

## The Basics

A role-playing game is a story-telling tool. Its purpose is to create some structure and consistency in an imaginary world created by multiple people. One of the most important tools needed is deciding what happens when things get hard. If success is not guaranteed, then the role-playing game needs rules for deciding the outcome. When a character wants to do something where success is not automatic, generally they will roll a twenty-sided die. Usually, modifiers are applied to the roll based on things like how strong or hurt a character is. Below is a basic chart with target numbers. If the dice roll with modifiers is equal to or greater than the target number, then the attempt succeeds. If the target number is not set in the rules, then the game master will choose one.

Difficulty	Target Number	
Easy	5	Average person does this 75% of the time.
Moderate	10	Average person does this 50% of the time.
Hard	15	Average person does this 25% of the time.
Very Hard	20	Average person does this 5% of the time.
Heroic	25	An average person cannot do this, only heroes.
Impossible	30	Legendary heroes have a small chance.

## Creating a Character

To play an imaginary character, it is necessary to make it a little less imaginary and more concrete. To do this, we describe a character and give it attribute scores and special abilities. Later we'll keep track of things like how much damage the character has taken and what equipment it has.

Your character has four attribute scores: dexterity, heart, intelligence, and strength. Dexterity represents your character's hand-eye coordination and general quickness. The primary use of dexterity is making ranged attacks with a bow or gun. Heart is your character's courage, general presence, and determination. Every roll you make will be benefited by heart. Divide your heart score in half and round up. **Add this to every dice roll you make for your character.** Intelligence describes how quickly your character's mind works and your mental clarity. The primary use of intelligence is casting magical spells or working with technology. Strength is your physical might. The main purpose of strength is hitting other people in the face, or wielding weapons like swords.

Your game master will choose the starting attribute points. A good default number of points is 5. Your four attribute scores start at 0. You can spend your starting attribute points on any combination of attributes you like. If you're starting with 5 points, you could have a dexterity score of 2, heart score of 1, strength score of 2, and intelligence score of 0.

Once you have allocated your starting attribute points, you need to choose your character's special abilities.

## Combat Resolution Rules

The first step in resolving combat is to determine which combatants are surprised. Surprised characters do not get a turn in the first round. The game master will decide which combatants are surprised based on the situation.

The second step in a new combat is to establish the engagement groups. An engagement group consists of combatants who are engaged with each other. Each combatant can only belong to one engagement group at a time. An engagement group must have at least one combatant. Generally, combatants who are within 10 meters of each other begin combat in the same engagement group. Combatants who are in the same engagement group are engaged, and disengaged from all combatants in other engagement groups.

The third step is to determine which order the characters will act. Each combatant rolls a twenty-side die. The combatant with the highest result acts first, and then each combatant takes a turn in order down to the lowest result. If there is a tie, roll again to break the tie, but not change the initial result. This roll is called the reaction roll.

## Combat Actions

### Take Cover

A combatant can use his turn to take cover. This cover does not apply to combatants in the same engagement group, but does apply to any combatants in another engagement group. Each action spent taking cover increases the combatant's cover defense by 5. If the combatant moves to a different engagement group, the cover defense is lost. The maximum cover defense is 10.

### Move

A combatant may move from one engagement group to another. For simplicity, the distance between engagement groups does not matter. A combatant can also move to his own engagement group and be disengaged from all other combatants. If there are no enemy combatants in the character's current engagement group, the character may leave the combat by using two consecutive move actions. If an enemy combatant engages the character before his second move action, the character cannot leave combat.

You may make a **Gamble Move** to attempt to move two combat spaces. Roll 1d20. If the result is 10 or higher, then you move two combat spaces. If the result is below 10, then you do not move at all. This is useful when pursuing another combatant.

**Combat spaces** are relative to the speed of the combatants. If a combatant is more than 50% faster than another combatant, then have them move a proportionate number of combat spaces. For example, someone who was flying at 30 MPH is moving 3 times faster than someone running 10 MPH (human average for SRPG); so, they should move 3 combat spaces per action.

### **Attack**

When making a hand-to-hand (or melee) attack, you must be engaged with the target and use your strength score as a bonus to your attack roll. You add 5 to your attack roll for melee attacks.

