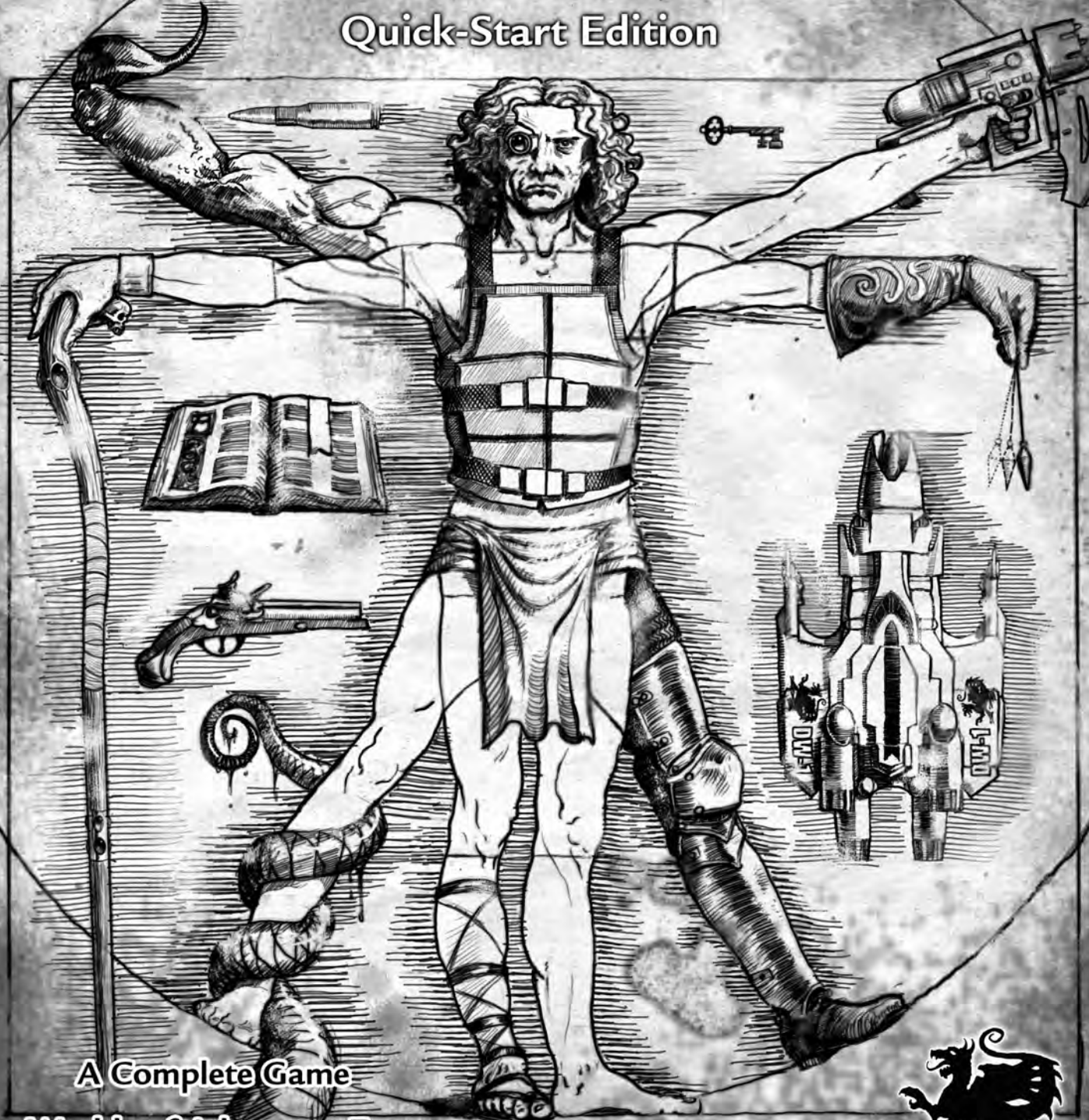


BASIC ROLEPLAYING

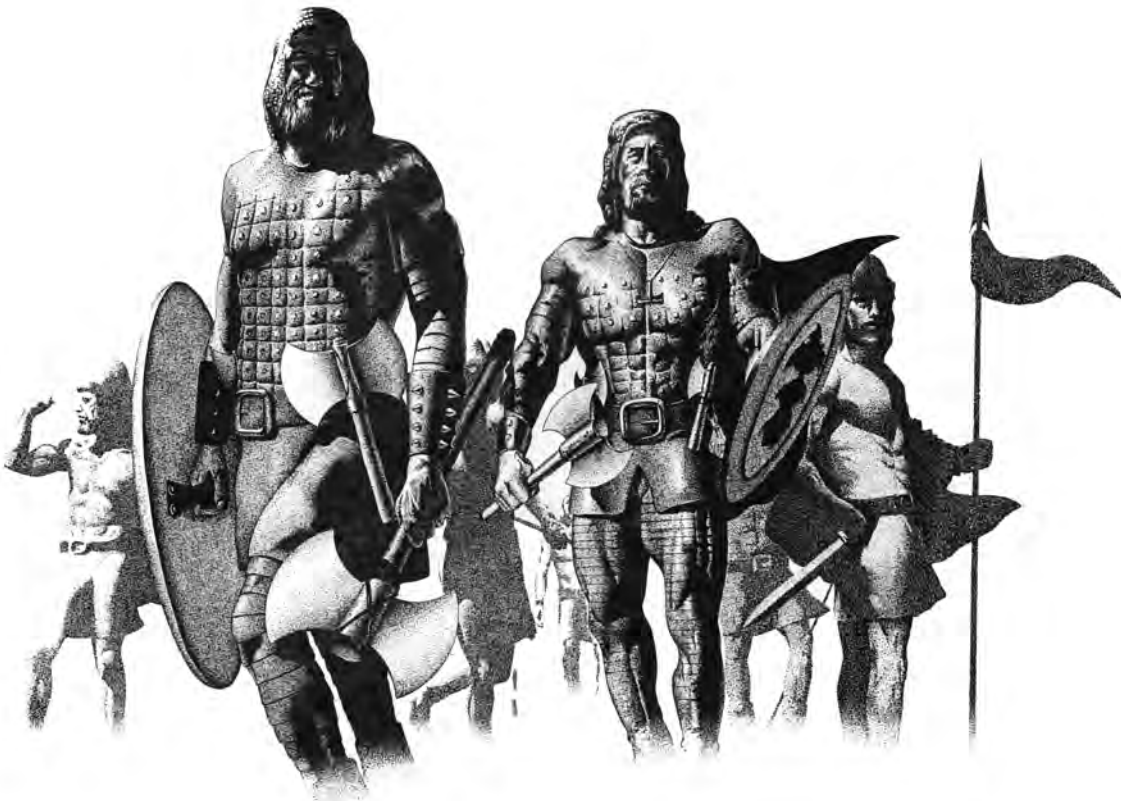
Quick-Start Edition



A Complete Game

Worlds of Adventure For
Every Roleplaying Style





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Please do not phone in game questions; the quickest answer may not be the best answer. Our web site www.chaosium.com always contains latest release information and current prices.

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BASIC ROLEPLAYING

Quick-Start Edition

Revised by
Jason Durrall and friends

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CHAPTER ONE

INTRODUCTION



This is the quick start version of *Basic Roleplaying*; Chaosium, Inc's D100 roleplaying game system. The Basic Roleplaying system (BRP for short) has been utilized in some of the most influential roleplaying games published in the past thirty years (among them *Call of Cthulhu*, *RuneQuest*, *Stormbringer*, and others). This streamlined set of BRP rules is usable in a variety of settings. Presented here is basic character creation; the system; combat; equipment; and a sample combat.

Though the *Basic Roleplaying* core rulebook is recommended for the variety of options and details it provides, these fast play rules contain enough information for enterprising players and gamemasters to run game sessions and even campaigns without further reference. Only imagination and some "homework" are required to turn these quick start rules into a BRP campaign.

Despite the size of the core rulebook, the beauty of the BRP system is its brevity. The fundamentals of the game rules can be described in a few pages, which is the mission of this quick start version.

What is a Roleplaying Game?

The book you hold in your hands is a roleplaying game, a rules framework that allows players to enact stories of adventure, acting out the parts of the main characters. The game rules provide guidelines for what can or 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 GM 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: PCs are the protagonists the stories revolve around. A PC might be a swaggering gunfighter, depressed pri-

The Basic Roleplaying Core Rulebook

For 30 years Chaosium, Inc. has published games using the *Basic Roleplaying* system. These cover a range of settings, from period horror (*Call of Cthulhu*, *Cthulhu Dark Ages*), heroic fantasy (*RuneQuest* and *ElfQuest*), super heroics (*Superworld*), science fiction (*Ringworld*), sword-and-sorcery (*Stormbringer*, *Hawkmoon*, and *Elic!*), and others (including *Worlds of Wonder*, which contained fantasy, super heroics, and science fiction in one box). All of these games used the BRP system, though variants called for additional or different rules required for the setting.

Because of its flexible and near-transparent design, the BRP system was highly influential in games to come, introducing new concepts and mechanics as well as new paradigms for game play and character development. It was even more successful among players themselves, and many GMs used a variety of BRP games to cobble together “dream” rules sets, utilizing rules from one BRP game to augment play in another.

In summer 2008, Chaosium, Inc. published *Basic Roleplaying*, a weighty 400-page core rulebook compiling all of the variant rules and systems, unifying the system into a comprehensive set of core rules, including a wide variety of optional rules to allow each GM to customize his or her individual game as desired.

vate eye, mighty sorcerer, brightly-clad super hero, or a humble spacefarer trying to make ends meet. The GM devises and presents the situations that the players adventure through, describing the world where they roam and how that world is affected by the PCs’ actions. While each player plays only one PC, the GM presents the entire game setting—representing all of its people, places, monsters, and even gods.

The GM has a story to present, an interactive scenario in which the PCs are challenged to interact with NPCs that the GM personifies. Play is mostly conversation: the GM outlines some situation or encounter and the players say what the PCs say or attempt to do. Rules provide impartial guidelines for successes and failures of actions attempted. Using the game rules, players announce what the PCs will do, and roll dice to determine what happens. If needed, the GM interprets how the PCs’ actions affect the game world (NPCs, etc.). The PCs will use skills and abilities to face these challenges, oppose other PCs and NPCs, and to explore the setting the GM has created.

Players create PCs 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 things like strength, intelligence, speed, education, skills, and other abstract elements that make up a person – though ‘personality’ is evoked by how the PC is played by the player. For example, though there is no numerical value for ‘irritable’, the player may speak in such a manner and give that personality to the PC. The PC’s character sheet is a cross between a résumé and a report card: it defines what he or she can do, and how good he or she is at it. Roleplaying is what brings the character to life.

There is a major difference between what the player knows and what the PC knows. At the gaming table players are privy to “behind the scenes” information that PCs don’t have, and they must be careful not to take advantage of this knowledge. Dice rolls are used to determine if a PC will know something, even when the player may already know the answer. Similarly, there is no reason a PC’s expertise is limited to things the player knows—a PC 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.

Length of Play

How long does role playing take? There are three ways to measure time spent role playing. 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. The longest measure of game time is the *campaign*, a series of scenarios linked together to form an epic or engrossing longer story. 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.



Materials Required to Play

Players will need little other than this rulebook, 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. 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 his or her PC. The primary ingredient required is creative energy, though snacks are also appreciated.

The GM will need a little bit more than a player, but not much more. A copy of this rulebook and more blank paper for notes is the minimum, while a GM may choose to bring additional copies of the character sheet provided on page 31 (or found online at www.chaosium.com). The GM will need at least one full set of dice. If the group likes to use miniatures for role playing, then the GM should bring a small assortment of miniatures to represent the various NPCs and creatures the PCs will encounter.

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 will need 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: D4, D6, D8, D10, D12, and D20.

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.” For example, 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; $D10+D4$ means roll a D10 and a D4 and add the results together; $D8+1$ means roll a D8 and add 1 to the result. $D6-2$ means roll a D6 and subtract 2 from the result. Die rolls are never modified to below 0, however, so the example of $D6-2$ with a roll of 1 or 2 will just equal 0.

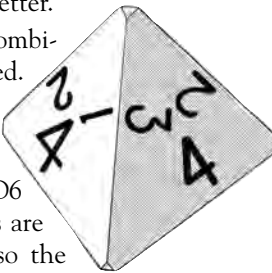
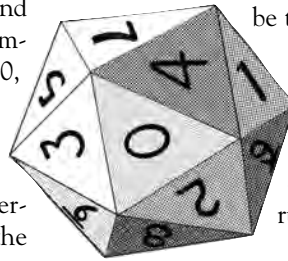
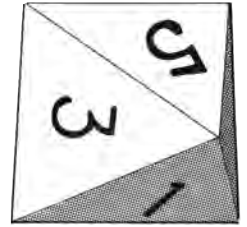
Responsibilities of the Gamemaster

Sometimes, the GM has the most fun in the game, but this comes with the largest share of responsibility. Using a published scenario or one he or she has created, the GM narrates the game universe and acts as the PCs’ opposition. That opposition must be smart and mean, or the players will be bored, and it must be presented fairly, or they will be outraged and the game will not be fun (which is the primary point of roleplaying). Whereas each player must share the spotlight with all of the other players, the GM is constantly interacting with all of the players.

The GM 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* and other game lines, most of which utilize 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. Invite some friends over and have them create characters. Summarize the rules for them, and it’s time to play.





CHAPTER TWO

CHARACTERS

Each player will need to create a player character. The player character (PC) is a representation of him- or herself in the game world and does not have to be anything like the actual player. Players can be their exact opposites as their PCs: strange races, exotic and dangerous professions, even the opposite gender are some of the possibilities. The gamemaster (GM) may ask that the players create PCs suitable for a particular setting, so if the game is set in the Old West, no spaceship captains, medieval wizards, or cavemen. (On the other hand, quite a bit of fun can be had trying to get these wholly-inappropriate characters into this setting, and seeing how they react to it.)

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

The Character Sheet

Each player will need a copy of the character sheet presented on page 31 of this book. It's possible to just write everything onto a blank sheet of paper, but the character sheet makes things a lot easier. *The character sheet presented here is a simplified version of the normal Basic Roleplaying character sheet, which has additional information not covered in this quick start.* 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 she is, how smart he is, how fast she is, how attractive he is, 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 he or she dies. 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 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 he or she takes from an attack.

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 this information out now in full, or partially and skip to characteristic and skill generation, or can hold off until he or she knows more about the character's game system aspects. Identity includes the following:

- **Name:** A suitable name for the character
- **Race:** "Human". *Nonhuman characters are not covered in this quick start edition.*
- **Gender:** Write "female" or "male" here—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 characteristic (determined 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. *The effects of aging are not covered in this quick start edition.*
- **Distinctive Features:** Using the Appearance characteristic as a guide, 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 he or she is most identified with. The list of professions is provided on page 14.

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

he or she is, 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 will-force, personal dynamism, and spiritual energy. A high POW character is a beacon of energy, lucky, and forceful in presence. 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, and 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.

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. Is she strong and clumsy? Small and fast? Average? Is he 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 GM if it's all right to start over and roll up a new set of characteristics.

Another optional characteristic, Education, is presented in the Basic Roleplaying core rulebook but is not covered in this quick start edition.

Characteristic Rolls

Many capabilities of a character are measured in skills (described on page 9). There are times, however, when a simple roll is needed to determine whether a character is successful or not at an activity based on a characteristic. If there is an opposing value, use the resistance table (described on page 20). If there is no obviously opposing value, use a characteristic roll.

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

Effort Roll: The Effort roll is used for forceful manipulation of an object of environmental aspect. It is based on STR x 5. *Trying to complete a hundred pushups would require an Effort roll.*

Stamina Roll: The Stamina roll is used for prolonged physical exertion and tests of fortitude. It is based on CON x 5. *Avoiding the common cold, or trying to drink an entire bottle of salad dressing would require 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 the PCs would). It is based on INT x 5.

