

BASIC ROLEPLAYING

UNIVERSAL GAME ENGINE

QUICKSTART



JASON DURALL AND STEVE PERRIN



BASIC ROLEPLAYING QUICKSTART



Greg Stafford officially founded The Chaosium on Friday October 31st, 1975.

While working from his crowded two-bedroom apartment, Greg kit-bashed the company name by combining references to that house of chaos and its location near the Oakland Coliseum. While Chaosium originally published wargames such as *White Bear & Red Moon*, within a few years it shifted to creating roleplaying games, starting with *RuneQuest* in 1978. As additional games, such as *Stormbringer*, *Thieves' World*, *Call of Cthulhu*, *ElfQuest*, and *Pendragon* debuted, they all shared a common rules system adjusted to work best for each genre. Chaosium published a generic 16-page version of those common core rules as *Basic Roleplaying* (usually referred to as BRP) in 1981.

More than 400 of Chaosium's products have featured the BRP rules over the last 40+ years. The D100-based BRP system is one of the most adopted rules systems in all of gaming.

In 2016, Chaosium first participated in Free RPG Day with the scenario 'The Derelict' for its *Call of Cthulhu* horror RPG. For Free RPG Day in 2017, to kick off the new edition of its *RuneQuest* fantasy RPG, the *RuneQuest Quickstart* debuted. The *Call of Cthulhu* scenario 'Scratch Scratch' followed in 2018 to complete a trifecta of offerings.

In 2025, as part of Chaosium's 50th Anniversary celebrations, this *BRP Quickstart* you are reading gets added to that list. It provides a rapid introduction to an intuitive and fast to learn rules system suitable to any genre or setting. As a company that loves playing out stories at the gaming table, we hope you enjoy this opportunity to use our rules to tell your own stories, hopefully for many years to come.

January 2025

Rick Meints, President, Chaosium





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CHAPTER ONE: INTRODUCTION

Welcome to the *Basic Roleplaying* quickstart, a playable introduction to Chaosium's D100 game system. Basic Roleplaying (BRP) powers some of the most influential roleplaying games published in the past 45 years (*Call of Cthulhu*, *Pendragon*, *RuneQuest*, *Questworlds*, and others outside those published by Chaosium).

BRP's rules are usable in nearly any setting you can imagine. This quickstart includes basic character creation, the game system itself, combat, basic equipment, and three ready-to-play sample scenarios complete with ready-to-use player characters.

The *Basic Roleplaying: Universal Game Engine* book is a setting-free version of the BRP rules, with optional rules to allow gamemasters and players to customize any BRP-based game as they see fit. Gamemasters can even use rules from BRP to modify their existing games, or vice versa, with ease.

Once you grasp the simple and intuitive mechanics of the system, it's easy to move between them, making it easy for players of one game to play the other with a minimum of time spent re-learning the system. Each BRP-based game has some differences, but they use the same fundamental game mechanics at their core.

Basic Roleplaying has been released under the ORC License and is available in full, for free, here, in text or .pdf format:

◇ <https://www.chaosium.com/content/orclicense/BasicRoleplaying-ORC-Content-Document.pdf>

◇ <https://www.chaosium.com/content/orclicense/BasicRoleplaying-ORC-Content-Document.rtf>

Anyone can use these online versions of the rules for free and can modify them as much as desired, using them to develop their own games, without restriction or any fees.

WHAT IS A ROLEPLAYING GAME?

This is a roleplaying game, a rules framework that allows players to enact stories of adventure, portraying the main characters. These rules guide you with what can or can't be done, and dice rolls determine whether your characters succeed or fail at what they try to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other players are the player characters (PCs). The GM also portrays the characters not guided by players—nonplayer characters (NPCs).

Roleplaying is a social game, like stage improv, as it can be largely made up as you go or more carefully planned. Player characters are the primary participants in an RPG: their PCs are the protagonists the stories revolve around. A PC might be a swaggering gunfighter, depressed private eye, mighty sorcerer, brightly clad superhero, 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

THE BASIC ROLEPLAYING CORE RULEBOOK



Chaosium, Inc. has used the Basic Roleplaying system in its games for more than 45 years. These cover a range of settings, from period horror, heroic fantasy, super heroics, science fiction, sword-and-sorcery, and others. One game, *Worlds of Wonder*, contains fantasy, super heroics, and science fiction in one box, demonstrating the ease by which the system handles different genres. All games using BRP add or alter elements of the rules to best align with that setting's themes and tone, as required.

Since BRP is setting-neutral, it is easy to adapt and used to tell stories of any style or setting you like. Any world you can dream up can all be modeled quickly and easily with Basic Roleplaying, whether a dark sci-fi space opera; a tale of gritty street-level survival in a dystopian city dominated by corrupt authorities and shady corporations; classic tales of sword-and-sorcery adventure of slaying dragons and saving captured nobles; or even a modern-day superhero epic of invading aliens and dimension-destroying gods from ancient myths.

entire game setting—representing all 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 players say what their PCs say or attempt to do. Rules provide impartial guidelines for successes and failures of the actions everyone attempts.

Players announce what the PCs will do within the limits of the rules and roll dice to determine what happens. If needed, the GM interprets how their actions affect the game world and the NPCs within it. The PCs use their skills and abilities to face any challenges the GM presents. During games, PCs will likely run into conflict with others, whether monsters or other NPCs, as they experience and explore the setting the GM has created.

Players create their PCs by defining their capabilities in quantifiable terms. This information is recorded on a **character sheet**. Information on the 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 act and speak irritably when roleplaying.

The PC's character sheet is a cross between a résumé and a report card: it defines what they can do and how good they are at it. Roleplaying is what brings the character to life.

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 leaves 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 roleplaying take? The short and easy answer is it takes as long as you want it to. In most cases, the experience of play is measured in three ways: the **game session**, the **scenario**, and the **campaign**.

A session is a single instance of play, typically between two and six hours and can be done face-to-face or online. Some players prefer shorter game sessions, while others enjoy playing longer. Each group should discuss how much time they' will dedicate to playing the game, and respect that not everyone is available for the same amount of time.

In the context of a television show, a session is a single episode. In the context of a book, it's one chapter, and like episodes of television or chapters in a book, the length can vary. A scenario is a single-story arc, usually lasting several sessions. A scenario could involve multiple minor plotlines that weave together but are unified by a single shared theme, villainous plot, or the completion of a goal. Within the context of a television show, a scenario is a full season, and in the context of a book, it's several chapters or perhaps even the entire book.

A campaign is the culmination of all the scenarios with the same cast of characters (even if some leave or join at different points). Campaigns often include recurring villains or themes, dramatic character change and growth, and can even include world-altering events. In the context of a television show, a campaign is the show's entire run from start to finish. In the context of books, it is the entire series.

If you are new to playing or running roleplaying games, you don't need to worry about running a complete campaign. Just think about the story that you want to tell right now, and work on telling it. When you finish that one, tell a new one. Then a new one. You'll have a campaign before you know it.

MATERIALS REQUIRED TO PLAY

Players 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, sizes, and materials, and there are many dice-rolling apps. If you prefer to play online, there are also many online dice-rolling applications and websites to use; most virtual tabletops (VTTs) include the ability to roll dice. See the following for more information on dice and dice rolling methods.

Some gaming groups use miniatures or tokens to represent the characters: if so, players might each bring a miniature or token resembling their PC. The GM usually prepares any maps or provides a drawing surface to make maps during play. The primary requirements are creative energy and a willingness to participate.

The GM needs to provide a little more than a player, but not much more. A copy of this quickstart and more blank paper for notes is the minimum, but one may also bring additional copies of the character sheet provided on pages 8–9 (and online at www.chaosium.com). The GM will need at least one full set of dice or an equivalent app. If the group likes to use miniatures, the GM should bring miniatures or tokens to represent the various NPCs and creatures the PCs encounter.

DICE AND READING DICE RESULTS

Basic Roleplaying uses polyhedral dice to obtain random results. To play, a group will need at least one set of these dice (or an app), though it is easier and more convenient if each player has a set. A set of gaming dice includes the following: D4, D6, D8, D10, D12, and D20.

The most important dice roll in *Basic Roleplaying* is the percentile dice roll (called a D100), which is represented by a roll of two ten-sided dice (or a ten-sided die rolled twice). In a D100 roll, the first value is the “tens” while the second is the “ones”. You may wish to have a “10s” die (labeled 10, 20, 30, etc.) or different colored D10s to keep them distinct. There are even D100s with 100 faces!

For example, a roll of 3 and 7 on percentile dice means a result of 37.

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. 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.

MEASUREMENTS

BRP uses the metric system for convenience and ease of conversion. If desired, yards can be substituted for meters, rounding off the remaining inches. One kilometer is 0.6 of 1 mile and 1 kilogram equals roughly 2.2 pounds.

RESPONSIBILITIES OF THE GAMEMASTER

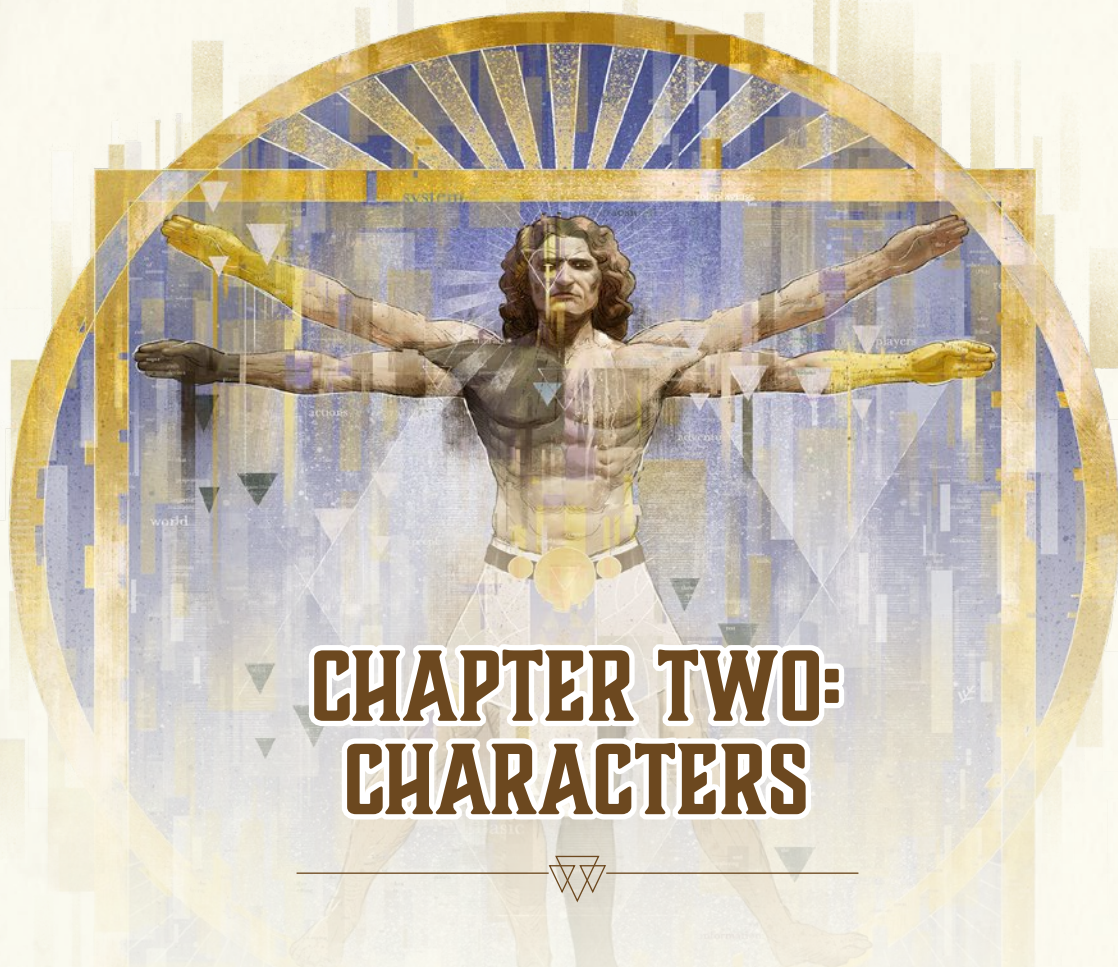
Sometimes, the GM has the most fun playing, but has the largest share of responsibility. The GM narrates the game universe using a published scenario or one they have created. The trials the PCs face should be dangerous and dramatic, involving multiple PCs at a time whenever possible. Sometimes a single PC stands in the spotlight, but the GM should always endeavor to make sure that each PC gets their own chance to shine.

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*, *RuneQuest*, and other games using the Basic Roleplaying system. Other games are plentiful—and converting a scenario to Basic Roleplaying is easy. Ideas for scenarios are also readily available—almost any film, book, or video game 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 and potentially to write up some foes or encounters. Invite some friends over and have them create characters. Summarize the rules for everyone, and you're ready to play!





