System Reference Document

Version 0.80

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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 a designer's whims. The D10/0 System tries for flexibility, but is not meant to be universal any shape or form. It aims to provide a foundation to build upon 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.

And briefly for those wondering what exactly a Tabletop Role-Playing game is... Simply put: It is group story-telling with an element of uncertainty with how the story is going to flow. To manage that uncertainty and provide structure, this particular game uses various statistics, rules, and dice.

The Difference

What makes this game system different that the others out there? The individual bits and pieces of the system come together to give players, game masters, and designers options in customization and flexibility. And this is done while not losing the individual identity of the bits and pieces. Each piece has its own function and components that are clear from others. While they do interact with each other that do so in clear ways and avoid trying to do the other component's job.

Other Notable Bits

There are ten attributes arranged in two groups of five: One group of tangible aspects and the other intangible aspects. This allows representation of a variety of characters more explicitly by attributes with less special cases and extra rules. For example, there's a Strength and Endurance attribute instead of a unified Body attribute. This way one can have characters that are tough and resilient but not physically strong, and characters that are strong but have trouble maintaining an extended use of that very strength. Or a character can be book-smart (Intellect), but lack wisdom (Sense).

The Skill system uses branching trees to organize base skills and branching specializations. Progression is weighted to make specialization an efficient means for narrow skill growth and generalization broadly useful but costly. Skills use a larger numeric range than attributes so even small, incremental skill improvement is immediately useful to a character.

Traits, Assets, and Burdens allow character customization beyond what Attributes and Skills can offer. These can be designed to fit a Setting and meet the requirements of a designer to encourage a variety of game styles. Karma further defines a character in a less discrete, overall way . Karma can represent reputations, relations, backgrounds, history, and other more cosmic standings.

The mechanics use strictly d10 or d100 rolls to keep the number and variety of dice to a minimum.

Basics before anything else...

The D10/0 System uses a few terms to describe common aspects of the system:

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 arbiter in conflicts. What the players aren't in direct control of is the GM's domain: storyline flow, non-player characters, and universe mechanics are examples. The Game Master should be seen as a fellow collaborator in the story as it is told, similar to a director of a movie. Players should give plenty of material for the Game Master to work with and aid in providing a more compelling experience. But, the Game Master ultimately has the final deciding vote and should exercise such to maintain the integrity of the game for everyone's enjoyment.

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.

Characters - The beings in the game's universe: Critters, monsters, active things, and intelligent beings. Players control their own characters and always have a charater sheet to keep track of important information about them. Also, significant other characters in the game's universe may have some form of character sheet to keep track of information.

Attributes - The basic definition of a character. 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. Attributes are the rawest bits of information about a character.

Health - The gauge and checklist of a character's wellbeing. The numeric measurement is Health Points. The informative notes are Health Conditions.

Skills - Skills determine a character's ability to find solutions for problems. There are ten root skills that are granted to a character and it is assumed that any character

has these skills. Additional branch skills are specialized derivaties of a skill and are added as branches to the parent skill. This combination of roots and branches forms a skill tree.

TAB - Traits, Assets, and Burdens. TABs give a character extra definition in tangible and explicit aspects. Traits are matter-of-fact or balanced aspects. Assets are good aspects. Burdens are bad aspects. TABs are often used to encapsulate archetype abilities, the rules for Powers, and other abilities that require more function than what Attributes and Skills provide.

Powers - Powers are abilities that operate on their own principles to grant a character special actions in the game. Often Powers work with Attributes, TABs, Skills, or even Karma with their own rules to create a set of actions the character can use and define future potential. Most powers make use of power points via power functions to regulate what is and isn't possible.

Karma - Information about the relations a character has with the setting. These could be notable deeds, reputations, or how the game universe simply feels about the character. While Karma can work with TABs, it is less clear cut. Karma often influences the game universe on a more broad scale, less apparent to the character or even the player. A TABs may give a character a bonus to finding X. A Karma may put the character in more situations where finding X is easier.

Actions - The things a character does. Technically, anything a character does is considered an action. Practically, only the signficant actions of a character a given much attention. Actions are often the subjects of checks to figure out what was the final result of the action.

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

Progression Points - The system's currency for changing an agent. Progression Points grant a Game Master a way to reward players for accomplishments. These Progression Points allow a player to purchase improvements for characters.

The Character

Characters are the beings in the game's world. They can be people, monsters, critters, or things that have some sort of independent function. So whether it is the dramatic hero, the quest giving king, or the party's space ship with some onboard automation... They are all characters.

Player Characters are the proxies players use to interact with the game's universe. Information about a character is kept on a Character Sheet. Settings have rules to tell the player how to build a character for the game's universe.

Standard Player Agent Build Process

A setting should provide some kind character build process for players to use, even if it's just a clone of the standard player character build process. Below is the "standard" player character build process. These are general steps to building a player character.

Fill in the Character's information block

Choose a Name and Species: Names are first major bit of information about a character another character will get. Take your time, think of a good one, or if nothing else a fitting one.

What exactly "Species" is depends on the setting, but it is the next significant bit information about a character. It's often what other characters in the game will perceive first. Species can simply be a major classification for the purposes of origin or plot. Or, it can involve receiving a unique blend of TABs, Karma, or even Powers that fully define a character as that species.

Write in Statistical information and Defining Aspects: Record all the various tidbits of information pertaining to height, weight, age, and other descriptors into Statistics. Defining Aspects are prominent, quick to discern, and/or uniquely apparent characterizations.

Determine Attributes

Every Attribute starts out at the minimum of "1": Attributes typically are capped at 10, but special reasons can allow attribute scores in excess of 10. This isn't common.