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 is based on POW x 5. *If trying to determine the winner of an "eenie meenie" count, use 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 is based on DEX x 5. *Use the Agility roll if the character is catching something thrown at him or her with a "think fast!" warning.*

Charisma Roll: Raw charisma, being able to rely on good looks and personal charm to gain attention or sway others. It is based on APP x 5. *A character trying to catch the attention of a bouncer to be let into an exclusive club would use a Charisma roll.*

Derived Characteristics

These characteristics are derived from other aspects of the characteristics or race.

Damage Bonus: Bigger, stronger characters do more damage when hitting their foes with hand weapons. Add STR+SIZ and consult this chart:

The damage modifier is applied to the damage rolled for any hand-to-hand attack the character makes.

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.

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, he or she is unconscious. 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, he or she is unconscious. All power points regenerate after one full day that includes a night's rest.

This is an abbreviated list of derived characteristics, as several others used in Basic Roleplaying are not covered in this quick start edition. Also, Powers are not discussed in this quick start edition.

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

Skills

This is a list of the skills a character might be able to 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+%, meaning it will always succeed. The base chance of using that skill is in parenthesis after the skill name, so if the skill number is higher than 01%, you always have at least a 1 in 100 chance of using the skill successfully. Any skill points a character has in a skill are added to the base skill. Skill base chances may be adjusted by the gamemaster based on the setting.

Many skills have specialties, as noted in parenthesis 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 he knows all Knowledge skills at 70%, but instead knows Law at that percentage.* All other skill specialties, unless skill points are spent on them, will be at the base percentage chance.

A character with below 05% in a skill is a hapless novice. Someone with 06-25% is a neophyte. Skill of 26-

A Quick Guide to Creating A Character

IDENTITY & CHARACTERISTICS

1

- ❖ Write your character's name at the top of the page.
- ❖ Write your own name on the character sheet.
- ❖ Choose your character's gender and write it in the correct space; neither has an advantage system-wise.
- ❖ Roll 3D6 for the characteristics Strength (STR), Constitution (CON), Power (POW), Dexterity (DEX), and Appearance (APP). Enter the results in the appropriate places on your character sheet.
- ❖ Roll 2D6+6 for the Intelligence (INT) and Size (SIZ) characteristics.
- ❖ Redistribute up to 3 points between your characteristics. No characteristic can begin at more than 21 points.

CHARACTERISTIC ROLLS

2

- ❖ STR x 5 for Effort.
- ❖ CON x 5 for Stamina.
- ❖ INT x 5 for Idea.
- ❖ POW x 5 for Luck.
- ❖ DEX x 5 for Agility.
- ❖ APP x 5 for Charisma.

ARMOR & EQUIPMENT

5

In immediate possession:

- ❖ 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 roll, 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%+ in, if appropriate.
- ❖ Other items as appropriate based on the Status skill, setting, and subject to the GM's approval.

Wealth and detailed gear listings are not addressed in this quick start edition.

DISTINCTIVE FEATURE SUGGESTIONS

There is something distinctive about your (roll 1D10) ...

- 1 - Hair
- 2 - Face Hair
- 3 - Face Feature
- 4 - Expression
- 5 - Clothes
- 6 - Bearing
- 7 - Speech
- 8 - Arm/Hands
- 9 - Torso
- 10 - Legs/Feet



SKILL POINT ALLOCATION

- ❖ Allot 300 points to profession skills; no skill begins higher than 75%. If factors increase a skill to 75% or more skill points being added, do not add any additional skill points.

PERSONAL POINT POOL

- ❖ INT x 10 to create your personal skill point pool, spending them on any skills you like. The total must not exceed the skill limit for game type set above.

4

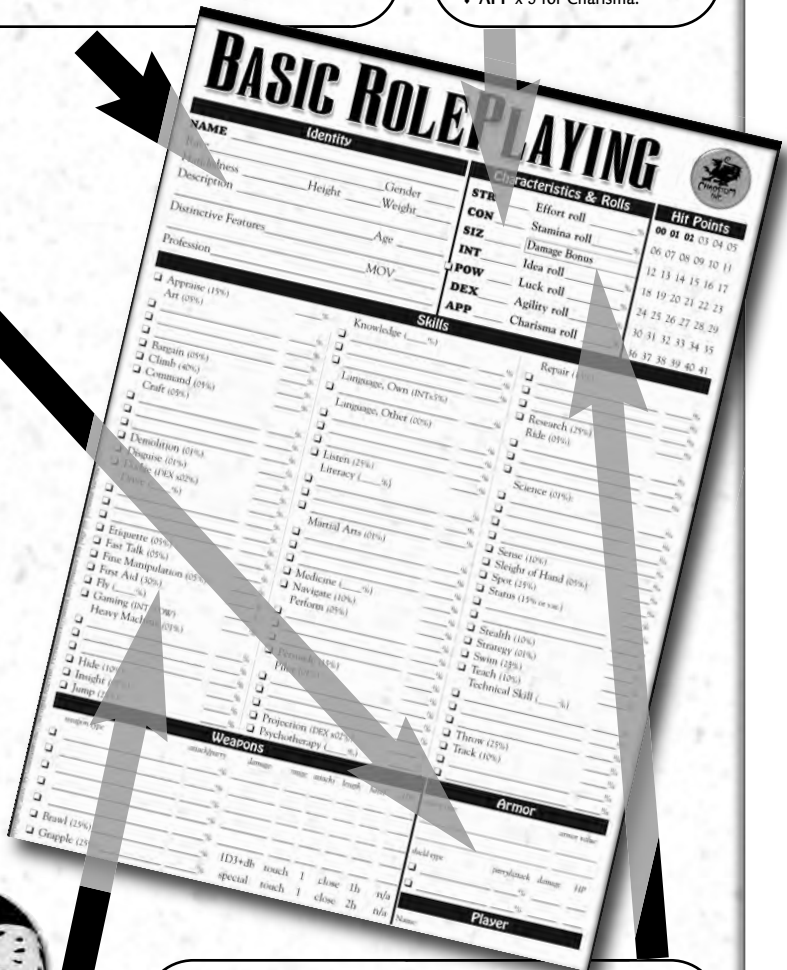
DERIVED CHARACTERISTICS

- ❖ Damage Bonus: STR + SIZ, consult table.
- ❖ Hit Points: CON + SIZ and divide by 2. Round up.
- ❖ Major Wound is 1/2 hit points. Round up.

3

DAMAGE BONUS

POW in Power Point box; write total.	STR+SIZ	Dam. Mod.	STR+SIZ	Dam. Mod.
2 to 12	-1D6	33 to 40	+1D6	
13 to 16	-1D4	41 to 56	+2D6	
17 to 24	None	57 to 72	+3D6	
25 to 32	+1D4	Ea. +16	+1d6	



BASIC ROLEPLAYING



Identity	Characteristics & Rolls	Hit Points
NAME _____	STR _____ Effort roll _____%	00 01 02 03 04 05
Race _____ Gender _____	CON _____ Stamina roll _____%	06 07 08 09 10 11
Handedness _____ Height _____ Weight _____	SIZ _____ Damage Bonus _____	12 13 14 15 16 17
Description _____	INT _____ Idea roll _____%	18 19 20 21 22 23
_____ Age _____	<input type="checkbox"/> POW _____ Luck roll _____%	24 25 26 27 28 29
Distinctive Features _____	DEX _____ Agility roll _____%	30 31 32 33 34 35
_____ MOV _____	APP _____ Charisma roll _____%	36 37 38 39 40 41
Profession _____		

Skills		
<input type="checkbox"/> Appraise (15%) _____%	Knowledge (____%)	Repair (15%)
<input type="checkbox"/> Art (05%) _____%	<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %
<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %
<input type="checkbox"/> _____ %	Language, Own (INTx5%)	<input type="checkbox"/> Research (25%) _____%
<input type="checkbox"/> Bargain (05%) _____%	<input type="checkbox"/> _____ %	Ride (05%)
<input type="checkbox"/> Climb (40%) _____%	Language, Other (00%)	<input type="checkbox"/> _____ %
<input type="checkbox"/> Command (05%) _____%	<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %
<input type="checkbox"/> Craft (05%) _____%	<input type="checkbox"/> _____ %	<input type="checkbox"/> Science (01%):
<input type="checkbox"/> _____ %	<input type="checkbox"/> Listen (25%) _____%	<input type="checkbox"/> _____ %
<input type="checkbox"/> _____ %	Literacy (____%)	<input type="checkbox"/> _____ %
<input type="checkbox"/> Demolition (01%) _____%	<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %
<input type="checkbox"/> Disguise (01%) _____%	<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %
<input type="checkbox"/> Dodge (DEX x02%) _____%	<input type="checkbox"/> _____ %	<input type="checkbox"/> Sense (10%) _____%
<input type="checkbox"/> Drive (____%) _____%	Martial Arts (01%)	<input type="checkbox"/> Sleight of Hand (05%) _____%
<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %	<input type="checkbox"/> Spot (25%) _____%
<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %	<input type="checkbox"/> Status (15% or var.) _____%
<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %
<input type="checkbox"/> Etiquette (05%) _____%	<input type="checkbox"/> Medicine (____%) _____%	<input type="checkbox"/> _____ %
<input type="checkbox"/> Fast Talk (05%) _____%	<input type="checkbox"/> Navigate (10%) _____%	<input type="checkbox"/> Stealth (10%) _____%
<input type="checkbox"/> Fine Manipulation (05%) _____%	Perform (05%)	<input type="checkbox"/> Strategy (01%) _____%
<input type="checkbox"/> First Aid (30%) _____%	<input type="checkbox"/> _____ %	<input type="checkbox"/> Swim (25%) _____%
<input type="checkbox"/> Fly (____%) _____%	<input type="checkbox"/> _____ %	<input type="checkbox"/> Teach (10%) _____%
<input type="checkbox"/> Gaming (INT+POW) _____%	<input type="checkbox"/> _____ %	Technical Skill (____%)
<input type="checkbox"/> Heavy Machine (01%) _____%	<input type="checkbox"/> Persuade (15%) _____%	<input type="checkbox"/> _____ %
<input type="checkbox"/> _____ %	Pilot (01%)	<input type="checkbox"/> _____ %
<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %
<input type="checkbox"/> _____ %	<input type="checkbox"/> _____ %	<input type="checkbox"/> Throw (25%) _____%
<input type="checkbox"/> Hide (10%) _____%	<input type="checkbox"/> _____ %	<input type="checkbox"/> Track (10%) _____%
<input type="checkbox"/> Insight (05%) _____%	<input type="checkbox"/> Projection (DEX x02%) _____%	<input type="checkbox"/> _____ %
<input type="checkbox"/> Jump (25%) _____%	<input type="checkbox"/> Psychotherapy (____%) _____%	<input type="checkbox"/> _____ %

Weapons								Armor			
weapon type	attack/parry	damage	range	attacks	length	hand	HP	armor type	armor value		
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____	_____	_____		
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____	_____	_____		
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____	shield type	parry/attack	damage	HP
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____ %	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____ %	_____	_____
<input type="checkbox"/> Brawl (25%) _____	_____ %	1D3+db	touch	1	close	1h	n/a	Player			
<input type="checkbox"/> Grapple (25%) _____	_____ %	special	touch	1	close	2h	n/a	Name _____			

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CHARACTERS



Demonstrating the use of multiple skills and characteristics, Marie relies on her DEX while dispatching a few goons on the escalator.

50% represents an amateur level of proficiency. Skill at the 51-75% range indicates a competent professional. Experts have skills in the 76-90% range, and 91+% indicates mastery of a skill. This does not mean that someone with 25% in a skill will on average fail three quarters of the time they attempt the skill—it means that under stressful situations (like adventuring, combat, etc.) the character will succeed only a quarter of the time.

Appraise (15%): Judging the value of an item, or determining some aspects of its capabilities that are not immediately apparent.

Art (by art type) (05%): Painting, sculpture, photography, drawing, 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. Suggested specialties for Artillery include Cannon, Rocket Launcher, Siege Engine, etc. *Artillery weapons are not covered in this quick start edition.*

Bargain (05%): Negotiating financial matters successfully. A successful use of this skill lowers the price of an item from one value category to the one below (at the gamemaster's discretion).

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.

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 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 x 2): Avoiding injury from a physical attack.

Drive (by vehicle) (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. *Vehicles are not covered in this quick start edition.*

Energy Weapon (various) (by weapon): Pointing and shooting an energy weapon at a target. Each type of Energy Weapon skill is a specialty. Specialties are Energy Pistol and Energy Rifle.

Etiquette (05%): Knowing what to say and how to behave in a particular 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.

Firearm (various) (by weapon specialty): Pointing and shooting a firearm at a target. Each type of Firearm skill is a specialty. Specialties are Machine Gun, Pistol, Revolver, Rifle, Shotgun, and Submachine Gun.

First Aid (30% or INT x 1): Treating minor injuries. For characters from the modern or future eras, the base skill is 30%; for historical periods it's INT x 1. Each successful use restores 1D3 hit points to a wounded character. A special success restores 1D3+3 hit points.

Fly (½ DEX or DEX x 4): If the character has a technological means of flying (a jet pack, for example), the chance is ½ DEX. If it's a natural ability (like wings) the chance is DEX x 4. Basic flight doesn't require a roll—the skill is for use with maneuvers, in combat, and performing complex flying stunts. *Aerial combat is not covered in this quick start edition.*

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.

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. Specialties include Bazooka, Heavy Machine Gun, Mini Gun, Rocket Launcher, etc.

Hide (10%): Concealing oneself or an item from view.

Insight (05%): Evaluating another character's concealed thoughts and/or motives based on subliminal clues.

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 particular 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, Folklore, Group (an organization), History, Linguistics, Literature, Mythology, Occult, Politics, Region (an area), Streetwise, etc.

Language (various) (Own INT x 5, Other 00%): Speaking and understanding a language. Language (Own) is your character's "own" native language, and begins at INT x 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) (identical to starting Language): Mainly appropriate for settings where education is not commonplace. Understanding and comprehension of what character is reading.

Martial Arts (01%): Using secret and disciplined fighting techniques to deliver more powerful blows against an opponent. The GM may restrict who can use Martial Arts, and 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 (not the damage bonus) is doubled.

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 strik-

ing a target and parrying attacks. Each type of Melee Weapon skill is a specialty. Specialties include 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. Specialties include 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 and supporting arguments.

Pilot (various) (01%): Operating an air, sea, or space vehicle. Each vehicle type is a specialty. *Vehicles are not covered in this quick start edition.*

Projection (DEX x 2): If powers (magic, super, psychic, etc.) are used in a game, this is the ability to direct a powered attack at a target. *Powers are not covered in this quick start edition.*



Demonstrating Agility: Though Juggling is a specialty of the Perform skill, the gamemaster may allow players to improvise and use the Agility roll instead. It won't look as good as someone with the actual skill, but it is enough to keep the balls in the air.

Psychotherapy (01% or 00%): Using psychiatry and psychological analysis to determine a patient's psychological issues and address them through treatment. A lengthy process handled through multiple sessions and in-depth personal evaluation and counseling.

Repair (various) (15%): Fixing something broken, jammed, disassembled, or otherwise inoperable. Each type of Repair is a specialty. Specialties include 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. Specialties include 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): Parrying a blow with a shield. Each type of Shield skill is a specialty. Shield types include Buckler, Energy, Full, Half, Heater, Hoplite, Kite, Round, etc.

Sleight of Hand (05%): Feats of prestidigitation and misdirection, such as pick-pocketing, palming coins, card tricks, and other small illusions.

Spot (25%): Seeing 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 Church, City (a particular city), Group (one group or organization), High Society, Race (a particular race), 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. 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 section on Experience on page 21 for more information.