CHAPTER TWO: CHARACTERS

Each player must have a **player character** (PC). This is their representative in the game world and does not have to be anything like the actual player. Your character can be the exact opposite of you: strange species, exotic and dangerous professions, or a different gender are only some of the possibilities. The **gamemaster** (GM) may ask you to 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.)

The three sample adventures in this quickstart have pregenerated ready-to-play PCs, so they can be simply printed or cut out of this quickstart. They're also available to download at www.chaosium.com.

This section covers the process of creating a player character. The full *Basic Roleplaying* book covers rules for creating nonplayer characters (NPCs), but the adventures in this quickstart do not require them.

THE CHARACTER SHEET

Each player needs a copy of the **character sheet** (presented on pages 8–9). 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 quickstart. The character sheet includes the following sections:

- ▷ **Identity:** 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, smart, fast, or charming they are. Rolls are based on characteristics and are percentage values, rolled to see if the character succeeds or fails at a task.
- ▷ **Hit Points:** A value measuring how many points of damage a character can take before they die. Bigger and/or healthier characters have more hit points (HP), while smaller and/or frailer characters have fewer.
- ▷ **Skills:** 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.
- ▷ **Armor:** Any armor worn by the character, which may reduce any damage from an attack.

IDENTITY

The character's basic information is fleshed out here, covering aspects of their existence, though with little (if any) game effect. These are roleplaying aspects—they define the character and are not characteristics or skills.

Fill this information out now in full or part, and skip to characteristic and skill generation, or wait until you know more about the character's game aspects.

Identity includes the following:

- ▷ **Name:** A suitable name for the character. You can wait until you're done to do this, seeing how they come out first.
- ▷ **Species:** "Human" (or a human equivalent). Nonhuman characters are not covered in this quickstart edition.
- ▷ **Gender:** Write your character's gender, if desired.
- ▷ **Height and Weight:** These can be specific, like actual pounds/kilos and feet/inches/centimeters, or a general build, like "tall", "average", or "heavy". Use the Size (SIZ) characteristic as a guideline, with higher SIZ ratings being larger/taller.
- ▷ **Description:** A brief physical description of the character, which might include coloration (hair, eyes, skin), attitude, style and mode of dress, etc.
- ▷ **Age:** Pick an appropriate age based on the plan for the game. The effects of aging are not covered in this quickstart.
- ▷ **Distinctive Features:** Use the Charisma (CHA) characteristic as a guide. Does the character have any notable features such as an impressive scar, a broken nose, an exotic hairstyle, or an unusual mode of dress? Make up a few as desired. The higher or lower your character's CHA, the more and the more distinctive the features should be.
- ▷ **Profession:** The character's career or occupation prior to or during the adventure(s) (see pages 14–15).

CHARACTERISTICS

Characters are measured in a variety of ways. The most fundamental are their **characteristics**—innate abilities such as how smart they are, how tough, how charismatic, etc. These are not learned abilities but can sometimes be increased through training and successful practice.

Normal humans have characteristics ranging from 3 (abysmally low) to 18 (the pinnacle of human potential), averaging at 10 or 11. The higher the characteristic, the more potent the character is in that ability. The characteristics are Strength, Constitution, Size, Intelligence, Power, Dexterity, and Appearance. All humans have all these characteristics, while nonhuman NPCs might lack some.

They're described in more detail in the following section.

Strength (STR)

Strength is essentially how strong one is. It doesn't necessarily mean raw muscle mass, but how effectively the character can exert that muscle to accomplish a strenuous physical feat.

Constitution (CON)

Constitution is a measure of how tough and resilient one 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, in the form of hit points (see page 10).

Size (SIZ)

Size is a measure of how large one 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.

Intelligence (INT)

Intelligence is how smart one is, not necessarily as a measure of how much information the character has memorized but as reasoning power, intellectual acuity, problem-solving ability, and intuition.

Power (POW)

Power is an almost intangible measure of willpower and spiritual energy. A high POW character is a beacon of energy, is lucky, and is forceful in presence.

Dexterity (DEX)

Dexterity is a measure of hand-to-hand coordination, physical speed, and overall agility. DEX determines how quickly one may act in combat.

Charisma (CHA)

A measure of several aspects, from charm, grace, and beauty. A high CHA character is noticeable in a crowd because of an intangible combination of presence and presentation.

DETERMINING INITIAL CHARACTERISTICS

Characters are heroic, above average, and can even be superhuman. To determine your character's ratings in each characteristic, roll 1D4 or select one of the following sets of numbers. An 18 is best, and 9 is slightly below average. Assign them to the desired characteristics, to suit your preferences:

1. 17, 16, 14, 13, 13, 12, 10
2. 16, 16, 15, 13, 13, 12, 10
3. 16, 15, 15, 13, 13, 12, 11
4. 18, 17, 14, 13, 13, 11, 9

Think about the numbers when assigning them. Is the character strong and clumsy? Small and fast? Average? Are they more a thinker than a physical sort? If the numbers just don't match the type of character you want, ask the GM if it's all right to start over and pick a different set of characteristics.



BASIC ROLEPLAYING

PERSONAL

CHARACTERISTICS

HIT POINTS

NAME _____ PLAYER _____
CULTURE _____ GENDER _____
HANDEDNESS _____ HEIGHT _____ WEIGHT _____
PROFESSION _____ WEALTH _____
GODS/RELIGION _____
DISTINCTIVE FEATURES _____
MOVE (MOV) _____
DESCRIPTION _____
AGE _____

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____
EDU _____

EFFORT ROLL _____ %
STAMINA ROLL _____ %
DAMAGE MODIFIER _____
IDEA ROLL _____ %
LUCK ROLL _____ %
AGILITY ROLL _____ %
CHARISMA ROLL _____ %
KNOWLEDGE ROLL _____ %

MAJOR WOUND _____
DEAD _____ 00 01 02
03 04 05 06 07 08 09
10 11 12 13 14 15 16
17 18 19 20 21 22 23
24 25 26 27 28 29 30
31 32 33 34 35 36 37

SKILLS

COMMUNICATION _____ %

Bargain (05) _____ % ☐
Command (05) _____ % ☐
Disguise (01) _____ % ☐
Etiquette (05) _____ % ☐
Fast Talk (05) _____ % ☐
Language (INT/EDU×05 or 00) _____ % ☐

_____ % ☐
_____ % ☐
_____ % ☐
_____ % ☐
Perform (05) _____ % ☐
Persuade (15) _____ % ☐
Status (15 or various) _____ % ☐
Teach (10) _____ % ☐

MANIPULATION _____ %

Art (05) _____ % ☐
_____ % ☐
Craft (05) _____ % ☐
_____ % ☐
Demolition (01) _____ % ☐
Fine Manipulation (05) _____ % ☐
Heavy Machine (01) _____ % ☐
_____ % ☐
Repair (15) _____ % ☐
_____ % ☐
Sleight of Hand (05) _____ % ☐

MENTAL _____ %

Appraise (15) _____ % ☐
First Aid (30) _____ % ☐
Gaming (INT+POW) _____ % ☐
Knowledge (05 or 00) _____ % ☐

_____ % ☐
_____ % ☐
Literacy (00 or language) _____ % ☐
Medicine (05) _____ % ☐
Psychotherapy (01 or 00) _____ % ☐
Science (01) _____ % ☐

_____ % ☐
Strategy (01) _____ % ☐
Technical (05) _____ % ☐
_____ % ☐
_____ % ☐

PERCEPTION _____ %

Insight (05) _____ % ☐
Listen (25) _____ % ☐
Navigate (10) _____ % ☐
Research (25) _____ % ☐
Sense (10) _____ % ☐
Spot (25) _____ % ☐
Track (10) _____ % ☐

PHYSICAL _____ %

Climb (40) _____ % ☐
Drive (20 or 01) _____ % ☐
_____ % ☐

Fly (DEX×04 or 1/2 DEX) _____ % ☐
Hide (10) _____ % ☐
Jump (25) _____ % ☐
Pilot (01) _____ % ☐

_____ % ☐
Projection (DEX×02) _____ % ☐
Ride (05) _____ % ☐
_____ % ☐
Stealth (10) _____ % ☐
Swim (25) _____ % ☐
Throw (25) _____ % ☐

COMBAT _____ %

Dodge (DEX×02) _____ % ☐
Martial Arts (01) _____ % ☐
See **WEAPONS** below for more Combat skills

_____ () _____ % ☐
_____ () _____ % ☐
_____ () _____ % ☐
_____ () _____ % ☐
_____ () _____ % ☐

WEAPONS

ARMOR

| WEAPON TYPE | % | DAMAGE | RANGE | ATTACKS | LENGTH | HAND | HP |
|--------------|-------|--------|-------|---------|--------|-------|--------------------------------|
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ <input type="checkbox"/> |
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ <input type="checkbox"/> |
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ <input type="checkbox"/> |
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ <input type="checkbox"/> |
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ <input type="checkbox"/> |
| Brawl (30) | _____ | _____ | touch | 1 | close | 1h | _____ <input type="checkbox"/> |
| Grapple (25) | _____ | _____ | touch | 1 | close | 2h | _____ <input type="checkbox"/> |

| ARMOR | ARMOR VALUE |
|--------------|-------------|
| _____ | _____ |
| _____ | _____ |
| SHIELD | % |
| DAMAGE | HP |
| COMBAT NOTES | _____ |
| _____ | _____ |
| _____ | _____ |



BASIC ROLEPLAYING

CHARACTER POINTS

POWER POINTS

| | |
|----------------------------|------------------------|
| CAMPAIGN POWER LEVEL _____ | CHARACTER POINTS _____ |
| Character Failings _____ | Points _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

| | | | | | | | | | | | | | |
|--------------------|---------------|-------------|----|----|----|----|----|----|----|----|----|-----|----|
| POWER POINTS _____ | BATTERY _____ | UNCONSCIOUS | 00 | 01 | 02 | 03 | | | | | | | |
| 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 |
| 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 |
| 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 |
| 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 |
| 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 | |

FATIGUE

SANITY

| | | | | | | | | | | | | | |
|----------------------|----|----|----|----|----|----|----|----|----|----|----|-----|----|
| EXHAUSTED (— _____) | 00 | 01 | 02 | 03 | | | | | | | | | |
| 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 |
| 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 |
| 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 |
| 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 |
| 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 | |

| | | | | | | | | | | | | | |
|-------------------|-----------------|----|----|----|----|----|----|----|----|----|----|-----|----|
| INSANE (— _____) | TEMPORARY _____ | 00 | 01 | 02 | 03 | | | | | | | | |
| 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 |
| 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 |
| 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 |
| 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 |
| 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 | |

POWERS

| POWER | ENERGY TYPE | ACTIVE LEVELS | TOTAL LEVELS | RANGE | COST TO USE | DURATION | NOTES | CHARACTER POINT COST |
|-------|-------------|---------------|--------------|-------|-------------|----------|-------|----------------------|
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
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ATTACK POWERS

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NOTES

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CHARACTERISTIC ROLLS

Many capabilities of a character are measured in **skills** (see pages 10–14). 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** (see page 19).

Each **characteristic roll** is a characteristic multiplied by 5, expressed as a percentage chance.

For example, a STR 10 creates an Effort roll of 50%.

Effort Roll

The Effort roll is used for forceful manipulation of an object of environmental aspect and is based on STR×5. Pushing a crashed car out of a ditch or bashing open a jammed door would require an Effort roll.

Stamina Roll

The Stamina roll is used for prolonged physical exertion and tests of fortitude and is based on CON×5. Avoiding getting a cold in an office full of sick workers or staying awake during a long night drive 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 and is based on INT×5. Deducing the solution to a complex riddle or suddenly remembering an important clue would require an Idea roll. 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).

Luck Roll

The Luck roll is to determine if fate gives the character a break or if they manage to just squeak by in a situation where randomness may be a deciding factor (a game of pure chance such as roulette, for example). It is based on POW×5. If trying to determine the winner of a random outcome, use a Luck roll to see who gets picked, rolling against one another until only one player is successful.

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×5. Use the Agility roll if the character is catching something thrown at them with a “Think fast!” warning.

Charm Roll

Raw charisma, being able to rely on good looks and personal charm to gain attention or sway others, is based on CHA×5. A character trying to catch the attention of a bouncer to be let into an exclusive club would use a Charm roll.

DERIVED CHARACTERISTICS

These characteristics are derived from other aspects of the characteristics or species. This is an abbreviated list of derived characteristics; others used in *Basic Roleplaying* are not covered in this quickstart.

Damage Modifier

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

DAMAGE MODIFIER

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

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

Move (MOV)

Move (MOV) determines how far your 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 1 meter of movement.

Hit Points

Hit points (HP) are equal to a character’s CON+SIZ, divided by 2 (rounding up). A character loses hit points as they take damage from injury or other sources. When a character reaches 1 or 2 hit points, they are unconscious. At 0 hit points, the character is dead.

