

D10/0

System Reference Document

Version 0.40



Table of Contents

1	Introductory
2	The Agent and Agent Sheet
3	Agent Sheet Front
4	Agent Sheet Back
6	Base Stats
6	Health
8	Skills
10	TABs
10	Powers
10	Karma
11	Actions
13	DAT
14	Progression Points

What is this?

This document is the system reference guide for the D10/0 System. The D10/0 System is a flexible tabletop role playing game system, which maintains a small rule set and provides options for custom mechanics that fit the designer's whims. The D10/0 System tries for flexibility, but is not meant to be universal. It tries to provide a foundation to build on and keep the rule conflicts to a minimum.

Why the name "D10/0"? This system uses d10s and d100s. d10 is the term used for ten sided dice and d100 is the term used for one hundred sided dice. d100s are often simulated by two d10s. There are no other dies used. The D10/0 name came about as a combination of the terms d10 and d100.

Basics before anything else...

The D10/0 System uses a few terms to describe common aspects of the system. Definitions are provided to prepare designer and end-user alike.

Game Master (GM) - This position serves as the liaison between the game universe and players. The GM is the facilitator of the game, the balancer, the equalizing force, and the final vote in conflicts. What the players aren't in direct control of is the GM's domain: storyline, non-player characters, and universe mechanics.

Setting - The content that uses the D10/0 System. A Setting contains all the information about a game's universe. A setting also contains any custom rules and preferences in relation to the D10/0 System.

There are ten major components in the D10/0 System: Agents, Attributes, Health, Skills, TAB, Powers, Karma, Actions, DAT, and Progression Points. To aid in understanding of the system, brief descriptions of these components are provided.

Agents - The active beings in the universe: Critters, monsters, active things, and intelligent beings. Players control their own agents.

Attributes - The basic definition of an agent. There are ten attributes in two groups of five. Tangible attributes: Agility, Endurance, Intellect, Perception, and Strength. Intangible attributes: Focus, Spirit, Sense, Beyond, and Charisma.

Health - The gauge and checklist of an agent's wellbeing. The quantitative measurement is Health Points. The qualitative measurement is Health Conditions.

Skills - The component that determines an agent's ability to find solutions for problems. This component makes use of ten Root and Branch Skills in a tree hierarchy.

TAB - Traits, Assets, and Burdens. TABs give an agent extra definition in a concise way. Traits are matter-of-fact or balanced aspects, Assets are good aspects, and Burdens are bad aspects.

Powers - Abilities that operate on their own rules that are not best represented by individual components. A Power can be a module of rules that may be based on components or a collection of items used with the components.

Karma - Information about the relations an agent has with the setting. These could be notable deeds, reputations, or how the game universe simply feels in general towards the agent.

Actions - The activities of an agent. Results of these actions may present many possibilities depending on the agent's ability.

DAT - Damage, Adjustment, and Threat. Damage is the negative effect on Health. Adjustment can change the nature of Damage. Threat is an action that can produce Damage.

Progression Points - The means and currency for changing an agent.

The Agent

Agents are the active beings in the game's world. They can be characters for the players to play, monsters, critters, other important characters, and most things that have some degree of independent function. An agent could be one of the members of the players characters, a non player character aiding in the quest, a monster, or even certain devices that significant enough. So whether it is the dramatic hero, the quest giving king, or the party's space ship with some onboard automation... They are all agents.

An *Agent* (people, critters, monsters, or other entities) is an active being in the game's universe. Player's agents are proxies for players to interact with the game's universe. Information about agents are keep on Agent Sheets. Agents have rules for construction to fit the Setting.

Standard Player Agent Build Process

Fill in the Agent's information block

Choose a Name and Species

Write in Statistical information and Defining Aspects

Determine Attributes

Every Attribute starts out at 1 and cannot go below 1, but special reasons are required to go over 10.

45 points are given to allocate to attributes.

Allocate points to desire.

Determine Health

Take the average of Endurance and Spirit and multiply by 10

Record in Normal and Current fields

Determine Action Quota

Take average of Agility and Focus, rounding down.

Record in numeric field of Action Quota

Fill in Action Quota circles to preference, such as arranging in groups for organizational purposes.

Choose TABs

Decide upon TABs to take and apply bonuses and penalties

Calculate Skills

Circle the two Attribute abbreviations in each Root Skill. These two attributes will be the major contributors to that Skill.