Technical Skill (various) (00%, 01%, or 05%): Use of a sophisticated piece of equipment or technical process. The base chance varies by setting and should be determined by

the GM, as appropriate. Each type of Technical skill is a specialty. Specialties include Computer Programming, Computer Use, Electronics, Robotics, Sensor Systems, Siege Engines, Traps, etc.

Throw (25%): Aiming and tossing something (a football, rock, Frisbee, 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 footprints, spoor, etc. through terrain.

If desired, the GM should modify the skill list to make it more appropriate to a particular setting. The GM 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.

Professions and Professional Skills

In *Basic Roleplaying*, a profession is a collection of skills appropriate to a character in that role. The character will receive 300 skill points to allocate among these skills, as you see fit. There are no hard-and-fast restrictions about what skills the character can learn during the course of 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 police officer will have access to training in skills relating to law enforcement.*

The *Basic Roleplaying* core rulebook contains 44 professions appropriate to a wide range of settings; this quick start provides an abbreviated list of a dozen. Professions using powers (magic, for example) are not provided here.

Cowboy: Craft (usually knots), Firearm (Rifle), Knowledge (Natural History), Knowledge (Region: the Range), 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. To do so, pick a suitable title for the profession and ten appropriate skills to spend professional skill points on.

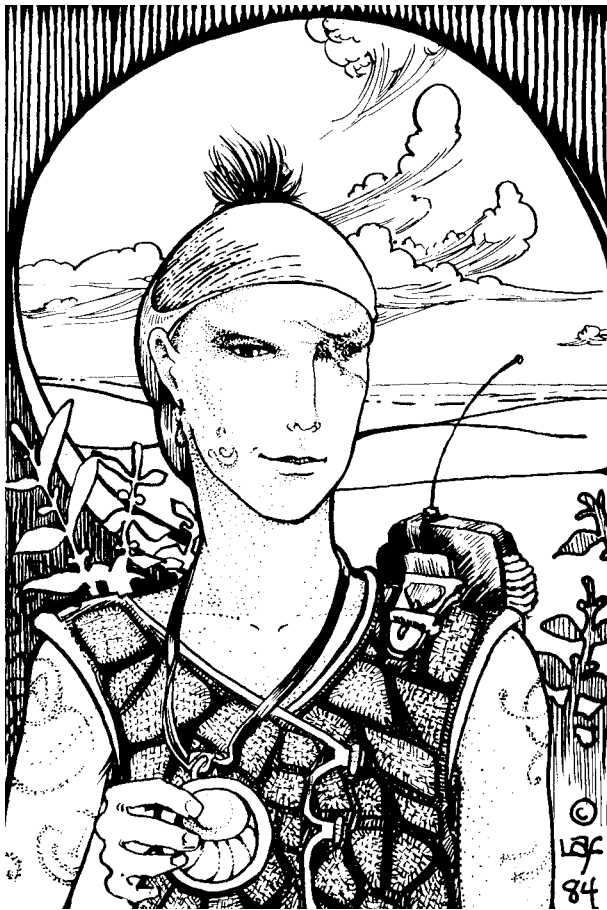
Personal Skills

Not everyone is entirely his or her 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 if desired. The GM 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 make sense for the character to have.

Equipment

Now that the character is almost finished, he or she will need some gear. This can include weapons, armor, or other important paraphernalia used for a particular profession. In the course of adventure there are many chances to get more equipment, but each starting PC will have in his or her 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 roll, 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+% in, if appropriate.



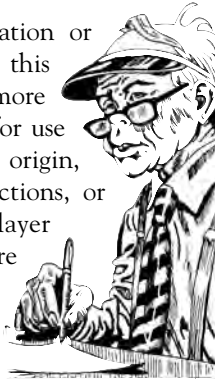
The rugged life of the Martian colonies spawns independent-minded adventurers—here a 31-year old scout is equipped with a battery pack to power his energy armor and comdisk to keep in touch with his comrades in the field.

- Other items as appropriate based on the Status skill, setting, and subject to the GM's approval.

Wealth and detailed gear listings are not addressed in this quick start edition.

Final Touches

Any major aspects of characterization or background should be decided at this point. The GM 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" he or she will become in play, though this is not always necessary. It's just as bad to create too



much background, as it can be to create too little. A one-shot scenario probably doesn't need lot of character background, and the GM and other players may have a hard time imagining a character without much information provided. Create as much background as feels comfortable, and try for a sense of balance.

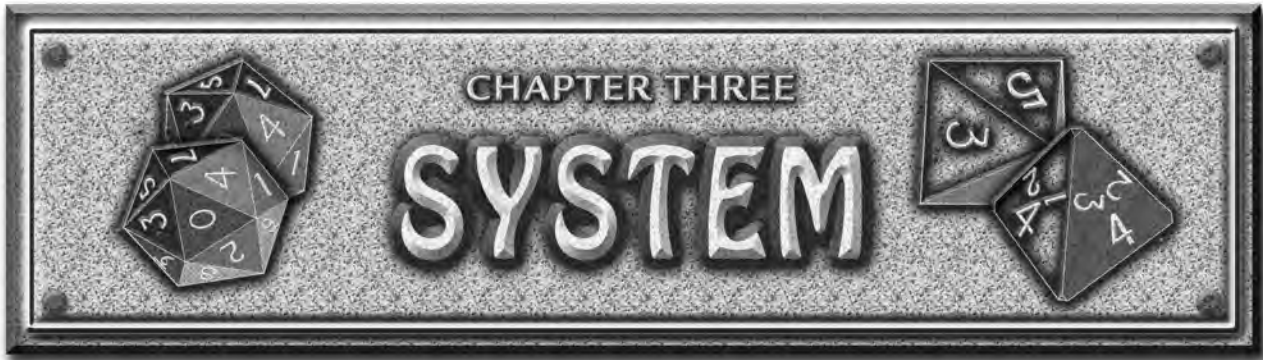
Examples of Character Creation

Following are three examples of character creation. Here the GM has allowed the players to choose any character they'd like to play, from any potential genre.

Rodney rolls up his character. After rolling up his characteristics, he ends up with STR 12, CON 13, SIZ 15, INT 17, POW 13, DEX 14, and APP 13. He decides that he wants to create an intergalactic spy, a humorous buffoon who stumbles through adventures yet always comes out on top. With his STR+SIZ, he has a +1D4 damage bonus, and the average of his CON and SIZ give him 14 hit points. Rodney picks the Spy profession, and receives 300 skill points to distribute among the professional skills. He allocates them so: Dodge +20, Fast Talk +40, Hide +30, Listen +30, Research +10, Spot +50, Stealth +50, and chooses from the other possibilities the following: Etiquette +30, and Technical (Computer Use) +20. Since the character is from a future setting, the GM allows Rodney to substitute Firearm for Energy Weapon (Pistol) +20. Rodney then has INT x 10, or 170 skill points for personal skills, and distributes them to the following skills: Pilot (Hovercar) +20, Appraise +30, Insight +50, Status +30, and Persuade +40. His Own Language is Galactic Standard, and it begins at 85% (INT x 5). Rodney adds these skill points to the existing base skill percentages, chooses a weapon (a laser pistol), and a few pieces of equipment. Henry Noodleman, intergalactic spy, is ready to go!

Sarah approaches things with a clear path in mind. She wants to create an ancient world sailor named Taras. She even has a bit of history written for him, naming him the pilot of the Tin Isles expeditions. She rolls for characteristics, getting STR 13, CON 14, SIZ 15, INT 14, POW 14, DEX 14, and APP 15. She wants him to be really smart, so she moves three points from Taras' SIZ to INT, making his final SIZ 12 and INT 17. Taras just barely qualifies for a +1D4 damage bonus, and he has 13 hit points. Sarah has 300 skill points to distribute amongst the professional skills for a sailor, and she settles on the following spread: Climb +30, Command +20, Craft (Mapmaking) +40, Dodge +20, Language (Macedonian) +20, Navigate +70, Pilot (Boat) +50, Spot +30, and Swim +20. Taras' INT is 17, giving him 170 personal interest skill points, which Sarah distributes as follows: Fast Talk +20, Fine Manipulation +30, Jump +20, Listen +20, Melee Weapon (Dagger) +30, Missile Weapon (Spear) +20, and Status +30. Taras' Own Language is Phoenician, at 85% (INT x 5). Sarah adds the skills to the base chances, fleshes out some of the background information, picks a weapon and some initial equipment for her character, and Taras bin-lfn-Ghain, pilot of the Tin Isles expedition, is ready for adventure!

After rolling for characteristics, Ben ends up with the following: STR 14, CON 15, SIZ 13, INT 11, POW 12, DEX 17, and APP 13. The character's damage bonus is +1D4 and he has 14 hit points. Ben decides that the character will be pretty good in a fight, but not very introspective or intellectual. He watched a Western last night, so he decides to create a cowboy character. He has 300 skill points to distribute, so they end up as follows: Firearm (Rifle) +50, Knowledge (Natural History) +20, Knowledge (Region: the Range) +20, Listen +40, Ride +60, Spot +40, Throw +20, Track +50. He's got another 110 skill points for personal skills due to his INT 11, and he assigns them as Brawl +30, Dodge +30, and Firearm (Revolver) +50. Ben adds these bonuses to the base skills. His Own Language is English at 55% (INT x 5). To complete the character, Ben names him, comes up with some background information for his cowboy, and picks a rifle and pistol for his weapons. Because the character's Ride skill is 65%, Ben asks if his cowboy can have a horse. The GM agrees that it would be all right, so shortly after, Wild Walt Corbett is ready to hit the dusty trails!



CHAPTER THREE

SYSTEM

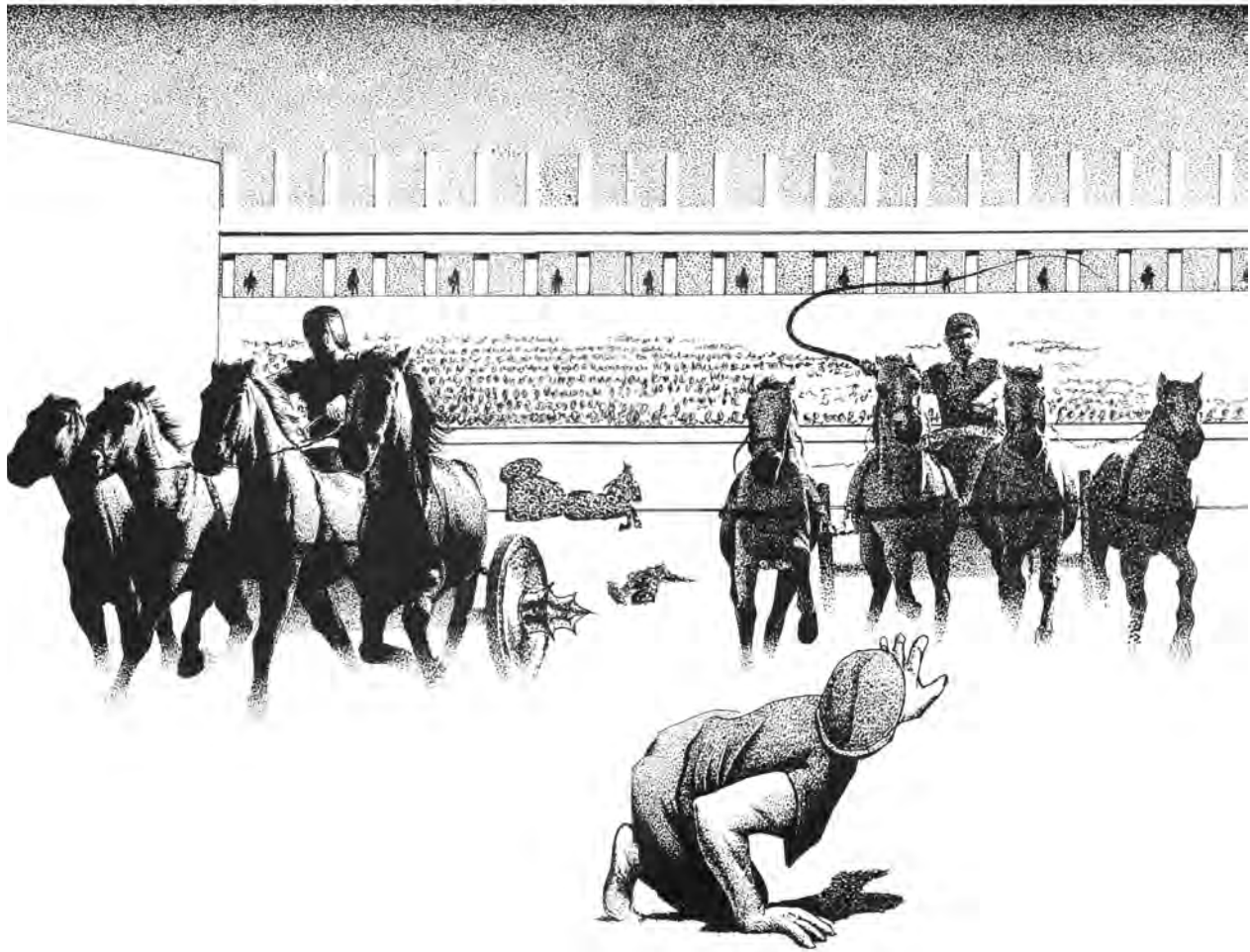
Routine game actions in routine situations almost always succeed. Generally speaking, a PC shouldn't have to roll to determine if he or she drove successfully to work, or cooked a basic meal. However, when the action becomes dramatic or extraordinary, players and the GM should roll dice for the resolution. 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 GM. Dice rolling is what turns *Basic Roleplaying* into a game system, not just a case of "Mother May I?" with the GM taking the role of mother.

Success or Failure?

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

Generally speaking, when it's necessary to determine an attempted action's success or failure, the players and/or the GM need to make a percentage dice roll as described in **Dice and Reading Dice Results** on page 6 of this quick start edition. Characteristic





Here is an instance where Dodge is probably a more effective strategy than either trying to Parry or relying on luck.

rolls are described on page 9 of this quick start, and use the same system as skill and combat rules (described below).

Skill Rolls

Player characters and NPCs alike have skills as described in Skills of this quick start edition, a rating of 00% (no chance of success) to 100+% (almost always succeeding). A character's skill points are added to the skill's base chance for a chance of success. The process is simple: the player or GM announces that a character (PC or NPC) 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 three 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 fumble (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 GM may either declare no roll is needed, or allow a roll and present the chance of a fumble (see below).

The section on spot rules on page 28 of this quick start edition cover a few situations where difficulties are applied, though for the most part these should be obvious and assigned by the GM where appropriate. For example, the GM may announce that fighting in near-dark makes all skills Difficult, or 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 GM 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 Special Successes in Combat on page 19 of this quick start edition.

Basic Roleplaying includes another level of success, the critical success. It also includes the fumble, a calamitous event occurring when the dice roll is especially high. Critical successes and fumbles are not covered in this quick start edition.

Skill vs. Skill

Often, one character will attempt a skill that must be countered by a non-player character. This is known as an opposed skill roll, and describes a situation such as a PC using Stealth to move undetected versus an NPC using Listen to detect intruders. In these cases, both of the acting characters should make the appropriate skill roll and compare the results:

- If both parties fail, the consequences are obvious.
- If only one party succeeds, the successful skill is accomplished without challenge.
- If both succeed normally, the highest successful roll is the one that achieves the desired result.
- If the rolls are tied, the character with the highest skill is successful.
- If one party succeeds in a special success and the other does not, the other's result is shifted. If it is a normal success, it becomes a failure and the initial roll becomes a normal success.

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.