Allocate 45 points to attributes as you please: 45 points is the standard amount. It provides enough points for player characters to be distinguished from the average in the game world, but still force sacrifices be made for very high scores in attributes. For reference, the average Attribute score is "5".

Determine Health

Take the average of Endurance and Spirit, and

multiply by 10: This is the standard for games where physical combat is the more common type of conflict. A different multiplier can be used to alter the difficulty and danger apparent in the game. Even other combinations of Attributes can be used to better reflect the conflict aesthetic of the game.

Record in Normal and Current fields: The Normal Health score indicates where a character's health resides on average. Current indicates the current amount of Health, which at creation is the same as the Normal.

Determine Action Quota

Take average of Agility and Focus, rounding down: This is the standard Attribute combination for games where physical combat is the common type of confrontation. Depending on the game, other Attribute combinations can be used to reflect the aesthetic of the game.

Record in numeric field of Action Quota: This is a quick reference number for both Game Masters and players.

Fill in Action Quota circles to preference: This serves as a visual reference for the player. A player can arrange filed circles in groups in amounts that work with commonly used actions and their costs.

Choose TABs

Decide upon TABs to take and apply bonuses and penalties: The setting determines what Traits, Assets, and Burdens are available and how many a character can have. The setting can have a very modular, flexible route to allow a player to chose TABs, a random assignment, or even mandate certain TABs based on other aspects of an agent.

Calculate Skills

Circle two Attribute abbreviations in each Root Skill: These two attributes will be the major contributors to that Skill. If two attributes are the same value, choose the attribute which best reflects how the agent would use that skill to solve problems.

Calculate the *Base* rating by totaling the attributes for each Root Skill, count major contributor attributes twice: Given average Attributes of "5", the average for a Skill is "25".

Spend a 100 Skill Points: See the Skills section for more information about how to spend Skill points and how to branch more skills from root skills.

Record newly bought Skill ratings in the *Adjust* field: If nothing was bought for a Skill, put a "0" in the Adjust field.

Calculate the *Total* rating by adding *Base* and *Adjust* ratings: Refer to the Skills section for more information when calculating Base, Adjust, and Total

ratings for branch skills.

Determine Karma

Karma is setting dependant. Karma, by its very nature, is more subjective and reliant upon the game universe. There are no standard rules for it when it comes to character creation. A good character background story can serve as a determiner to what Karma a character should have.

Determine Equipment

Equipment is reliant on the setting. It is recommended that all player characters start out with the same rough total value of equipment. Each character should be allowed to get basic equipment related to his or her chosen role in the party to facilitate and emphasize that role.

Determine Adjustments

Adjustments depend on equipment, character TABs, and other system components. Write down any found in the field.

Determine Actions

Significant Actions are recorded in the places given. Actions worthy of being written down are attacks, power abilities, equipment functions, and even special uses of Skills.

Character Sheet - Front Page

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

- **Name** - The character's name or identification.
- **Game Info** - Information about the game the character belongs to.
- **Species** - The major classification of the character. 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 a character'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 character has for the power. The *Current* field contains the current power points the character 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 a character. Examples are: Armor coverage, injuries, and important item locations. Also, the Dude may be decorated to better represent the character's actual profile and appearance.

Action Slots - These ten slots list the character'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 branched beneath them. Base, Adjust, and Total fields record the different ratings a skill has.

Character Sheet - Back Page

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

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

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

Karma - This section is for Karma information.

Notes - This section is for notes and other information.

Name

Game Info

Species

Statistics

Progression Points

Defining Aspects

Attributes

AG Agility	**FO** Focus
EN Endurance	**SP** Spirit
IN Intellect	**SE** Sense
PE Perception	**BE** Beyond
ST Strength	**CH** Charisma

Action Quota

Health Current

Health Normal

Health Conditions

Adjustments

Power — Current / Normal

Power — Current / Normal

Power — Current / Normal

Action	Cost	Check

Skill Tree — Base Adjust Total

Skill	Attributes	Base	Adjust	Total
Athletic	AG EN ST			
Close	AG FO ST			
Domestic	CH SE SP			
Interaction	CH SP ST			
Navigation	BE IN PE			
Ranged	AG FO PE			
Sensory	BE FO PE			
Society	CH IN SE			
Theory	BE IN SE			
Vocational	EN IN SE			

Items	

Extra Skills	Base	Adjust	Total

Traits - Assets - Burdens

Karma

Notes and Other Useful Information

Best With Stuff

Attributes

Attributes are the simplest and rawest expression of what a character 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 character has attributes within the 1- 10 range. Attributes above 10 are possible with exceptions.

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

Tangible Attributes are aspects of a character that can be measured in empirical ways or quantified. These are aspects that are easier for others to notice and recognize.

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. Characters may have senses that give greater range to detect from, but still rely on Perception to make the sensory information useful. It doesn't matter how far you can see, if you can only process enough to pick out one target nearby.

Strength - Physical strength and power. Strength can determine a character's physical force in a hit, carrying capacity, and ability to brute force through situations. Strength determines how hard you can hit, but not how often.

Intangible Attributes

Intangible Attributes are aspects of a character that are qualitative and ethereal in nature. You know they "exist", but can't properly define them. Many of these attributes are hard for others to discern, unless they are at one extreme or another.

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

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

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

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

Charisma - "Strength" of character. A character'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 a character is in can be unforgiving and lead to trials by fire. When things go wrong, consequences happen and lead a character to be injured, get sick, or suffer more permanent disabilities. Despite that, injuries can be healed, sicknesses cured, and permanent disabilities overcome. And, it is not always bad news. Health can become exceptional, so never discount a good night's sleep and taking those extra steps to keep in good shape.