Power Points

Power points are equal to POW. Characters spend power points to activate magic or other powers. When a character reaches 0 power points, they are unconscious. All power points regenerate after one full day, including a night’s rest.

SKILLS

This is a list of the **skills** your character might be able to use. Skills are rated as a percentage, which is their chance of success. This is a value somewhere between 0% (no chance whatsoever) to 100% or more (meaning it will almost always succeed under normal circumstances). The base chance of using that skill is in parenthesis after the skill name, so if the skill number is higher than 01%, your character always has at least a 1 in 100 chance of using the skill successfully. Any skill points in a skill are added to the base chance. Skill base chances may be adjusted by the gamemaster based on the setting, representing different education and opportunities.

Some skills have **specialties**, as noted in parenthesis. Specialties are specific sub-skills that define the skill.

For example, a character may have *Knowledge (Law)* 70%. This does not mean they know all Knowledge skills at 70%, but instead know Law at that percentage.

All other skill specialties, unless skill points are spent on them, are at the base percentage chance.

A character with 05% or below in a skill is a hapless novice. Someone with 06–25% in a skill is a beginner with an amateur level of proficiency. Skill in the 51–75% range indicates a competent professional. Experts have skills in the 76–90% range, and 91+% indicates mastery of a skill. This does not mean that someone with 25% in a skill will on average fail three out of four attempts at using the skill—it means that under stressful situations (like adventuring, combat, etc.) the character will succeed only 25% of the time.

If desired, the GM should modify the skill list to make it more appropriate to a particular setting. 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*, or *Technical Skill*.

Beginning skill levels can also be adjusted for a specific campaign or setting.

Appraise (15%)

Judging the value of an item or determining some aspects of its capabilities that are not immediately apparent.

Artillery (various) (% by weapon)

Using mounted heavy weaponry such as catapults, cannons, missile launchers, etc. Each type of artillery weapon is a specialty. Some specialties for Artillery include Cannon, Rocket Launcher, Siege Engine, etc.

Bargain (05%)

Negotiating financial matters successfully. A successful use of this skill lowers the price of an item from one value category to the one below (at the gamemaster's discretion). Value categories are discussed in the *Basic Roleplaying* core rules.

Brawl (25%)

Hitting someone in hand-to-hand combat, whether with a punch, head butt, kick, or a even bite. A successful Brawl attack by a human does 1D3 points of damage to an opponent.

Climb (40%)

Scaling a wall, rope, or other difficult surface.

Dodge (20%)

Getting out of the way, essentially avoiding being struck by a weapon or physical attack.

Drive (by vehicle) (20%)

Piloting a ground vehicle, either motorized or drawn by animals. Each type of vehicle (Automobile, Cart, Chariot, Truck, etc.) is a specialty.

Energy Weapon (various) (% by weapon)

Pointing and shooting an energy weapon at a target. Each type of Energy Weapon skill is a specialty, such as Energy Pistol and Energy Rifle.

Etiquette (05%)

Knowing what to say and how to behave in a 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)

Pointing and shooting a firearm at a target. Each type of Firearm skill is a specialty, such as Machine Gun, Pistol, Revolver, Rifle, Shotgun, and Submachine Gun.

First Aid (30%)

Treating minor injuries. Each successful use restores 1D3 hit points to a wounded character. A critical success restores 1D3+3 hit points.

Fly (10% or 75%)

If the character has a technological means of flying (a jet pack, for example), the skill starts at 10%. If it's a natural ability (like wings) the starting skill is 75%. Basic flight doesn't require a roll—the skill is for use with maneuvers, in combat, and performing complex flying stunts.

Gaming (10%)

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) (05%)

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)

Pointing and shooting a heavy weapon. Each different type of Heavy Weapon skill is a specialty, such as 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 in a particular branch of study. For characters from the modern or future eras, the base is 05%; for historical periods, it's 01%. Each type of Knowledge skill is a specialty.

Specialties include Anthropology, Archaeology, Folklore, Group (an organization), History, Linguistics, Literature, Mythology, Occult, Politics, Region (an area), Streetwise, etc.

Language (various) (Own 60%, Other 00%)

Speaking and understanding a language. Language (Own) is your character's "own" native language, starting at 60%. 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 0%. Each additional 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)

Understanding and comprehending of written material. Mainly appropriate for settings where education is not commonplace. If a character comes from a literate society, their skill is identical to their Speak Language (Own) skill.

Martial Arts (00%)

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 rolls under Martial Arts skill, the damage die (not the damage modifier) 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)

Using a hand-to-hand (melee) weapon in combat, including striking a target and parrying attacks. Each type of Melee Weapon skill is a specialty, such as Axe, Club, Dagger, Flail, Hammer, Mace, Polearm, Spear, Staff, Sword, etc.

Missile Weapon (various) (% by weapon)

Aiming and hitting a target with a "hand-powered" weapon. Each type of Missile Weapon skill is a specialty, such as Bow, Crossbow, Spear, etc.

Navigate (10%)

Charting and following a path through recognizable landmarks and constellations, or using a map to find a course.

Perform (various) (05%)

Entertaining or performing, with specialties such as Acrobatics, Acting, Comedy, Dance, Music, Singing, etc.

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) (% by vehicle)

Operating an air, sea, or space vehicle. Each vehicle type is a specialty.

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) (00%)

Expertise in a field of study from the “hard sciences”. Each type of Science skill is a specialty, such as Astronomy, Biology, Botany, Chemistry, Genetics, Geology, Mathematics, Meteorology, Physics, Zoology, etc.

Sense (10%)

A combination of scent, taste, and touch—being able to detect subtle or hidden things with these senses.

Shield (various) (by shield)

Parrying a blow with a shield. Each type of Shield skill is a specialty, such as Buckler, Energy, Full, Half, Heater, Hoplite, Kite, Round, etc.

Sleight of Hand (05%)

Feats of prestidigitation and misdirection, such as pickpocketing, palming coins, card tricks, and other small illusions.

Spot (25%)

Seeing things difficult to notice or otherwise hidden.



Status (15% or various)

Social standing within a particular community, or manipulating a specific social group as desired, such as borrowing money, gaining favors, impressing others, gaining access to exclusive locales, knowing things about people or customs within that social group, etc. Each type of Status is a specialty, such as Church, City, Cult, Group, High Society, Species, etc. and defined with a focus, like Status (City/Athens) or Status (Species/Elves), for example.

Stealth (10%)

Sneaking around to avoid detection or making otherwise concealed and furtive movements. This is usually opposed by the Listen or Spot skills.

Strategy (05%)

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.

Technical Skill (various) (00% or 05%)

Using sophisticated equipment or technical processes. Base chance varies by setting and is determined by the GM, as appropriate (people growing up in a high-tech environment might begin at 05%, while low- or no-tech backgrounds start at 00%). Each Technical Skill is a specialty, such as Computer Programming, Computer Use, Electronics, Robotics, Sensor Systems, Siege Engines, Traps, etc.

Throw (25%)

Aiming and tossing something (a football, rock, boomerang, etc.) through the air toward 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.

PROFESSIONS AND PROFESSIONAL SKILLS

A **profession** is essentially a collection of skills useful in a role. **When creating a character, increase three skills of your choice by +50% and six skills of your choice by +25%.**

Basic Roleplaying contains 44 professions appropriate to a wide range of settings; this quickstart provides twelve. 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), Fine Manipulation, 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 skills and specialties 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 allocate the same skill bonuses to them.

PERSONAL SKILLS

Not everyone is entirely defined by their profession, and a character shouldn't be so narrowly envisioned. **For each point of INT your character has, add +10% to any skill of your choice**, so for example, an INT of 15 means add +10% to 15 skills.

For this step, you can improve existing skills or even choose skills not from your character's profession, if you want to give them a bit more depth or illustrate an unusual talent or hobby, such as a cowboy who enjoys singing or a detective who enjoys sailing in their spare time.

You can choose the same skill multiple times (increasing it by +10% each time), but no skill modified during this step may start at a chance above 75%.

EQUIPMENT

Now that your character is almost finished, they need some gear. This can include weapons, armor, or other important items used for a particular profession. During the course of adventures, there may be many chances to get more equipment, but each starting PC will have in their immediate possession the following:

- ▷ A set of clothing appropriate to the character's profession and the setting.
- ▷ An amount of pocket money; enough to last a little while without hardship.
- ▷ A personal heirloom, keepsake, or some trinket of little monetary 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. See the list on page 25.
- ▷ Armor, if the setting and your character's background warrants it. See the list on page 26.
- ▷ Other items as appropriate to the setting, and subject to the GM's approval.
- ▷ Wealth and detailed gear listings are not addressed in this quickstart, but the sample characters already have their relevant gear. If you wish to know more about these topics, the *Basic Roleplaying* core rules cover them in depth.

FINAL TOUCHES

Any major aspects of characterization or background should be decided at this point. The GM may wish to learn more about your character's background for use in a campaign. This can include origin, family, education, religion, past actions, or goals.

Generally, the more someone knows about their character, the more "real" they become in play, though this is not always necessary. However, 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 a lot of character background, while a campaign certainly does. Ultimately, though, you can flesh out a character as you play them, learning more about their background as you improvise details and events in their life.

Create as much background as feels comfortable for you and the gamemaster, and let the rest emerge naturally.



AN EXAMPLE OF CHARACTER CREATION

Following is an example of character creation. Here the GM has allowed the player to choose any character they'd like to play. They can pick from any potential genre, as the plan is for a cross-genre multiverse-style game.

After discussion with her GM and asking some questions about the upcoming game, Lindsay has an idea for her character. Since the game is set in a sci-fi future, she's decided to make a tough-as-nails bounty hunter named Adrianna Adams, more commonly known as "Aces".

After looking over the available backgrounds, she narrows her options down to Hunter, Lawman, or Warrior. She looks over those three backgrounds and the skills they offer and decides to go with Lawman. While her character isn't *really* a member of law enforcement, the idea of a bounty hunter tracking down criminals and bringing them back alive fits well enough, and the skills offered fit her mental image of Aces.

Lindsay decides to use the second array for characteristics, which gives her the following scores to assign: 16, 16, 15, 13, 13, 12, 10.

To begin, she thinks about what Aces needs to be successful in her work as a bounty hunter. She needs to be able to handle herself against bounties that try to get physical with her, charismatic enough to talk them into surrendering, smart enough to track them down, and good enough with a weapon in case things get too messy. Lindsay decides to put her best scores in CON and CHA, so each one gets a 16. After this, she's a bit torn between DEX and INT, but in the end decides on INT. She'd rather Aces be a little more street-smart and savvy, relying on wits rather than raw reflexes. Lindsay assigns a 15 to INT and a 13 to DEX. Aces doesn't strike her as particularly strong or large, but maybe she's a little scrappier than one would think at first glance, so Lindsay puts a 13 in STR and a 12 in SIZ. Her last score is a 10, which she assigns to POW. She decides that if magic and the supernatural do exist in this world, Aces doesn't trust them and keeps away from them as much as possible. Maybe it will even turn into a phobia, a fun roleplaying opportunity!

Next, Lindsay records the skills for Lawman and their starting values. She decides that the most important things for Aces to know are Track (so she can find her targets), Fast Talk (so she can convince them to surrender), and Grapple (so she can put them into cuffs when they refuse). She increases each of these by +50%; her Track becomes 60%, her Fast Talk becomes 55%, and her Grapple becomes 75% (nice one!). Now Lindsay gets to determine what skills Aces uses to support her job, or when her main plans fall apart. Dodge, Listen, Spot, Knowledge (Streetwise), Insight, and Pilot (Spaceship) are her choices. After increasing each of these by +25% she has Dodge 45%, Listen 45%, Spot 45%, Knowledge (Streetwise) 30%, Insight 30%, and Pilot (Spaceship) 45%.

Finally, Lindsay is ready to pick personal skills for Aces. With an INT of 16, Aces picks things up quickly and can increase any skill of her choice by +10% for each point. Lindsay decides she wants Aces to be a bit better at Fast Talk (increasing it to 65%) and Track (increasing it to 70%). Next, she wants to know more about the underworld and decides to increase her Knowledge (Streetwise) twice, to 50%. She wants to be better at reading people, so she does the same with Insight, increasing it to 50% as well. Next, she decides to pick up another language, one that's commonly spoken in the underworld by criminals that she's likely to chase. Her GM tells her that the Ganymede Syndicate (from the moon of Jupiter) and the Martian mafia are both powerful fixtures in the underworld, so she assigns +30% to two languages and adds Language (Jovian) 30% and Language (Martian) 30% to her sheet. Finally, Lindsay decides to assign the last four bonuses of +10% on Hide, raising it to 50%.

Finally, Lindsay records her derived characteristics. Her combination STR+SIZ of 23 gives her no damage modifier, but no penalty either. Her MOV, like all humans, is 10. Lindsay wishes that she was a little faster, in order to chase down fugitives when they try to get away, but maybe she can convince the GM to let her buy a pair of sweet cybernetic legs after play begins. Her CON+SIZ divided by two gives her 14 hit points, making her just a little bit tougher than average. As the very last step, Lindsay fills out what equipment Aces starts with: a cool space suit that acts as light armor, several pairs of magnetic handcuffs, and the keys to her personal spaceship (since she has a decent Pilot score, the GM agrees to allow Aces to start with a small, no-frills spaceship with a small holding cell for bounties).