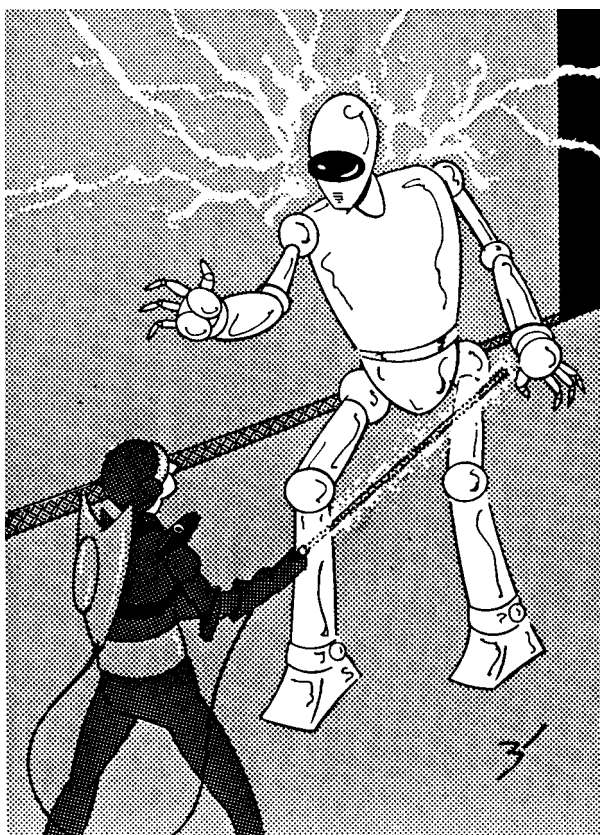
- **Special Success vs. Special Success:** Each degrades by two levels of success; becomes two failures (though experience is allowed, as the rolls are still “successful”).
- **Special Success vs. Success:** The special success becomes a success; the (normal) success becomes a failure.
- **Special Success vs. Failure:** The special success achieves double the intended result (as appropriate); unopposed by the failing roll.

The Basic Roleplaying core rulebook covers opposed skill rolls in considerably more detail. This quick start edition presents the simplest method of resolving opposed skill rolls.

The Resistance Table

Some actions require more than skill or natural ability: obstacles must be overcome for the character to succeed. In these cases, refer to the resistance table and 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 will need to roll his or her 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 (below). The active characteristic is the party or force trying to influence the passive characteristic, the one resisting any change. The cross-indexed



A robot can be “built” in Basic Roleplaying in several ways. It could be a robotic superhero, a mechanoid “demon” from another plane, or an enchanted set of devices.

The Resistance Table

		Active Characteristic																								
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
Passive Characteristic	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	—	—	—	—	—	—	Range of Automatic Success				—	—
	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	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	
	18	—	—	Range of Automatic Failure				—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	
	22	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	
	23	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	
	24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	

For success, roll D100 equal to or less than the indicated number.

value is the percentage chance each acting force has of success.

For success, 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) will have 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.

To the right is a list of the sizes of average objects:

To pick any of these things up, a character would match STR (the active characteristic) against the object's SIZ (the passive characteristic). The resistance table isn't just for picking things up, however. Use it in a DEX versus DEX race to determine who wins between two characters with an equal MOV characteristic. Following are to other ways to use the resistance table:

- Arm wrestling is straight STR vs. STR.

Object SIZ Examples

Object	Full SIZ	Segment SIZ
Glass window	3	3
Door	4-8	4-8
Chair	4-9	4-9
Table	4-12	4-12
Manhole cover	5	5
Fire hydrant	5	5
Potted plant	2-5	2-5
Glass door	8	8
Desk	10-20	10-20
Lamp post	30	10
Home interior wall	25-35	8
Home exterior wall	25-45	12
Brick wall	30-50	20
Concrete wall	30-50	20
Concrete and steel wall	35-55	25
Small air vehicle	40	10
Automobile	50	12
Vault door	60	20
Medium land vehicle	60	12
Steel beam	65	30
Air vehicle, jet fighter	80	18
Medium tank	80	30
Heavy tank	90	35
Locomotive	100	20
Air vehicle, jet cargo	100	15
Air vehicle, bomber	105	15
Air vehicle, airliner	110	15

- Squeezing through a hole in the wall pits a character's SIZ against the hole's SIZ.
- Drinking someone under the table would be CON vs. CON.
- A psychic battle (or even a stare-down) would use POW vs. POW.
- Trying to resist a poison would pit the poison's potency (as a value) against the poisoned character's CON.

The resistance table is invaluable for use when a raw characteristic is pitted against another. The rest of the time: use a skill versus a skill, or best judgment.

Experience

If characters succeed in using skills during challenging situations, those skills should have the chance to improve. On the character sheet are small checkboxes next to each skill. The first time a particular 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 two 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 GM should ask 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 character 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+ is a success. If the player rolls a 36-00, add 1D6 to the character's existing 35% skill. Erase the current skill 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 GM can allow for multiple chances for skill improvement for a longer adventure that provides several distinct "down time" periods where the characters can rest and reflect on what they have accomplished.

The Basic Roleplaying core rulebook covers training and other means of skill improvement, and allows for characteristic improvement. These are not covered in this quick start edition.



Some gaming groups prefer a serious roleplaying experience, while others keep play light-hearted (especially for younger gamers).

CHAPTER FOUR

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 GM 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:

Narrative Time

This is amount of time it takes for GM may be narrating to the players, or when the players are discussing. Most gameplay occurs in narrative scale. 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 is an example of this. If large amounts of time are being dealt with in this fashion, the GM should allow for the player characters to perform any activities that could fit into this timeframe, within reason.

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 will take, particularly actions that are not during combat, such as picking a lock or finding a book in a library. In these cases, the GM may rule that a certain task takes a number of turns to complete.

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, then 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 one defensive action in a combat round. During a combat round, if a character does nothing else, he or she can move about 30 meters and still be able to watch what is going on nearby, parry incoming blows, and react to emergencies.

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, Teach, 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, Teach, Technical Skill, Track.

6 hours to many days – Art, Craft, Psychotherapy, Repair, Research, Strategy, Teach, Technical Skill. The GM may require multiple successful skill rolls for extended research, study, or a complex task.



The combat round is structured to organize complex combats. Statements of Intent let the gamemaster know the players' intentions. Then Powers are initiated or spells begun. The gamemaster compares the DEX values of the characters and monsters; higher DEX fires first, or flees, stabs, bites, or grabs.



CHAPTER FIVE COMBAT

Combat is often an inevitable part of most adventures. In combat it is often essential to know exactly what happens when, who can act at a particular 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.

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 his or her DEX characteristic. 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 are described below.

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

Statement of Intent

The GM and players involved in a combat round must announce what they will do. The order that actions can be attempted in is determined by your character's DEX characteristic. Players or GMs 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 ranks makes his or her statements of intent before a character with a low DEX rank. Usually the GM will count down, from the highest DEX to the lowest, calling on each player to state his or her intended actions at the



appropriate times, and announcing how the NPCs 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. The character with the higher skill rating goes first. If these are still tied, the actions occur simultaneously.

Movement

If a character is not involved in combat, he or she 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 and 15 meters and still act at 1/2 his or her normal DEX rank. Moving between 16–29 meters in a combat round means that the character acts at 1/4 his or her normal DEX rank.

Actions

Characters (PCs and NPCs) act on their DEX rank, so someone on DEX rank 15 will go 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.) will 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.

Attacking

To attack, roll percentage dice (D100%) and try to obtain a result equal to or lower than the attack chance. Lower is better. If the roll is less than 1/5 of the attack chance, a special success is achieved. Special successes are covered below. A special success on an attack is better than a normal success, and requires an equally successful parry or dodge to avoid. Any roll higher than the attack chance is a failure, and does no damage to the opponent.

Parrying

Parrying is essentially knocking or blocking the attacking weapon out of the way. 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 attacked character may wish to parry it. To parry, the character must be aware of, and be 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.) and the chance of parrying missile weapons is based on the size and type of the shield. Weapons and shields occasionally take damage from being used to parry, and can even break if their hit points are overcome.

Dodging

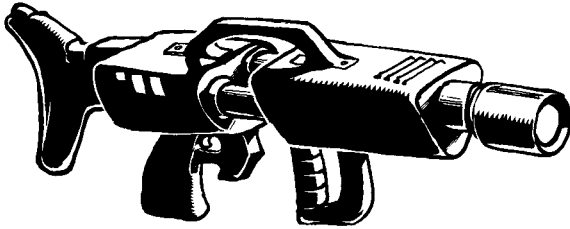
Dodging is essentially getting out of the way of an oncoming attack. A dodge is determined after the attack roll is made. If an attack fails, it does not need to be dodged. If the attack is successful, the attacked character may wish to dodge it. To dodge, the character must be aware of, and be able 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 GM may allow the character to dodge arrows and thrown weapons as if the task were Difficult (1/2 normal skill level).

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.*

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 will cancel out an equivalent level of success. This table summarizes the results in combat.



Weapons and Damage

Weapons are described in the following manner:

- The Skill used. This are the specialties described on pages 12-14.
- The Base Chance, which any skill points are added to.
- The Damage the weapon does against the target. A character's damage bonus is added to this, and "½ damage bonus" means roll and divide by 2, rounding up.
- The number of Hands needed to use the weapon properly.
- The Hit Points of the weapon if it is parried with.
- The Range of the weapon provided in meters: below this range and 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.

The Basic Roleplaying core rulebook lists at least a hundred other types of weapons, many of which do alternate types of damage, from explosives, shock, entanglement, etc. Other than a few instances, advanced/futuristic melee and missile weapons are not covered in this quick start version.

Armor

Name	AP	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 Perception skills
Leather, Soft	1	None
Leather, Hard	2	-10% to Physical skills
Plate, Full	8	-25% to Physical skills
Plate, Half	7	-20% to Physical skills
Quilted	2	-5% to Physical skills
Riot Gear	12/6	-10% to Physical skills

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.

Following is a simplified and abbreviated list of the armor types presented in Basic Roleplaying. Armor is defined by Armor Points (how many points are subtracted from damage) and a Note describing additional effects wearing the armor has on the character. The "physical" skills are Climb, Dodge, Hide, Jump, Stealth, Swim, and Throw and the Agility characteristic roll.

The Basic Roleplaying core rulebook covers dozens of other types of armor, from primitive hides to personal energy shields.

Shields

Essentially, a shield is a movable obstacle a character tries to intercept incoming attacks with. Parrying with a shield follows the same rules as parrying with a weapon, though low-velocity missile weapons (thrown, arrows, etc.) can 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 Base Chance to parry or attack with, Damage done if used as a weapon (a shield bash, etc.), and by Armor Points.

The Basic Roleplaying core rulebook provides many other types of shields from a variety of historical and genre sources.

Shields

Name	Base Chance	Skill	AP/HP	Damage
Full Shield	15%	Shield	22	1D4+db
Heater	15%	Shield	20	1D3+db
Hoplite	15%	Shield	26	1D4+db
Kite	15%	Shield	22	1D4+db
Riot	15%	Shield	16	1D3 + db
Round	15%	Shield	20	1D3+db
Target	15%	Shield	15	1D2+db

Melee Weapons

Weapon	Skill	Base	Dmg	Hands	HP
Axe, Battle	Axe	15	1D8+2+db	1H	15
Axe, Great	Axe	15	2D6+2+db	2H	15
Axe, Hand	Axe	15	1D6+1+db	1H	12
Brawl	Brawl	25	1D3+db	1H	n/a
Club, Heavy	Club	25	1D8+db	2H	22
Club, Light	Club	25	1D6+db	1H	15
Dagger	Dagger	25	1D4+db	1H	15
Halberd	Polearm	15	3D6+db	2H	25
Hammer	Hammer	25	1D6+db	1H	15
Hammer, Great	Hammer	25	1D10+3+db	2H	15
Knife	Dagger	25	1D3+1+db	1H	15
Mace, Heavy	Mace	25	1D8+2+db	2H	20
Mace, Light	Mace	25	1D6+2+db	1H	20
Pike	Polearm	15	1d10+2+db	2H	15
Staff, Quarter-	Staff	25	1D8+db	2H	20
Spear, Long	Spear	15	1D10+db	2H	15
Sword, Broad	Sword	15	1D8+1+db	1H	20
Sword, Great	Sword	05	2D8+db	2H	18
Sword, Short	Sword	15	1D6+1+db	1H	20

Damage and Injury

Each character has hit points (HP) derived from the average of Constitution and Size. When a weapon successfully strikes a character (or the character suffers some other injury), damage points (after armor) are subtracted from current hit points. For example, an uninjured character has 12 hit points and is wearing hard leather armor (worth 2 points). She takes 6 points of damage from an attack. Two points are subtracted from the damage because of her armor protection, and she takes 4 hit points in damage. This reduces her to 8 hit points. Any more damage is subtracted from this new total.

If a character is reduced to 2 hit points, she falls unconscious for 1D6 hours or until awakened by another character. If the character is reduced to 0 hit points, she is dead. Under normal circumstances, a character heals 1D3 hit points per week, up to his or her maximum hit point total.

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 deter-

mine 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).

Healing

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

Successful use of the First Aid skill will heal 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.

Missile Weapons

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

NOTES:

* 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.

CHAPTER SIX

SPOT RULES



Spot rules cover a variety of situations outside of combat. These include environmental issues, damage from other sources, or modifiers that may affect gameplay. The Basic Roleplaying core rulebook contains more than 60 spot rules, while this quick start edition has an abbreviated list.

Ambush: If an attacker has successfully made a Stealth or Hide roll and remained undetected (versus a Listen, Sense, or Spot roll), he or she can ambush an opponent. If the attacks are with missile weapons, the ambusher gets a single combat round where all of his or her attacks are Easy. If the ambusher is using a hand-to-hand 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.

Backstabs: 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 him or her can try to backstab the opponent: an Easy attack. Dodging or parrying this attack is Difficult.

Cover: Hiding behind something larger, equal to, or up to $\frac{1}{2}$ the character's SIZ can offer a defensive bonus. If the item can serve as cover, any missile attacks against him or her are Difficult. An attack that would normally hit but misses is assumed to hit the cover. The GM 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.).

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 as a %, or are Difficult (whichever is lower).

Drawing a Weapon: Drawing a weapon from a sheath or holster takes 5 DEX ranks. Putting a weapon away takes the same amount. It takes no DEX ranks to drop a weapon.

Falling: A falling character takes 1D6 points of damage per 3 meters distance, rounded up. For example, a 7-meter fall does 3D6 points of damage.

Firing into Combat: Firing a missile weapon at a character that is engaged in combat penalizes the attacker by -20% to his skill chance. Firing a missile weapon at another character while both the attacker and target are engaged in combat makes an attack Difficult.

Knockout Attacks: It is possible to attempt to knock another character unconscious rather than killing him. 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 $\frac{1}{2}$ 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 $\frac{1}{2}$ 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.

An Example of Combat

Plucked from their home eras, the three player characters; intergalactic spy Henry Noodleman (Rodney's character), navigator Taras bin-Ibn-Ghain (Sarah's character), and cowboy Wild Walt Corbett (Ben's character), have formed an uneasy alliance born of necessity. After escaping the wreckage of the strange, time-shifting alien vessel that kidnapped them from their homes, these three resourceful heroes are exploring their surroundings, an ancient set of ruins of vaguely Mesoamerican design. They climbed to a vantage point on top of a nearby stone ziggurat, and looked around.

After the GM described the area, he asked the players to make Spot rolls for their characters. These gave away the presence of a handful of ghastly, shambling irradiated creatures lurching from the spaceship wreckage... the ship's labor crew of reanimated corpses. Zombies from outer space! It is clear that the heroes will have to battle these horrible creatures, or be consumed by their hunger for living flesh.

Henry has DEX 14, 14 HP, and the skills Dodge 48%, and Energy Weapon (Pistol) 40%. He is armed with a laser pistol that does 1D8 points of damage and has 20 charges. He has no armor.