Calculate the *Base* rating by totaling the attributes for each Root Skill, count major contributor attributes twice

Put "0" in *Adjust* field unless starting out with Skill Points to spend.

Calculate the *Total* rating by adding *Base* and *Adjust ratings*

Determine Karma

Determine Equipment

Determine Adjustments

Determine Actions

Agent Sheet - Front Page

Information Block - At the top of the front page, it contains basic descriptions about the agent.

Name - The agent's name or identification.

Game Info - Information about the game the agent belongs to.

Species - The major classification of the agent. This could be race, animal species, class, nationality, or character type depending on the setting.

Statistics - A place for statistical information. Age, gender, height, and weight are some examples.

Defining Aspects - The general purpose catch all section for any additional information.

Progression Points - A field for Progression Point accounting.

Attributes - Attribute values are recorded here.

Action Quota - A field is provided for the numeric value of an agent's Action Quota and a field of bubbles for visual organization of Action Quota.

Health Block - This block contains information about an agent's Health.

Adjustments - This section deals with Adjustments from the DAT.

Power Blocks - The *Power* field contains the name of a power and other information. The *Normal* field contains the normal power points the agent has for the power. The *Current* field contains the current power points the agent has for the power.

The Dude - The default diagram is a humanoid figure, but can be modified or replaced with better fitting figures. The Dude has *Regions*, *Bubbles*, and *Yellow and Red Zones*. *Regions* represent major portions of the agent. *Bubbles* are multi-purpose fill-in indicators. *Yellow Zones* represent regions of the agent that are non-vital points but critical for unhindered function. *Red Zones* represent vital regions. The Dude is a multipurpose diagram for keeping relevant information about an agent. Examples are: Armor coverage, injuries, and important item locations. Also, the Dude may be decorated to better represent the agent's actual profile and appearance.

Action Slots - These ten slots list the agent's significant actions. The *Action* field details an action's description, effects, and source. The *Cost* field indicates what the action costs to perform. The *Check* field indicates the kind of check and goal number an action requires.

Skills - The *Root Skills* are written and spaced for branch skills to be recorded beneath them. Basic, Adjust, and Total fields record the different ratings a skill has.

Agent Sheet - Back Page

Items - The assorted belongings carried by the agent. Another copy of the *Dude* provided for marking locations of gear.

Extra Skills - Extra skill fields provided for more advanced agents.

Traits, Assets, and Burdens - The discrete defining points of the agent.

Karma - This section is for Karma information.

Notes - This section is for notes and other information.

Attributes

Attributes are the simplest definition of an agent. They are rawest expression of what an agent is capable of. They serve as the basis for Skills, TABs, and Powers. Is an agent strong or wise? A charmer? Tough beyond mere mortal men? Attributes answer these basic questions.

The typical agent has attributes within the range of 1 - 10, but can have attributes above 10 with significant reasons.

Score	Meaning
0	Non-existent
1	Barely noted
5	Average
10	Amazing
10+	Exceptional

The Ten Attributes

There are ten attributes in the D10/0 System and are arranged into two groups of five. One group is for *Tangible Attributes*, while the other group is for *Intangible Attributes*. Both groups contain complimenting tangible/intangible pairs.

Tangible Attributes

Agility - Proficiency at physical control. Agility encompasses flexibility, dexterity, speed, and motor control.

Endurance - Physical durability and quality. This incorporates construction, reliability, physique, and efficiency.

Intellect - Empirical information processing ability. Can be likened to book smarts, computational prowess, and logical reasoning.

Perception - Ability to garner useful information from empirical senses. Agents may have senses that give greater range, but still rely on Perception to make the sensory information useful.

Strength - Physical strength and power. Strength can determine an agent's physical force in a hit, carrying capacity, and ability to brute force through situations.

Intangible Attributes

Focus - Coordination, concentration, and application of the self. A measurement of an agent's control over the application and balance of *body and mind*.

Spirit - Courage, will, guts, fighting spirit, and/or faith. Intangible compliment to Endurance, which measures an agent's ability to persevere.

Sense - The Anti-Intellect: Common sense, wisdom, and other bits of intelligence. A representation of an agent's mind's ability shaped by experience, hard lessons, and raw intuition.