When making a ranged or throwing attack, you do not need to be engaged with the target and use your dexterity score as a bonus to your attack roll.

To make an attack, roll 1d20. Add or subtract any attack or defense modifiers. If the result is 10 or higher, then your attack hits. A roll of 20 always hits, and a roll of 1 always misses. If your attack hit, then apply the damage listed for your weapon against the target. If your attack result (attack roll after modifiers) was 20 or higher, then increase damage multiplier by 1.

When making a melee attack, you may take a **Parry** penalty up to the physical damage of your weapon. This parry penalty then adds to your engaged defense until your next action.

### **Magic**

You may use magic as your combat action. Follow the specific instructions for your spell or item.

### **Technology**

You may use a technology special ability as your combat action. Follow the specific instructions of your ability or refer to the generic technology rules.

### **Wait**

You can wait and take your action later. If you are waiting, you can interrupt another combatant after he has declared his action; however, you must declare your intention to interrupt before his action is resolved (dice rolled, math done, et cetera).

### **Interrupt**

If a combatant in your engagement group is trying to move away, you can interrupt them. Make an opposed 1d20 check. If your result is higher than your target's, then they cannot move away this turn. The target can choose a non-move action for this turn.

### **Get Ready / Aim**

You may take an action to get ready or aim. On your next action, add 5 to one of your dice rolls. Some weapons require a get ready action after moving or between attacks. This is noted in the weapon description.

## Damage and Healing

Every character has two types of damage: mental and physical. Damage that stuns or tires a character is mental damage. Damage that causes actual harm to a character is physical damage. All dice rolls are reduced by the average of your character's mental damage and physical damage, rounded down. Every hour you naturally heal 1 point of mental damage, and each day you naturally heal 1 point of physical damage. If your total damage (mental plus physical) reaches 20, your character is unconscious. If your physical damage reaches 20, your character is dead.

Total Damage	2 to 3	4 to 5	6 to 7	8 to 9	10 to 11	12 to 13	14 to 15	16 to 17	18 to 19
Roll Penalty	-1	-2	-3	-4	-5	-6	-7	-8	-9

## Technology

Technology can vary a great deal based on the campaign setting, or thematic genre, you are playing. There might be no technology beyond stone tools, or there may be spaceships. These rules and the technology special abilities attempt to be very generic; so, they can apply to a wide variety of technology levels.

Using technology, a character could exist in multiple engagement groups. The physical location of the character determines the engagement group he is in. If a character is controlling a machine or virtual avatar, that technology entity can be in its own engagement group. Unless the rules state otherwise, a character can only act in one engagement group each combat turn. If a character is driving a vehicle, they cannot fire the vehicle's weaponry and also shoot a hand-held gun in the same combat turn; of course, if the rules for the vehicle state differently, the vehicle's rules take precedence.

Many of the magical special abilities can also apply to technology. The campaign setting you are using, or your game master, will clarify which magical special abilities apply to your specific technology theme. Depending on the campaign setting, magical abilities may not work, or you may be required to specifically choose magic or technology for those special abilities.

## Vehicle Combat

Vehicle combat is very similar to personal combat, but some additional rules may be appropriate based on the campaign setting. In general, when a vehicle attacks use a combined test of the navigator (dexterity) and gunner (dexterity), and a target number of 20 instead of 10.

## Special Abilities

The basic character stats create a large number of characters which are the same; however, those characters can be customized with a variety of different special abilities. Each special ability has a cost, a limitation, and an effect. The cost is measured in ability points. You can spend all of your ability points on special abilities, and doing so does not effect your ability score. Costs are abbreviated as Dex for Dexterity, Hrt for Heart, Int for Intelligence, and Str for Strength. Limitations are usually time-based. Daily/Target means that this ability can be used once a day on each unique targets; so, it could be used once on multiple targets in the same day. If the instructions tell you to make a magic roll, then roll 1d20, add your intelligence score, and any damage or other modifiers.