Health is the overall well-being of a character. *Health Points* show health in an all encompassing, number-based fashion, a quantitative method. *Health Conditions* lists informative notes that provide details about a character's well-being that are specific and cannot be summed up with numbers. Health Points have two fields: *Normal* and *Current*. *Normal* defines the typical Health points. *Current* tracks the current health points.

Health Points

The standard method for starting *Normal* Health Points for a player character is to take the average of a character's *Endurance* and *Spirit*, then multiply it by 10. The *Current* equals the *Normal* at the beginning.

Normal Health Points can increase by spending *Progression Points*. The standard increase by using Progression Points is the average between *Endurance* and *Spirit* (rounded up). Add this amount to the *Normal* health points to get the new Normal.

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

Keeping Healthy

There are many things in the game universe that can keep a character from having good health. Normal healthy activities may not be enough when Health Conditions or Damage work against a character's Health. Settings have means for health recovery by using natural healing, medicines, or other procedures.

The standard Health Point recover rate per day (or the Setting equivalent) is the average between Endurance and Spirit. This amount is added to the Current Health Points until it reaches the Normal. This rate can be doubled with dedicated rest and relaxation, such as bed rate or staying at a resort. This rate can be tripled with dedicated rest and medical care by knowledgeable professionals with plenty of resources.

Health Conditions have their own recovery methods and times. While the character may feel good and be mostly functional, conditions like broken limbs and colds don't heal overnight. Conditions recover on their own outside of what Health Points may say.

Failing Health

When a character's Health Points fall below 0 (zero), the character is dying. A dying character can make checks to avoid further degradation of health, but will have difficulty performing actions. Characters that are dying are out of the fight for all practical purposes. While characters may be conscious and aware of events happening, any significant actions risk harming themselves more and are done at great difficulty. Most characters at this point prefer to find a place to hide, or just want to lay down and not move for some time.

Death

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

Skills

A character will be tested at some point. A character's actions sometimes require skill and 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 character quietly creep around the courtyard without being detected or easily spotted by the first spotlight? Does the character decipher that key phase out of the ancient texts that warns of the troubles to be faced in the next adventure?

Skills start out broad and general. Later on, a character's skill set becomes focused and branches out into refinement. A character can put forth effort to develop a broad skill set or focus down branches of skills to specific mastery. Either way, a character can develop skills through using them in impressive ways or spend Progression Points to carefully develop them.

Using Skills (Rolling the dice)

Skills use d100 or hundred sided die rolls. When an *Action* requires a Skill Check, two ten-sided dice are rolled, 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 skill. The difference between the two determines the result. Please refer to "Actions - Using Actions" section for more information.

Mechanically, all skills are treated the same when used. When an Action needs a check, the best and most relevant skill is found, the roll is made, and then compared to that skill's Total Rating. Judgement calls about which is skill is the most appropriate are left to the setting's material, players, and utilimately the Game Master to decide.

Roots and Branches

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 common to all characters and are always available. They serve as the roots for new skills to grow from. Branch skills are skills the grow from another skill. These branch skills are focused specializations of the parent skill. A branch skill will have smaller set of things it pertains to in comparison to the skill it branched from. Branch skills with the same parent specialize in different ways and don't deal with the same things.

The Skill Tree that can develop depends on the setting. Heavier settings could have a huge Master Skill Tree that shows all the skills available and their arrangement. Broader trees grant more choices and deeper trees grant more options for specialization. Lighter settings improvise and go with what the players and Game Master decides is sensible enough. So long as the new branch skills are refinements of the previous, the on-the-fly approach can work well.

Skill Rating and Fields

The ten root skills on the character sheet are skills that all character have by default. The *Base Rating* for a root skill comes from adding the attributes indicated by abbreviations next to the skill. Two of these attributes are circled to indicate they are major contributors and they are added twice when getting a Base Rating.

A branch skill grows from either a root or another branch skill and gains its Base Rating from the parent skill's *Total Rating*. Branch skills are written under their parent skill to reinforce this relationship.

On the character sheet there are three columns after a skill name. These fields are 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 *Base* and *Adjust* ratings.

Skill Points

Skill Points change a character's *Adjust* rating. The cost to increase a rating depends on the current rating. Skill points can be bought with Progression Points or granted by the GM. When a player buys skill points with Progressional Points, he or she selects a root skill and receives skill points equal to the sum of the two major contributing attributes of the root skill. These points can be used on the root skill or any skill branching from it. When a GM rewards skill points, they can either be directed towards a specific skill or a collection of skills. Skills points not directed towards a specific skill can be saved and applied at a later time. These reserve skill points are noted on the character sheet off to the side next to the skills or in the Notes section of the sheet.

As the Adjust rating for a skill increases, the cost to increase the rating increases. For every 10 points in the adjusted rating the skill point cost doubles.

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

When a character starts out during creation, they start out with only the root skills. Skill points allow a player to craft a skill tree of skills by buying skills that branch off the roots and other branch skills.

Initial Skill Tree	Base	Adjust	Total
Root Skill	10	5	15

When a character has skills points, the player may purchase a new branch skill by spending 1 skill point. This new branch gets its Base rating from the Total of its root.

Skill Tree	Base	Adjust	Total
Root Skill	10	5	15
Branch Skill A1	15	1	16

A player may decide to purchase another Branch skill off of either the root or the existing branch skill. For example, the player could have bought one off of each.