Taras has DEX 14, 13 HP, and the skills Dodge 48%, and Melee Weapon (Dagger) 45%, and Missile Weapon (Spear) 35%. He is armed with a dagger (1D4+1D4 damage) and a spear (1D10+1+1D4 damage, or 1D10+1+1D2 damage thrown), and is wearing hard leather armor (2 points of protection, but -10% to physical skills).

Walt has DEX 17, 14 HP, and the skills Dodge 64%, Firearm (Pistol) 70%, and Firearm (Rifle) 75%. He is armed with a revolver (1D8 damage) and a rifle (2D6 damage) and is not wearing any armor. Each gun has six shots.

The players do not know it, but these five creatures are identical to zombies from the core rulebook, with DEX 7 and 14 HP apiece. They attack with a bite (30%, 1D3+1D2 damage), or claw (25%, 1D3+1D4 damage). Zombies never attempt to dodge. They are fairly resistant to weapons, and most physical weapons do only half damage against them. Fire (in this case, in the form of Henry's laser pistol) does full damage. The GM has created a little sheet of scratch paper keeping track of the zombies, numbering them 1 through 5 (though these numbers won't be known to the players).

Since both parties are aware of one another, the GM decides that combat goes in order of DEX, as normal. The creatures are 5 MOV units away from the heroes, meaning that any heroes with missile weapons will get a free shot before the alien zombies attack them. The creatures make an unearthly groan, and say a word that might be alien dialect for "brrainnnss" as they approach.

Round One

At DEX rank 17 Walt shoots first with his rifle. Ben rolls a 34, a hit! He rolls 7 points of damage. The GM secretly reduces this to $\frac{1}{2}$ the normal amount, rounding up, and applies 4 points of damage to zombie #1.

At DEX rank 14, both Henry and Taras are able to act. Since they're both doing the same thing, they each take a shot simultaneously at zombies #2 and #3. Taras throws his spear, and Sarah rolls a 20, a hit! Sarah rolls for damage and gets a total of 5 points. The GM divides by 2 and applies 3 points of damage to zombie #2.

Henry rolls a 04, a special success! He rolls 7 points of damage, and this doubles to 14. Since zombies aren't immune to fire, the GM announces that this zombie (#3) literally bursts into flame and falls down dead. Taras and Walt look at Henry questioningly, and he looks at his own pistol in awe.

At DEX rank 7, all of the zombies make their full MOV to reach the heroes. The heroes are at the summit of the step pyramid, so there's nowhere they can go.

Round Two

At DEX 17, Walt is able to take another shot at the zombie (#1) approaching him. He rolls an 89 and misses!

At DEX 14, Taras and Henry are able to go. Henry fires again with his lucky laser pistol. He rolls a 38, scoring a normal hit for 6 points of damage to zombie #4. Taras, left unarmed without his spear, draws his dagger, costing him 5 DEX ranks. This reduces him to DEX rank 9, still before the zombies.

At DEX rank 9, Taras steps down a step (taking 1 MOV) and attacks zombie #2. The roll is 13, a hit! This does 5 points of damage, which the GM reduces to 3 points and applies to zombie #2, already wounded from the thrown spear. This zombie has only 9 HP left.

At DEX rank 7, the characters must now face the wrath of the star-zombies! The zombies each move 1 MOV and are able to make attacks against the characters. The GM rolls attacks for the zombies. Zombies #1 and #5 will attack Walt, zombie #2 will attack Taras, and zombie #4 attacks Henry. To make things easy, the GM decides that each zombie will use a claw attack (25%).

Zombie #1 misses Walt (a roll of 78), but #5 rolls a 14. Walt tries to dodge, but rolls a 77 and fails. The star-zombie's claw tears into his flesh for 4 points of damage. Ben winces and marks the damage on his character sheet, leaving Walt with 10 HP. Perhaps frenzied by blood, zombies #2 and #4 miss Taras and Henry with rolls of 89 and 36, respectively.

Round Three

At DEX rank 17, it's once more Walt's time to attack. Attacking with a missile weapon while attacker and target are in melee combat makes any attack Difficult. Despite a lowered chance, Ben rolls a 03, a special success! He rolls 10 points of damage, and doubling it for the special success makes it 20 points. Even though the zombie's resistance to normal weapons lowers the damage to 10 points, is still enough to take injured zombie #1 out of the fight (as Walt had done 4 points of damage to it in round one). It groans, and falls dead (again) to the ground.

At DEX rank 14, Henry can shoot with his pistol at the same penalty, and rolls a 91, a miss! Things are not looking great for him! Taras stabs at zombie #2 with his dagger and gets a result of 45, exactly what's needed. This time damage is a 7, reduced to 4 points. The zombie already has 9 HP from previous injuries, and its total is now 5 HP. Injured but not down yet.

This fight looks like it's going to last a while longer... will our heroes survive?

Optional Rules in the Basic Roleplaying Core Rulebook

The *Basic Roleplaying* core rulebook contains a wide variety of optional rules. Additionally, many of the rules presented in this quick start edition are abbreviated or simplified versions of the BRP core rules. The following are many of the optional rules provided in *Basic Roleplaying*:

- Aging and Inaction
- Allegiance
- Alternate Opposed Roll Systems
- Character Type Skill Bonuses
- Choosing Characteristic Values
- Complementary Skills
- Cultural Modifiers
- Distinctive Features
- Encumbrance
- Fatigue Points
- Freeform Professions
- Higher Starting Characteristics
- Hit Locations
- Increased Personal Skill Points
- Initiative Rolls
- Literacy
- Non-human Characters
- Personality Traits
- Point-based Character Creation
- Research Specialties
- Sanity
- Simpler Skill Bonuses
- Skill Category Bonuses
- Skill Ratings Over 100%
- Strike Ranks
- The Education Characteristic
- The Knowledge Roll
- The Projection Skill
- Total Hit Points



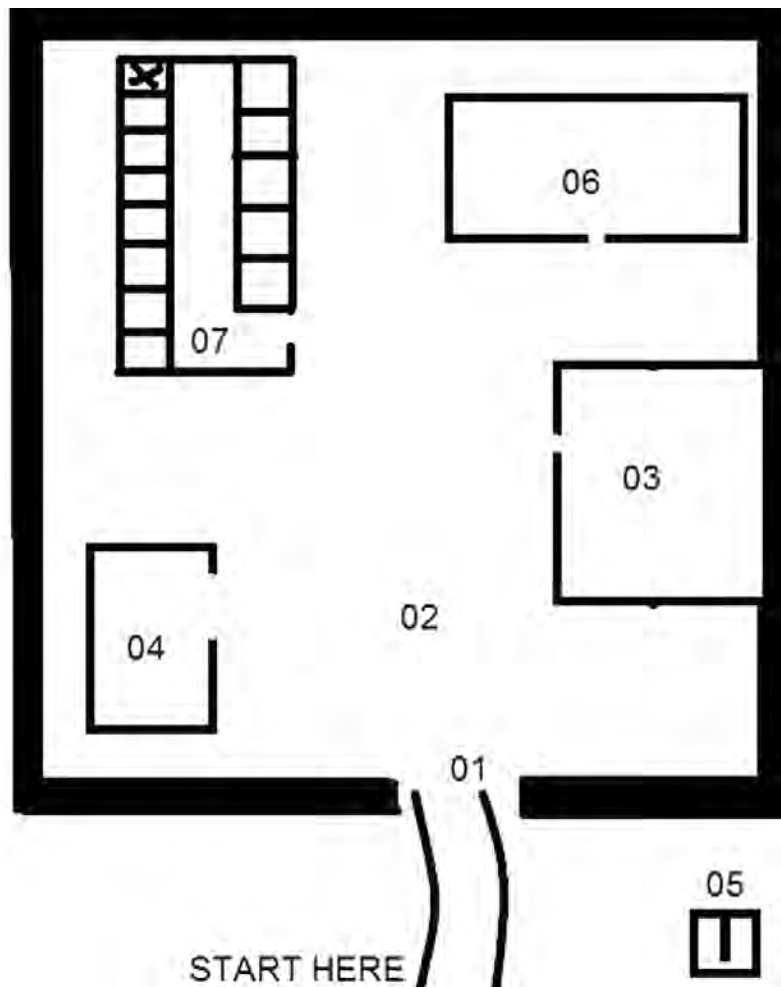
The following brief scenarios illustrate the breadth of possibility when using the *Basic Roleplaying* system. Each provides a glimpse into what could be longer campaigns, a succession of adventures played-out over several evenings. Use these vignettes to gain experience playing BRP, or as seeds to craft further adventures of your own.

The Prisoner of Richelieu

A SWASHBUCKLING ADVENTURE BY ANTHONY WARREN

France, 1626: *The Queen's messenger has been arrested by the cruel Cardinal Richelieu. King's musketeer D'Artagnan and associates are sworn to rescue Msr. Treville and his message. You must enter the prison tonight and rescue Treville before tomorrow's execution!*

- 1) **Prison gate:** 4 of the Cardinal's Guard are here; Fast Talk or Persuade rolls allow PCs to pass without suspicion. Failure or attack means combat! Cardinal's Guard: DEX 12, Hit Points 12, Armor 1 Attacks: Rapier 40%, 1d6+1 Skills: Dodge 25%, Listen 45%, Stealth 55%.
- 2) **The courtyard,** filled with crates, barrels and long shadows, echoes with the sound of partying from the barracks. 6 guards are here. If they've heard fighting they will be alert. Sneak rolls evade them, but failure means a Luck roll – success then means only getting attacked by one guard, failure means he raises the alarm and the entire courtyard's guards attack!
- 3) **The barracks.** There are 20 guards here carousing. Upon entering the guards will think PCs are friends – as long as Etiquette,



The Player-Characters

Take some time to copy the characters down on a separate piece of paper or cut them out and hand them to players.

D'Artagnan, Witty Swashbuckler

STR 11 ____ **Effort:** 55%

CON 13 ____ **Stamina:** 65%

SIZ 11 ____ **Damage Bonus:** none

INT 11 ____ **Idea:** 55%

POW 16 ____ **Luck:** 80%

DEX 15 ____ **Agility:** 75%

APP 15 ____ **Charisma:** 75%

Move: 10

Hit Points: 12

Armor: 2-point leather

Attacks: Rapier 50%, 1D6+1 (impaling)

Skills: Bargain 53%, Dodge 48%, Disguise 54%, Fast Talk 45%, Listen 35%, Ride (Horse) 64%, Spot 30%, Stealth 35%.

Balizarde, Clever Musketeer

STR 13 ____ **Effort:** 65%

CON 16 ____ **Stamina:** 80%

SIZ 12 ____ **Damage Bonus:** +1D4

INT 17 ____ **Idea:** 85%

POW 12 ____ **Luck:** 60%

DEX 12 ____ **Agility:** 60%

APP 11 ____ **Charisma:** 55%

Move: 10

Hit Points: 14

Armor: 2-point leather

Attacks: Rapier 37%, 1d6+1
Musket 54%, 3d6+2 (1 shot only)
Musket swung 56%, 1d3+2

Skills: Dodge 36%, Disguise 48%, Etiquette 49%, Listen 45%, Persuade 53%, Ride 38%, Spot 35%, Stealth 50%.

Frederic, Sneaky Thief

STR 10 ____ **Effort:** 50%

CON 12 ____ **Stamina:** 60%

SIZ 09 ____ **Damage Bonus:** none

INT 10 ____ **Idea:** 50%

POW 18 ____ **Luck:** 90%

DEX 19 ____ **Agility:** 95%

APP 09 ____ **Charisma:** 45%

Move: 10

Hit Points: 11

Armor: 1-point leather

Attacks: Cosh 49%, 1d6 (if attacking opponent by surprise can knock unconscious with ½ Luck roll)
Brawl 57%, 1d3

Skills: Climb 60%, Disguise 74%, Dodge 52%, Listen 65%, Pick Lock 56%, Ride 43%, Spot 54%, Stealth 59%.

Rosny, Imposing Grenadier

STR 17 ____ **Effort:** 85%

CON 14 ____ **Stamina:** 70%

SIZ 15 ____ **Damage Bonus:** +1D4

INT 12 ____ **Idea:** 60%

POW 13 ____ **Luck:** 65%

DEX 11 ____ **Agility:** 55%

APP 16 ____ **Charisma:** 80%

Move: 10

Hit Points: 16

Armor: 2-point leather

Attacks: Musket 34%, 3d6+2 (1 shot only)
Grenade 56%, 4d6 all nearby (6 carried)
Rapier 51%, 1d6+1
Headbutt 64%, 1d3+1

Skills: Demolition 47%, Dodge 32%, Fast Talk 64%, Intimidate 48%, Listen 15%, Ride 42%, Spot 26%, Stealth 38%, Throw 65%.

Luck or Charisma or similar rolls are made. If threatened, the guards draw swords, giving enough time for PCs to escape... but the entire prison is alerted! With care, players can steal two rapiers (1d6+1 damage) and two pistols (2d6+1 damage / one shot only, 45%) from sleeping soldiers.

4) **The stables:** 6 horses and 2 stable-hands. Bargain, Fast talk, Intimidation or similar rolls have the boys tell the PCs about the party at the barracks and the new prisoner in the cellblock nearby. If attacked, they flee, returning with 1d3+1 guards.

5) **Gallows:** 3 guards are lazing here, drunk. If Intimidated, Persuaded, Bargained with or beaten in combat they sur-

render their uniforms (SIZ 12). These can be used to enter and move around the prison with Disguise rolls. Drunken Guard: DEX 11, Hit Points 11, Armor 1 Attacks: Rapier 35%, 1d6+1 Skills: Dodge 18%, Listen 15%, Stealth 25%.

- 6) **Governor's home:** A fine building filled with expensive furniture. There are also 2 guards here. The governor is asleep. Treville's belongings (including the message) are in the governor's bedroom. Stealthily breaking in to steal it needs Climb/Agility and Sneak rolls, with a Spot roll to find it. If these are failed the governor wakes! Otherwise players can fight their way to the belongings! Governor: DEX 14, Hit Points 15, Armor 2, Attacks: Rapier 60%, 1d6+1; Brace of pistols 41%, 2d6+1 (1 shot each) Skills: Dodge 30%, Listen 24%, Stealth 43%
- 7) **Cellblock:** 8 guards are here. The cell with an X is Treville's. 6 other prisoners beg to be freed. Before being defeated, the last guard throws the cell key down a grate. Players can lift the grate (Effort), Pick Lock Treville's door or blow open the cell with a grenade (Demolitions)!

Once rescued, he tells them the message to the Queen is in the governor's bedroom. The other prisoners will join in fighting the guards. Treville: STR 11, DEX 13, SIZ 11, Hit Points 14, Armor 1, Attacks: Rapier 52%, 1d6+1; Brawl 57% 1d3 Skills: Disguise 64%, Dodge 32%, Listen 44%, Ride 63%, Stealth 38%

Prisoner: STR 11, DEX 12, SIZ 11, Hit Points 12, Armor 1, Attacks: Brawl 53%, 1d3; Rapier 46%, 1d6+1 Skills: Disguise 32%, Dodge 25%, Listen 32%, Ride 34%, Stealth 43% (if one of the PCs is dead, give them Treville or a prisoner as a PC upon their rescue)

With message and Treville, the PCs must escape. They could Sneak out or fight their way through the guards. Maybe they could steal a horse and Ride away. If the guards realise they are trying to escape they may lower the prison gate, needing Demolitions or two players to lift the gate with Effort. Whatever happens, success brings the Queen's gratitude, along with the enmity of Cardinal Richelieu..

Footsteps in the Dark

A SCIENCE FICTION ADVENTURE BY NICK MIDDLETON

Read to the players: *"You are colonists and a native guide on the frontier world of Laucaston at the edge of the war between the Confederate Worlds and the Xantakian League. You were on your way to investigate an alert from an unmanned survey station in the outback when your transport was shot down by energy weapon fire. You have to make your way to the station on foot, and alert the authorities."*

The characters are at point X on the map. They have emergency supplies and survival equipment salvaged from the wreck of their transport, but no communications gear. They are at least three days on foot away from the survey station (S) and its communications equipment. A xantakian infiltration unit shot the PC's transport down. They have crashed at point Xk and are also heading for the survey station. Laucaston is not yet terra-formed and is dominated by primitive plants similar to giant spiked mosses (Lycopodiophyta).

