

# **D10.0 System**

System Reference Document

Awful Alpha Edition

v0.01

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# What is this?

This is the system reference guide for the *D10.0 System*. The *D10.0 System* is a tabletop role playing game system that tries to keep a modest rule size while allowing convenient points for game creators to expand upon. The system tries for flexibility but is not universal. If you want a middle of road complexity with freer forms of progression and conflict, this might be the system for your game.

## How to Play

To play this game, you'll need a game based on this system document, a game master to run the game, and players with characters. This system reference document has the base rules. While it can be used to run a game, you'll have to provide your own content. If you have plenty of material to work with, go for it. Otherwise, you may want to seek some already made material.

## Parts Required

*D10.0 System* uses exclusively d10 (ten-sided) dice for all core functions. While you can function with just one die, it is recommend all people playing have many d10's on hand to make rolling more convenient. (Also it provides alternatives when there is the enviable die betrayal.) Characters that are controlled by the player will need to have character sheets, similar to what is provided in this document.

## Quick List of Main Components

### Ten Attributes

There are ten basic attributes that quantify the raw capabilities of any being in the system. They are arranged into two groups of five related pairings:

*Tangible Attributes:* Agility, Endurance, Intellect, Perception, Strength

*Intangible Attributes:* Focus, Spirit, (Common) Sense, Beyond, Charisma

### Skill Tree

The system uses a tree to organize base skills with

branching specializations. Progression is weighted to make specialization an economical means for narrow skill growth, while generalization remains broadly useful at an expense. Skills can have a number after the dot, which allows the for a bonus roll chance. There are ten root skills that all character have.

### Traits, Assets, and Burdens (TABs)

TABs are character facets that can't be represented by a simple Attribute or Skill. Traits are matter-of-the-fact, Assets are generally beneficial, and Burdens are detrimental aspects. While many can be common across different games, each game will have their own flavor and blend to encourage the type of game desired by the designer.

### Karma

This component provides a means of summarizing the relationship a character has with all parts of a game's world. A character's reputations, relations, backgrounds, history, and other more cosmic standings are recorded here.

### Dice

*D10.0 System* uses ten-sided dice, often denoted as d10s. One is the minimum, while more is recommended.

## Basic Definitions

### Game Master (GM)

The facilitator of the game and the proxy between characters to the world of the game. What the players are not in control of falls under GM's domain. The GM should be a fellow collaborator in the story along with the players. Both players and GM should provide input to how the game should flow to make it a compelling experience for all involved. But, the Game Master ultimately has the final deciding vote that should be exercised to maintain the integrity and balance of the game for everyone's enjoyment.

### Characters

These are entities in the game's universe, which could be critters, monsters, active things, and intelligent

beings. Players control their own characters with a character sheet to keep track of important information. The GM also controls non-player characters that can serve different functions in the game.

### **Health**

The gauge and checklist of a character's condition. Points give a number in the Current and Normal to summarize overall health. Conditions note more descriptive aspects of health.

### **Powers**

These are abilities that operate on their own rules to give a character special actions and can use Attributes, Skills, TABs, and/or Karma as factors in how they work. Powers provide collections or kits of actions that use their own points to regulate them.

### **Actions**

Technically, anything a character does is considered an Action. Practically, only the significant Actions need any special attention. These can prompt Checks to figure out what the final result will be. Significant Actions often have Action point and/or Power point costs.

### **Damage**

This is the detrimental effect to the Health of a character which often manifests as Dies of Damage. These dies are rolled and affected by Dice Adjustments that change the nature of the threat to a being.

### **Dice Adjustments**

These are factors that change the Dies of Damage threatening a being. Dice could be Dropped, Added, Deflected, or Boosted. These are processed in an order and may only affect certain kinds of damage.