Beyond - Gut feelings, sixth senses, and beyond-the-empirical perceptions. An agent's ability to garner useful information from non-empirical senses.

Charisma - "Strength" of character. An agent's ability to influence others, get attention, or inspire those to follow the lead. Charisma isn't tied to physical looks, but presence.

Health

Health. Often taken for granted when you have it, not so much when you don't. The world an agent is in is sometimes unforgiving and can often lead to trials by fire. When things go wrong, consequences happen. Sometimes those consequences lead an agent to be injured, get sick, or suffer more permanent effects. But fear not, injuries can be healed, sicknesses cured, and permanent disabilities overcome. It's not always bad news. Sometimes your health can be exceptional, so never discount a good night's sleep and taking those extra steps to keep yourself in good shape.

Health is the well-being of an agent. *Health Points* are the quantitative representation of health that provides a general gauge of well-being. *Health Conditions* are qualitative details about an agent's well-being. Health points have two fields: *Normal* and *Current*. *Normal* defines the typical Health points. *Current* tracks the current health points.

Standard Health Methods

The standard method to determine starting *Normal* health points for a player agent is to take the average of an agent's *Endurance* and *Spirit*, then multiply it by 10. The *Current* equals the *Normal* at the beginning.

Normal health points can be increased by *Progression Points*. A standard increase is the average between *Endurance* and *Spirit* (rounded up) that is added to the *Normal* health points.

The Standard Health Range		
Exceptional	<i>Current above Normal</i>	In extraordinary Health, and may degrade over time.
Normal	<i>Current is Normal</i>	Typical health point level. Average, everyday healthiness.
Injured	<i>Current below Normal</i>	Suffering from Health Conditions or received Damage.
On the Brink	<i>Current is 0 (Zero)</i>	On the edge between stable and failing health.
Dying	<i>Current below 0 (Zero)</i>	Health is failing and can develop detrimental conditions.
Dead	<i>Current below -Normal</i>	Dead: Non-functional, moved on, ceased life functions.

Keeping Healthy

Many elements in the game universe can keep an agent from having optimal health. Normal maintenance activities may not be enough when health conditions or damage work against an agent's health. Settings can have means for health recovery by using natural healing, medicines, or other procedures.

Failing Health

When an agent's health points fall below 0 (zero), the agent is dying. A dying agent sometimes makes checks to avoid further degradation of health and may have difficulty performing actions.

Death

After passing a negative health point threshold, the agent dies. This threshold, by default, is the negative value of an agent's normal health points. What exactly "death" or "Dramatic Existential Alteration of Theoretical Happenings" means for an agent is explained by the setting. Death can be permanent or just an alternative state of being.

Skills

An agent in the world will be tested. An agent's actions sometimes require skill. Checks based on these skills find out if and how they happen. Is the lock deftly picked in time or does it jam from incompetence? Does the agent quietly creep around the courtyard without being detected or easily spotted by the first spotlight? Does the agent decipher that key phrase out of the ancient texts that warns of the troubles to be faced in the next adventure? Agents can do a variety of many things. Skills start out broadly encompassing a variety of activities. Later on, an agent's skill set can become focused and branch out to more refined variations. Or an agent may maintain a broad skill set and be a jack of trades, but master of none. But an agent could focus down a branch of skills to exacting mastery. Either way, an agent can develop skills through using them in impressive ways or carefully develop them through use of Progression Points.

The D10/0 Skill system makes use of a *Skill Tree of Root and Branch* skills. There are ten root skills: *Athletic, Close, Domestic, Interaction, Navigation, Ranged, Sensory, Society, Theory, and Vocational*. These root skills are available for use by default and serve as the starts for other skills to grow from. There are a few rules regarding branch skills so the tree forms right.

- The branch skill is not the same as the parent.
- The branch skill's content came from the parent.
- Branch skills from the same parent should not share the same content.
-

Roots and Branches

Skills are arranged in a tree structure. The arrangement of root skills and branch skills depends on the setting. Settings should have a Master Skill Tree which shows all the skills available and their arrangement. The Master Skill Tree is developed in conjunction with the style of agent development the setting wants to encourage. Broader trees grant more choices and deeper trees grant more options for specialization.