- A – If Svenar makes his Knowledge (Outback), PC's have the option of taking the forest valley route (route 3).
- B – If Svenar makes his Knowledge (Outback) or Laneck makes his Navigate PC's can choose to follow the direct route and climb the mountain (route 2).
- C – If the PC's detour to the site from which they were attacked they find a wrecked xantakian scout vessel and four dead xantakia. From here Svenar can attempt to Track the xantakia (a party of three survivors).
- D – PC's face an awkward climb – 3 Climb rolls for each character. Each failure costs 1d3 hit points OR a quarter days delay, players choice.

E – PC's taking the forested valley route are attacked by a local ambush predator, a hexapedal lizard: Dex 15, Move 10, Hit Points 14, Armor 3, Attacks: Bite 30%, 1d6 + Poison (victim rolls Stamina or becomes sick: all skills at 1/2 until healed), Skills: Listen 75%, Stealth 75%.

F – PC's taking the forested valley route enter an area of very old dry Lycopodiophyta (Knowledge (Outback) or Science rolls to identify). Luck rolls to avoid causing a spark which triggers an explosion of the highly combustible spores (2d6 damage to PC triggering explosion).

G – Native airborne predators (Vaguely manta ray like) nest here. They ignore PC's in either valley, but attack PC's on the mountain top – attacking them with energy weapons will notify the xantakia of the PC's location. Rays (2): Dex 16, Move 12, Hit Points 13, Armor 2, Attacks: Wing Slash 55%, 1d8 or Tail barb 45%, 1d4 + Poison (Stamina roll to avoid half movement until healed); Skills: Dodge 40%.

H – PC's who took the valley bottom route (1) will be ambushed by the xantakia here. PC's who crossed the mountain (2) will have an opportunity to spot the xantakia on the valley bottom here and ambush THEM. Otherwise, the xantakia will be at the station when the





PC's get there. Xantakia (3): Dex 13, Move 8, Hit Points 11, Armour 4, Attacks: Blaster Rifles 45% 2d8+3 rmg 60m, Vibro knife 50% 2d4 ; Skills: Dodge 35%, Listen 48%, Spot 42%, Stealth 37%, Track 48%

There are three routes to the station (labelled 1, 2 and 3). Route 1 is the quickest (2 night camps) and 3 the slowest (4 night camps) whilst 2 is the hardest but balances risk versus speed (3 night camps). Route 3 diverges from 1 and 2 at point A and routes 1 and 2 diverge at point B.

- A – PC's must choose whether to take the concealed route through the forested valley (3).
- B – PC's must choose whether to follow the direct route and climb the mountain which is riskier and involves additional tricky climbs (3 night camps), or stick to valley floor which takes them in the direction of the attack that brought them down but is quicker (two night camps).
- C – PC's can detour to the site of the attack, Xk where they will find a wrecked Xantakia scout vessel; or they can follow the valley bottom, where they will find tracks of humanoids heading towards the survey station.

D – Note there are two of these – one on the route over the mountain and another difficult climb that the PC's can't avoid on their final approach to the survey station.

Xantakia are squat reptilians, vaguely reminiscent of Chimpanzees in shape.

Golacki are native to Laucaston. Taller than humans with an extra joint in each limb and scales they look a little like insect-like but are mammals with small head horns.

The Player-Characters

Take some time to copy the characters down on a separate piece of paper or cut them out to use them on their own. Assume basic survival equipment. All humans, rumahl and xantakia require filter masks because of the spores and dust in the planet's atmosphere. Svenar doesn't need a filter mask.

Joral, Rumahl Colonist (a bear-like alien)

STR 19 ____ Effort: 95%
 CON 13 ____ Stamina: 65%
 SIZ 17 ____ Damage Bonus: +1D6
 INT 12 ____ Idea: 60%
 POW 07 ____ Luck: 35%
 DEX 09 ____ Agility: 45%
 APP 12 ____ Charisma: 60%
 Move: 3 (biped), 4 (quadruped)
 Hit Points: 15
 Armor: 6 (3pt hide, 3pt vest)
 Attacks: 2 x Claws 67%, 1d4+1+1d6
 Blaster Rifle 67%, 2d8+3 rmg 60m
 Skills: Climb 25%, Sense (Scent) 60%, Listen 35%, Spot 40%,
 Stealth 35%, Throw 45%.

Laneck Srivan, Human Pilot

STR 11 ____ Effort: 55%
 CON 14 ____ Stamina: 70%
 SIZ 12 ____ Damage Bonus: none
 INT 14 ____ Idea: 70%
 POW 12 ____ Luck: 60%
 DEX 16 ____ Agility: 80%
 APP 10 ____ Charisma: 50%
 Move: 10
 Hit Points: 13

Armor: 1-point leather

Attacks: Blaster Rifle 57%, 2d8+3 rmg 60m

Skills: Climb 45%, Dodge 48%, Pilot (Grav Car) 50%, Repair (Grav Vehicle) 45%, Navigate 50%, Listen 65%, Spot 45%, Stealth 40%.

Tolas Medan, Human Scientist

STR 10 ____ **Effort:** 50%

CON 13 ____ **Stamina:** 65%

SIZ 13 ____ **Damage Bonus:** none

INT 16 ____ **Idea:** 80%

POW 13 ____ **Luck:** 65%

DEX 14 ____ **Agility:** 70%

APP 11 ____ **Charisma:** 55%

Move: 10

Hit Points: 13

Armor: 1-point environment suit

Attacks: Blaster Pistol 45%, 1d8+2, rmg 15m

Skills: Climb 35%, Dodge 35%, Fast Talk 50%, Science 60%, Hide 35%, Listen 40%, Repair 40%, Spot 60%, Stealth 30%.

Svenar, Golacki Guide (*a native alien*)

STR 12 ____ **Effort:** 60%

CON 13 ____ **Stamina:** 65%

SIZ 21 ____ **Damage Bonus:** +1D6

INT 14 ____ **Idea:** 70%

POW 12 ____ **Luck:** 60%

DEX 13 ____ **Agility:** 65%

APP 14 ____ **Charisma:** 70%

Move: 12m

Hit Points: 17

Armor: 3

Attacks: Longbow 75%, 1d10+1d3, rmg 90m
Long knife 75%, 2D6+1

Skills: Climb 65%, Dodge 38%, Knowledge (Outback) 55%, Hide 65%, Listen 55%, Spot 55%, Stealth 65%, Track 55%.

The Lost Temple of Garthoon

A FANTASY ADVENTURE BY TROY WILHELMSON

Read to the players: *“You have traveled many miles through dangerous lands following an ancient map to find the Lost Temple of Garthoon and recover the golden idol that lies within. You now find your party at the opening of a cave, which the map claims is the entrance to the dark temple!”*

- 1. Entryway** — Have the players make a Spot roll to find ancient writings carved in the wall. If successful, have them make a Knowledge (Ancient Lore) roll to read the following: “Beware intruders for you stand at the gate of the Temple of Garthoon. Those who would dare trespass here will face certain death!”
- 2. Spider Lair** — The walls here are covered in thick webs. A large Spider is hiding on the wall at the ‘X’. Have the players make a Spot roll to notice it. If they miss the spider will use its Stealth to sneak up on them and attack. Large Spider: Dex 15, Move 10, Hit Points 12, Armor 2, Attacks: Bite 30%, 1D6 + Poison (victim rolls Stamina or becomes sick: all skills at 1/2 until healed), Skills: Listen 75%, Stealth 75%.
 - 2a. Spider Lair** — If the Players search this area, have them make a Spot roll to find: 200 gold coins and a magic dagger (2D4 damage).
- 3. Trapped Tunnel** — Have Fenric make a Knowledge (Caves) to see that something isn’t right in this area. Smithe may then roll a Spot to find a trap, followed by a Fine Manipulation (Traps & Locks) to try to disarm it. If the players fail any of these rolls the trap is released and several spears are shot from the wall (Spears (1 per player) 85%, 1D8 damage).
- 4. Open Pit** — There is a deep pit that is as wide as the tunnel here. The Players must find a way across. Options include an Agility roll to jump across or a Climb roll to climb across the wall. If any character falls they may make a Luck roll to grab the ledge. If they still fall, they will take 4D6 damage.
- 5. Guardian Statue** — A statue of a brutish man stands here. A Knowledge (Nature) roll shows that this is a statue of an Orc. A Knowledge (Ancient Lore) roll reveals that Garthoon is a God of the Orcs and is known to raise the dead to serve him.
- 6. The Temple** — Bones are scattered across the floor of the domed chamber. At the far end of the room is another statue of Garthoon. However, there is no sign of a golden idol. The players can make Spot rolls to try to find the Idol but none will work. Only Aagarth’s spell Perception will locate the Idol hidden in a secret hole behind the statue. When the Idol is taken the bones will clatter and begin to form into several skeletons! Skeletons (4): Dex 11, Move 10, Hit Points 13, Armor 1, Attacks: Sword 55%, 1D8; Skills: Dodge 40%.

Once the skeletons are defeated the players may take their treasure and escape from the Lost Temple of Garthoon!



The Player-Characters

Here is the basic information for sample player-characters. Have each player transfer this data to a character sheet.

Fenic, Dwarf Warrior

STR 19 _____ Effort: 95%

CON 17 _____ Stamina: 85%

SIZ 07 _____ Damage Bonus: +1D4

INT 12 _____ Idea: 70%

POW 07 _____ Luck: 35%

DEX 09 _____ Agility: 30%

APP 12 _____ Charisma: 60%

Move: 7

Hit Points: 12

Armor: 6

Attacks: Great Axe 67%, 3D6+1D4
Throwing Axe 67%, 1D8

Skills: Knowledge (Caves) 60%, Listen 35%, Spot 40%, Stealth 35%, Throw 45%.

Aagarth, Human Wizard

STR 09 _____ Effort: 45%

CON 11 _____ Stamina: 55%

SIZ 12 _____ Damage Bonus: none

INT 14 _____ Idea: 70%

POW 18 _____ Luck: 90%

DEX 14 _____ Agility: 70%

APP 10 _____ Charisma: 50%

Move: 10

Hit Points: 12

Armor: none

Attacks: no weapons

Skills: Dodge 48%, Knowledge (Ancient Lore) 50%, Listen 65%, Spot 45%, Stealth 40%.

Spells: Flame 45%, 3D6 fire damage (50' rng)
Heal 45%, restores 1D6 hit points
Perception 45%, see one hidden object

Smithe, Halfling Thief

STR 07 _____ Effort: 35%

CON 24 _____ Stamina: 120%

SIZ 06 _____ Damage Bonus: -1D4

INT 10 _____ Idea: 50%

POW 12 _____ Luck: 60%

DEX 19 _____ Agility: 95%

APP 11 _____ Charisma: 55%

Move: 7

Hit Points: 15

Armor: 1

Attacks: Short Sword 45%, 1D6-1D4 (with a *minimum of zero*)

Skills: Appraise 35%, Dodge 35%, Fast Talk 50%, Fine Manipulation (Traps & Locks) 60%, Hide 65%, Listen 50%, Slight of Hand 40%, Spot 60%, Stealth 65%.

Jonan, Elf Hunter

STR 12 _____ Effort: 60%

CON 13 _____ Stamina: 65%

SIZ 10 _____ Damage Bonus: none

INT 17 _____ Idea: 85%

POW 15 _____ Luck: 60%

DEX 19 _____ Agility: 95%

APP 14 _____ Charisma: 70%

Move: Move 8m (biped), 12m (quadruped)

Hit Points: 15

Armor: 1

Attacks: Long Bow 60%, 1D10 (50' range)

Sword 40%, 1D8

Skills: Climb 65%, Dodge 38%, Knowledge (Nature) 55%, Hide 40%, Listen 75%, Spot 75%, Stealth 60%, Track 55%.

Escape From Earthport

A SCIENCE FICTION ADVENTURE BY SARAH NEWTON

Read to the players: “Cola Station, aka Earthport, is in the hands of the Planers, servitors of the dark emperor known only as the Custodian. There you have rescued Princess Solenn, heiress to the Old Earth Throne of the Commonality. Now – deactivate the tractor beam and battle your way to the Docking Bay and your scout ship to escape the station and rally the Resistance!”

1. **Turbo-lifts** – The PCs start by the 2 turbo-lifts. Have them make a Spot roll to notice the 4 Troopers in ambush; failure means each suffers a “free” attack.

a. **Inner Radial Ops** – Non-combatant expert operations staff and AI access.

b. **Outer Radial Ops** – As above.

c. **Inner Radial Circuit** – Circular corridor running around interior circuit of Earthport. Minimal cover, portholes every 15 .

2. **Walkways** – These walkways span the bottomless engineering shafts. Initially sealed by 100HP security shields at either end. Anyone attacked on a walkway Dodges at half ability; being wounded requires an Agility roll to avoid falling.

s. **Security Shield Control** – Control panels next to each security shield. Requires Technical (Electronic Security) roll and 1D3 rounds to deactivate each shield.

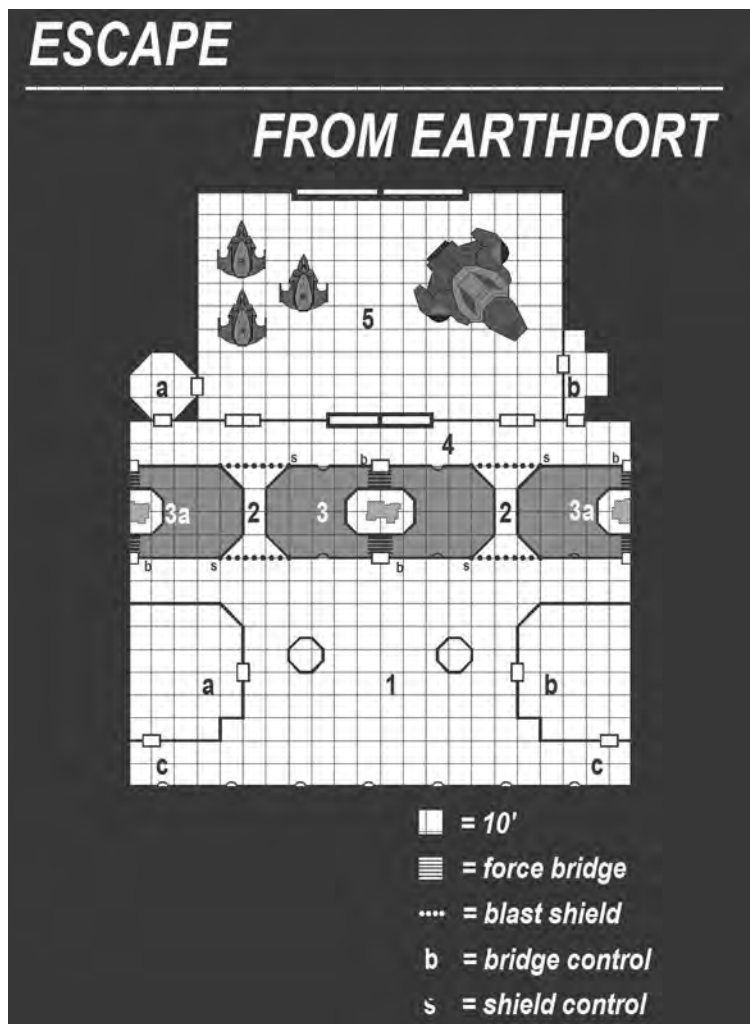
3. **Tractor Beam Control** – Engineering shaft doors are closed but not locked; the shaft circles Earthport’s entire interior. Central engineering column holds Tractor Beam Control (Spot or Idea roll per round to find); Technical (Electronic Security) roll to deactivate. If force bridge is not extended, make an Agility roll to jump chasm; if untethered, failure means death by falling. 1 Planer guards the controls.

a. **Subsidiary Engineering Columns** – northern forcebridges are extended to these columns; 1 Trooper patrols each to attack PCs on the walkways (2).

b. **Force Bridge Control** – Control panel next to engineering shaft doors; doors open on request; Technical (Electronic Security) roll extends force bridge.