### **Progression Points**

These are the *D10.0 System's* currency for improving aspects of a character. Progression Points grant a GM a way to reward players for accomplishments. Players spend these points and purchase character

# The Character

Characters are the beings in the game's world. They can be people, monsters, critters, or other entities. So, whether it is the dramatic hero, the quest giving king, or the party's AI-enabled space ship, they are all characters. Players use characters to interact with the game world. Character Sheets maintain information about a character, that is initial built from a process.

## Standard Character Build Process

These are the general steps to building a player character in the D10.0 System. Games may have their own variations. Following these steps will result in a basic character that is ready for basic game play. Refer to the Character Sheet for the items referenced.

### Fill in the Information Block (Top left)

*Choose a Name:* Depending the game, there may be suggestions for how to create one to fit within the game world.

*Choose a Type:* The exact definition depends on the game. Generally, Type indicates the major category of being that a character is. These categories can have special rules that can include TABs, Karma, or Powers. Types can define the origins of a character, give some history a character can draw upon.

*Fill in Defining Features:* Write age, weight, height, unique aspects, and other distinguishing characteristics here.

### Determine Attributes (Left side near top)

Every Attribute starts out with a score of: **5** (Considered an average score.)

Highest an Attribute can be, normally: **10** (Special game rules can allow for higher.)

Lowest an Attribute can be, normally: **1** (Special game rules can allow for 0.)

A player has **5** more points overall to add to Attribute scores of their choice.

A player can subtract from one Attribute score to add to another, so long as minimum and maximum score limits are observed.

### Determine Health (Center near top)

**Add Endurance and Spirit, halve it, and round up. Record this number in both Normal and Current.**

### Determine Action Quota (Center near top)

Add Agility and Focus, halve it, round up. Record this number in the Action Quota field

### Determine Progress Points (Center near middle)

Unless starting out as a more advanced character, both Current and Total should be "0".

### Determine TABs

Decide upon TABs to take: The game determines what Traits, Assets, and Burdens are available and how many a character can have.

### Determine 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 the character's approach to solve problems.

*Calculate the Base:* Total the attributes indicated for each root skill, count major contributors twice. Put a "." between the two digits of the result. (If the result is below ten, add a placeholder zero in the tens place beforehand.) Record this result. For example a number "XY" would become "X.Y".

*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 skill increases in Adjust field. (If nothing was increased, put a "0.0".)

*Calculate the Total:* Add Base and Adjust.

### Determine Powers

The game should provide a list of powers if they are applicable. Depending on other factors, you choose which powers to start with.

### Determine Karma

Karma is setting dependent. 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 Dice 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.

### **Determine Actions**

Based on choice made, there will be a number of significant actions to record.







# Attributes

*Attributes* are the rawest expression a character's capabilities. They are the foundations for Skills, TABs, and Powers. Attributes answer the rudimentary questions: Strong or wise? A charmer? Tough? Perceptive? The basic answers to basic questions.

Attribute scores range from 1 – 10. Attributes above 10 are possible with exceptions, but such depends on the game's rules.

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

## The Ten Attributes

There are ten attributes in the *D10.0 System*. They are arranged into two groups: Tangible and Intangible.

### Tangible Attributes

*Tangible Attributes* are aspects of a character that can be measured in empirical ways.

**Agility:** Physical control – Flexibility, dexterity, speed, and motor control.

**Endurance:** Physical construction – Reliability, physique, and efficiency.

**Intellect:** Information processing – Book smarts, computational prowess, and logical reasoning.

**Perception:** Material senses processing – Garnering useful information from senses, despite sensitivity, range, and breadth possible.

**Strength:** Physical power – Physical force, carrying capacity, and ability to brute force.

### Intangible Attributes

*Intangible Attributes* are aspects of a character that are ethereal in nature.

**Focus:** Control over body and mind – Coordination, concentration, and application of the self.

**Spirit:** Ability to persevere – Courage, will, guts,

fighting spirit, and faith.

**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:** Immaterial senses processing – Gut feelings, sixth senses, and other worldly perceptions.