Using Skills (Rolling the dice)

Skills use d100 or hundred sided die rolls. When an *Action* by an agent requires a Skill Check, the player rolls two ten-sided dice with one die representing the ten's position and the other the one's position. The number from the roll is compared to the Total rating of the appropriate skill. The disparity between these two figures determines the result. Please refer to "Actions - Using Actions" section for more information.

Skill Rating and Fields

The ten root skills on the agent sheet are skills granted to each agent to use. The *Base Rating* for a root skill comes from a calculation of attributes indicated by abbreviations next to the skill. Two of these contributing attributes can be circled to indicate they are major contributors. The standard calculation totals the values of all attributes, counting major contributor attributes twice.

A branch skill grows from either a root or another branch skill. A branch skill gains its base rating from the parent skill's *Total Rating*. This is reinforced by writing branch skills under their parent skill.

On the agent sheet there are three columns after a skill

name. These fields the different ratings of a skill.

Skill Fields		
Base	Base Rating	Starting rating in a skill. Derived from Attributes or parent's Total rating.
Adjust	Adjusted Rating	Changes in skill rating. The value determines the cost for an increment.
Total	Total Rating	Determined by adding <i>Base</i> and <i>Adjust</i> ratings.

Skill Points

Skill Points change an agent's adjusted rating. The points to increase rating depends on the *Adjust* field of a skill. Skill points can be bought with progression points or granted by the GM. When a player buys skill points, he or she selects a root skill. He or she receives skill points equal to the sum of the major contributor attributes of the root skill. These points can be used on the root skill or any skill growing from it. When a GM rewards skill points, they can either directed towards a specific skill or a branching.

As the adjusted rating for a skill increases, it becomes more expensive to increase the adjusted rating. This results in an increased skill point cost. The standard formula is based on powers of 2 with the exponent being the value of the tens place in the adjusted rating.

Standard Exchange Rate					
Adjusted Rating	00 - 09	10 - 19	20 - 29	30 - 39	40 - 49
Increment Cost	1 Skill Point	2 Skill Points	4 Skill Points	8 Skill Points	16 Skill Points

Skill Trees

These two examples show the extremes in applying skill points in a skill tree. Fifty skill points are used in both examples.

Focused Example	Base	+ / -	Total
Skill A	0	10	10
Skill B	10	10	20
Skill C	20	10	30
Skill D	30	10	40
Skill E	40	10	50

Focused rating avoiding the higher exchange rates.

General Example	Base	+ / -	Total
Skill A	0	25	25

For broad rating at the cost of higher exchange rates.

Skill Improvement

Events in the game may prompt the Game Master to reward skill points. While Progression Points can be used to buy skill points, it may be more prudent to reward exceptional uses of skills directly. There are three major uses of a skill that can prompt such a direct reward: Creative Extension, Masterful Repetition, and Surprising Discovery. When these type of events occur, a Game Master may reward 1 - 5 skill points (depending on the impressive nature of the feat) to be spent on a particular skill or a branching of skills.

alone. "Did I do this? My God. I did."

Creative Extension - Using a skill in way either a unique, unusual, or envelope pushing manner.

Example

They haven't seen him. The other warriors are too busy looking for signs of which way he went. He leans out enough to see they are grouped together talking. He's tired and worn from running and battling, but feels he can manage one more Flash Strike. There too many warriors around for that to be of any use, unless... The very large oak tree; he notices how tall and massive it is. More importantly, he sees that it could easily land on top of his pursuers. One Flash Strike, one very large oak tree, and one chance for a clean escape. He carefully sets up for the Flash Strike behind the tree to making sure to keep himself hidden. A silvery ghosted arc appears and disappears before him, intersecting the tree through. The great oak quietly moves towards the his enemies. Not even the cracking or splintering of wood from the trunk is heard; a very clean strike. At only the last moment, a warrior notices the odd growing sound of rustling leaves descending upon him. Not even enough time to warn the others. The victor chuckles and runs off, figuring they had other more "pressing" problems than he.

Masterful Repetition - Practice makes perfect. Dedication breeds excellence. Sometimes dedicated repetition will do the job of creatively twisting knowledge or uncovering something hidden inside.

