desert, etc.

**5. A VEHICLE OR VESSEL**  
A ship or shipwreck, a superyacht, a spaceship, an airplane, a high-speed train, a fast-moving truck, a freight transporter, a submarine, etc.

**6. A LARGE PUBLIC AREA**  
A shopping mall, an amusement park, a scenic or historical site, a summer camp, the local woods, a neutral zone, a space station, a city park, a public beach, a camping site, etc.

**1. A BETRAYAL OR TRAP**  
An ambush, a double-cross, a mole, an informant, a setup, a spy, a careless colleague, a double agent, a hacker, a jilted former lover, etc.

**2. AN AUTHORITY FIGURE**  
A police officer, a vigilante, a bounty hunter, the military, an employer, the local sheriff, a teacher, a pair of government agents, a strict parent, etc.

**3. A REGIONAL HAZARD**  
An earthquake, disease, fire, a ghostly haunting, a zombie horde, a volcanic planet, magical wards, a ravenous monster, a self-destructing villain's lair, a high-tech security system, acid rain, etc.

**4. A RIVAL OR THREAT**  
A rival party of adventurers, an enemy agent, the school bully, an alien predator, assassins, pirates, bandits, thieves, old enemies, the mafia, etc.

**5. STRESSFUL CONDITIONS**  
Time constraints, special client requests, working outside the law, a deal with the devil, blackmail, a hostage situation, family troubles, etc.

**6. A DISTRACTION OR PEST**  
A journalist or reporter, curious kids, a witness, a stowaway, a nosy neighbor, an annoying sibling, a tyrannical babysitter, a romantic interest, etc.

## ORACLE & SCENE SETUP

## TWIST/INSPIRATION TABLE

Odds	Yes result (1d6)
Certain	2+
Likely	3+
50/50	4+
Unlikely	5+
Doubtful	6

d6	Scene setup	Oracle roll
1	Altered scene	And...
2	Interrupt	But...
3+	Unmodified	Unmodified

2d6	1. Earth	2. Air	3. Fire	4. Water	5. Void	6. Light
1. Action	Steady/ Resistance	Avoidance	Fast/ Forceful	Reversal/ Cyclic	Passivity/ Acceptance	Illumination
2. Faction	Merchants	Nobility/ Military	Trade Workers	Religious	Radicals/ Marginals	Scholars
3. Quality	Material Body/ Possessions	Reason	Creativity/ Will	Emotions	Emptiness	Knowledge
4. Drive	Hunger	Glory	Destruction	Life	Peace	Enlightenment
5. Event	Natural Disaster/ Prosperity	Debate/ Change of leadership	Conflict/ Innovation	Blessing/ Deliverance	Mystery/ Revolution	Celebration/ Breakthrough
6. Personality	Pragmatic	Ambitious	Passionate	Compassionate	Mysterious	Insightful

# SIX-SCENE SCENARIO

## SCENE 1: APPROACH

The first scene depicts the journey to the adventure's location, ending with the party's arrival. This could be a drive, voyage, hike, bike ride, or any other travel method. Roll to determine the challenge faced:

**1-2 AGILE:** Sneaking past a danger, or performing a skilled feat of reflexes or balance—a gunfight along the way, or stealing a key or security badge.

**3-4 BRAWNY:** Great stamina or endurance, or a feat of athletic skill and prowess—or perhaps an ambush on the approach and a fight using blades or fists.

**5-6 CRAFTY:** Wits or charm to reach their destination, or perhaps they'll need to use tracking, navigation, or research skills to find the quickest and safest route.

## SCENE 4: SHOWDOWN

Eventually, the party reaches the main event, which could be a battle, chase, or other high-stakes challenge.

Players usually choose which trait to roll for the showdown, but some traits are better suited. Roll one die to determine the best-suited trait(s):

**1-2 AGILE**

The characters must defeat a wyvern, or a stone golem, or a mech—or perhaps they have to fight a forest fire, or defuse a bomb, or win a street race, or defeat a gang of outlaws in a deadly shoot-out, or crack a safe before the police arrive.

The encounter is best suited to a character who is fast, nimble, dextrous, or a skilled marksman.