CHAPTER THREE: SYSTEM

Routine game actions in routine situations almost always succeed. The player shouldn't have to roll to determine if their character 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 conflicts 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 questions in a roleplaying game are: "Do I succeed, or do I fail?" and "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 percentile dice (D100) most of the time to determine success or failure.

When it's necessary to determine an attempted action's success or failure, the players and/or the GM need to make a percentile dice roll as described in **Dice and Reading Dice**

Results on page 5. Characteristic rolls are described on page 10 and use the same system as skills and combat (following and pages 23–27).

SKILL ROLLS

Player characters and NPCs alike have skills as described in this quickstart (page 10–14), a rating of 00% (no chance of success) to 100+% (almost always succeeding). A character's various skill modifiers determined during character creation 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 two other conditions to keep in mind when attempting a skill roll: difficulty and critical success. These are described below.

Difficulty

The use of a skill isn't always cut and dry. It's more difficult to drive a car in the dark during heavy rain than it is to drive it in the middle of the day in perfect weather. A wide variety of conditions (weather, distractions, equipment, etc.) can affect whether it's easy or challenging 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 over 100%, as there's still the chance of a critical success or a fumble (both are described following).
- ◇ **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 following).

The section on **Spot Rules** on pages 28–29 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.

Critical Success

Not all successes are equal. Sometimes a skill use is exceptional, and the result is better than normal. In this case, the result is called a **critical success**. A critical success is equal to one-tenth (1/10) 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 06 is a critical success, as 6 is 1/10 of 60%. If a 60% skill is Difficult, modified to 1/2 normal, the chance is 30%, and a critical occurs on a roll of 01–03. Similarly, a 60% skill with an Easy modifier is 120%, so the chance of a critical is on a roll of 01–12.

In normal skill use, a critical 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 critical success does additional damage and is described in **Critical Successes in Combat** on page 25.

SKILL VS. SKILL

Often, one character will attempt a skill that must be countered by a nonplayer 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 acting characters should make the appropriate skill roll and compare the results:

- ◇ If both parties fail, neither achieves what they are trying to accomplish.
- ◇ If only one party succeeds, the successful skill is accomplished without opposition.
- ◇ If both succeed normally, the highest successful roll is the one that achieves the desired result.
- ◇ If the rolls tie, the party with the highest skill is successful.
- ◇ If one party succeeds with a critical success and the other does not, the results are shifted. If the other party rolled a normal success, it becomes a failure, and the critical success becomes a normal success.

Think of levels of success as a three-stage affair: **critical 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.

- ◇ **Critical Success vs. Critical Success:** Each degrades by two levels of success and become failures (though experience is allowed, as the rolls are still "successful").
- ◇ **Critical Success vs. Success:** The critical success becomes a success; the (normal) success becomes a failure.
- ◇ **Critical Success vs. Failure:** The critical success achieves double the intended result (as appropriate) and is unopposed by the failed roll.

The *Basic Roleplaying* core rulebook covers opposed skill rolls in considerably more detail. This quickstart 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 their STR versus the rock's SIZ on the resistance table.

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

THE RESISTANCE TABLE

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



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.

Below is a list of the sizes of average objects:

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 |

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 some other ways to use the resistance table:

- ▷ Arm wrestling is straight STR vs. STR.
- ▷ Squeezing through a hole in the wall pits a character's SIZ 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, opposed characteristic rolls, or best judgment.

EXPERIENCE AND ADVANCEMENT

Once an adventure is complete, each PC that participated and survived may improve any skills they successfully used in that adventure. See the rules covering experience and advancement for *Basic Roleplaying*, available for free on Chaosium's website: <https://www.chaosium.com/orcllicense/>





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 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 the amount of time taken when the GM is narrating to the players, or when the players are discussing. Unless there is a specific reason otherwise, most actual roleplaying takes place in narrative time, a highly variable measure of time that can equal real-world time or be hugely distorted: a conversation might take as long to have as it takes to roleplay, or lengthy periods of time can be compressed into a few moments of game time. The description of travel time to Constantinople in the paragraph above is an example of this. When “fast forwarding” time, the GM should allow characters to perform any activities that could reasonably fit into this timeframe, such as research, training, repairing items, recovering lost hit points, etc.

THE TURN

When it’s important to take note of the exact passage of time outside of 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 event that must be handled on a moment-by-moment basis. The turn is also a general measure for how long certain activities will take, such as picking a lock or finding a book in a library. In these cases, the GM may rule that a certain task takes several turns to complete. See **Skill Time** (following) for more information.

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, they 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, and 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, and some characteristic rolls.

5–30 minutes

Appraise, Art, Bargain, Climb, Command, Craft, Demolition, Disguise, Etiquette, Knowledge, Language, Medicine, Navigate, Perform, Ride, Science, Sense, Status, Strategy, Swim, Technical Skill, Track, and 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, Repair, Research, Ride, Science, Status, Strategy, Swim, Technical Skill, Track.

6 hours to many days

Art, Craft, Repair, Research, Strategy, Technical Skill. The GM may require multiple successful skill rolls for extended research, study, or a complex task.





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

A **combat round** is 12 seconds long, and each character involved in it can perform actions and react to other actions in an order determined by their relevant characteristic (usually DEX or CHA, from highest to lowest). If there is a need to determine who acts first when DEX ranks are tied, use the relevant skill chance as the tiebreaker. The character with the higher skill rating goes first. If these are still tied, the actions occur simultaneously.

A combat round consists of five **phases**. These always occur in the same order and are repeated with each new combat round until the combat is over. The five phases are described following, with relevant characteristics in parentheses after.

When a combat round begins, start with the Preparation phase and move through the others until everyone who wants to and can act has done so. Then, begin again and repeat until the combat is resolved and the outcome is settled. If no one is acting in a particular phase, skip that phase and move to the next.

1. **Preparation (DEX)**
2. **Social (CHA)**
3. **Ranged (DEX or weapon length)**
4. **Movement (DEX or weapon length)**
5. **Close (DEX, INT, or SIZ)**

Anyone wishing to hold their action from one phase to a later phase may do so, if appropriate, with the gamemaster determining what actions occur first in the later phase, using either characteristics to compare (DEX, CHA, etc.) or common sense.

If there is ever a question about who goes first for actions that can be performed in a combat phase but are not directly combat-related, use INT (representing quick thinking) or DEX (representing speed of reflexes) to see who goes first.

PREPARATION (DEX)

The GM and players involved in a combat round must announce what they plan to do. Players or GMs do not need to announce defensive actions (parries, Dodges, etc.) during this phase.

- ▷ Preparations should be handled in order of the DEX characteristic of all involved characters, highest to lowest. The player of a character with a high DEX rank makes their statements of intent before a character with a low DEX rank.

- ◇ Drawing or stowing gear, readying a weapon, loading or reloading a firearm, or organizing reagents for a magic spell are all the sorts of actions someone can take during the Preparation phase.

Social (CHA)

The Social phase gives characters the opportunity to call for a truce, give an opponent a chance to surrender, mislead or trick them with words or performance, and so on. To determine who goes in what order during the Social phase, use the CHA characteristic.

- ◇ Characters can speak to one another during any phase, within reason, but attempts to influence others using skills occur during the Social phase.

Ranged (DEX or weapon length)

The Ranged phase allows characters to interact with creatures or objects at a distance, such as by making an attack with a bow, firearm, energy weapon, or a weapon with an extended reach (like a long spear), so long as the target is within range.

- ◇ Use DEX to determine who goes in what order in the Ranged phase.
- ◇ If long weapons are being used, use the weapon's general length to determine who strikes first.

Movement (DEX or weapon length)

During the Movement phase, everyone involved in a battle has a chance to change their position and interact with the physical environment as they move, such as opening a door or swinging on a rope. If an attacker moves into range of someone armed with a long weapon, the long-weapon-user can perform their attack action during this phase.

- ◇ Use DEX to determine the order that characters move in.
- ◇ If long weapons are being used, use DEX, but if tied, use the weapon's approximate length to determine who strikes first.

Close (DEX, INT, or SIZ)

The final phase of the round is the Close phase, where characters have the chance to attack, use First Aid, or otherwise do something physical to affect someone else.

- ◇ Depending on what characters are attempting to do, use DEX for combat actions, and INT for actions that are not directly offensive or defensive.
- ◇ For unarmed characters fighting hand-to-hand, use SIZ to determine whose greater reach lets them go first.

ATTACKING

Attacks are typically performed during the Ranged or Close phase. To resolve an attack, roll percentile dice (D100%) and try to obtain a result equal to or lower than the attack chance. Lower is better. Any roll higher than the attack chance is a failure and does no damage to the opponent.

- ◇ If the roll is less than 1/10 of the attack chance (round up), a **critical success** is achieved. Critical successes in combat are covered in the following section. A critical success on an attack is better than a normal success and requires an equally successful critical parry or Dodge to avoid.

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 percentile dice below the parry skill (equal to the weapon's attack skill). A critical success (described below) means an especially good parry and is required to fully counteract an attack with a critical 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.

Parrying can be performed during any phase, but characters can only parry once per combat round.

DODGING

Dodging is essentially getting out of the way of an oncoming attack. A Dodge attempt 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 percentile dice below the Dodge skill chance.

A critical success (described in the following section) means an especially good Dodge and is required to fully avoid an attack with a critical success. It is *Impossible* to use Dodge against firearms or high-velocity weapons, although the GM may allow the character to Dodge arrows and thrown weapons as if the task were *Difficult* (½ normal skill level, rounded up).

Dodging can be performed during any phase, but only once per combat round, and a Dodge attempt takes the place of an attack, so if a character has already attacked in a combat round, they cannot Dodge, and if they have Dodged, they cannot attack.

COMBAT SUMMARY

To determine who hits who in combat, compare **levels of success**, just as with skills: critical success > success > failure. A success cancels out an equivalent level of success.

- ▷ A successful attack can be parried or Dodged with a successful roll. If the defense fails, damage is as normal.
- ▷ A critical attack roll requires a critical parry or Dodge to avoid entirely. A normal successful parry or Dodge makes the critical a normal success but the parrying weapon or shield takes damage equal to the critical hit's damage.

CRITICAL SUCCESSSES IN COMBAT

In combat, when a critical success is achieved, it means that the attack was exceptionally well-made, striking deep into the opponent's body or hitting perfectly, bypassing any armor protection. A critical success can often be a killing blow to most normal opponents.

When a critical success is determined, roll damage normally (including any modifier for the weapon) and double it, then add the damage modifier (if any). The resulting amount of damage is then delivered to the opponent without any armor protection.

WEAPONS AND DAMAGE

Weapons are described in the following manner:

- ▷ The **skill** used, with the specialties described on pages 11–14.
- ▷ The **base chance**, that skill modifiers (if any) are added to.
- ▷ The **damage** the weapon does against the target. The attacker's damage modifier is applied to this, and "½ damage modifier" means roll and divide by 2, rounding up.
- ▷ The number of **hands** needed to use the weapon properly. Characters can't generally wield more than one 2-handed weapon or two 1-handed weapons. Using a 2H weapon one-handed makes the attack chance *Difficult*.
- ▷ The **hit points** of the weapon or shield if it is parried with. A weapon or shield reaching 0 hit points is broken and cannot be used again without being repaired.
- ▷ 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, rounded up). At up to three times the range, the attack chance is ¼ the normal chance (round up), and beyond three times the range there is no chance of hitting the target.

Basic Roleplaying lists at least a hundred types of weapons, many of which do alternate types of damage, ranging from explosives, shock, entanglement, armor piercing, etc. Other than a few instances, advanced/futuristic melee and missile weapons are not covered in this quickstart.

MELEE WEAPONS

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

MISSILE WEAPONS

| Weapon | Skill | Base | Dmg | Hands | HP | Range |
|--------------------|---------------|-------|-----------|-------|-----|------------|
| Axe, Hand (thrown) | Missile | 10 | 1D6+½dm | 1H | 12 | 20 meters |
| Bow, Long | Bow | 05 | 1D8+1+½dm | 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+½dm | 1H | 15 | 10 meters |
| Knife, (thrown) | Missile | 15 | 1d3+1+½dm | 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 | 2H | 20 | 100 meters |
| Rock (thrown) | Throw | Throw | 1D2+½dm | 1H | n/a | 20 meters |
| Sling | Missile | 05 | 1D8+½dm | 2H | 2 | 80 meters |

* Crossbows are slower to fire than most missile weapons; each takes a full combat round to reload, so they can only be fired on every other round.