Heal (Non-Magical)	1 Hrt		Using this on a target will double his natural healing rate. To double mental healing, this ability takes 5 minutes. To double both mental and physical healing, this ability takes 1 hour. The effects last while the target rests, and up to 24 hours. This ability cannot be stacked to further multiply healing.
Heal (Magical)	1 Int	Daily/Target	Using this on a target will immediately heal physical damage. Make a magic roll to determine the amount of damage healed. The caster suffers 2 points of mental damage. The target must be touched to use this spell.
Greater Heal (Magical)	2 Int, or 1 Int & 1 Hrt	Daily/Target	Using this on a target will immediately heal all physical damage. The caster suffers 4 points of mental damage. The target must be touched to use this spell.
Killing Blow	1 Str	Once Daily	This ability increases the damage multiplier of a successful melee attack by 1.
Called Shot	1 Dex	Once Daily	This ability increases the damage multiplier of a successful ranged attack by 1.
Lightning Strike (Magical)	1 Int		You must be disengaged from the targets, and all the targets must be in the same engagement group. Make a magic roll. A result of 10 hits 1 target, 15 hits up to 2

			targets, 20 hits up to 3 targets, et cetera. Subtract 5 from the attack result for each target you choose to hit after the first. This is the physical damage and is not reduced by armor. The caster suffers 1 point of mental damage per target hit, or 1 point for a miss.
Greater Lightning Strike (Magical)	2 Int, or 1 Int & 1 Dex		This is the same as Lightning Strike, except the targets do not need to be in the same engagement group and you add 5 to your magic roll.
Charge	1 Str & 1 Hrt	Once Daily	Using this ability, you can move and attack in the same action. In addition, this will add 5 to your attack roll and increase the damage multiplier of a successful melee attack by 1.
Quick Shot	1 Dex		You can make 2 ranged attacks in the same action. You suffer 2 points of mental damage.
Rally	1 Hrt	Once Daily	You can rally your allies in the same engagement group. They are all healed 2 points of mental damage and gain +5 on attack rolls until your next action. This does not count as your action; so, you make take another action this turn.
Scare	1 Hrt		All enemies in your engagement group suffer a -5 on all rolls until your next action. This is your action.
Fireball (Magical)	3 Int		This targets all combatants, friendly or foe, in an engagement group. You may target your own group, or a different one. Make a magic roll. This is the physical damage that all of the targets suffer, but it is reduced by armor. You suffer 6 points of mental damage.
Beserk	1 Hrt	Once Daily	Once you choose to become beserk, you remain beserk until the combat is complete and you cannot run away. While beserk, you cannot be knocked unconscious and ignore all mental damage. You gain +1 on all rolls for the remainder of the combat.

Fly (Magical)	1 Int & 1 Dex		After casting this spell, you remain flying for 1 hour. While you are flying, you can travel at 30 MPH. You can also disengage into the air. Only other flying combatants can join an airborne engagement group. You suffer 3 points of mental damage.
Teleport (Magical)	5 Int		You may instantly teleport to any location that you can clearly remember. You suffer 10 points of mental damage, and may bring a companion for another 5 points of mental damage.
Sneak	1 Dex		You gain +10 on all attempts at sneaking.
Lock Pick	1 Dex		You gain +10 on all attempts at lock picking.
Jump (Non-Magical)	1 Str		You gain +10 on all jumping attempts.
Jump (Magical)	1 Int		Casting this spell before attempting a jump grants you a +20 on your roll. You suffer 1 point of mental damage.
Throw	1 Str & 1 Dex		Make an opposed roll with an engaged combatant. Each of you should add Str, Dex, and any other modifiers. If your result is higher, your target is thrown from your engagement group into their own, but not an existing engagement group. If you fail, you may take another non-throw action.
Hard Fists	1 Str		Your unarmed (hand) attack does 2 mental damage and 2 physical damage.
Dodge	1 Dex		You use this ability when you are attacked, not on your own turn. You can reduce an attack roll by 5. You suffer 1 mental damage.
Invisible (Magical)	1 Int		Once you cast this spell, you cannot be seen by anyone. Any attacks against you, other than area attacks like fireball, suffer a -20 modifier. For each action you remain invisible, you suffer 1 mental damage.
Imbue Magic (Magical)	1 Int		You can make one regular item magical. You can take this ability multiple times.