**Charisma:** Prowess to influence – Command, draw attention, inspire, and presence.

# Health

*Health* is the overall well-being of a character. *Health Points* show a generalized number via two fields: Normal and Current. *Normal* defines the usual level. *Current* tracks the current level. *Conditions* lists aspects that affect health and how.

## 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. Record the result with the tenth place, use a place holder ".0" if needed. The Current equals the Normal at the beginning. Normal Health Points can increase by spending Progress Points. The standard increase by using Progress Points is the average between Endurance and Spirit. Take the whole number of the result and add to the Normal health points tenth place to get the new Normal.

## The Health Range

Exceptional	Current above Normal
Healthy	Current is Normal
Injured	Current below Normal
On the Brink	Current is 0 (Zero)
Failing	Current below 0 (Zero)
Done	Current below -Normal

*Exceptional*: Health points are higher than normal. A character may receive bonuses to actions and other benefits. But, this conditional eventually levels off to Normal levels.

*Healthy*: A systems nominal. The average state of existence.

*Injured*: Damage of some kind has affect the character. Despite the situation, the character is still able.

*On the Brink*: The character is on the edge of being capable.

*Failing*: Actions for the character will happen with difficulty and limitations.

*Done*: The character is done. Depending on the game, the character could be dead or just out of commission for some time.

# Keeping Healthy

Healthy activities may not be enough when Conditions or Damage work against a character's Health. Games have means for health recovery by using natural healing, medicines, or other procedures. The standard recover rate per day is the average between Endurance and Spirit (rounded down). Add this amount to the Current until it reaches the Normal.

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

## On The Brink

When a character is at "0" (zero), they are stable enough, but may not be in fighting shape. When the whole number reaches "0", a bonus check may be rolled against health point tenths to see if they can continue actions normally. If they roll under, they can do so, otherwise they may suffer penalties to perform anything beyond simple actions.

## Failing Health

Characters that are Failing are out of the fight for all practical purposes. They may be conscious and aware of events happening. But, any significant actions risk harming themselves and are done at difficulty. Most characters at this point would be best served to find a place to hide, lay down, and not move for some time.

## Done

When a character's Current goes to the negative whole value of their Normal, a bonus check is made against the tenth of their health points. If they roll under, they are not quite done. Otherwise, they are Done.

Done means different things depending on the game. Done could mean just being out of the fight and suffering a new condition. Or, it could mean the character dies. Whether or not this is a permanent issue relies upon the machinations of the game world.

# Skills

Actions sometimes require skill and checks based on these skills find out the results. Skills start out generally broad and branch out into focused refinement. Players can spend Progression Points to carefully develop them. In the *D10.0 System*, skills are recorded in an whole and tenth “X.Y” format. X is the whole number that Standard Checks use. The Y is the tenth that Bonus Checks use for the chance for an extra point of Effort to be added to the result of a check.

## Using Skills

When an Action requires a skill check, a d10 (ten-sided die) is rolled. The number from the roll is compared to the Total’s whole number of the most appropriate skill. The difference between the two determines the result. If applicable, a bonus check can be made against the Total’s tenths. Please refer to “Actions – Using Actions” section for more information.

## Roots and Branches

The *D10.0 System* makes use of a branching skill tree. There are ten root skills common to all characters: Athletic, Close, Domestic, Interaction, Navigation, Ranged, Sensory, Society, Theory, and Vocational. They serve as the roots for new skills to branch from. Branch skills grow from another skill as narrowing specializations of the parent skill. Branch skills will have smaller scopes in comparison to the parent, and specialize in different ways that rarely overlap. Branch skills are written under their parent skill for easier record keeping.

The game’s Skill Tree can vary depending on the game play intent. 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 decide is sensible.

## Skill Rating and Fields

On the character sheet there are three columns after a skill name: *Base*, *Adjust*, and *Total*.

*Base* – Root skills add the attributes abbreviation next to the skill. Two of these attributes are circled to indicate they are major contributors, doubling their value. Branch skills uses their parent’s Total as their Base.

*Adjust* – Tracks the number of points added to the skill through skill points. The whole number is used to determine the cost of increase.