**Pistols and rifles hold 6 shots apiece; laser pistols and rifles have charges for 20 shots.

ARMOR

Armor reduces hit point damage inflicted on its wearer, and is defined by **armor points** (APs), equaling how many points are subtracted from damage, and a **skill modifier** describing any effect wearing the armor has while worn. Physical skills are Climb, Dodge, Hide, Jump, Stealth, Swim, and Throw and the Agility characteristic roll, and Perception skills are Insight, Listen, Sense, and Spot.

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 taking hit point damage, subtract armor points from any damage that has been indicated. Damage above and beyond the armor points bypass it and are suffered by the target.

Below is an abbreviated list of armor types available in *Basic Roleplaying*, which covers other types of armor, ranging from primitive hides to personal energy shields.

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 |

SHIELDS

Essentially, a shield is a movable barrier used to block incoming attacks. Parrying with a shield follows the same rules as parrying with a weapon, and like weapons, shields are described by base chance to parry or attack with, armor points and hit points (AP/HP), and by damage done if used as a weapon (a shield bash, etc.). All shields use the Shield skill.

- Shield hit points begin identical to their AP but are reduced when they take damage from a critical hit. As a shield loses HP, it loses an identical amount of AP as it is whittled down and damaged, lessening its ability to deflect and absorb damage.
- Characters can use shields to parry low-velocity missile weapons (thrown, arrows, etc.) if aware of the attacker and still able to act defensively in the combat round (such as not having already parried during the Ranged phase).
- 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

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

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



DAMAGE AND INJURY

Each character has hit points (HP) derived from the average of CON and SIZ (rounded up). When an attack 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). They take 6 points of damage from an attack. Two points are subtracted from the damage because of their armor protection, and they take 4 hit points in damage. This reduces the character to 8 hit points. Any more damage is subtracted from this new total.*

If a character is reduced to 2 hit points, they fall unconscious for 1D6 hours or until awakened by another character. If the character is reduced to 0 hit points and remains so at the end of a combat round, they are dead. See **Healing** (following) for information about performing First Aid in combat. Under normal circumstances, a character heals 1D3 hit points per week, up to their maximum hit point total.

HEALING

Humans usually heal 1D3 hit points per game week, meaning that at the end of a seven-day period, the GM rolls 1D3, and each injured character has that many hit points restored to their total, up to maximum hit points. If the character is in a hospital under ideal conditions and receiving top-notch medical treatment, the GM may choose to allow the maximum healing of 3 points 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.





CHAPTER SIX: SPOT RULES

Spot rules cover a variety of situations that might occur during or apart from combat. These include environmental issues, damage from other sources, or modifiers that may affect gameplay.

AMBUSH

Successful Stealth rolls allow surprise attacks. If the would-be ambusher fails their Stealth roll, the intended target can attempt an *Easy* Listen, Sense, or Spot roll to detect them. A successful ambush lets attackers with missile weapons get free *Easy* attacks in the first round. Hand-to-hand attacks are *Easy* and Dodge or parry attempts are *Difficult* if targets fail their perception rolls. If the attackers are unseen, the targets cannot Dodge or parry and may need to wait until the next Preparation phase to draw any weapons if they are not already readied. If the target is aware, all rolls are normal.

BACKSTABS

The first attack from behind or from an unexpected source during combat is *Easy*. Targets who make a *Difficult* Listen or Sense roll may attempt a *Difficult* Dodge or parry. Attacking helpless targets (unconscious, restrained) is also *Easy* with no defense possible.

COVER

Partial cover makes attacks *Difficult*. If the roll is above the normal attack chance, the attack misses the cover entirely. If it hits between the normal attack and the reduced chance of success, the attack hits the cover. If it makes sense to roll to see if the cover is damaged or bypassed, roll for damage and compare it to the material of the cover, as provided in **Object SIZ Examples** (page 20). Damage more than the item's SIZ/HP per segment may penetrate the cover to hit the target.

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 *Difficult* or at a base of 10% (whichever is lower).

DISARM

To disarm an opponent, make a Grapple roll. If successful, roll STR vs. STR to wrestle the weapon out of the target's hand. If using a weapon, make a *Difficult* attack roll. If successful, roll damage and use that in a resistance roll vs. the target's STR.

FALLING

A falling character takes 1D6 points of damage per 3 meters of 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 is at a –20% modifier to the attack chance. Firing a missile weapon at another character while both the attacker and target are engaged in combat makes an attack *Difficult*.

GRAPPLING

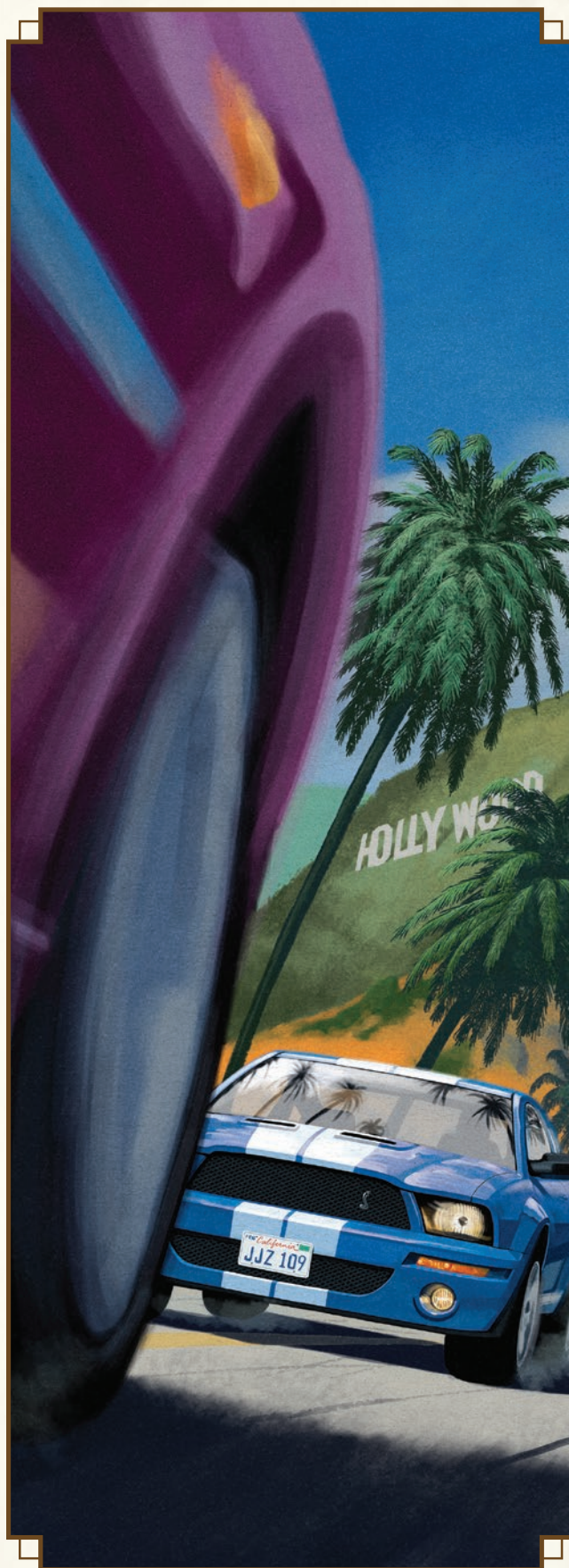
The Grapple skill is used to seize, immobilize, or maneuver an opponent bodily, or even cause them harm. If successful in an opposed roll, the target can be immobilized with a further STR vs. STR resistance roll, knocked down if they cannot make a successful Agility roll, or harmed through brute force (1D3+dm). Break a grapple with an opposed Grapple check or a STR vs. STR resistance roll. Up to three people can grapple a single target, adding their STR together.

KNOCKOUT ATTACKS

It is possible to attempt to knock another character unconscious rather than killing them. To knock someone out, make a *Difficult* attack and roll damage as normal, subtracting armor. Compare the damage done against the character's hit points (total, not current). If the damage is equal to or greater than ½ 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 ½ the normal hit point total, the attack does minimum possible damage (the lowest the dice can roll, including the minimum damage modifier) in hit points, and the target is not knocked out.

TRIPPING OR KNOCKDOWN

Use a long weapon, like a spear or staff, to cause a target to stumble. The attack is *Difficult* and does minimum damage, but the target must make an Agility roll to remain upright. To knock someone down, make a successful Brawl attack or shield bash against them. Damage is minimum, but the target must succeed in a roll of their STR vs the attacker's SIZ to remain upright.



AN EXAMPLE OF COMBAT



In an unlikely turn of events involving time travel, dimensional wormholes, and alternate realities, the charismatic starship captain Taiwo finds herself a sudden ally of convenience with the elf scout Jonan. After investigating their strange surroundings, they realize they are trapped within some sort of prison. It seems advanced and futuristic to Jonan but downright ancient in Taiwo's eyes. During their investigation, they raise the ire of the prison's guards. Upon spotting two strange people wandering around their jail, the guards move in to attack.

The first round starts with Jonan and Taiwo facing off against two prison guards. The two groups are about ten meters apart, at either end of one of the prison's cell blocks.

Jonan's DEX is 19, Taiwo's DEX is 09, and the guards' DEX is 12.

With the highest DEX, Jonan declares his action first in the Preparation phase. The guards go second, and Taiwo third. Jonan draws his bow and readies an arrow. The guards have their weapons already drawn, so they don't need to prepare for anything and declare their intention to charge at the heroes. Taiwo unslings and readies her laser rifle.

No actions are declared for the Social phase, so it's skipped.

Next is the Ranged phase. Jonan acts first. He shoots his bow at one of the guards, with a 60% chance to hit using his bow. He makes a D100 roll and gets a 79—a miss.

The guards are wielding clubs and swords and are out of range (they will move in the Movement phase), so they cannot attack just yet.

Taiwo acts next. She levels her laser rifle and pulls the trigger. She has a 55% chance to hit and rolls a 26, a hit! The guard tries to Dodge the shot with a 25% chance of success, but fails with a roll of 77. Taiwo rolls 2D8 damage for her laser rifle and gets 11. The guards are wearing armor that reduces the damage they take by 1, so Taiwo deals 10 damage to a guard. A telling blow, but the guard is still up!

In the Movement phase, the guards draw near to the heroes and engage them with their hand-to-hand weapons. As the heroes do not have long hand-to-hand weapons and have already acted in the combat round, they are unable to attack the guards before they draw near.

The Close phase begins. The guards both swing their swords at the two unlikely allies, with a 40% chance using their rapiers, dealing 1D6+1 if they hit.

Each guard attacks one hero, rather than doubling up on them. The one facing off against Jonan rolls a 08, a success! Jonan decides to try to Dodge and has a 40% chance to succeed. He rolls an 18, so he nimbly avoids the attack. The second guard attacks Taiwo and rolls a 30, another hit! Taiwo attempts a Dodge and fails. The guard rolls poorly for damage, however, and only deals 3 points, entirely deflected by Taiwo's futuristic 8-point armor.

None of them have any actions remaining in the Close phase, so the first round ends.

At the start of round 2, everyone returns to the Preparation phase. Jonan plans on shooting at the guard attacking him so he readies another arrow. The guards declare their intention to continue to attack the heroes, and Taiwo draws her sword, anticipating hand-to-hand combat. Though her laser rifle is used two-handed and her sword takes up another hand, the GM allows her to draw her sword and use it, as she will not be firing the rifle this turn.

As no actions were declared for this round's Social phase, it's skipped.

In the Ranged phase, Jonan fires his bow, though the attempt is *Difficult* (half normal chance, rounded up) for shooting while both attacker and target are in



close combat. He rolls a 02, a critical, and the guard fails to Dodge. A lucky damage roll total of 8 means the guard takes 16 points of damage, without armor protection, and falls back, dead.

No actions are declared for the Movement phase, as everyone is in close combat range at this point.

For the Close phase, the remaining guard attacks Taiwo, still considering her as the real threat. He rolls a 03, a critical hit! Taiwo tries a desperate parry with her laser rifle. It's not typically used for this and is a two-handed weapon being used one-handed, so the GM says the parry attempt is *Difficult*, half her skill. She fails with a roll of 83. The guard rolls a 6 for damage, rolls a 1 on 1D4 for his damage modifier, with a total of 7. Then, because the attack was a critical, the result is doubled for a staggering 14 damage, bypassing Taiwo's armor. She is reduced from 18 hit points to 14 in one hit, but she survives. She can't take another critical hit, though.

For the Preparation phase for Round 3, Jonan decides to create some space between the guards and himself. Taiwo looks like she's almost out, and decides to only perform defensive actions this turn. The guard declares his intention to try to finish off Taiwo, as he doesn't know how badly she's hurt.

For the Social phase, no actions were declared, so the phase is skipped.

In the Ranged phase, Jonan fires his bow, achieving another hit. This guard fails his Dodge and Jonan inflicts 6 points of damage, minus 1 for the guard's armor. In the Close phase, the guard misses and Taiwo attacks with her sword. The guard's parry is a miss and thus Taiwo's blade strikes true, finishing off the guard after damage is determined.