			<p>Option One: You can imbue 5 points of magical energy into an item. If the item is in your possession, you can draw from its energy instead of taking mental damage. To imbue the energy, you suffer 10 points of mental damage.</p> <p>Option Two: You can imbue one of your magical abilities into an item. Anyone in possession of the item can use the magical ability once. To imbue the ability, you suffer 10 points of mental damage.</p> <p>And: In addition to the above options, each time you take this special ability you may make one permanent magical item. The item can be imbued with one magical ability and can be used once per day. The item has 5 mental health available for the ability. Any mental health beyond that will be taken from the user. A single item can have multiple permanent abilities and gains 5 mental health for each one.</p>
Create Golem (Magical)	1 Int		<p>You can raise a golem out of any nearby material. The golem has mental health equal to the amount of mental damage you choose to take. The golem's physical health is 1/5, rounded up, of the mental health. The golem will obey your commands, but has 0 ability scores. If either the golem's mental or physical health is reduced to 0, the golem is destroyed. Golems can speak, but will only do so if commanded by their maker. Golems generally will only understand one simple command, but will find ways to execute it.</p>
Faster Reaction	1 Int or 1 Dex		<p>If you have Faster Reaction, then add 5 to your reaction roll. This ability can be taken multiple times.</p>
Open Lock (Magical)	1 Int		<p>You can open locks using magic. Make a magic roll. The target number for gaining access is determined by your game master. You suffer 1 point of mental</p>

			damage for each attempt.
Disarm	1 Str	Once Daily	You can disarm an opponent you are engaged with. Make an opposed Str roll. If you win, then your target loses their weapon. If you lose, you can still take an action. You can only succeed once per day, but you can try multiple times.
Defend	1 Str		You can defend as your action which gives you a defense bonus of +10 against all attacks. You can parry at the same time.
Greater Defend	3 Str		You can defend as your action which gives you a defense bonus of +20 against all attacks. You can parry at the same time.
Stun	1 Str	Once Daily	You can stun an opponent you are engaged with for 2 actions. While stunned, your target cannot take any actions. Make an opposed Str roll. If you win, your target is stunned for 2 actions. If you lose, you can still take an action. You can only succeed once per day, but you can try multiple times.
Greater Stun	3 Str	Once Daily	This is the same as stun, but your target is stunned for 4 actions.
Arrow Catch	1 Dex	Once Daily	You can make one ranged attack miss you. You can choose to use this ability after you know whether the attack is successful or not. You can also do something with the projectile like catch it, split it, or deflect it.
Luck	1 Hrt	Once Daily	You can choose (or change) one die roll. You can control which number it rolls. The die roll could be by anyone anywhere. You can also use this to cheat/peek once during a game of chance.
Endurance	1 Hrt		You can ignore 2 points of mental damage.
Greater Endurance	3 Hrt		You can ignore 10 points of mental damage.
Riding/Piloting	1 Dex		You add +10 to all rolls involving riding,

			driving, piloting, or otherwise steering something.
Second Impression	1 Hrt	Once Daily	You can make a second impression with someone. The target will reset to a neutral position toward you, allowing you to make a second first impression. In combat, the target might stop focusing on you, but will likely decide that you're still an enemy later.
Gunner	1 Str		You know how to leverage your strength to improve your ranged attacks. You may use the average of your strength and dexterity instead of just dexterity when making ranged attacks.
Martial Arts	1 Dex		You use speed and agility to improve your melee attacks. You may use the average of your dexterity and strength when making melee attacks.
Golem Shout	3 Hrt		This targets all golems, friendly or foe, in as many engagement groups as you like. Make a heart roll. This is the physical damage that all of the targets suffer, but it is reduced by armor. You suffer 6 points of mental damage.
Sword Throw	1 Str		You can throw a weapon that can normally only be used as a melee weapon. This enables you to make a melee attack against a target in a different engagement group. The weapon does not return.
Fastest Draw	1 Dex	Once Daily	Regardless of your reaction roll, if you use this special ability you act first in a round, even if you are surprised.
Stare Down	1 Hrt	Once Daily	You can stare down your enemies at the start of a combat, making them wait for you to act. Treat your enemies as surprised.
Stomp	1Str	Once Daily	All of the combatants in your engagement group fall to the ground, losing their next action. This does not count as your action.