Example

After every mission and even after every meal, she goes through her routine. Everyone just shrugs. That's the way she is. She's dedicated to her goal. The next step of her martial arts training is to shatter a plank of wood with a single punch. At the end of her routine, she prepares a single board. She stares at the board with a focused gaze that has yet to slice the plank in half, much to everyone's surprise. Every part of her body is ready for the next move. She's done this punch many times. Every time, she has looked at an intact board afterwards. Everything is set. She goes through the motions as every part of her body moves in a fluid, flowing manner. The fist comes into flush contact with board. At first, it all feels all too familiar. Then, something feels different. The wooden plank bows under the force and at the apex fractures in two. For the first time, she can follow through the punch with a sense of accomplishment. A wry smirk on her face, "I guess I'll need two boards for now on."

Surprising Discovery - Whether it is luck, natural talent, or dormant skill, one can discover unexpected proficiency. Maybe it was a fluke, but one can't argue with the results.

Example

Pinned down under gun fire, he's not the combative type. Never fired a gun in his life. The enemy is getting closer as the time between the cracks of gunfire and the thuds of bullets hitting the dirt around him get too close to distinguish anymore. Something needs to happen. A rifle before him from a fallen soldier, he takes it. Loaded and ready to fire, at least to the best of his knowledge. His back up against the retaining wall providing him cover, he psyches himself up for the last stand. They won't take him alive, neither by his request or theirs. He stands up, rifle seeking a target, and letting out his best battle cry. The next moments seem to last forever in his mind as the rifle finds its first mark. A gentle squeeze of the trigger, a clean follow through with the recoil, and an enemy drops. The muzzle of the gun pans to the next surprised enemy, a faint smoke trail tracing the path. Another squeeze of the trigger, the recoil ejects a spent casing, and another enemy falls backwards. With cold calculated precision, iron sights line up on the final, now confused, threat. His body engages in a strange automation resulting in the final foe slumping to the side of road. Still standing and can't fathom why, he looks to see if reinforcements had come. He is

The Basic Skills

Athletic (*Agility, Endurance, Strength*) - Non-combative and physical: Endurance Running, Gymnastics, Weight Lifting, Sports, Yoga, and similar physical activities.

Close (*Agility, Endurance, Strength*) - Up close and combative: Blades, Sticks, Brass Knuckles, Kung Fu, and even groin kicks.

Domestic (*Charisma, Sense, Spirit*) - Activities that aren't industrial: Household chores, art and crafts, many hobbies, and amateur activities.

Interaction (*Charisma, Spirit, Strength*) - Activities, experiences, and knowledge about interacting with others: Trading, Negotiation, Diplomacy, and even Intimidation.

Navigation (*Beyond, Intellect, Perception*) - Skills that relate to movement, navigation, piloting, control, and positioning.

Ranged (*Agility, Focus, Perception*) - Combative from a distance: Bows, Slingshots, Firearms, Plasma Cannons, and even throwing rocks.

Sensory (*Beyond, Focus, Perception*) - Knowledge of environment, exploration, and manipulation of such: Scouting, Spying, Sneaking, Camouflage, and Detection.

Society (*Charisma, Intellect, Sense*) - Understanding of cultures, languages, methods, mannerisms, and politics of civilizations in the present and past.

Theory (*Beyond, Intellect, Sense*) - Higher level knowledge, academic, and scholarly activities: History, geology, mathematics, engineering, and similar.

Vocational (*Endurance, Intellect, Sense*) - Industrial activities, professions, jobs, and other applications of knowledge.

TAB

TAB stands for *Traits, Assets, and Burdens*. TAB's describe what special abilities, advantages, disadvantages, or conditional aspects of an agent. TAB's are tangible and measurable. Traits encompass related advantageous and disadvantageous components or "matter of fact" aspects. Traits are can be neutral or balanced, related aspects that are bundled together. Assets are advantageous and provide a significant net benefit for the agent. Burdens are disadvantageous and provide a significant net detriment for the agent.

Powers

Powers are abilities that sit outside the domain of TAB's and skills. They allow an agent to perform a variety of actions reliant upon their own set of rules. These rules allow powers to use aspects of the D10/0 System in manners fitting of the Setting. Powers can implement special abilities, unique professional aspects, magic systems, natural abilities, and other mechanics that skills nor TAB's properly cover. Powers can be purely independent rule sets or depend upon skills, TAB's, attributes, or even karma to function.