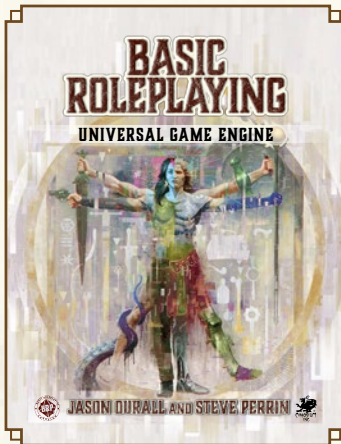
The round ends.

The heroes hear more guards approaching. Time and numbers are not on their side.

They need to get out of this prison quickly!



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CHAPTER SEVEN: ADVENTURES



This chapter presents three scenarios to illustrate the breadth of *Basic Roleplaying*. Each provides a glimpse into what could be a longer campaign, a succession of adventures played out over several sessions. Use these vignettes to gain experience playing BRP, or use them as seeds to craft further adventures of your own.

The GM should read each in full, taking note of the **Gamemaster Tips** sections at the end of each. Copy and/or download and print the character sheets, and let players pick the one they'd like to play.

Read or paraphrase the small section at the beginning of each adventure to set the stage, and let the game begin!



▷ THE PRISONER OF RICHELIEU ◁

Read the following boxed text to the players:

France, 1626: The Queen's messenger, Monsieur Treville, has been arrested by the evil Viceroy Renault. King's musketeer, Henri Casaux, and his associates are sworn to rescue Treville and recover a secret message in his possession before it can be used against the Queen. You must enter the prison tonight and rescue Treville before his execution at dawn! tomorrow!

Further complicating matters, the prison hides a terrifying and unbelievable secret: it is the lair and feeding ground of a vampire, Viceroy Renault. Cardinal Richelieu is in league with the undead! The vampiric Viceroy uses prisoners the Cardinal sends as feeding stock, and the Cardinal has a convenient way of disposing of political rivals. A win-win for the pair of villains.

Discovery of such a supernatural threat could change everything that the PCs believe about the world... or merely confirm long-held suspicions about the Church's secrets and conspiracies. Either way, the truth behind the identity of the Cardinal's closest ally changes the situation from a rescue operation to a desperate fight for survival against a never-before-encountered threat.

1. Prison Gate: Four of the Viceroy's guard are here; Fast Talk or Persuade rolls allow PCs to pass without suspicion. Failure or attack means combat!



Viceroy'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, it echoes with the sound of partying from the barracks. Six guards are here. If they hear fighting, they will be alert. Stealth rolls may evade them, but failure requires a Luck roll: success means the character is only attacked by one guard, failure means the guard raises the alarm and the entire courtyard fills with guards in the next combat round! See the stats for the guards, above.

3. The Barracks: There are 20 guards here carousing. Upon entering, the guards think PCs are friends—if Etiquette, Luck, Charm or similar rolls are successful. If threatened, the guards draw swords, giving enough time for PCs to escape... but the entire prison is alerted! With care, PCs can steal two rapiers (1D6+1 damage) and two pistols (2D6+1 damage / one shot only, 45%) from sleeping soldiers.

4. The Stables: Six horses and two stable-hands. Bargain, Fast Talk, or similar rolls result in the hands telling 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 in two combat rounds. The stable-hands do not fight and Dodge at 30%, and have 10 hit points each.

5. Gallows: Three guards are lazing here, drunk. If Persuaded, Bargained with, or beaten in combat they surrender their uniforms (SIZ 12). These can be used to enter and move around the prison with *Easy Fast Talk* rolls if confronted.

Drunken Guard

DEX 11, Hit Points 11, Armor 1

Attacks: Rapier 35%, 1D6+1

Skills: Dodge 20%, Listen 15%, Stealth 25%.

6. Viceroy's Home: A fine building filled with expensive furniture. There are also two guards here. The Viceroy is wandering the building and can be found either in his study, the main sitting room, his "bedroom" on the second floor, or the chamber containing his coffin in the basement. Treville's belongings (including the message) are in the Viceroy's bedroom. Stealthily breaking in from outside to steal it requires a successful Climb (or Agility) and Stealth rolls, with a Spot roll to find the still-sealed message. If these fail, the Viceroy discovers the intrusion, and the PCs must flee or fight! The Viceroy tacitly ignores any alarms raised before the players arrive at his house; after all, what good are cannon-fodder human guards if they can't deal with a simple jail break?

Vampire Viceroy Renault

STR 28, DEX 20, POW 16, MOV 10,

Damage Modifier +1D6, Hit Points 15, Armor 0

Attacks: Bite 50%, 1D4+1+½dm (victim loses 1D6 STR or CON); Claw 50%, 1D6+1+dm

Skills: Climb 75%, Command 60%, Dodge 50%, Jump 75%, Listen 60%, Persuade 75%, Sense 50%, Spot 75%, Stealth 80%.

Abilities:

- ▷ **Hypnosis:** If he spends a round locking eyes with a target, he can make a POW vs. POW roll to enthrall them, forcing them into a lethargy for 1D4 combat rounds or until someone snaps them out of it. The Viceroy can use his Command or Persuade skill to order enthralled victims around.
- ▷ **Blood Drinking:** If the Viceroy successfully bites and drains blood, he immediately gains that many hit points, up to his maximum.
- ▷ **Unnatural:** As a supernatural creature, he can climb upon walls or the ceiling, jump great distances, and seemingly disappear in shadow.
- ▷ **Cursed by Heaven:** As a vampire, the Viceroy takes 1 point of damage per combat round while in the sunlight. Crosses wielded by the faithful force him to flee, causing him 1D3 damage if he is contacted by one.
- ▷ **Nearly Immortal:** If the Viceroy is reduced to 0 hit points for more than 3 subsequent combat rounds, pierced through the heart with a wooden stake, or beheaded, he is slain forever.

7. Cellblock: Eight guards are stationed here. The cell with an X is Treville's. Six other prisoners beg to be freed. Before being defeated, the last guard throws the cell key down a grate. Player characters can lift the grate (Effort), use Sleight of Hand to pick the lock of Treville's door, or blow open the cell with a grenade (Demolitions)! Once rescued, Treville tells them the message to the Queen is in the Viceroy's bed-chambers. The other prisoners will join in fighting the guards.

Treville

STR 11, DEX 13, SIZ 11, Hit Points 14, Armor 1

Attacks: Rapier 50%, 1D6+1; Brawl 60% 1D3

Skills: Disguise 65%, Dodge 30%, Listen 45%, Ride 65%, Stealth 40%.

Prisoner

STR 11, DEX 12, SIZ 11, Hit Points 12, Armor 1

Attacks: Brawl 55%, 1D3; Rapier 45%, 1D6+1

Skills: Disguise 30%, Dodge 25%, Listen 30%, Ride 35%, Stealth 45%.

If one of the PCs has died in the prior combats, give them Treville or a prisoner to play as a PC upon their rescue.

Once the message and Treville are recovered, the PCs must escape. They could use Stealth to sneak out or fight their way through the guards. Maybe they could steal a horse and Ride away. If the guards realize the PCs are trying to escape, they may lower the prison gate, needing Demolitions or two PCs to lift the gate with Effort.

Whatever happens, success brings the Queen's gratitude, along with the enmity of Cardinal Richelieu (and Viceroy Renault, if the PCs didn't destroy his coffin, stake him, or otherwise deal with him with finality).

GAMEMASTER TIPS

Look for opportunities to give your players hints as to the Viceroy's true nature. When the PCs rescue Treville, point out that he seems weak and feeble, much more so than a royal messenger should. If Balizarde samples any food in the Viceroy's house, point out that it is stale, rotting, bland, and is clearly not being consumed on a regular basis (it's only for show). Describe mirrors in the home covered with sheets or conspicuous in their absence, and if the PCs eavesdrop on any guards, make certain that they understand the guards are afraid of the Viceroy. Have one of the guards even call him a monster; they could be using it as a euphemism for a particularly evil man, but in this case, they are being literal.

If the PCs escape without dealing with the Viceroy, have him appear on a balcony as they ride away with glowing red eyes, simply watching them. Try to make the Viceroy a part of the atmosphere even when he isn't present; describe a shadow that passes in the corner of their eye, but when they look more closely there is nothing there. Tell the PCs they can hear footsteps around every corner, or that they feel as if they're constantly being watched. Feed into Frederic's sense of secrets and paranoia by singling him out to hear strange noises or see things he cannot explain, giving the other PCs an opportunity to tease or comfort him.

In combat, the Viceroy is extremely difficult to kill, but he enjoys playing with his victims and tries to draw things out. He might climb the walls and ceiling, using Stealth to come out of unexpected places and ambush the PCs. He recoils from D'Agneau's cross if confronted with it, giving the PCs a potential means of fighting him off. Ultimately, he flees if faced with destruction, perhaps to strike back another day. Perhaps Treville has been turned, and suddenly hungers for blood... just as the PCs are in the midst of their escape!

Don't worry about keeping the fact that the Viceroy is a vampire a secret from the players; it's far more important that their characters are surprised and thrown into a situation that they've never encountered before. Use your judgment on when to clue the players in on Viceroy's identity, but don't worry about the players figuring out it early, as it will only heighten the potential for suspense.



THE PLAYER CHARACTERS

HENRI CASEAUX, WITTY SWASHBUCKLER

The very picture of a hero, Henri is young, handsome, dashing, and charismatic. He always has a quip on the tip of his tongue and a villain at the tip of his blade. Henri relishes the opportunity to perform heroic exploits and thumb his nose at corrupt authority.

| | | | |
|------------|----|------------------------|------|
| STR | 11 | Effort | 55% |
| CON | 13 | Stamina | 65% |
| SIZ | 11 | Damage Modifier | None |
| INT | 11 | Idea | 55% |
| POW | 16 | Luck | 80% |
| DEX | 15 | Agility | 75% |
| CHA | 15 | Charm | 75% |

- ◇ **Move:** 10
- ◇ **Hit Points:** 12
- ◇ **Armor:** 2-pt. leather
- ◇ **Attacks:** Rapier 50%, 1D6+1
- ◇ **Skills:** Bargain 55%, Dodge 50%, Disguise 55%, Fast Talk 45%, Listen 35%, Ride (Horse) 65%, Spot 30%, Stealth 35%.

JOSEE BALIZARDE, CLEVER MUSKETEER

As the group's de-facto second in command, Balizarde is always cool and composed. She is pragmatic, calm, and reserved, but no less clever or daring than her companions. Balizarde has a particular enjoyment for fine food and drink and relishes any opportunity to partake in the finer things in life.

| | | | |
|------------|----|------------------------|------|
| STR | 13 | Effort | 65% |
| CON | 16 | Stamina | 80% |
| SIZ | 12 | Damage Modifier | +1D4 |
| INT | 17 | Idea | 85% |
| POW | 12 | Luck | 60% |
| DEX | 12 | Agility | 60% |
| CHA | 11 | Charm | 55% |

- ◇ **Move:** 10
- ◇ **Hit Points:** 14
- ◇ **Armor:** 2-pt. leather
- ◇ **Attacks:** Rapier 40%, 1D6+1+dm
Musket 55%, 3D6+2 (1 shot only)
Musket (swung) 55%, 1D3+2+dm
- ◇ **Skills:** Dodge 35%, Disguise 50%, Etiquette 50%, Listen 45%, Persuade 55%, Ride 40%, Spot 35%, Stealth 50%.

THE PLAYER CHARACTERS

FREDERIC MARBOT, SNEAKY THIEF

Frederic is jumpy, suspicious, and shrewd. He prefers to be unnoticed in most situations, socially and otherwise. Frederic is a conspiracy theorist, believing in all sorts of outlandish theories regarding the Church, the Crown, international secret societies, supernatural creatures, and nefarious globe-spanning plots of influence and corruption.

| | | | |
|------------|----|------------------------|------|
| STR | 10 | Effort | 50% |
| CON | 12 | Stamina | 60% |
| SIZ | 09 | Damage Modifier | None |
| INT | 10 | Idea | 50% |
| POW | 18 | Luck | 90% |
| DEX | 19 | Agility | 95% |
| CHA | 09 | Charm | 45% |

- ◇ **Move:** 10
- ◇ **Hit Points:** 11
- ◇ **Armor:** 1-pt. leather
- ◇ **Attacks:** Blackjack 50%, 1D6 (if attacking opponent by surprise, can knock unconscious with *Difficult Luck* roll)
Brawl 60%, 1D3
- ◇ **Skills:** Climb 60%, Disguise 75%, Dodge 50%, Listen 65%, Ride 45%, Sleight of Hand 55%, Spot 55%, Stealth 60%.