Skill Tree	Base	Adjust	Total
Common Root Skill	10	5	15
Branch Skill A1	15	1	16
Branch Skill B1	16	1	17
Branch Skill A2	15	1	16

This process can be repeated so long as a player has skill points to spend and there are relevant branch Skills available to purchase. Skill trees rarely branch greater than five skills deep because skill specialization after a point is not significant enough to justify a new branch skill. As shown, root and branch skills can have many skills that branch off from them.

Skill Point Spending

Skill Points can be spent in a variety of ways when working with skill trees. One option is to spend points to create a focused branching of skills that grants a high overall rating to a very specific skill. In this example, this grants an excellent Total rating for the Branch D skill with an efficient skill point cost. The drawback is lower ratings the further the charater has to fall back on parent skills (Branch C, Branch B, Branch A, and the Root) because the branches are not applicable.

Focused Example	Base	Adjust	Total
Root Skill	0	10	10
Branch A	10	10	20
Branch B	20	10	30
Branch C	30	10	40
Branch D	40	10	50

Focused rating avoiding the higher exchange rates.

Another option is spending points in one skill. The increasing skill point costs prevent it from getting the same high Total rating as the Focused Example. But, the key benefit is that there is no cost to falling back since you can't falback any further. Hence, General Example provides a decent overall general Total rating at higher skill point costs.

General Example	Base	Adjust	Total
Common Root Skill	0	25	25

For broad rating at the cost of higher exchange rates.

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

Skill Improvement

Events in the game may prompt the Game Master to reward skill points. While Progression Points can buy skill points, it may be prudent to reward exceptional uses of skills directly. There are many reasons for Game Masters to reward skill points to a player's character: Good effective use of a skill that demonstrates developing ability. Entertaining failures of a skill that showcase a lesson well learned. And significant effort towards development through education by the character or others. Most of these examples justify a 1 skill point reward once a session.

Other examples that are more extraordinary are *Creative Extension*, *Masterful Repetition*, and *Surprising Discovery*. These are major events that should warrant up to 5 skills points.

Skill point rewards can be specific to a skill or a branch of skills. This depends on if a particular skill was use solely or if a collection of skills was used to justify the reward.

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

The Basic Skills

Athletic
Contributing Attributes: Agility, Endurance, Strength
Non-combative, physical activities
Example branches: Endurance Running, Gymnastics, Weight Lifting, Sports, Yoga, and similar physical activities.

Close
Contributing Attributes: Agility, Endurance, Strength
Up close and combative, or Close quarters combat.
Example branches: Blades, Sticks, Brass Knuckles, Kung Fu, and even groin kicks.

Domestic
Contributing Attributes: Charisma, Sense, Spirit
Activities that aren't industrial in nature.
Example branches: Household chores, art and crafts, many hobbies, and amateur activities.

Interaction
Contributing Attributes: Charisma, Spirit, Strength
Activities, experiences, and knowledge about interacting with others.
Example branches: Trading, Negotiation, Diplomacy, and even Intimidation.

Navigation
Contributing Attributes: Beyond, Intellect, Perception
Skills that relate to movement, navigation, piloting, control, and positioning.

Example branches: Driving, Riding, Charting, and Locate

Ranged
Contributing Attributes: Agility, Focus, Perception
Combative from a distance. Ranged combat.
Example branches: Bows, Slingshots, Firearms, Plasma Cannons, and even Throw Rock.

Sensory
Contributing Attributes: Beyond, Focus, Perception
Knowledge of environment, exploration, and manipulation of sensory perceptions.
Example branches: Scouting, Spying, Sneaking, Camouflage, and Detection.

Society
Contributing Attributes: Charisma, Intellect, Sense
Understanding of cultures, languages, methods, mannerisms, and politics of civilizations in the present and past.
Example branches: Bureaucracy , Customs, Etiquette, Local Politics, and Russian.

Theory
Contributing Attributes: Beyond, Intellect, Sense
Higher level knowledge, academic, and scholarly activities.
Example branches: History, geology, mathematics, engineering, and similar.

Vocational
Contributing Attributes: Endurance, Intellect, Sense
Industrial activities, professions, jobs, and other applications of knowledge.
Example branches: Welding, Carpentry, Paramedic, Electrician, and Engineer.

TAB

TAB stands for *Traits, Assets, and Burdens*. TAB's describe the special abilities, advantages, disadvantages, or conditional aspects of a character. TAB's are tangible and measurable. Traits are neutral or balanced, related aspects that are bundled together. Assets are advantageous and provide a benefit for the character. Burdens are disadvantageous and provide a detriment for the character.

Traits provide matter-of-fact aspects or balanced benefits and penalties to a character. Traits are usually self-contained packages of aspects that balance out the good and bad. For example, a character could have the trait "Long Tail" that reduces difficulty when balancing but increases difficulty when concealing identity and presents something to grab in hand to hand combat. The benefit is kept in check by the issues.

Traits can be granted during character creation or bought later with Progression Points, if applicable.

Assets provide tangible benefits to a character. Assets are often designed to be tiered, have costs, and/or requirements to regulate their benefits. Assets can be acquired during character creation or bought later with Progression Points.

Assets can be as simple as conditional Attribute boosts, be part of a greater rule-set for Powers, or have their own rules. For example, a character could have the Asset "Super Speed". This Assets grants them the Power "Super Speed" and explains what abilities and how to use them. Or another example is "The Voice" which allows a character to effectively double their Charisma score for a check once a day to use raw Charisma to manipulate the masses.