*Total* – The sum of the Base and Adjust. This is used when making Checks on actions.

## Skill Points

Skill Points increase the Adjust field. The cost to increase a rating depends on the current rating. Skill points can be bought with Progression Points or granted by the GM. Skill points buy tenth increases on an exponential cost scale.

When a player buys skill points with Progress Points, they select a root skill and receives skill points equal to the sum of the two major contributing attributes. 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. Players can record saved skill points on the character sheet off to the side next to the skills or in the Notes section.

As the Adjust’s whole number increases, the cost to add a tenth increases. The standard cost for a tenth increase given a skill’s adjust score (X.Y):  $2^X$

### Example Cost Per Tenth (+0.1)

Adjust	Cost
0.0 – 0.9	1
1.0 – 1.9	2
2.0 – 2.9	4
3.0 – 3.9	8
4.0 – 4.9	16

## Skill Trees

Skill points allow a player to craft a tree by buying branches off the roots and other branch skills. Here’s

an example starting point.

### Initial Skill Tree

	Base	Adjust	Total
Root	1.0	0.5	1.5

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 with an initial Adjust “0.1”. After wards, the new branched can be increased with skill points.

### Skill Tree

	Base	Adjust	Total
Root	1.0	0.5	1.5
-Branch A1	1.5	0.1	1.6

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

### Skill Tree

	Base	Adjust	Total
Root	1.0	0.5	1.5
-Branch A1	1.5	0.1	1.6
--Branch B1	1.6	0.1	1.7
-Branch A2	1.5	0.1	1.6

This process can be repeated if the player has skill points to spend and there are relevant branches available. Skill trees rarely branch further than five skills deep, since significant specialization becomes hard to justify a new branch skill.

## Skill Point Spending

Skill Points can be spent in a variety of ways. A player can focus upon branches to get a high overall score to a specific skill. A player can also be more general to cover a broader range. These two examples show the extremes when applying skill points: 50 skill points are used in both examples.

### Focused Example

	Base	Adjust	Total
Root	0.0	1.0	1.0
Branch A	1.0	1.0	2.0
Branch B	2.0	1.0	3.0
Branch C	3.0	1.0	4.0
Branch D	4.0	1.0	5.0

In this example, the Branch D Total is increased cost effectively as it avoids the higher costs to increase Adjust scores. As a drawback, this will mean that the character has to fall back upon other skills when specializations are not relevant.

### General Example

	Base	Adjust	Total
Root	0.0	2.5	2.5

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

## Skill Improvement

Events in the game may prompt the Game Master to reward skill points. 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. Significant effort towards development through education by the character or others. Most demonstrations justify a 1 skill point reward. Major events could warrant up to 5 skills points. Skill point rewards can be specific to a skill or a branch of skills.

### Root 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.



# Actions

Actions are any activity a character does in the game, and most just happen. Only significant actions get extra attention. These can be subject to a Check, which is a combination of dice rolls and goal numbers to determine if and how it 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. Checks determine the results. The most checks are based on either attributes or skills. If an action's check can feasibly use a skill, it does. If not, it uses an attribute.

## Dice and Rolling

Checks are resolved with d10's (ten-sided dice). The *D10.0 System* uses roll under mechanics. The d10s are used indicated, hence "0" – "9" range of possible numbers.

## Degrees and Difficulty

During a check, the rolled number is compared to the attribute's or skill's whole number. The difference between these two numbers is the Effort. If the skill used has tenths, a Bonus Check can happen. If the roll is under the tenth's number, the Effort gets a +1 bonus.

**(Whole Number Score) - (Roll of d10) + (Possible +1 Bonus Check) = Effort**

Positive effort is good, negative effort is bad, and neutral (0) effort is a miss. Effort does not immediately indicate a result. The effort is compared to Difficulty. Average difficulty with no bonuses or penalties is a "0". 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. Misses are when either canceling amounts of good and bad happen, or when neither good or bad happens.

