

## Making Checks:

Here's how it works: either the GM calls for a check, or the player says what they want to do, such as "I'm rolling Perception to search the room." The GM either says "no you can't do that" if it's something impossible (like floating on thin air with no magical assistance) or "yes you can do that" (if it's something like opening a door or driving down the street). If it's something risky where there's a decent chance of failure, then you roll. You roll 2d6 and try to roll less than or equal to the skill or stat being checked. If you do not have the skill being checked, you roll the stat at -3. This is called a "default" roll.

There will be bonuses as penalties sometimes as well. Bonuses increase the number you are trying to roll under, penalties reduce it. If you have Shooting 8 and take a -2 penalty due to range, you are trying to roll less than or equal to 6.

A roll of "snake eyes" (the dice come up 2) means an automatic success in most cases. A roll of "boxcars" (the dice come up 12) means an automatic failure in most cases. This is regardless of the skill or stat you are rolling against. The GM's judgment should override this in extreme cases; don't allow automatic success for very implausible or impossible tasks, and don't allow automatic failure for trivial or simple tasks (though, you should not be rolling for those).

## Making Character

You get 10 experience points to make your character. You can spend these on attributes, skills, or traits. Attributes are basic measures of your character's strength intelligence and other things. Skills are specific areas of competence, like being good at healing or shooting a gun. Traits are special abilities: you don't use them to make checks, but they instead give you other special perks. Some things will cost you character points, other things will give them to you. For example, reducing your attributes will give you more character points to spend on other things.

### Attributes

The attributes are Strength, Agility, Smarts, and Spirit. Each of them starts at 6, which is the human average. 7 is a bit above average, 8 is good, 9 is great, 10 is excellent. Anything above 10 is beyond the range of human ability.

Each stat point is worth 2 character points. So increasing Agility from 6 to 7 costs 2 character points. Decreasing Strength from 6 to 5 *gives* you 2 character points. And so on. Attributes cannot go lower than 4 or higher than 10 at character creation.

### Skills

You can also spend character points on skills. Each skill has a level, and a linked attribute. The level represents your training in the skill. The linked attribute is added to your skill for your skill score. So if you have Agility 7, and level 1 in Shooting, your Shooting score is 8 (7+1). Record it as such on your character sheet, it is important to keep track of both numbers.

Level 1 in a skill costs 1 character point, level 2 in a skill costs 2 more (3 total) character points, level 3 in a skill costs 3 more (6 total) character points, and so on.

The basic skills are: Climbing (Strength), Perception (Spirit), Stealth (Agility), Fighting (Agility), Shooting (Agility), Driving (Agility), Knowledge (Smarts), Survival (Smarts), Computers (Smarts), Repair/Craft (Smarts), Persuasion (Spirit), Intimidation (Spirit), Healing (Smarts), Swimming (Strength), Piloting (Agility) and so on.

### Traits

Your character also can purchase traits. Each trait has a cost. Traits can determine your race, such as Elf or Robot. Generally you can only have one racial trait. Traits can also give you situational advantages, or determine other things about your character that would not be covered by skills or attributes (for example, if your character knows how to cast spells).

### Some example Traits:

- Elf (racial, cost 1): You get +1 to Agility but -1 to Strength. You gain the ability to see in the dark.
- Robot (racial, cost 1): You do not have to eat, drink, sleep, or breathe; however, you are powered by some other means such as battery that requires charging from time to time.
- Marksman (cost 2): When aiming a ranged weapon, you get an extra +1 to hit.

### Flaws

You can pick up to two flaws, each of which gives you an extra character point. Examples are Addiction, Ugly (works like opposite of attractive) or some personality flaw that would hinder you.

### Statistics

After attributes, skills, and traits, determine your statistics. You have several:

**Vitality:** Your character's well-being, it is reduced during combat. It starts out equal to your Strength.

**Damage:** This is your character's bonus damage with a melee weapon from Strength. Subtract 6 from your character's Strength, and divide the result by 2, rounding down.

**Defense:** Your character's ability to evade blows. It starts out equal to your Fighting score (or Agility -3 if you have no Fighting skill).

**Armor:** Armor reduces damage you take from attacks. It is equal to the value of the armor you are wearing.

**Speed:** Speed is how fast your character can move. It starts out at 6. If you use miniatures, this is how many spaces / inches your character can move per round. If you don't use miniatures, assume 6 as the base human speed. For chases,

higher speed wins, lower speed loses.

### Advancing

Characters advance every five or so sessions. Advancing should happen whenever characters have a bit of downtime, or at the end of a story arc. When characters advance, they get 5 character points to spend. They also add 5 to their Vitality, if it is a heroic campaign. If it's a realistic campaign, do not add anything to their Vitality.

### Equipment:

- Knife (1d6-2 damage)
- Machete (1d6-1 damage)
- Longsword (1d6 damage)
- Broadsword (2d6 damage)
- M-16 Rifle (2d6+2 damage, Range Medium, ROF 3, Recoil -2)
- AK-47 Rifle (2d6+3 damage, Range Medium, ROF 3, Recoil -3)
- 9mm Glock Pistol (2d6 damage)
- .45 Pistol (2d6+1 damage)
- 12 gauge shotgun (2d6 damage)

### Armor

- Leather: Armor 1
- Chainmail: Armor 3
- Breastplate: Armor 3
- Full Plate: Armor 4
- Kevlar: Armor 4

### Combat

Initiative is simple: whoever initiated the fight, acts first. Among the players, go in clockwise order around the table; characters can delay their turns if needed to better coordinate.

### Melee Attacks

Roll Fighting to hit. If you succeed, your opponent must succeed on a roll against his Defense. If he succeeds, he dodged your attack. If he fails, then you hit, and deal your damage.

### Ranged Attacks

Roll Shooting or Throwing to hit. If your opponent has cover, your attack gets -4. Make sure to apply range penalties. If you hit, deal your damage to your opponent.

## Range

There are four ranges: Close, Medium, Far, and Very Far. Close is within about 50 feet, Medium is 51 to 100 feet, Far is 101 to 500 feet, and Very Far is 501 or more feet. Each weapon is rated for a specific range: each range farther away, it takes a -2 penalty to hit. So an SMG with range Close would be at -4 to hit something at Far range, or -2 to hit something at Medium range.

## Dying

At 0 Vitality you are disabled and must make a Strength roll to survive. A failure means you die, either immediately or very soon. A success means you are unconscious and need medical treatment very quickly, or you will die after 1d6 minutes. Depending on the realism level of the game, additional medical care might be required.

## Called Shots

A headshot can be attempted at -4 to hit. If the attack hits, it deals double damage.

## AutoFire

With an automatic weapon, you get extra attacks at a penalty to hit. Using automatic fire consumes 10 rounds of ammunition (ROF 3) or 15 rounds of ammunition (ROF 4) and allows you to make a number of attacks equal to the weapon's Rate of Fire (ROF), each at a penalty equal to its recoil. So an M16 with ROF 3 and Recoil -2, could be used to fire on auto; if your Shooting score was 7, you would make 3 attacks, each against 5.

## Character Stats Example

John Doe  
Strength 8