Burdens provide tangible detriments to a character. Burdens are often designed to be tiered, have rewards, and/or requirements to regulate their detriments. Burdens can acquired during character creation or later in the game. Burdens may be taken during the game to gain Progression Points and/or as consequence to actions. For example, "One Arm" could be obtained after a grievous combat injury destroyed a character's arm. Or a character may receive "Curse - Chronic Ailment" for the multitude of sins commited by the character that lead to crossing the wrong person. Burdens can even be "bought" off depending on the setting.

While specific TABs rely upon setting material, light settings can use improvisations to provide character definition. Traits like "Type A-Personality" allows a character reduced difficulty (-1 / -10) in assertively convincing people to see things his way but increased difficulty when trying to be kind or considerate. (+1/+10) The "That Didn't Hurt" Asset provides a -1F Adjustment to all damage. The "Space Cadet" Burden doubles the difficulty for any Focus checks made to get the character's attention when distracted. Simple mechanics and descriptive names are recommended.

Powers

Powers are abilities that function outside of TAB's, Skills, and Attributes, and allow a character to perform actions reliant upon special rules. Powers can implement special abilities, unique professional aspects, magic systems, natural abilities, and other mechanics that Skills, TAB's, or Attributes can not represent. Powers can be purely independent rule sets or depend upon Skills, TAB's, Attributes, or even Karma to function.

Power Points is a currency used by Powers to control 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 currently available. The Normal and Current values for power points depends on the rules of the powers.

Powers make use of Functions upon power points: "*Need*", "*Gain*", "*Drain*", and "*Hold*".

"Need" checks to see if there are enough current power points.

"Gain" adds to current power points.

"Drain" subtracts from current power points.

"Hold" reserves power points and prevents Drain from being used on them.

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 - "That's an easy shot!": Drain 1+X

The Marksman's extreme focus can grant them the ability to make the calculations for the next shot in a manner to reduce difficulty. The next Ranged attack is made with a 10 point difficulty reduction 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, Hold 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 presents a defensive 25 difficulty that protects the shaman from attacks. Any attacks that are prevented because of the shield's difficulty 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 held for the shield are kept or drained.

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

If the shaman has the strength, he or she can focus energies into a projection of force 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 release from the hold 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 a character. This can be deeds done, significant events experienced, or reputations. Karma is established at character creation and changed by events in game.

Karma doesn't give number based tweaks to a character, but adds aspects that affect the game's universe in relation to the character. They can be goals or obstacles to overcome. Karma can also deal with a character's reputation with individuals, groups, towns, organizations, or even entire species. Karma can change in reaction to circumstances presented during the game.

While implementation is very dependent on the Setting, Karma make use of *Karma Marks* and *Reputation Stances*.

Karma Marks are bits of information that outline a character's experiences, history, current situations, and future circumstances. A character could have been a witness to a traumatic event when young, and it has left a mark on them that still affects them. Situations that are similar to the traumatic event could resonate with that character and greatly influence decisions. Playing these karma marks out can be the goal of the game or could reward the character with Progression Points.

A character who has served in the military may share an unspoken kinship with other military personnel that served in the same conflicts. This gives the character more unique opportunities to talk to people that wouldn't be as forth coming to other characters. A character could be Cursed by some old gypsy hex that makes the universe occasionally force the character to answer for past wrongs. This could have the character running into those he or she has wronged in the past and spark a new problems.

Karma marks can change because of game events as directed by the Setting.

Reputation Stances are small notes about a character's standing with various entities in the game's universe. The subject or target of these stances can be the character directly or indirectly, another character, an organization, or a large generalization. Reputation Stances can be earned by activities in the game. A character may have performed a variety of errands reliably for a number of people in a town. That character becomes the target of a reputation stance as being "Reliable" to the town. Reputation Stances can already exist well before the character is even created in the game. A character of a particular species not held in high regard may have difficulty with doing anything in the town as they are quite "Bigoted" towards the character.

These Reputation Stances can change due to game events. A character can become "Vindicated" by new, shocking evidence of a crime being revealed to the public. The people who regarded the character as a "Criminal" will change their stances towards the character with the new evidence coming to light.

Actions

An *Action* is any activity a character has in the game universe. Most actions just happen. Only significant actions get extra attention. Actions can be subject to a *Check*, which is a combination of dice rolls and goal numbers to determine if and how an Action occurs. Actions done during a *Strict Period* are subject to an *Action Point* cost.

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.

Degrees and Difficulty

When a check is made, either a d10 or d100 is rolled. The rolled number is compared to the attribute or skill score. The difference between is considered the *Degree of Effort*.

(Score) - (Roll) = Degree of Effort

The Degree of Effort determines the quality of effort towards a character's action. Positive effort is good, negative effort is bad, and neutral (0) effort is a miss. Misses are when either canceling amounts of good and bad happen or when neither good or bad happens. The greater the degree of effort the greater the results are, both good or bad.

The Degree of Effort does not immediately indicate a success or failure. The effort is compared to a Difficulty number either known to the player or only known to the Game Master. If the effort is greater than the difficulty, the action is successful. If the effort is less than the difficulty, the action is a failure. If the effort is equal to the difficulty, the action is a miss. Average difficulty with no bonuses or penalties is a "0".

For some actions, the Degree of Success or the Degree of Failure can be measured.

(Degree of Effort) - (Difficulty) = Degree of Success/Failure

If the result from the equation is still positive, it is a Degree of Success. If it is a negative, it a Degree of Failure. With an average difficulty of "0", the Degree of Effort be considered the degree of success or failure. This additional metric adds overhead, so it should be used only when

appropriate. It can add a dynamic element to the game so the final results of actions occur in finer degrees rather than strictly being pass or fail.