Degrees of Success or Failure can be measured. Using the average difficulty of "0", the Effort be considered the Degree of success or failure. This metric adds overhead, so use sparingly. If the result from the

equation is still positive, it is Success. If it is a negative, it is Failure. If it is "0", it is a Miss.

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

## Degree Information

Difficulty	Positive	Negative
0 Average	Miss	Miss
1 Tricky	Minor Success	Almost Successful
2 Challenge	Noted Success	Noted Failure
3 Hard	Well Done	Fouled Up
4 Worrisome	Like a Pro	Complete Klutz
5 Improbable	Amazing	FUBAR
6 Impossible?	Awe-Inspiring	Awe-Inspiring (Good reasons) (BAD reasons)

## Action Quota

The Action Quota gauges what a character can do within a time period by providing points to use each round. Points available is determined by taking the average of Agility and Focus, rounded down. Actions cost points during a Strict Period. A character is not limited to the action points from a single round and can allot following rounds towards actions with high costs. Points can be held to perform reactions when the initiative is elsewhere.

## Action Costs – Verb Counting

Actions are made of Verbs and Modifiers. Each of these Verbs cost 1 Action Point. Simple actions have single verbs. For example, "Walk", "Run", and "Draw" are descriptive enough verbs by themselves, and each costs 1 point. More complicated actions have multiple verbs to fully describe the action: "Crawling Prone", "Reload a Gun", "Shoot Gun", and "Knife Stab".

Walk	(Walk)	1 Point
Run	(Run)	1 Point
Draw weapon	(Draw)	1 Point
Crawling Prone	(Crawl, +Prone)	2 Points
Reload Magazine	(Eject, Load)	2 Points
Shoot Gun	(Aim, Shoot)	2 Points
Knife Stab	(Aim, Thrust)	2 Points
Careful Rifle Shot	(Steady, Aim, Shoot)	3 Points

Overall 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 changed with modifiers. To “crawl” would be one action point, but to “crawl prone” would be two action points. A simple ranged attack (Aim and Shoot) normally costs two action points, but a careless ranged attack (Shoot) would cost only one action point. These modifiers change bonuses or penalties to checks.

For greater flexibility, Players and Game Masters can describe what they want do in the round, and then count the key verbs and modifiers to gauge the overall cost.

### **Action Timing**

There are two types of periods: Free and Strict. Free periods are when time is plentiful. Without the need for exact time tracking, action point costs are not observed. Strict periods are when actions need to be accurately tracked. Conflict filled situations use strict periods.

Strict periods are divided into smaller Rounds, representing an interval of time. (Standard default: 10 seconds) Within these rounds, the Initiative shifts between all involved, and the round ends when the last participant has had the initiative. Initiative allows a character priority to initiate actions.

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 to see who gets priority. When a character gets the initiative, their action quota refreshed. Once that participant chooses how to use action points and the

actions are performed, the initiative shifts to the next character. This process repeats in a cycle until the strict period is over.

### **During an Character’s Initiative**

Receive initiative

Refresh action quota

Allot action points and perform actions

Reserve action points for Reactions

Pass initiative

### **Reactions**

Reactions are actions done when a character does not have initiative in response to circumstances.

Characters can react to circumstances when they have enough remaining action points with valid reason.

Reactions can be proactive and declared beforehand on a character’s initiative, which allows immediate reactions when the conditions are met. Checks may be needed in situations where there is a conflict between two actions.

# Damage, Adjustment, and Threat

Check: Firearms 4.5

## Damage

Damage is the detrimental effect upon a character's Health. Damage can be represented by Damage Dice.

Dice Adjustment alters damage by changing the number of dice. Actions can produce damage, which is determined by a check. Depending on the results of the check, the number dies of damage can increase or decrease. After determining the number of dice, they are rolled and order from lowest to highest. This creates a Threat to a target character.