4. **Outer Radial Circuit** – Circular corridor running around exterior circuit of Earthport. Minimal cover, frequent accesses to docking bays and engineering shafts. 3 Troopers patrol this corridor

5. **Docking Bay** – Here alongside 3 1-man fighters awaits the PCs’ starship – and escape and victory! The external space doors are closed: Knowledge (Starships) roll indicates the controls are in area 5b. 2 Troopers patrol the Bay.



- a. **Troop Station** – 4 Troopers wait here to respond to commotion in the Bay.
- b. **Docking Bay Control** – Spot, Idea, Knowledge (Starships), or Technical (Electronic Security) rolls identify and activate the space doors. A klaxon will sound and the Docking Bay doors lock and airlock cycle, opening the space doors to vacuum 10 rounds later. 2 Planers here will target Kaidan.

Dark Legion Troopers: Dex 10, Move 9, Hit Points 10, Armor 6, **Attacks:** Blaster Rifle 2D8+3; **Skills:** Dodge 25%.

Planers: Dex 14, Move 3, Hit Points 15, Armor 3. **Attacks:** Energy Sword 60%, 2D10; Parry (Energy Sword or Blaster Bolt) 50%; Mind Blast 50% (Stuns 1D6 rounds unless Stamina roll is made); **Skills:** Dodge 40%.

The Player-Characters

Here is the basic information for sample player-characters. Have each player transfer this data to a character sheet.

Jak “Trigger” Gymbal, Cheeky Spacer

STR 13 _____ **Effort:** 65%

CON 11 _____ **Stamina:** 55%

SIZ 12 _____ **Damage Bonus:** +1D4

INT 15 _____ **Idea:** 75%

POW 15 _____ **Luck:** 75%

DEX 14 _____ **Agility:** 70%

APP 17 _____ **Charisma:** 85%

Move: 10

Hit Points: 12

Armor: 6

Attacks: Blaster Rifle 67%, 2D8+3 (180" range)
Right Hook 70%, 1D3

Skills: Pilot (Starship) 77%, Dodge 60%, Knowledge (Streetwise) 60%, Knowledge (Starships) 50%, Fast Talk 70%.

Jambawek, Hairy Alien Mercenary

STR 20 _____ **Effort:** 100%

CON 18 _____ **Stamina:** 90%

SIZ 22 _____ **Damage Bonus:** +2D6

INT 12 _____ **Idea:** 60%

POW 08 _____ **Luck:** 40%

DEX 11 _____ **Agility:** 55%

APP 12 _____ **Charisma:** 60%

Move: 8

Hit Points: 20

Armor: 8

Attacks: Disintegrator Rifle 65%, 3D6+2 (90' range)
Bear Hug 60%, 2D6

Skills: Dodge 47%, Demolitions 50%, Technical (Electronic Security) 25%, Knowledge (Starships) 25%, Spot 25%.

Solemn, Plucky Princess

STR 08 _____ **Effort:** 40%

CON 14 _____ **Stamina:** 70%

SIZ 08 _____ **Damage Bonus:** -1D6

INT 15 _____ **Idea:** 75%

POW 16 _____ **Luck:** 80%

DEX 12 _____ **Agility:** 60%

APP 18 _____ **Charisma:** 90%

Move: 10

Hit Points: 11

Armor: 6

Attacks: Blaster Pistol 45%, 1D8+2 (50' range)
Judo Throw 60%, 1D3

Skills: Dodge 75%, First Aid (heals 1D3 HP per wound) 50%, Persuade 70%, Command 60%, Spot 40%.

Kaidan, Trainee Intergalactic Knight

STR 14 _____ **Effort:** 70%

CON 18 _____ **Stamina:** 90%

SIZ 12 _____ **Damage Bonus:** +1D4

INT 16 _____ **Idea:** 80%

POW 17 _____ **Luck:** 85%

DEX 12 _____ **Agility:** 60%

APP 13 _____ **Charisma:** 65%

Move: 10

Hit Points: 15

Armor: 3

Attacks: Short Sword 45%, 1D6

Skills: Appraise 35%, Dodge 35%, Fast Talk 50%, Fine Manipulation (Traps & Locks) 60%, Hide 65%, Listen 50%, Slight of Hand 40%, Spot 60%, Stealth 65%.

Powers: Force Blade Attack 50%, 2D10

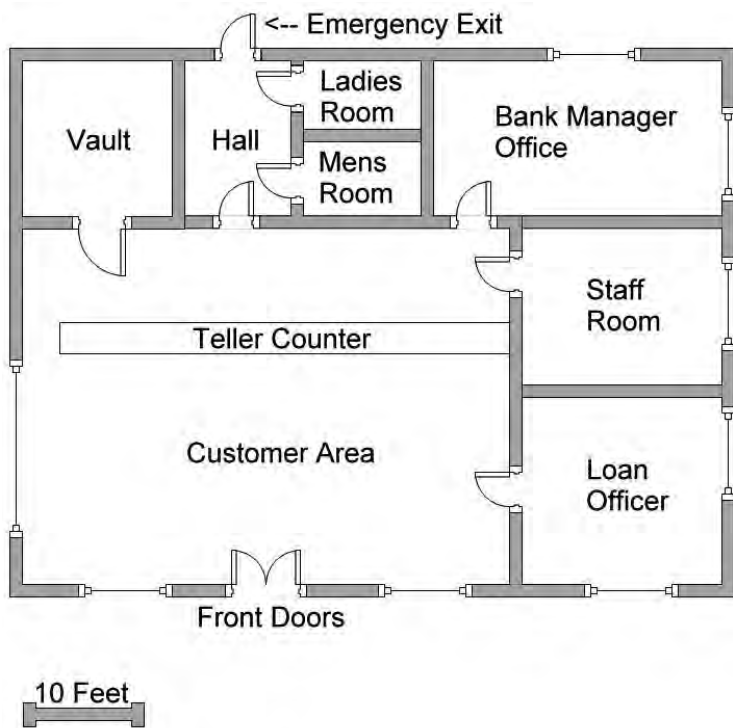
Parry Blaster Bolt / Force Blade 70% (replaces Dodge)

Mind Blast 50% (Stuns for 1D6 rounds unless target makes Stamina roll)

The Bank Heist

A PRESENT-DAY ADVENTURE BY JASON WILLIAMS

After weeks of planning and acquiring bulletproof vests and other equipment, a pair of bank robbers is ready to strike. It is a small rural bank in an area that is lightly patrolled by the sheriff's department. The Gamekeeper can optionally divide the players into two groups and have one half take the part of the police and the other the robbers. Detail and name to bank employees and patrons if you wish for them to become directly involved.



Parking Lot

Parking Lot – Robbers arrive here in a van at noon hour.

Customer Area – 1D6 + 6 customers (20% chance each that they are armed).

Teller Counter – 3 bank tellers each with a cash drawer with \$3000 in cash. One bundle in each drawer is trapped with dye bomb (Spot roll to detect). A teller will trigger silent alarm unless the robbers enter very aggressively. First police car will arrive in 1D6+6 minutes.

Vault – Door is partially open, but inside cage requires a key (bank manager). There is a total of \$50,000 in cash, mostly in small bills. Robbers can gather and bag \$5,000 per minute spent inside the vault.

Hall & Washrooms – 20% chance that one of the tellers or bank manager will be in this area. If so they can exit the emergency door triggering an alarm.

Bank Manager Office – Woman in her late middle ages who has a monitor with video feed of public area. She will

pick up her phone and dial 911, briefly tell the operator what is happening and then go out behind the counter to see if she can keep things calm.

Staff Room – Typical staff room, tables, chairs, sink, microwave, etc. Nobody is in here during noon hour.

Loan Officer – Empty office, she left for lunch about 10 minutes earlier.

The Police Arrive

The scenario starts after the robbers have entered the bank and the police receive an alarm. The police car pulls up in front of the building where there is a van by the front door with the engine running. A spot roll will allow the responding officers to assess the situation.

The gamekeeper can turn it into a shootout, a hostage negotiation/rescue situation, or allow the robbers to reach the van and turn it into a chase. Your only limit with this short scenario is your imagination!

The Player-Characters

Take some time to copy the characters down on a separate piece of paper or cut them out to use them on their own or hand them out to players

David, robber boss

STR 13 ____ Effort: 65%

CON 13 ____ Stamina: 65%

SIZ 15 ____ Damage Bonus: +1D4

INT 14 ____ Idea: 70%

POW 10 ____ Luck: 50%

DEX 11 ____ Agility: 55%

APP 15 ____ Charisma: 75%

Move: 10

Hit Points: 14

Armor: 4-light bulletproof vest

Attacks: Pistol 40% , 1D8

Skills: Command 55%, Bargain 60%, Knowledge-Police Procedure 40% Spot 45%.

Pickett, robber muscle & driver

STR 16 _____ Effort: 80%

CON 14 _____ Stamina: 70%

SIZ 17 _____ Damage Bonus: +1D6

INT 13 _____ Idea: 65%

POW 12 _____ Luck: 60%

DEX 12 _____ Agility: 60%

APP 09 _____ Charisma: 45%

Move: 10

Hit Points: 16

Armor: 8 (heavy bulletproof vest)

Attacks: Shotgun 40%, 4D6

Skills: Brawl 40%, Drive 45%, Grapple 50%, Persuade 35%, Spot 40%, Stealth 40%.

Officer Emerson, police officer

STR 14 _____ Effort: 70%

CON 14 _____ Stamina: 70%

SIZ 14 _____ Damage Bonus: +1D4

INT 14 _____ Idea: 70%

POW 14 _____ Luck: 70%

DEX 14 _____ Agility: 70%

APP 14 _____ Charisma: 70%

Move: 10

Hit Points: 14

Armor: 4 (light bulletproof vest)

Attacks: Shotgun 40%, 4D6
Pistol 75%, 1D8

Skills: Brawl 65%, Dodge 40%, Drive 55% Persuade 50%, Spot 45%, Stealth 30%.

Officer Kindell, police officer

STR 16 _____ Effort: 80%

CON 14 _____ Stamina: 70%

SIZ 16 _____ Damage Bonus: +1D4

INT 14 _____ Idea: 70%

POW 14 _____ Luck: 70%

DEX 14 _____ Agility: 70%

APP 14 _____ Charisma: 70%

Move: 10

Hit Points: 15

Armor: 4 (light bulletproof vest)

Attacks: Pistol 70%, 1D8
Taser 65%, stunning damage

Skills: Brawl 65%, Dodge 40%, Drive 55%, Listen 50%, Spot 45%, Stealth 45%.

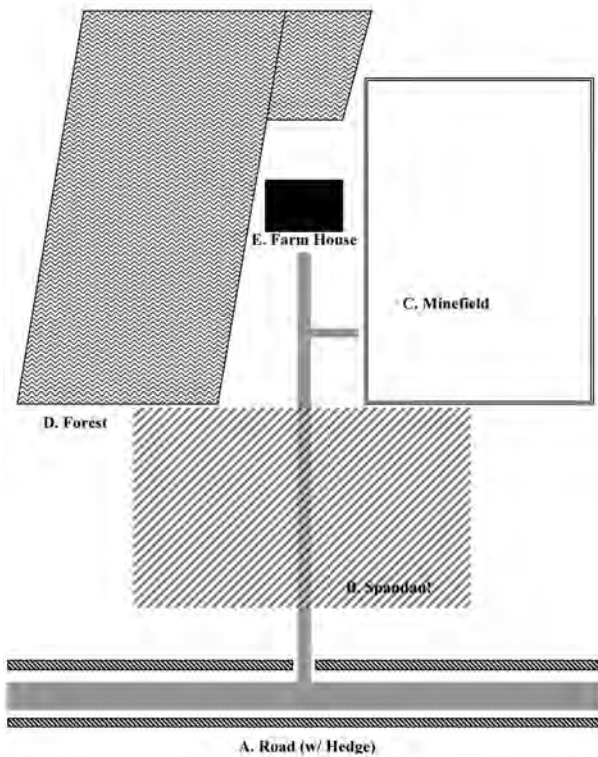
Assault on the Farm-House

A WORLD WAR II ADVENTURE BY TOM de MAYO

It is July, 1944 in France. Your orders are to scout the farm-house ahead and, if necessary, take it from any German defenders.

- A. The Road** — The GIs begin here. The road is unpaved with a high hedge on either side. The GIs can climb the hedge with a successful Climb roll.
- B. Spandau!** — The German soldiers in the Farm House have this approach targeted with their machine-gun. Johan will allow the GIs to advance along the path before

firing the machine gun at them. The dreaded German “Spandau” machine-gun makes a terrifying sound like ripping cloth as it opens up. For each round that the GIs remain on the road, Johan makes an attack against them (60%). They cannot Dodge, but if they take cover, Johan’s test becomes Difficult (30%). Damage from the machine-gun is 2d6+4 burst. All Stealth attempts are



Difficult, and return fire is Impossible. The GIs will need to go around this area; let Johan shoot at them until they get the idea.

- C. Mine-field** — This field lies in disrepair; the fences on each side have been smashed and broken in many places. In the middle of field, lies the burst corpse of a cow. On a Spot roll, GIs can tell that it was killed by an explosion. The field is laden with mines. If the GIs enter the field, make a Luck roll for the lead character. On a failure, he steps on a mine. On a Listen roll, he notices the distinctive click and can keep his foot on the mine, allowing someone to attempt to disarm it with Demolition. On any failure it explodes, doing 4d6 damage to him and anyone nearby. To cross the field requires d6 successful Luck or Demolition rolls; failure results in someone stepping on another mine.
- D. Forest** — Hans and Ernst are patrolling the forest. Roll Stealth for each GI who enters; if they pass, they spot the Germans before the Germans see them. Otherwise, the Germans Surprise them. Hans and Ernst will only surrender if obviously out-fought or if a GI uses Fast Talk on them. Ernst speaks a little English (25%).
- E. The Farm-House** — The Farm-House can only be approached by the path, the forest, or the mine-field. Johan and Willie are here, manning the machine-gun. They have sight out all four sides via the windows, but their gun can only fire down the path. Each GI must make a Stealth roll vs. their Listen to approach from behind or the sides. Johan will surrender if obviously out-fought; Willie will fight to the death. Neither speaks any English.

German Soldiers (Ernst, Johan, Hans, Willie): Use same stats for all: Dex 12, MOV 30, HP 11, Fist 50%, 1d3, Rifle 70%, 2d6+2 impaling, Throw Grenade, 50%, 4d6, Dodge 50%, Listen 60%, Spot 60%, Stealth 60%

The Player-Characters

Take some time to copy the characters down on a separate piece of paper or cut them out to use them on their own or hand them out to players

Sergeant “Sarge” Hanks

STR 17 ____ **Effort:** 85%
CON 16 ____ **Stamina:** 80%
SIZ 16 ____ **Damage Bonus:** +1D6
INT 12 ____ **Idea:** 60%
POW 07 ____ **Luck:** 35%
DEX 10 ____ **Agility:** 50%
APP 08 ____ **Charisma:** 40%

Move: 10

Hit Points: 16

Armor: none

Attacks: Fist, 70%, 1d3+1d6
 Rifle 55%, 2d6 + 2 impaling
 Throw (Grenade) 40%, 4d6

Skills: Chomp Cigar 90%, Climb 40%, Dodge 35%, Grapple 50%, Spot 35%, Stealth 40%.