Degree Information		
Difficulty	**Positive Degree**	**Negative Degree**
0 Average	Miss	Miss
1(10) Tricky	Minor Success	Almost Successful
2(20) Challenge	Noted Success	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

Consolations and Agitations

Successes and failures are not always so absolute. Sometimes when a character's effort is great in the face of great difficulty, they'll still fail. But can receive some *Consolations*. And sometimes when a character's effort is so poor for a ridiculously easy task, they'll still succeed. But this causes some *Agitations*. These are meant to add another dimension to checks and provide side effects.

Consolations are beneficial side effects from a check. While, these side effects don't ultimately change the overall bad result of the check to good, they can serve to aid subsequent checks, alter the situation favorably, and add other factors to reward the great effort put forth by the character.

Agitations are detrimental side effects from a check. While, these sides effects don't ultimately change the overall good result of the check to bad, they can serve to hinder subsequent checks, make the situation worse, and add other factors to punish the terrible effort put forth by the character.

Overall, Consolations and Agitations should be used when there are many other factors and variables surrounding a check that could and should be addressed. And they can also be used to reward great efforts that fell ever so close to the goal and punish efforts that came way too close to failure.

Cumulative Effort

Some tasks are either so complicated, intricate, or extensive that they require a lot of effort to complete. Many actions may be required to complete these big tasks. To faciliate these situations, a cumulative total of effort is maintained between checks. This total can increase or decrease depending on the results of efforts. Often the effort total is only increased, but for tasks where failures can postpone or undo, bad efforts can subtract from the

total. When the total meets or exceeds a goal number, the task is considered complete.

This is an advanced mechanic that introduces more complexity and bookkeeping. It is recommended that it be reserved for significant tasks and situations. Smaller goals (10/100) are useful for creating tension in dangerous situations. Larger goals (100+/1000+) are useful for long term, complicated projects that require investment.

Cooperative Effort

Some tasks can be approached with cooperative actions made by multiple characters. With these tasks, the effort from character actions can be applied in different ways to accomplish the goal easier. If two characters are directly helping each other, the resulting efforts from their actions can be totaled together. If two agents are helping each other indirectly, the assisting character's actions can reduce the difficulty of the task.

Conflicting Effort

When the actions of two characters conflict, their efforts contest each other. For these situations, characters take the resulting efforts from their actions and compare them. The greater effort is considered successful. If more information is desired, Degrees of Success/Failure, and Consolations and Agitations can be derived during this comparison.

Overflow

When a roll from a check results in a number at either end of a check's range, "0" or "9" for 0 - 9 range checks and "00" or "99" for 00 - 99 range checks, an *Overflow* is possible. Depending on the context the check, another roll is made after the degree of effort for the first roll is calculated. If the first roll was a "0" or "00" only a positive effort will be added from the second roll to the first. If the first roll was a "9" or "99" only a negative effort from the second roll will be added to the first. This process can repeat if another qualifying number is rolled.

This rule is optional and should only be applied if the context and circumstances of the check allow. Also, in some situations, it is mathematically impossible to overflow in a particular direction. A character with a "10" attribute cannot overflow badly when a "9" is rolled on a check. Hence, the overflow is omitted. When a character's skill is great, the bonus degree of effort from a positive overflow may be moot in comparison to an already sufficient effort. But, it is understandable to roll this overflow for bragging rights and to find out the degree of overkill for a check.

Action Quota

The *Action Quota* gauges what a character can do and represents the usable increments of activity within a time period. A character can use Actions Points towards actions with costs.

A character 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 character using the machinery would use action points from one round to start and use points from subsequent rounds cumulatively to meet the cost.

Action points can be reserved to perform reactions when the initiative is elsewhere.

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

This is an example of action quota costs.

- 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 *Agility* value in meters — 1 Action Points
- Reloading a Magazine — 2 Action Points
- Simple Close Attack — 2 Action Points
- Simple Ranged Attack — 2 Action Points

Action point cost are roughly based on the number of "verbs" in an action. For example "Move", "Run", and "Draw" each cost one action point. A simple ranged attack usually has two verbs: "Aim" and "Shoot". Hence, a simple ranged attack cost two action points. For each major verb in an action or activity, it costs one action point. To gauge the cost, examine the whole activity. For example, reloading a revolver with a speed loader involves: Open, Clear, Load, and Ready. This would cost four action points. Reloading without a speed loader may take quite some time longer depending on the setting.

Action point cost can be modified with use of adverbs. To "crawl" would be one action point, but to "crawl prone" would be two action points. A simple ranged attack ("Aim" and "Shoot") would be normally two action points, but a careless ranged attack ("Shoot") would cost only one action point. The use of adverbs changes bonuses or penalties to actions. An adverb that makes an action take more action points could grant bonuses, while an adverb that makes an action take less actions could cause penalties.

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. Strict periods are often used in tense situations where the timing of actions can determine success or failure. 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 initiate 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 1	Agent 2	Agent 1	Agent 2	Agent 1	Agent 2	Agent 1	Agent 2

At the start of the strict period's first round, the character to receive initiative first is determined. The standard method orders characters by highest action quota, descending. Characters that tie can go simultaneously, if feasible, with conflicting actions settled by checks as they occur. If this is not possible, the tied characters make checks against their Action Quota and the order is determined from the results. When a character gets the initiative, the 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 cycle 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

Bypass
Bypass is when a player decides to postpone taking the Initiative until later in the turn. Sometimes when a player is suppose to get Initative there is nothing useful they can do at the moment. In this situation they can bypass their Initiate until a later time, and even interrupt before Initiative goes to someone else. This can be used to strategically cooperate with other characters to perform simultaneous actions or to interrupt at key moments. While similar to a Reaction, this allows for an character to take their full turn rather an a single reaction.