Powers, TABs, and Items can have Actions that can create damage. Most have a static amount. Some can change depending on the degree of success or failure with a check. For example, a basic magical bolt might produce 1 damage die. When that 1 damage die becomes a threat to a character, if nothing removes it, it will reduce the character's health points by 1. If the magical bolt's check results are very successful, it might produce 2 dies instead. If this threat to a character isn't stopped, the 2 dies will reduce that character's health points by 2.

### Example Simple Damaging Actions

Action	Damage	Cost	Check
Melee Attack	1D	2	Close 2.5
Ranged Attack	1D	2	Ranged 2.5
2" x 4" with Nail	2D	3	Blunt 3.4

### Example Complex Damaging Actions

Action: Force Katana Strike

Damage: 2D + 1D per degree of success

Cost: 4

Check: Katana 6.7

Action: Shotgun Blast

Damage: 1D – 3D depending on distance.

Cost: 3

Action: Three Round Burst

Damage: 1D at -1 degree, 2D at 0 Degree, 3D at +1 Degree

Cost: 4

Check: Rifles 5.5

## Adjustment

Dice adjustments change the threat of damage dice. A character may have multiple adjustments that can stack and/or work for different types damage. There are listed in the Dice Adjustments in order from top to bottom. When damage die threaten, they are affect by those adjustments in that same order.

There are three types of Dice Adjustments: *Drop/Adds, Deflect/Incur, Weaken/Boost*

**Drop X** – Removes X of the lowest rolled dice from the current threat. Activates once per threat.

**Add X** – Threatening character rolls X dice and adds to the current threat. Activates once per threat.

**Deflect X** – Any die X and higher are removed. Activates once per die.

**Incur X** – Any die lower than X duplicates itself and adds a new die of the same value to the current threat after this adjustment. Activates once per die.

**Weaken X** – Any die X and higher increases to the next number with the highest being 9. Activates once per die.

**Boost X** – Any die lower than X decreases to the next number with the lowest being 0. Activates once per die.

### Example Dice Adjustments

Character: *Fire Golem*

Fire Deflect 0 (Fire Immunity)

Ice Incur 4 (Weak to Ice)

Drop 1 (Tough)

Character: Grunt with Soft Armor inner plate.

Deflect 7 (Kevlar exterior)

Drop 1 (Metal interior plate)



Character: Puny scientist in power armor  
Drop 4 (Power armor plating)  
Deflect 6 (Power armor composites)  
Incur 6 (Frail scientist body)

### **Threat**

Threat is a collection of damage die targeted towards another character. A threat can be altered by Adjustments, but can be altered by other factors before the target gets threatened. TABs, Powers, and Items can change up the threat at the source or at the target. At the source, threat can change based on the results of Checks and other abilities, even from other characters.

Examples:

A plasma pistol could be charged up before firing, increasing the damage dice that becomes threat.

Distance from a shotgun blast can change the damage dice that threatens the target.

A stream of energy could be concentrated upon a target for more time, hence increasing the total threat to a target.

Another character's spell might perform an adjustment on the threat before target character receives it.

# Traits, Assets, and Burdens (TABs)

*Traits, Assets, and Burdens* (TABs) describe the special abilities, advantages, disadvantages, or other aspects of a character. Traits are neutral or matter-of-the-fact. Assets are advantageous and beneficial. Burdens are disadvantageous and detrimental.

*Traits* are self-contained packages of aspects that are neither good or bad outright. For example, a character could have the trait “Long Tail” that help when balancing, but poses problems when concealing identity and gives something for an opponent to grab. Traits taken during character creation or bought later with Progress Points.

*Assets* are benefits to a character. They are designed to be tiered, have costs, and/ or requirements to regulate their effects. Assets taken during character creation or bought later with Progress Points. Assets can be conditional Attribute boosts, parts of Powers, or have their own rules. For example, a character could have the Asset “Super Speed”. This Asset grants them the Power “Super Speed” and explains what abilities and how to use them. Another example is “The Voice” which allows a character to double the result of a Charisma check once a day to use raw Charisma to manipulate the masses.