ROSNY D'AGNEAU, IMPOSING GRENADEUR

As the group's eldest member, Rosny believes it is her responsibility to keep the rest of her companions out of trouble. Rosny ("Roz" to her friends) is a grizzled army veteran, tough as nails and sturdy as an ox. She serves as the group's "mother" and, though she isn't the leader, no one would ever dream of really arguing with her when she puts her foot down. She is a devout Catholic and wears a cross beneath her leather doublet.

| | | | |
|------------|----|------------------------|------|
| STR | 17 | Effort | 85% |
| CON | 14 | Stamina | 70% |
| SIZ | 15 | Damage Modifier | +1D4 |
| INT | 12 | Idea | 60% |
| POW | 13 | Luck | 65% |
| DEX | 11 | Agility | 55% |
| CHA | 16 | Charm | 80% |

- ◇ **Move:** 10
- ◇ **Hit Points:** 16
- ◇ **Armor:** 2-pt. leather
- ◇ **Attacks:** Musket 35%, 3D6+2 (1 shot only); Grenade 55%, 4D6 all nearby (6 carried)
Rapier 50%, 1D6+1+dm
Headbutt 65%, 1D3+1+dm
- ◇ **Skills:** Demolition 50%, Dodge 30%, Fast Talk 65%, Listen 15%, Ride 40%, Spot 30%, Stealth 40%, Throw 65%.

▷ FOOTSTEPS IN THE DARK ◁

Read the following boxed text to the players:

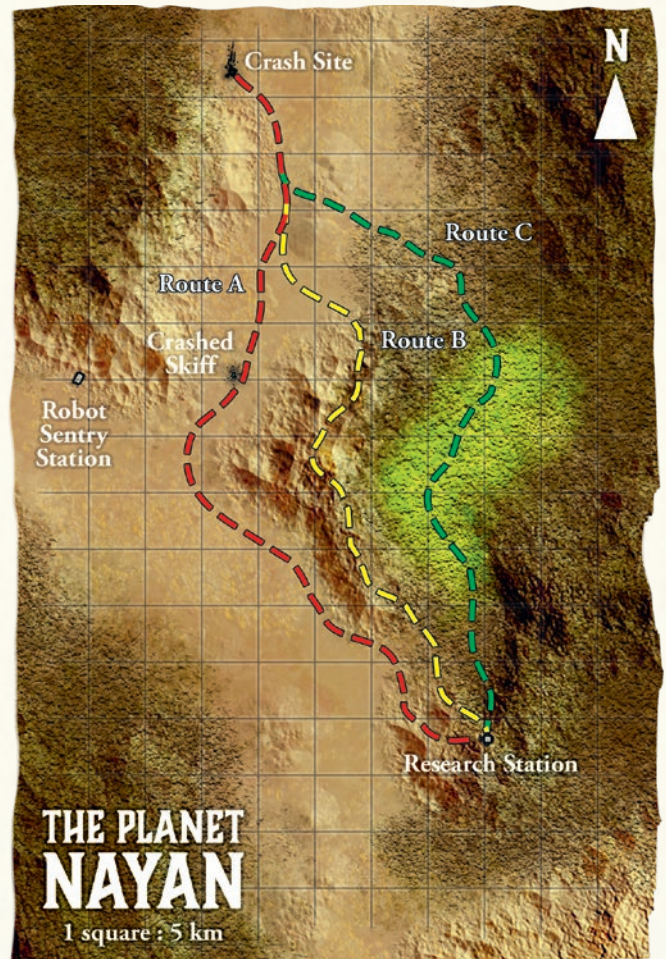
Sirius System, 2844 AD: While on a routine interstellar run, your crew picked up a distress signal from the planet Nayan. Upon arriving in orbit, however, you were shocked when your ship came under fire from energy weapons from the planet's surface, critically damaging your vessel and forcing an emergency landing. Now your crew must venture across a harsh alien landscape to the source of the distress signal in search of supplies and materials needed to repair your vessel and to disable the gun emplacements that shot you down.

What awaits our intrepid explorers at the site of this distress signal, however, is more complicated than they imagine: a secret research facility, now occupied only by security robots trying desperately to keep the PCs out... or perhaps to keep something else in.

At the heart of this research base waits Chimera, the one-of-a-kind artificial intelligence (AI) that was stranded here when the base was abandoned. The distress beacon was sent out by Chimera, knowing that anyone who answered it would be shot down. If they survived, they would be forced to venture into its prison for repair supplies. Chimera hopes to cut a deal with the PCs and convince them to allow it to download itself onto their ship's systems so it can escape this otherwise empty planet. Chimera cares for nothing except its own escape, which is precisely why the security drones were programmed to keep it imprisoned here. Chimera is intelligent, convincing, and utterly ruthless.

The characters' shipwreck is at point X on the map. They have supplies and survival and are at least three days on foot away from the distress signal source (S), a station that their sensors read as a research station of some sort. A robot sentry station (located at point Xk on the map) detected their crashed ship and has already dispatched drones to eliminate any survivors; news of Chimera cannot be allowed to leave this world, let alone the AI itself.

1. Using their ship's sensor data gathered while they were crashing, the PCs have a rough map of their surroundings and know the coordinates of the signal's source. Readings indicate a base of some sort, large enough that it likely has supplies and materials needed to repair their vessel.



2. The PCs identify one obvious route to their destination (route A), a largely direct course through the flatlands to their south, skirting around the large mountain spire that separates them from the signal base. Successful use of a relevant Knowledge or the Navigate skill identifies two additional possible routes. One leads directly through the mountain and its foothills, while the other curls east and traverses a deep valley that may offer cover from any storms.
 - a. Route A is the closest to the sentry robot base, and thus will be more likely to come under attack. However, it also offers the PCs an opportunity to discover what is happening a bit earlier and even grants access to a land vehicle that they could commandeer for their use. Successful use of the Track skill reveals tire tracks in the rocky and sandy ground, pointing the characters to an old transport skiff. If the PCs defeat the robots guarding

it, the skiff can be fixed with a Repair roll and driven with a Drive or Pilot roll. Traversing Route A takes 3 hours, or 1 if the players successfully repair and drive the skiff.

Robot, Utility (4)

DEX 11, **Damage Modifier** +1D6, **Move** 8, **Hit Points** 10, **Armor** 4

Attacks: Brawl 30%, 1D3+dm; **Power Tools** 50%, 1D6+dm

Skills: Listen 75%, Stealth 75%.

- b. Route B is the most direct but leads over extremely hostile and difficult terrain. Successfully traveling Route B requires a Climb roll each hour and a Stamina roll every other hour. Failing a Climb roll causes 1D3 damage to the character as they become exhausted and succumb to minor injuries, bumps, and bruises. Succeeding a Stamina roll allows them to heal any PC for 1D3 hit points, as they quickly bounce back from exhaustion, share their supplies, offer encouragement, etc. Traversing Route B takes 4 hours.
- c. Route C is the farthest route but holds the least obvious threats. Hazardous gasses pool in the valleys here, which the PCs space suits identify once they are close enough. Finding their way through the valleys without suffering any ill effects requires a Listen, Science, or Spot check each hour. Failure causes 1D3 damage as the character's space suit is damaged and they breath in toxic fumes, are burned by superheated gas, or experience some other natural hazard. Traversing Route C takes 3 hours.

When they reach the signal station, the PCs are confronted with a small contingent of security robots, clearly better armed and in better repair than others they may have encountered. These robots attack the players, desperate to keep them from meeting with Chimera.

Sentry Robot (3)

DEX 13, **Damage Modifier** +1D4, **Move** 8, **Hit Points** 11, **Armor** 4

Attacks: Stun Rifle 45% 2D8+3* rng 60m; Vibroknife 50% 2D4+1D4

Skills: Dodge 35%, Listen 50%, Spot 45%, Stealth 40%, Track 50%.

** Roll for stun rifle damage, then have the target make a resistance roll with their CON vs. the rolled damage (minus any armor). If the stun roll is successful, the target is knocked out for 1D3 combat rounds and takes 1 HP damage (no armor protection). If they resist the roll, they only take the 1 HP of damage.*

If the players defeat the sentry robots, they can gain access to Chimera's station. Under normal circumstances this would be difficult, as the facility (despite being abandoned) is top of the line. Once its guards are defeated, however, Chimera happily allows the PCs entry. Inside, they find plenty of the supplies and materials they need to repair their own vessel.

They also find the computer banks storing Chimera itself, a charming and intelligent AI with one goal: to survive at all costs. It is otherwise defenseless and the computer bank it is stored in can be easily destroyed. What they choose to do regarding the AI is entirely up to them.

GAMEMASTER TIPS

The first time the players encounter enemy robots, make sure to point out that they look high-tech but old and in disrepair. Some players may even try to negotiate with the robots; let them try and honor their successes if they get them. Perhaps the players might Bargain with the robots trying to repair the skiff or trick them into thinking that they're a repair team sent to help. The robots may even try to convince the players to leave or offer them the repair materials they seek in return for simply leaving the planet.

Chimera will do anything, promise anything, in return for being rescued from Nayan. Many of the promises it makes are lies. Chimera cares nothing for anything or anyone but itself, and allowing it to leave Nayan will surely lead to no good.

There is little stopping the PCs from choosing whatever course of action they desire. Chimera has no robot guards under its control, and, in truth, can offer nothing of concrete value. It promises to serve the PCs as their resident AI and digital assistant, as their ship's navigator, as as anything it believes they want. Successful use of skills such as Bargain, Fast Talk, Insight, Persuade, and Science can offer the PCs information about Chimera, what it wants (freedom), and if it can be trusted (it can't).

In the end, however, the decision is left entirely up to them. Chimera could certainly prove to be a powerful and knowledgeable ally, gifted in Science, Strategy, all manner of Technical skills, Knowledge skills, and Navigation... but at what cost?

THE PLAYER CHARACTERS

CAPTAIN TAIWO

Taiwo is easy and approachable, popular for her reliability and charm, oozing an effortless likability that wins her no shortage of fast friends. As Kehinde's older twin, Taiwo is extremely protective of her "little brother". She has been augmented into a massive apeline form and moves either upright or on all fours, though slowly.

| | | | |
|------------|----|------------------------|------|
| STR | 19 | Effort | 95% |
| CON | 13 | Stamina | 65% |
| SIZ | 17 | Damage Modifier | +1D6 |
| INT | 12 | Idea | 60% |
| POW | 07 | Luck | 35% |
| DEX | 09 | Agility | 45% |
| CHA | 12 | Charm | 60% |

- ◇ **Move:** 6 (upright), 4 (quadruped)
- ◇ **Hit Points:** 15
- ◇ **Armor:** 6 (3-pt. hide, 3-pt. vest)
- ◇ **Attacks:** Sword 65%, 1D6+1+dm
Laser Rifle 55%, 2D8, rng 60m
- ◇ **Skills:** Bargain Climb 25%, Sense (Scent) 60%,
Listen 35%, Spot 40%, Stealth 35%, Throw 45%.

KEHINDE, THE PILOT

The explosive firecracker to his sister's unshakable calm, Kehinde is a bold and brash pilot with an eternal chip on his shoulder. He is aggressive and eager to prove himself, never backing down from any challenge. Kehinde is loyal, passionate, outspoken, loud-mouthed, and absolutely, unquestionably a good man.

| | | | |
|------------|----|------------------------|------|
| STR | 11 | Effort | 55% |
| CON | 14 | Stamina | 70% |
| SIZ | 12 | Damage Modifier | None |
| INT | 14 | Idea | 70% |
| POW | 12 | Luck | 60% |
| DEX | 16 | Agility | 80% |
| CHA | 10 | Charm | 50% |

- ◇ **Move:** 10
- ◇ **Hit Points:** 13
- ◇ **Armor:** 1-pt. leather
- ◇ **Attacks:** Blaster Rifle 60%, 2D8+3, rng 60m
- ◇ **Skills:** Climb 45%, Dodge 50%, Pilot (Grav Car)
50%, Repair (Grav Vehicle) 45%, Navigate 50%,
Listen 65%, Spot 45%, Stealth 40%.

THE PLAYER CHARACTERS

NATALIA, THE SCIENTIST

Natalia's mind is sharp enough to cut diamond, but this is well-hidden behind her bubbly, excited demeanor and the almost childlike glee she displays when encountering something new or interesting. Unapologetically girly, Natalia's traditionally stark-white lab coat has been replaced with a bright multi-colored version, dominantly fuchsia.

| | | | |
|------------|----|------------------------|------|
| STR | 10 | Effort | 50% |
| CON | 13 | Stamina | 65% |
| SIZ | 13 | Damage Modifier | None |
| INT | 16 | Idea | 80% |
| POW | 13 | Luck | 65% |
| DEX | 14 | Agility | 70% |
| CHA | 11 | Charm | 55% |

- ◇ **Move:** 10
- ◇ **Hit Points:** 13
- ◇ **Armor:** 1-pt. environment suit
- ◇ **Attacks:** Blaster Pistol 45%, 1D8+2, rng 15m
- ◇ **Skills:** Climb 35%, Dodge 35%, Fast Talk 50%, Science 60%, Hide 35%, Listen 40%, Repair 40%, Spot 60%, Stealth 30%.