Power Points are a currency used by Powers to regulate their use. Similar to Health Points, power points have a Normal and Current value. Normal represents the typical number available and Current tracks the power points an agent currently has available. The Normal and Current values for power points depends on the rules of the powers.

Powers make use of functions upon power points to regulate their use. These functions are "Need", "Gain", "Drain", "Borrow", and "Lend". "Need" is a check to see if there are enough power points available. "Gain" adds power points to the current value of a power. "Drain" subtracts power points from the current value of a power. "Borrow" temporarily reserves power points and effectively removes them from use until they are returned. "Lend" temporarily grants power points and effectively adds them to use until they are returned.

Example Power: Marksman Focus

A exceptionally trained marksman can develop refined abilities that put him or her above your average soldier. Using exceptional focus and perception, a marksman can perform brief feats of seemingly inhuman accuracy.

Power Points - Normal: Average of Focus and Perception

Power Points - Current: Starts at Normal. Gain one point an hour rested until Normal reached.

Action - Snap Shot: Drain 1

The Marksman can quickly take a shot quicker than normal with no change in accuracy. The next ranged attack's Action Quota cost is reduced by 1.

Action - Sudden Aim: Drain 1+X

The Marksman's extreme focus can grant them the ability to make all the calculations for the next shot innately. A 10 point bonus is granted towards the appropriate ranged weapon skill's use and additional power points may be spent to grant an additional 10 points per power point spent.

Example: Spirit Shaman

By controlling the spirits that live in the world beyond-but-

nearby, the Spirit Shaman can perform feats of the supernatural to aid his or her quests.

Power Points - Normal: Equal to Spirit.

Power Points - Current: Starts out equal to Spirit, Gain 1 point for every round concentrating.

Action - Barrier Shield: Need 3, Lend 3

A quick incantation to the spirits (1 Action Quota point) and the shaman can summon a moderate sized energy shield that is held by the hand. The shield provides a defensive 25 bonus to protect the shaman from attacks. Any attacks that are prevented by the bonus contact the shield. The shield blocks up to 25 points of damage before failing. When the shield fails, a Focus check determines if the Power Points lent to the shield return or are dispersed.

Action - Spirit Lance: Need 1, Lend X or Drain X

If the shaman has the strength, he or she can focus energies into projection of energy at a target. This costs 2 Action Quota points and makes use of the Ranged -> Shaman -> Energy Projection skill. If the projected energy misses it is returned to the shaman next round. If the projected energy hits, it is drained from the shaman and does a number of dies of damage equal to the power points invested.

Karma

Karma in the D10/0 is a summation of how the game universe regards an agent. This can involve deeds done, significant events experienced, or reputations. Karma is established at agent creation and changed by events in game.

Karma doesn't give numerical augments to an agent, but adds subtle aspects or personality. They can be goals or obstacles to overcome. Karma can also deal with an agent's reputation. Individuals, groups, towns, organizations, or even entire species can be the subject of reputations. Karma about reputations may focus on what the agent is, what memberships an agent has, or even what town an agent is from. Karma isn't static and can change in reaction to circumstances.

Actions

An *Action* is any activity an agent has in the game universe. Most mundane actions just happen only significant actions need further attention. Actions can be subject to a *Check*, which is a combination of dice rolls and goal numbers to determine the “if” and “how” of an Action. Actions done during a *Strict Period* are subject to an *Action Quota* cost. Actions can also be altered by other system components.

Action Quota

The *Action Quota* gauges what an agent can do in a round and represents the usable increments of time available. Individual action points are units an agent can use towards actions with costs. If there is enough action points, the agent can initiate the action when allowed.

An agent is not limited to the action points from a single round and can allot following rounds towards actions with high costs. The action is started when points are used towards it and finished when the total points used toward the action reaches the cost. A piece of machinery could be very complex and require a bit of effort to use. Hence, it may have a high action quota cost. The agent using the machinery would use action quota points from one round to start and use from subsequent rounds cumulatively to met the costs of using the machinery.

Action points can be reserved to perform interrupts when the initiative is elsewhere. This is an example of the standard action quota costs.

The Action Quota is determined by taking the average of *Agility* and *Focus*. This is the standard method.