*Burdens* are detriments to a character. They are designed to be tiered, have rewards, and/ or requirements to regulate their effects. Burdens can be taken during character creation or later in the game. Burdens may be taken during the game to gain Progress Points and/or as consequence to actions. For example, “One Arm” could be obtained after a grievous combat injury destroyed a character’s arm. A character may receive “Chronic Ailment” from constant exposure to hazardous elements. Burdens can even be “bought” off depending on the game.

While specific TABs rely upon game material, lighter games can improvise. Such examples include:  
Trait: “Type A-Personality” - Allows a character reduced difficulty (-1) in assertively convincing people to see things their way but increased difficulty when trying to be kind or considerate. (+1)  
Asset: “That Didn’t Hurt” - Asset provides a general “Weaken 5” dice adjustment to all incoming damage.  
Burden: “Space Cadet” – Doubles the difficulty for any Focus checks made to get the character’s attention.

## Powers

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

Powers can use Power Points as a currency to control use. Normal represents the typical number available and Current tracks the power points currently available. These values depend on the rules of the powers.

Powers can use different methods on 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 Kits

#### Marksman Focus

An exceptionally trained marksman can develop refined abilities that put them above your average soldier. Using exceptional focus and perception, they can perform brief feats of seemingly inhuman accuracy.

*Normal*: Average of Focus and Perception

*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. Reduce the next ranged attack's Action Point cost by 1.

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

The Marksman's extreme focus grants them the ability to calculate the next shot to reduce difficulty. The next Ranged attack is made with a 1 point difficulty reduction, and additional power points may be spent to grant an additional 1 points per power point spent.

### **Spirit Shaman**

By controlling the spirits that live in the world "beyond-but-nearby", the Spirit Shaman performs feats of the supernatural to aid their quests.

*Normal:* Equal to Spirit.

*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 point) and the shaman summons a moderate sized energy shield that is held by the hand. Any attacks against the shaman have a +2 difficulty. Attacks prevented because of the shield's difficulty contact the shield. The shield blocks up to 3 damage die 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, they can focus energies into a projection of force at a target. This costs 2 Action points, uses a Check using Ranged, Shaman, Energy Projection skill. If the projected energy does not hit, it is released from the hold next round. If the projected energy hits, it is drained from the shaman and does a number of damage dies equal to the power points invested.

# Karma

Karma sums up how the game universe regards a character. This can be deeds done, significant events experienced, or reputations. Karma gets established at character creation and changes based on events in game. It does not facilitate tangible tweaks to a character but affect the game world's relation to the character. Karma also deals with a character's reputation with individuals, groups, towns, organizations, or even entire species. It can change with circumstances during the game.

While implementation depends on the game, 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 witnessed a traumatic event when young, and it has left a mark on 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 reward the character with Progress Points. A character who served in the military may share an unspoken kinship with other military personnel that served. This gets 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 witch hex that makes the universe occasionally force the character to answer for past wrongs. This might twist events so the character runs into those they have wronged in the past and spark a new problems. Karma marks can change because of game events.

**Reputation Stances** are small notes about a character's standing with things in game. 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.

# Progress Points

Progress Points are the currency for developing a character. These are rewards for accomplishing goals and notable events: Save the town, perform a spectacular feat, or even manage have the most failed checks out of the group. Progress Point rewards and costs can be tweaked depending on the type of game. Less points rewarded and/or higher costs can slow down character progress to have slower paced games that are lower powered. More points and/or lower costs will speed up progress and allow for high 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. Progress Points can buy many character developments, but purchases can be restricted or forbidden depending on the game.

## Standard Reward Table

Degree	Amount	Example
Minor	1	Noteworthy event
Small	2	Crazy game session
Larger	5	Mission completion
Major	10	Story arc completion

## Standard Cost Table

Item	Cost	Notes
Health Points	5	
Skill Points	5	
TAB	5 – 10	Varies by TAB
Powers	10	
Karma	1 – 10	Varies by Karma