Corporal Giuseppe Flarconi

STR 10 ____ **Effort:** 50%
CON 12 ____ **Stamina:** 60%
SIZ 10 ____ **Damage Bonus:** none
INT 14 ____ **Idea:** 70%
POW 14 ____ **Luck:** 70%
DEX 13 ____ **Agility:** 65%
APP 12 ____ **Charisma:** 60%

Move: 10

Hit Points: 10

Armor: none

Attacks: Fist 50%, 1d3
 Submachine Gun 65%, 1d10+2 burst
 Throw (Grenade) 60%, 4d6

Skills: Climb 40%, Demolition 40%, Dodge 40%, Fast Talk 50%, Spot 40%, Stealth 60%.

PFC James “Scout” Jackson

STR 14 _____ Effort: 70%

CON 12 _____ Stamina: 60%

SIZ 11 _____ Damage Bonus: +1D4

INT 11 _____ Idea: 55%

POW 13 _____ Luck: 65%

DEX 16 _____ Agility: 80%

APP 09 _____ Charisma: 45%

Move: 10

Hit Points: 12

Armor: none

Attacks: Fist 55%, 1d3+1d4

Knife 75%, 2d4+2

Rifle 55%, 2d6 + 2 impaling

Throw (Grenade) 50%, 4d6

Skills: Climb 75%, Demolition 60%, Dodge 60%, Spot 75%, Stealth 80%, Track 70%.

PCF Randolph “Doc” MacLeod

STR 11 _____ Effort: 55%

CON 12 _____ Stamina: 60%

SIZ 09 _____ Damage Bonus: none

INT 16 _____ Idea: 80%

POW 16 _____ Luck: 80%

DEX 13 _____ Agility: 65%

APP 15 _____ Charisma: 75%

Move: 10

Hit Points: 10

Armor: none

Attacks: Fist 50%, 1d3

Rifle 60%, 2d6+2 impaling

Throw (Grenade) 75%, 4d6

Skills: Climb 50%, Dodge 50%, Fast Talk 65%, First Aid 75%, German 45%, Spot 65%, Stealth 40%.

Dwelling of the Ancients

A POST-APOCALYPTIC ADVENTURE BY NICK MIDDLETON

Read to the players: *“You have been chosen by your village to search a dwelling of Ancients for healing supplies. You have travelled many miles through dangerous lands and now find yourselves at the edge of the dried lake bed, with the ancient structure towering over you on three great circular legs, each of which has an opening ~3m above the ground.”*

NB all rooms have been abandoned for decades if not longer. Signs remain in place to be deciphered using Knowledge (Ancient Lore) as GM chooses.

1. Ground – Each of the three pillars has a doorway ~3m from the ground leading to spiral staircase going up but stairs a & b are blocked, only c allows access upwards. Climb or Agility rolls are required to reach the openings. A winged mutant snake lairs in stairs a. Mutant Snake (1): Dex 15, Move 10m, Hit Points 12, Armor 2, Attacks: Bite 30%, 1d6 + Poison (victim rolls Stamina or becomes sick: all skills at 1/2 until healed) or Spit Glue 30%, no damage but Effort roll for target to move for 1d3 rounds, Skills: Listen 75%, Stealth 75%.

2. Loading Deck – Some 12m above the doors the stairs reach storerooms on the loading deck. Stairs a and c are blocked going to the floor above, but stairs b are clear. The main loading bay doors are rotten and will collapse under any character who fails a Luck roll when crossing them. Allow an Agility roll to avoid. The drop is ~15m (5d6 damage).

3 – 7. Accommodation Deck – a central spiral staircase leads up to the observation deck.

3 a – b. Recreation facilities.

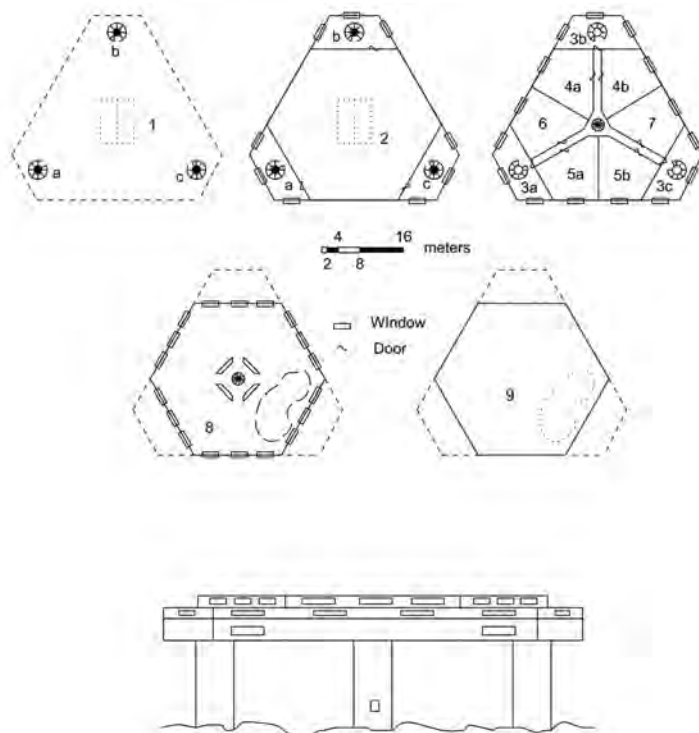
4 a & b. Sleeping quarters for four people each.

5 a & b. Meeting / Briefing rooms.

6. Galley. A mutated toxic mould has grown in the sink. Have Rovam make a Sense (Scent) to notice the musty smell when the door is opened, or Savard a Knowledge (Nature Roll) once in the room. A success at either will warn them that there is something foul smelling in here. If they disturb the mould it will release a cloud of spores (victim rolls Stamina or becomes sick: move halved and all skills at 1/2 until healed)

7. Washroom including two showers and two baths.

8. Observation Deck. Central stairs lead up to a single open plan room with windows (several broken) on all sides, and the roof has collapsed in the south east corner. A central square of desks still surrounds the stairwell guard rail. On one desk sits a still functional but inactive military grade portable radio communications pack. Buried in



a corner under accumulated rubbish and debris are two military emergency medical chests, still sealed and containing medical supplies (Spot rolls to find without searching). Successful Sense (Scent), Knowledge (Nature), or Tracking will alert the characters to the fact that the Observation deck is the lair of a (mated) pair of mutant flying cats. Initially the cats are sunning themselves on the roof, but noise below will alert them to defend their lair – Mutant Flying Cats (2): Dex 16, Move 10m/8m flying, Hit Points 13, Armor 1, Attacks: 2 x Claws 35%, 2d4+1; Skills: Dodge 40%, Listen 60%.

9. Roof top: Hexagonal shallow pitched shingle roof with a large hole in the south east corner leading to the observation deck below

The Player-Characters

Take some time to copy the characters down on a separate piece of paper or cut them out to use them on their own or hand them out to players

Rovan, Mutant (bipedal wolf) Warrior

STR 17 ____ **Effort:** 85%
CON 17 ____ **Stamina:** 85%
SIZ 13 ____ **Damage Bonus:** +1D4
INT 12 ____ **Idea:** 60%
POW 07 ____ **Luck:** 35%
DEX 16 ____ **Agility:** 80%
APP 12 ____ **Charisma:** 60%

Move: 8 (biped), 12 (quadruped)
Hit Points: 15
Armor: 6 (3 pt. hide, 3 pt. mail)
Attacks: 2 x Claws 67%, 2D4+1 OR
 Bite 55%, 1D6 OR
 Throwing Axe 67%, 1D8, 15m rng
Skills: Dodge 42%, Sense (Scent) 60%, Listen 35%, Spot 40%, Stealth 35%, Throw 45%.

Lumen, Near-Human Psychic

STR 09 ____ **Effort:** 45%
CON 11 ____ **Stamina:** 55%
SIZ 12 ____ **Damage Bonus:** none
INT 14 ____ **Idea:** 70%
POW 18 ____ **Luck:** 90%
DEX 14 ____ **Agility:** 60%
APP 10 ____ **Charisma:** 50%
Move: 10
Hit Points: 12

Armor: 1
Attacks: none
Skills: Dodge 58%, Listen 65%, Spot 45%, Stealth 40%, Slight of Hand 40%.
Psychic Powers: Danger Sense 45%, alerts character to threats within 20m range (GM rolls)
 Psychic Surgery 45%, Heal 1d6 hit points
 Telekinesis 45%, manipulate small objects (SIZ 3) remotely, range 20m

Tobin Damat, Pure Human Scholar

STR 11 ____ **Effort:** 55%
CON 11 ____ **Stamina:** 55%
SIZ 13 ____ **Damage Bonus:** none
INT 16 ____ **Idea:** 80%
POW 13 ____ **Luck:** 65%
DEX 14 ____ **Agility:** 70%
APP 14 ____ **Charisma:** 70%
Move: 10
Hit Points: 12
Armor: 1
Attacks: Short Sword 45%, 1D6
 Thrown Rock 35%, 1D4, 10m rng
Skills: Appraise 35%, Dodge 35%, Fast Talk 50%, Knowledge (Ancient Lore) 50%, Listen 50%, Spot 60%.

Savard, Near Human Mutant Hunter

STR 13 _____ Effort: 65%

CON 15 _____ Stamina: 75%

SIZ 11 _____ Damage Bonus: none

INT 14 _____ Idea: 70%

POW 15 _____ Luck: 75%

DEX 16 _____ Agility: 80%

APP 11 _____ Charisma: 55%

Move: 10

Hit Points: 13

Armor: 3

Attacks: Long Bow 60%, 1D10, 90m rmg
Sword 40%, 1D8Skills: Climb 65%, Dodge 38%, Knowledge (Nature) 55%, Hide
65%, Listen 75%, Spot 75%, Stealth 60%, Track 55%.

... Finally, a Few Fearsome Foes

The following offer tough combat in the arena or in the wild. The Allosaurus especially, with its tough hide, might prove too tough for a young group of adventurers, but would feed a clan for a week.

Allosaurus

Allosaurs are large carnivorous dinosaurs, reaching 10 meters (33 feet) in length and standing over 3 meters (11 feet) tall. Allosaurs are bipedal, have large heads with mouths packed full of sharp fangs, long balancing tails, and tough hide.

These quick and cunning beasts have the keen eyesight of birds of prey, and a good sense of smell as well.

Allosaurs haunt savannas and light tropical forests. They run down large prey and are not averse to eating creatures as small as humans. Allosaurs may be solitary or hunt in small packs, depending on the area and profusion of prey.

Allosaurus

Characteristics	Average		
STR	6D6+32	53	Move 6
CON	4D6+21	35	Hit Points 41
SIZ	4D6+32	46	
INT	3	3	
POW	2D6+6	13	
DEX	2D6+9	16	
Weapon	Attack%	Damage	
Bite	40+9	2D6+5D6	
Kick	25+9	1D6+5D6	
Foreclaw	25+9	1D10	

Notes: An allosaur may use both foreclaws simultaneously against one target and either kick or bite.

Skills: Spot 45%.

Armor: 10-point knobby hide.

Lion

These big cats hunt arid regions and savannah. They are the most social felines and live in packs known as prides. The statistics below are for male lions. Lionesses have STR 4D6+12 and SIZ 3D6+12. Otherwise, the sexes are identical.

Lion

Characteristics	Average		
STR	5D6+12	29-30	Move 6
CON	3D6	10-11	Hit Points 19
SIZ	4D6+12	26	
INT	5	5	
POW	2D6+6	13	
DEX	3D6+6	16-17	
Weapon	Attack%	Damage	
Claw	62%	1D8+2D6	
Bite	52%	1D10+2D6	
Rake	80%	2D8+2D6	

Notes: A lion can attack with one claw and one bite each round. The bite will take place 3 strike ranks after the claw. If both connect, it will continue to bite and rake with the hind legs.

BASIC ROLEPLAYING



Identity	Characteristics & Rolls	Hit Points
NAME _____	STR _____ Effort roll _____%	00 01 02 03 04 05
Race _____ Gender _____	CON _____ Stamina roll _____%	06 07 08 09 10 11
Handedness _____ Height _____ Weight _____	SIZ _____ Damage Bonus _____	12 13 14 15 16 17
Description _____	INT _____ Idea roll _____%	18 19 20 21 22 23
_____ Age _____	POW _____ Luck roll _____%	24 25 26 27 28 29
Distinctive Features _____	DEX _____ Agility roll _____%	30 31 32 33 34 35
_____ MOV _____	APP _____ Charisma roll _____%	36 37 38 39 40 41
Profession _____		

Skills		
<input type="checkbox"/> Appraise (15%) _____%	Knowledge (____%) _____%	Repair (15%) _____%
<input type="checkbox"/> Art (05%) _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> _____%	Language, Own (INTx5%) _____%	<input type="checkbox"/> Research (25%) _____%
<input type="checkbox"/> Bargain (05%) _____%	<input type="checkbox"/> _____%	Ride (05%) _____%
<input type="checkbox"/> Climb (40%) _____%	Language, Other (00%) _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> Command (05%) _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> Craft (05%) _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> Science (01%):
<input type="checkbox"/> _____%	<input type="checkbox"/> Listen (25%) _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> _____%	Literacy (____%) _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> Demolition (01%) _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> Disguise (01%) _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> Dodge (DEX x02%) _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> Drive (____%) _____%	Martial Arts (01%) _____%	<input type="checkbox"/> Sense (10%) _____%
<input type="checkbox"/> _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> Sleight of Hand (05%) _____%
<input type="checkbox"/> _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> Spot (25%) _____%
<input type="checkbox"/> _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> Status (15% or var.) _____%
<input type="checkbox"/> Etiquette (05%) _____%	<input type="checkbox"/> Medicine (____%) _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> Fast Talk (05%) _____%	<input type="checkbox"/> Navigate (10%) _____%	<input type="checkbox"/> Stealth (10%) _____%
<input type="checkbox"/> Fine Manipulation (05%) _____%	Perform (05%) _____%	<input type="checkbox"/> Strategy (01%) _____%
<input type="checkbox"/> First Aid (30%) _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> Swim (25%) _____%
<input type="checkbox"/> Fly (____%) _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> Teach (10%) _____%
<input type="checkbox"/> Gaming (INT+POW) _____%	<input type="checkbox"/> _____%	Technical Skill (____%) _____%
<input type="checkbox"/> Heavy Machine (01%) _____%	<input type="checkbox"/> Persuade (15%) _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> _____%	Pilot (01%) _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> Throw (25%) _____%
<input type="checkbox"/> Hide (10%) _____%	<input type="checkbox"/> _____%	<input type="checkbox"/> Track (10%) _____%
<input type="checkbox"/> Insight (05%) _____%	<input type="checkbox"/> Projection (DEX x02%) _____%	<input type="checkbox"/> _____%
<input type="checkbox"/> Jump (25%) _____%	<input type="checkbox"/> Psychotherapy (____%) _____%	<input type="checkbox"/> _____%

Weapons								Armor			
weapon type	attack/parry	damage	range	attacks	length	hand	HP	armor type	armor value		
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____	_____	_____		
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____	_____	_____		
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____	shield type	parry/attack	damage	HP
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> Brawl (25%) _____	_____	1D3+db	touch	1	close	1h	n/a	<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> Grapple (25%) _____	_____	special	touch	1	close	2h	n/a	<input type="checkbox"/> _____	_____	_____	_____

Player
Name _____

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The **BASIC ROLEPLAYING** rulebook contains many more options and worlds of adventure than is possible to provide in this booklet. It includes discussions on Magic, Mutations, Psychic Abilities, Sorcery, and Super Powers. Many more occupations are offered, dozens of creatures, Spot Rules for various situations, and a plethora of possible settings. A number of supplements are also offered. Find **BASIC ROLEPLAYING** at your local store or online at www.chaosium.com!



13 ADVENTURES IN DIFFERENT GENRES FOR THE BRP SYSTEM