- | | |
|--|-----------------|
| • Moving (Carefully), 1 meter | 1 Action Point |
| • Crawling Prone, 1 meter | 2 Action Points |
| • Drawing a weapon | 1 Action Points |
| • Changing Stance (Carefully) | 1 Action Points |
| • Running <i>Agility</i> value in meters | 1 Action Points |
| • Reloading a Clip | 2 Action Points |
| • Simple Close Attack | 2 Action Points |
| • Simple Ranged Attack | 2 Action Points |

Action Timing

There are two types of periods: *Free* and *Strict*.

Free Periods are when time is plentiful. Nothing forces careful tracking of actions and time. Action quota costs are not observed.

Strict Periods are when time and actions need to be accurately tracked and organized. Combat uses strict periods. Actions during strict periods cost *Action Points*. Strict periods are divided into smaller *Rounds*. Within these rounds, the *Initiative* shifts between all involved and the round ends when the last participant has had the initiative. Initiative determines when someone is allowed to use action points to perform actions. Strict periods can contain many rounds with each round representing a period of time. The standard length is 10 seconds.

Strict Period Structure

Round	1		2		3		4	
Initiative	Agent	Agent	Agent	Agent	Agent	Agent	Agent	Agent
	1	2	1	2	1	2	1	2

When entering a strict period’s first round, the agent to receive initiative first is determined. The standard method orders agents by highest action quota, descending, with ties settled by d10 checks done against action quota. When an agent gets the initiative, its action quota is refilled. Once that participant chooses how to use action points, the actions are performed and the initiative shifts to the next agent. This process repeats in a circular fashion until the strict period is over.

During an Agent’s Initiative

1. Receive initiative
2. Refresh action quota
3. Allot action points to actions initiated in previous round
4. Allot action points to new actions
5. Perform actions
6. Reserve action points for Reactions
7. Pass initiative on

Reactions

Reactions are responding actions initiated by other agents that do not have initiative. Agents can react to another’s action when they have enough remaining action points and there is a viable reason for the reaction. Reactions can be declared beforehand in a proactive manner, which allows one to react immediately when the conditions are met. Reactions may be delayed by the actions of the agent with the initiative and a check may be required to determine when an reacting agent is allowed to act. These determination checks occur in situations where there is a conflict of timing between two actions trying to happen at the same time. For example, if an agent was expecting to shoot another coming through the door, but the target was expecting this and ready to reciprocate.

Using Actions

Actions start when declared by the player when allowed. Some actions have *Checks* to determine how well or even if they are performed. The most common checks are based on either attributes or skills. If an action can feasibly use a skill, it usually does. Otherwise, it uses an attribute.

Dice and Rolling

Checks are resolved with two ten-sided dice. Checks make use of roll-under mechanics.

- **1 x Ten Sided (0 - 9)** - Single die for attribute checks. Single or multiple dies for damage.
- **2 x Ten Sided (0 - 99)** - Skill checks: A die represents the ones and a die represents the tens.
-

Disparity

When a check is made, the appropriate die is rolled. The rolled number with penalties is compared to the attribute or skill score with bonuses. The difference between is considered the *Disparity* of the roll.

$$(Score + Bonuses) - (Roll + Penalties) = Disparity$$

Disparity determines the quality of effort towards an agent’s action. A positive disparity is good, a negative disparity is bad, and a neutral (0) disparity is a miss. Misses are when either canceling amounts of good and bad happen or when neither good or bad happens. The greater the disparity the greater the

degree the results are, both good or bad.

Disparity Information			
	Difficulty	Positive Disparity	Negative Disparity
0	Average	Miss	Miss
1(10)	Tricky	Minor Success	Almost Successful
2(20)	Challenge	Noted Successful	Noted Failure
3(30)	Hard	Well Done	Fouled Up
4(40)	Worrisome	Like a Pro	Complete Klutz
5(50)	Improbable	Amazing	FUBAR
6(60)	Impossible?	Awe-Inspiring for all the right reasons	Awe-Inspiring for all the WRONG reasons

DAT

Damage

Damage is the direct negative, detrimental effect upon an agent's *Health*. This can be *Health Point* damage or negative *Health Conditions*. Health point damage is represented in points of damage. The common source of damage comes from weapons. *Adjustment* alters damage by changing the amount of health point damage. Health conditions can have damaging effects to an agent which can be permanent or temporary. *Threats* are actions that can produce damage.