## Weapon Statistics

Weapon	Type (Hands)	Damage P / M	Cost	Special
<b>Stone Age</b>				
Hands	Melee	0 / 1	0	
Dagger	Melee/Ranged	1 / 1	1	
Spear	Melee/Ranged (2H)	2 / 1	8	Parry up to 5
Club	Melee	1 / 1	1	
Pike or Staff	Melee (2H)	2 / 2	8	Parry up to 5
<b>Medieval</b>				
Short Sword	Melee	2 / 1	8	
Long Sword	Melee	4 / 2	27	
Great Sword	Melee (2H)	7 / 3	343	
Small Axe	Melee/Ranged	1 / 1	1	
Large Axe	Melee	3 / 2	27	
Halberd	Melee (2H)	5 / 3	125	
Mace	Melee	2 / 2	8	
Small Crossbow	Ranged	2 / 1	32	2 Attacks Per Action
Large Crossbow	Ranged (2H)	4 / 2	256	2 Attacks Per Action
Small Bow	Ranged (2H)	2 / 1	16	
Large Bow	Ranged (2H)	4 / 2	128	
<b>Renaissance</b>				
Hand Cannon	Ranged	3 / 2	54	Requires 1 action to reload

Bomb (Grenade)	Ranged	4 / 2	32	Used 1 / 0 instead of half damage
Cannon Ball	Ranged	20 / 10	10	20 lbs
Cannon	Ranged (2H)	NA	1000	Requires 4 actions to reload Cannot target individuals 1000 lbs
<b>Western</b>				
Light Handgun	Ranged	2 / 1	16	
Handgun	Ranged	4 / 2	128	
Heavy Handgun	Ranged	6 / 3	432	
Rifle	Ranged (2H)	6 / 3	432	-5 to hit engaged, +5 to hit others
Shotgun	Melee (2H)	5 / 5	125	+2 to hit, cannot parry
<b>Modern</b>				
Chain Sword (Saw)	Melee (2H)	8 / 4	512	
Light Machine Gun	Ranged	5 / 3	250	
Machine Gun	Ranged (2H)	10 / 5	2000	
Heavy Machine Gun	Ranged (2H)	15 / 8	6750	Requires 1 action to setup after move
Grenade	Ranged	10 / 5	500	
Grenade Launcher	Ranged (2H)	NA	1000	
Rocket	Ranged	20 / 10	4000	
Rocket Launcher	Ranged (2H)	NA	8000	Requires 1 action to reload
<b>Future</b>				
Laser Sword	Melee	10 / 5	1000	Physical damage is optional
Laser Handgun	Ranged	10 / 5	2000	Physical damage is optional
Laser Machine Gun	Ranged (2H)	20 / 10	16000	Physical damage is optional

**Grenades and Indirect Attacks:** Grenades are a unique weapon because “close counts”. A grenade does full damage to the first target, and half damage to all other combatants in the engagement group. If the attack is a “miss”, then the first target takes half damage. If a 1 is

rolled, then a critical fumble occurs: the target is the attacker and all other combatants in the attacker's engagement group take half damage. The grenade launcher is not subject to critical fumbles.

## Armor Statistics

Armor	Physical Damage Reduction	Cost	Special
<b>Stone Age</b>			Ineffective on Renaissance and later
Leather Armor	1	10	
Leather Shield	0	80	+5 Defense
<b>Medieval</b>			Ineffective on Renaissance and later
Chain Mail Armor	3	270	
Plate Armor	5	1250	
Wooden Shield	0	80	+5 Defense
<b>Modern</b>			Ineffective on Future
Partial Body Armor	3	270	
Full Body Armor	5	1250	
Ballistic Shield	0	80	+5 Defense
<b>Future</b>			
Combat Armor	8	5120	Includes basic life support for space
with Flight	8	10240	Free use of Fly special ability
Laser Shield	0	80	+5 Defense

## Vehicle Statistics - TBD

Vehicle or Animal	Speed MPH (Sustained)	Cargo	Cost	Special
<b>Stone Age</b>				

Foot	10 (3)			
Horse	30 (9)		300	
<b>Medieval</b>				
Sailing Ship	6	6 tons x size	1000 x size	1 Crew x size, 100 Life x size
<b>Modern</b>				
Car	100			
Truck	80			
Modern Ship	24			
<b>Future</b>				
Space Ship	7500 (1/2 Light)			