**3-4 BRAWNY**

The characters must battle a zombie horde, or a skeleton king, or a band of knights—or perhaps they must outrun an angry mob, or defeat a cruel noble in a duel, or swim to the shore before an eldritch horror rises up from the ocean depths.

The encounter is best suited to a character who is strong, tough, athletic, or a good fighter.

**5-6 CRAFTY**

The characters must exorcise a spirit, or banish a demon, or defeat a deadly cyborg whose organic brain is their weak point—or maybe they need to repair a spaceship before the planet explodes, or battle a foe in VR, or persuade the jury that their client is innocent, or complete a magical ritual.

The encounter is best suited to a character who is smart, charming, alert, or magically gifted.

## SCENE 2: ENTRY

The second scene involves entering the location, which could mean discovering an entrance, landing a starship, solving a puzzle, or hacking a system.

Roll to determine the challenge:

**1-2 AGILE:** Entry might require picking a lock, slipping past a security camera, sniping the guard, disabling a mechanism, quietly opening a window, piloting a starship through a small opening, etc.

**3-4 BRAWNY:** Perhaps the characters need to use brute force to gain entry, or fight their way in, or climb a tree, or swim through an underwater tunnel, or glide in using a wingsuit or parachute, etc.

**5-6 CRAFTY:** Sometimes the characters might have to threaten or bluff their way past a guard, solve a riddle or puzzle, hack into a security system, repair an old mechanism, search for a hidden door, etc.

## SCENE 5: SHOWDOWN

Now the characters must leave the location. This might involve walking out of the dungeon while evading any remaining traps, fleeing a collapsing building, escaping the planet in a starship, etc.

Roll to see what sort of challenge the group has to face, and describe it within the context of the adventure.

**1-2 AGILE**

Sneak away without being spotted, dodge falling debris, pick the lock on a side door, fly a starship into space while evading pursuit, climb into a car and drive away, exit the hotel guns blazing, etc.

**3-4 BRAWNY**

Charge outside and steamroll any guards foolish enough to stand in the way, flee the house before it burns down, leap from the sinking cruise ship kick open a side door to escape, etc.

**5-6 CRAFTY**

Leave the house and bluff past the police outside search for a hidden escape tunnel, deactivate the magical wards and flee the mage's tower, navigate through the smoke to find the fire exit, etc.

## SCENE 3: EXPLORATION

Once inside, the characters head toward their objective, facing smaller challenges along the way.

Roll to determine encounters, then roll again. If an encounter repeats, proceed to the Showdown.

**1 AGILE:** Sneak past sentries, disable devices, evade traps, shoot out cameras, maintain balance on narrow bridges, dodge falling debris, react quickly to threats, take cover from incoming fire, steal a guard's key, pick locks, hide from someone, etc.

**2 BRAWNY:** Lift portcullises, break down doors, resist poison gas, clear paths through vegetation, jump over chasms, swim across rivers, make tiring journeys on foot or horseback, climb walls, knock out guards, outrun boulders, swing on ropes, etc.

**3 CRAFTY:** Hack into computer systems, bluff past sentries, spot ambushes, utilize knowledge, perform first aid, search for clues, resist magic, overcome fear, follow trails, intimidate someone, etc.

**4 AGILE/BRAWNY**

**5 BRAWNY/CRAFTY**

**6 CRAFTY/AGILE**

## SCENE 6: CONCLUSION

Once they've left the location, the characters still need to make their way home. This might involve hiking through the wilderness, driving across the town while avoiding the paparazzi, jumping into hyperspace and navigating a safe route, etc.

This can be treated mechanically in exactly the same way as the Approach—roll a die to generate the challenge, then describe what the party needs to do.

Once the final scene has been resolved, the GM should describe the outcome of the adventure. If it's a one-shot, try to wrap up any loose ends. For a campaign, try foreshadowing future plot lines.

## HINTS & TIPS

### CHALLENGES

Each scene lists traits for overcoming challenges. Using a different trait is usually possible, but should increase the difficulty.

### COMPLICATIONS

Instead of costing HP/FP, introduce a complication. Raise the stakes (increase the difficulty of the next challenge), add a narrative twist (a story-based situation that needs to be overcome through roleplaying) or a dramatic escalation (a follow-up combat or chase).