Reactions
Reactions are actions done by character that does not have initiative in reponse to circumstances. Characters can react to another's action when they have enough remaining action points and there is a viable reason. Reactions can be proactive and declared beforehand on a character's initiative, which allows one to react immediately when the conditions are met. Checks may be needed in situations where there is a conflict of timing between two actions. For example, if a character was expecting to shoot another coming through the door, but the target was expecting this and was ready to shoot first upon entry.

DAT

DAT is three closely related components: Damage, Adjustment, and Threat. *Damage* is the direct negative, detrimental effect upon a character's *Health*. This can be *Health Point* damage or negative *Health Conditions*. Damage often comes from weapons. Health conditions can have damaging effects to a character which can be permanent or temporary. *Adjustment* alters damage by changing the amount. *Threats* are actions that can produce damage.

Damage

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

Flat damage is the static components of a Threat, such as the platform a weapon is based on. A rifle is going to have a higher flat damage than a pistol due to the platform design. Heavy weight melee weapons may have a high flat damage, since the mass of the weapon is more of a threat than the force of the user powering it.

Variable damage often comes from the power behind the Threat. For firearms, this is the type of round the gun fires. A 9mm may only cause 1D, while a .44 Magnum may cause 2D, and 7.62mm NATO may cause 4D. For melee weapons, this is the force the user puts into the weapon and how it is utilized. While a sword may be light, the sharpness of the edge and the force behind it can cause multiple dies of damage, such 4D(ST), or 4 dies of damage limited by Strength. This means that the maximum any die can roll is the Strength attribute score.

Notation depicts the damage from a threat: Static and Variable elements, Limitations, and Prefixes. Some Threats produce damage on whole different scale than normal. For example, a handgun's damage is hard to compare the destruction of a tank's main cannon and both are on difference scales of damage. To support having different classes of threats, metric prefixes help simplify damage calculations. The prefix indicates the scale the die of damage is on. So while a handgun damage may be 5 + 1D, the tank's main cannon is 5K +1KD or 5 Kilo + 1 Kilo-Die of Damage. The use of the prefix Kilo, indicates that the tank's main cannon is operating on a scale that's roughly a 1000 times stronger than the handgun.

Note About Zeros: A die can never roll a "0" or no damage. When a "0" is rolled, it means the die does maximum damage. Usually, the maximum damage each die can cause is 10. Some circumstances, such as high degrees of success in an attack or attacks that target critical areas, can allow for Damage Overflows. Similar to Attribute or Skill check Overflows, the die is rolled again and the maximum damage for that die is added to the new roll.

This process can repeat, if another "0" is rolled.

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 changes damage. A character 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 damage by a fixed amount. Repeating adjustments reduce or increase damage by a variable amount. For every 10 points of damage, the repeating adjustment applies to the total damage. Adjustments are processed in the order specified by their notation from left to right. Flat adjustments are denoted by a "F" after the number and repeating 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. Hard armors that rely upon deflection and absorbing damage translate into Flat Adjustments. Soft armors that rely upon dispersing damage translate into Repeating Adjustments. Certain TABs and Powers may causes weaknesses or sensitivities in characters and can actually increase the damage received.

Threat

Actions that can produce damage are *Threats*. Threats only cause damage when they are fully resolved.

The Threat Process
1. Action becomes a threat
2. Threatened targets determined
3. Nature of the threat altered by other actions
4. Resolved 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". The flung boulder is a threat. 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 resolve the nature of the threat. Then, the damage the officer receives can be determined.

Advanced Simulations

Advanced Simulations are rules to handle Damage, Adjustments, and/or Threats that are not straight forward to determine. Some weapons and armors operate in a complicated manner and require additional systems to properly simulate. This section has a few examples of such Advanced Simulations to showcase how these can handled.

WARNING: *These are optional and are provided to aid designers and players alike in figuring out simulations to use in the game. Using these can quickly complicate actions in a game and make actions take longer than normal. So, please use with great care.*

Advanced Action Simulation Block

The Advanced Action Simulation Block contains the information required to use an Action of a weapon with advanced simulation rules to determine threat. There are a few components to the block. A *Title* that indicates the name of the action. The *AP Cost* indicates the how many action points are required based on the desired threat. A *Spread* indicates how Skill Check Degrees of Effort/ Success can affect the resulting threat. The *Amount* shows how many attacks (often shots) successfully threaten a target. The *Damage* determines the resulting damage from previous factors: AP Cost, Spread, and Amount.

Title			
AP Cost	*(B + X)*	*(B + X)'*	*(B + X)"*
Spread	*> -S*	*1 - 10*	*11 - +S'*
Amount	*A*	*A'*	*A"*
Damage	*(F + VD)*	*(F + VD)'*	*(F + VD)"*

AP Cost indicates how many Action Points must be allocated to perform the action. This cost can be a universal cost that applies to the whole action or vary depending on the desired threat. Burst Fire weapons have a single AP Cost. Streaming Fire weapons have many AP Costs that indicate the possible damage that can threaten targets based on how long a weapon is directed at the target.

Spread determines how the Degree of Effort/Success from a Skill Check can alter the threat produced. Spreads have *Steps* that Effort results from Skill Checks can reside within. The ranges (separated by "-") and notations (greater than ">", less than"<", equals "=") in each spread shows what resulting efforts applies for that step. If the effort can't be placed into a step, the action has failed and doesn't produce any threat. The size of step can vary in relation to the precision and accuracy of a weapon. Some weapons have a simple one step spread. Burst Fire weapons often use a number of steps derived from a rate of fire to simulate the number of rounds being shot. With the more rounds being shot, the possible damage increases, but an increased effort is required to put more shots toward the target due to recoil. Blast Fire weapons will operate similarly, but will instead simulate the increased effort towards concentrating more damage.