Health point damage has two factors: *Flat* and *Variable*. Flat damage is a static amount of damage produced automatically. Variable damage is produced by rolling ten-sided dice or *Dies*. Dies can have their maximum amount Limited by a figure or have other operations done to model *Threats*. Notation can make use of metric prefixes when needed to indicate different classes of damage.

A Die can never roll a "0" or no damage. When a "0" is rolled, this is a *Rollover*. Roll the die again and total the maximum allowed for that die in addition to subsequent amounts. This process can repeat.

Variable Notation Examples	
3D(ST)	3 dies limited by Strength
4D	4 dies of damage
2KD	2 Kilo-dies of damage
2MD(ST)	2 Mega-dies of damage limited by Strength
1D(CH)	1 dies of damage limited by Charisma

Damage Examples		
Threat	Flat	Variable
Punch	0	1D(ST)
Pistol	5	1D
Knife	0	2D(ST)
Sledge Hammer	10	2D(ST)
Rifle	10	2D
Energy Pistol	10	3D
Sniper Rifle	15	3D
Energy Rifle	20	4D

Adjustment

Adjustment allows for the alteration of health point damage. An agent may have multiple adjustments that can stack and/or work for different types damage. There are two types of adjustments: *Flat* and *Repeating*.

Flat adjustments reduce or increase health point damage by a fixed amount. Repeating adjustments reduce or increase health point damage by a variable amount. The amount of damage adjusted by Repeating adjustments is determined by how many multiples of ten are in the damage. For each multiple of ten, the repeating adjustment is summed to a total, then applied to the damage. Adjustments are processed in the order specified by their notation from left to right. Adjustments can be made for specific types of damage and can stack when appropriate. Flat adjustments are denoted by a "F" after the number and ratio adjustments are denoted by a "R" after the

number.

Adjustment Notation Examples	
-10F -2R	-10 points flat and -2 for every 10 points
-5R	-5 points for every 10 points
1R	+1 points for every 10 points
5F -1R	+5 points flat and -1 for every 10 points
-1R -10F	-1 points for every 10 points and -10 flat

Adjustments are used to simulate the effects of armor, TABs, and Powers. Armor commonly uses Adjustments. The given design of a particular armor can be translated by combinations of adjustments. Hard armors that rely upon deflection and absorbing damage can translate into Flat Adjustments. Soft armors that rely upon redistribution of damage to less lethal concentrations translate into Repeating Adjustments. TABs and Powers can do similar translations and more. Certain TABs and Powers may causes weaknesses or sensitivities in agents and can actually increase the damage an agent receives.

Threat

Actions that can produce damage are *Threats*. Threats can only produce damage when their nature is determined. Many actions can occur to change the nature of a threat.

The Threat Process

1. Action becomes a threat
2. Threatened targets determined
3. Nature of the threat altered by other actions
4. Determined threat produces damage, if any
5. Damage delivered and adjustments applied

Being Threatened

A group of adventurers are out to deal with a rowdy bunch of giants. One of the giants flings a boulder at one of the adventurers called "Bob". Now Bob is Threatened. Unless Bob does something to get out of the way of the boulder or to change the nature of the threat, he's going to receive the attack unhindered. In this case, it is a very large rock hurled at high speeds towards him.

Determining the Nature of the Threat

Janet is in a fire fight with the local fuzz. Seeing an opportunity, she gets out of cover and unloads her MP5 submachine gun in the direction of an officer. She rolls well enough and threatens the officer significantly. Due to the chaotic nature of burst firing a large number of rounds in a short period of time, we have to determine how many of those rounds come into contact with the officer to find out the nature of the threat. Then, the damage the officer receives can be determined.

Progression Points

Progressions Points are the currency for developing an agent. Progression Points pay for changes to an agent allowed by the Setting. Progression Points are rewards for accomplishing goals and notable feats: Save the town, perform a spectacular feat, or even managing have the most failed checks out of the group.

Standard Reward Table		
Degree	Amount	Example
Minor	1	A noteworthy game session event
Small	2	A very successful game session
Larger	5	A Successful mission completion
Major	10	A Successful story arc completion

Standard Cost Table		
Item	Cost	Notes
Health Point Increase	5	
Skill Point Purchase	5	
TAB	5 - 10	Varies by TAB degree
Powers	10	
Karma	1 - 10	Varies by value on Karma