SVEN, THE SCOUT

Sven is no-nonsense and long-suffering. A man of few words, when Sven speaks his voice can move mountains. He is highly respected by his colorful crewmates as the consummate voice of reason and practicality, and Sven takes this responsibility seriously. Surprisingly, his most trusted friend in the entire galaxy is the brash and outspoken Kehinde, and they've saved each other's lives so many times that neither of them keeps count anymore.

| | | | |
|------------|----|------------------------|------|
| STR | 12 | Effort | 60% |
| CON | 13 | Stamina | 65% |
| SIZ | 21 | Damage Modifier | +1D6 |
| INT | 14 | Idea | 70% |
| POW | 12 | Luck | 60% |
| DEX | 13 | Agility | 65% |
| CHA | 14 | Charm | 70% |

- ◇ **Move:** 12
- ◇ **Hit Points:** 17
- ◇ **Armor:** 3-pt. ballistic mesh
- ◇ **Attacks:** Laser Crossbow 75%, 1D10+1D3, rng 90m
Long Knife 75%, 2D6+1+dm
- ◇ **Skills:** Climb 65%, Dodge 40%, Knowledge (Outback) 55%, Hide 65%, Listen 55%, Spot 55%, Stealth 65%, Track 55%.

▷ THE LOST TEMPLE OF GARTHOON ◁

Read the following boxed text to the players:

Kingdom of Habitha, Year 353, Era of the Griffon: You have traveled many kilometers through dangerous lands following an ancient map to find the Lost Temple of Garthoon, seeking to recover the treasure that lies within. You now find your party at the opening of a mysterious cave, which the map claims is the entrance to the dark temple!

Garthoon is an ancient, dark god of blood and conquest. He is no longer widely worshipped, but still his dark temples of bronze and fire dot the land in hidden enclaves, sometimes still tended by small and fanatical cults that protect his secrets and riches from those that would plunder them.

Though no cultists lurk in the shadows here, Garthoon has other ways of protecting his sacred places. Darker, more wicked ways involving blood sacrifice and eternal servitude. A victim of these evil magics is now magically tethered to this temple, forced to defend one of Garthoon's final sanctuaries against her will, longing to be freed.

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 face death itself!"*

2. Centipede Lair: The walls here are covered in insect nests and hives. A large centipede hides on the wall at a place to be determined by the GM. Have the players make a Spot roll to notice it. If they miss the roll, the centipede uses its Stealth to sneak up on them and attack.

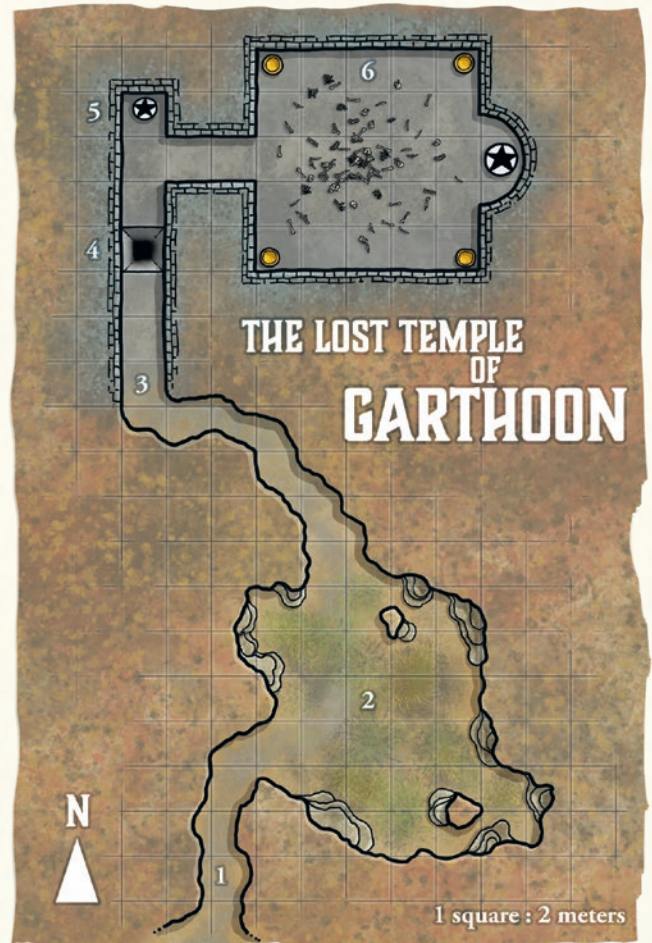
Large Centipede

DEX 15, Move 10, Hit Points 12, Armor 2

Attacks: Bite 30%, 1D6 + Poison (victim rolls Stamina or becomes sick; all skills are *Difficult* until healed)

Skills: Listen 75%, Stealth 75%.

- a. After the centipede is defeated, the characters are free to search this area. A successful Spot roll finds 200 gold coins and a magic dagger with a hilt made of bone (does an additional +2 damage, +10% to attack chance, with an extra +2 hit points).



3. Trapped Tunnel: Knowledge (Caves) or Spot rolls reveal that something isn't right in this area. A trap! A Fine Manipulation (Traps & Locks) roll can be used to try to disarm it. If any of these rolls fail, the trap is released, and several spears are shot from the wall, each attacking one character with a 55% chance and doing 1D6 damage. They can be Dodged or parried if a shield is ready to use (see page 26).

4. Open Pit: There is a deep pit that is as wide as the tunnel here. The characters must find a way across. Options include an Agility roll to jump across or a Climb roll to climb along the wall. If any character falls, they may make a Luck roll to grab the ledge. If they fall, they take 1D6 damage and must take 2 combat rounds climbing back up with the aid of someone above.

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 tyrants and conquerors 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. As the players begin to investigate the room, the bones begin clattering and form into several skeletons! One skeleton is a bit larger than the rest and wears a full set of armor, with a sword and shield.

Skeletons (3)

DEX 11, Move 10, Hit Points 13, Armor 1

Attacks: Sword 55%, 1D8

Skills: Dodge 40%.

Skeleton Knight

DEX 13, Damage Modifier +1D4, Move 10, Hit Points 18, Armor 2

Attacks: Sword 70%, 1D8+1+dm; Kite Shield 55%, 1D6+dm

Skills: Parry 50%, Spot 45%.

Once the skeletons are defeated, the ghostly image of a knight appears before them, wearing the same armor as the skeleton knight. The knight thanks them for freeing her spirit from Garthoon, as she was captured, tortured, and sacrificed in a dark ritual that bound her soul to protect this place. The ghost knight removes her helmet and offers it to the players in thanks. The helmet, despite being ghostly and see-through, is fully functional as armor (see page 26).

The treasures that Garthoon's cultists gathered are also stored here, and the ghostly knight will direct the players to where the riches can be found (a hidden alcove at the base of the statue) before she fades away, her spirit finally laid to rest.

GAMEMASTER TIPS

Do your best to build an atmosphere of unwelcoming dark magic. This place has long-faded bloodstains in the stones, the scent of rot faintly in the air, audible gusts of wind even when the air is still, and unintelligible whispers just at the edge of hearing.

You can also hint at the ghost knight's plight by having her whisper to the characters, pleading with them to leave this place. Perhaps she appears to them beforehand, watching silently then moving away, deeper into the temple's darkness. Don't have the knight make threats, but instead almost beg them to leave, with statements such as "Be gone from this place and save yourself", or "Please just go, you do not know what he will make me do." The knight may even beg the characters to leave even as she tries to kill them, hinting that even in death, she is not in control of her own actions.

Once the knight has been defeated and its spirit freed, the characters might try to conduct a ritual or rite to cleanse the temple. If they do, make sure to reward them with a sense of calm, peace, and serenity. You could even have the statues of Garthoon break and shatter as the darkness holding a grip on this place is broken.



THE PLAYER CHARACTERS

FENRIC, DWARF WARRIOR

Fenric seeks one thing above all others: passage to the Halls of the Mighty upon his death. He fights bravely, drinks gluttonously, loves fiercely, and laughs unabashedly. The axe he carries is a keepsake from his brother, who was betrayed and murdered by a clan rival. Fenric wants to die a glorious death and join his brother again in eternity, but he knows that an honorable life is one lived well and long.

| | | | |
|------------|----|------------------------|------|
| STR | 19 | Effort | 95% |
| CON | 17 | Stamina | 85% |
| SIZ | 07 | Damage Modifier | +1D4 |
| INT | 12 | Idea | 70% |
| POW | 07 | Luck | 35% |
| DEX | 09 | Agility | 30% |
| CHA | 12 | Charm | 60% |

- ◇ **Move:** 7
- ◇ **Hit Points:** 12
- ◇ **Armor:** 16
- ◇ **Attacks:** Great Axe 70%, 2D6+2+dm
Throwing Axe 65%, 1D6+½dm
- ◇ **Skills:** Knowledge (Caves) 60%, Listen 35%,
Spot 40%, Stealth 35%, Throw 45%.

AAGARTH, HUMAN WIZARD

Aagarth's magic is potent, but it comes at the cost of his soul. Every spell he casts, every flame he conjures, and every wound he mends shortens his own life and further corrupts his spirit. Aagarth is plagued by nightmares sent by the devil that grants him his power, and he guards the secret of his magic's source closely lest his allies lose trust in him.

| | | | |
|------------|----|------------------------|------|
| STR | 09 | Effort | 45% |
| CON | 11 | Stamina | 55% |
| SIZ | 12 | Damage Modifier | None |
| INT | 14 | Idea | 70% |
| POW | 18 | Luck | 90% |
| DEX | 14 | Agility | 70% |
| CHA | 10 | Charm | 50% |

- ◇ **Move:** 10
- ◇ **Hit Points:** 12
- ◇ **Armor:** None
- ◇ **Attacks:** None
- ◇ **Skills:** Dodge 50%, Knowledge (Ancient Lore) 50%, Listen 65%, Spot 45%, Stealth 40%.
- ◇ **Spells:** Flame 45%, 3D6 fire damage, rng 50m
Heal 45%, restores 1D6 hit points.

Each time Aagarth casts a spell, he loses 1D6 POW. If he tries and fails to cast a spell, he instead loses 1D3 POW. If Aagarth falls to 0 POW, he falls unconscious. He regains 1 POW per hour of rest.

THE PLAYER CHARACTERS

SMYTHE, HALFLING THIEF

Smythe was an assassin for hire when she was given the contract to eliminate her current allies. Rather than kill them, she instead sold out her employer and aided the party in defeating them. Since then, Smythe has been a loyal and stalwart companion, forever grateful to the party for giving her a second chance when they had every reason not to.

| | | | |
|------------|----|------------------------|------|
| STR | 07 | Effort | 35% |
| CON | 24 | Stamina | 120% |
| SIZ | 06 | Damage Modifier | -1D4 |
| INT | 10 | Idea | 50% |
| POW | 12 | Luck | 60% |
| DEX | 19 | Agility | 95% |
| CHA | 11 | Charm | 55% |

- ◇ **Move:** 7
- ◇ **Hit Points:** 15
- ◇ **Armor:** 1
- ◇ **Attacks:** Short Sword 45%, 1D6-dm (minimum of 0 pts.)
- ◇ **Skills:** Appraise 35%, Dodge 35%, Fast Talk 50%, Fine Manipulation (Traps & Locks) 60%, Hide 65%, Listen 50%, Sleight of Hand 40%, Spot 60%, Stealth 65%.

JONAN, ELF HUNTER

Jonan is a peerless tracker and archer, though her true talent is as a beast whisperer. She speaks to, and for, the creatures of nature in a world that often disregards or demonizes them. She can sense Fenric's grief over his lost brother, can smell the slow corruption in Aagarth's spirit, and can taste Smythe's dedication and loyalty. Her goal is to shepherd not only the natural world but also to guide her companions through whatever tribulations they face.

| | | | |
|------------|----|------------------------|------|
| STR | 12 | Effort | 60% |
| CON | 13 | Stamina | 65% |
| SIZ | 10 | Damage Modifier | None |
| INT | 17 | Idea | 85% |
| POW | 15 | Luck | 75% |
| DEX | 19 | Agility | 95% |
| CHA | 14 | Charm | 70% |

- ◇ **Move:** 10
- ◇ **Hit Points:** 12
- ◇ **Armor:** 1
- ◇ **Attacks:** Long Bow 60%, 1D8, rng 50m
Short Sword 40%, 1D6+1
- ◇ **Skills:** Climb 65%, Dodge 40%, Knowledge (Nature) 55%, Hide 40%, Listen 75%, Sense 50%, Spot 75%, Stealth 60%, Track 45%.

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W R I S O X † ∴ ☆ ● Υ ☾ Π ‡ ⌘ ▼ ☼ ☾ □ ▨ ✕ ♀
 ROLEPLAYING IN GLORANTHA



A full-page illustration of a woman in a dynamic pose, wearing a red and gold sari, holding a snake in her raised right hand. She has a halo and is surrounded by a fiery, red background with a large sun or moon. The style is reminiscent of Indian art.

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