Amount shows how many attacks threaten a target based on Spread and/or AP Cost. This can be a flat or variable amount for either all or individual Spread Steps or AP Costs. Single shot actions often have only have one entry for all components of the block. Burst Fire weapons often have multiple flat amounts per spread step or can even have variable amounts that are dependant on the AP Cost.

Damage shows the amount of damage an action can produce. This can be a single field that applies one damage notation to the entire action or even individual shots. It can also vary per spread step, amount, and/or AP cost. Burst Fire weapons will often have one damage notation for each successful shot indicated by the amount. Blast Fire weapons have different notations depending on the spread step. Streaming Fire weapons have different damage notations dependent on the AP Cost. It is recommended to avoid using variable damage on weapons that can have high Amounts to avoid excessive rolling.

Burst Fire

Burst Fire weaponry operates by firing a number of shots in succession in a short time. Some Burst Fire actions have a set number of shots while others can vary. The primary benefit that comes from Burst Fire is the increased chance to hit targets multiple times because of the number of shots fired.

Three Shot Burst			
AP Cost	3 (2 base cost + 1)		
Spread	*> -10*	*> 0*	*> +10*
Amount	*1*	*2*	*3*
Damage	*10 + 2D per shot*		

The **Three Round Burst** fires three shots from a weapon. There is only a single Action Point cost. It has a three step spread. The purpose of the three shot burst is to not only get more shots fired, but slightly increase the odds of hitting. Hence the spread starts out in the negative effort range. This allows a character whose shot is a slightly off to at least get one successful hit. The amount shows how many shots hit depending on the spread. Damage is applied for each successful shot. It uses both flat and variable damage because the number of shots is low enough to not make rolling excessive. The weapon action in this example is based on the assault rifle's three round burst.

X Shot Burst (Rate of Fire: 5 per AP)					
AP Cost	3 + X (3 base cost + X AP)				
Spread	> -10	> 0	> 10	> 25	> 50
Amount	1X	2X	3X	4X	5X
Damage	10 per shot				

The **X Shot Burst** fires a variable number of shots depending on the Action Point cost. This represents the time that the weapon's trigger is held. There is still only one Action Point cost for the action. The number of spread steps is increased to five to represent a higher rate of fire and the more chaotic nature of the weapon's firing. Similar to the Three Shot Burst, the first spread step uses negative effort to give slightly off the mark characters a portion of successful hits. The next step size increases the required effort. This represents the difficulty in making all the shots threaten a target. The amount uses a variable number of hits based on the AP costs. Hence, an AP cost of (3 + 3) means a "3" substitutes the "X" and multiplies with the number noted. For example: If a character performs the action with a 3 + 3 AP Cost and gets a "11" positive effort from the skill check, the agent would have successfully threatened a target with 9 (3 * 3) shots out of the 15 fired (3 * 5). The damage is a flat amount due to the number of shots. The weapon action in this example is based on a fully automatic machine gun.

Burst Fire Adjustments
Adjustments operate on each individual attack or shot. This means for the number of shots a burst fire weapon fires the adjustment is applied to each individual shot. While it is quite feasible to handle smaller amount burst fire actions, this can become prohibitive with huge amount burst fire actions. To handle this, the damage per shot is calculated first, then the adjustment is applied to that result. After determining the post adjustment damage, the damage can be multiplied by the number of shots.

Blast Fire
Blast Fire weaponry operates by spraying at targets. The spread helps determine resulting damage based on the steps and how well the shot is concentrated on a target.

Shotgun Blast			
AP Cost	3		
Spread	> -10	> 0	> 20
Amount	1		
Damage	5 + 1D	10 + 2D	15 + 3D

The **Shotgun Blast** fires a single shot of many smaller projectiles in a spray. There is only a single Action Point cost. The three step spread shows the various degrees of success. There is only a "1" Amount as the blast is considered a single shot. There are multiple damage sections dependent on the spread step. This simulates the results of a character's ability to concentrate the threat upon a target successfully, increasing damage.

Streaming Fire
Streaming Fire weaponry relies upon the time a character concentrates fire upon a target to determine the amount of damage. Depending on the weapon, the longer concentration allow the character to hit with less effort.

Proton Stream			
AP Cost	3	4	5
Spread	> 0		
Amount	1		
Damage	5 + 2D	5 + 3D	5 + 4D

The **Proton Stream** is a single streaming shot that produces more damage depending on the amount of time spent concentrating the stream on a target. The are three AP Costs that relate to the damage produced. There is a single step spread for this example. There is a single "1" Amount as the action is considered to be a single shot. There are damages to match the number of AP costs. The weapon action in this example is based on an energy stream from a particle cannon.

Progression Points

Progressions Points are the currency for developing a character. Progression Points pay for changes to a character. 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.

Progression Point rewards and costs can be tweaked depending on the type of game wanted. Less points rewarded and/or higher costs can slow down character development to have slower paced games that are less high powered. More points and/or lower casts will quicken development and allow for higher powered characters. The standard amounts are given below. These will provide a middle of the road approach to character development for a medium length campaign.

Progression Points can buy many character developments, but purchases can be restricted or forbidden to met the goals of the setting. Games focusing on keeping the player characters fragile against tough creatures can prevent the purchase of Health Point Increases. Games that want player characters to deal with their past transgressions can heavily restrict Karma buy-offs until certain conditions are met.

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