

Materials needed to play are a few six sided die, a pencil, some paper and a creative imagination.

Stats represent the physical, mental and spiritual potential of a character. There are 3 stats; Body, Mind and Soul. Share a total of 5 points between them with a maximum of 4 in one.

Skills are ordered into groups; Athletic, Evasion, Knowledge or Social. Choose one group to be at +4 to do anything relating to that group. The other groups are at +1. Skills are resolved by rolling $3d6 + Skill + Stat$. Roll equal or higher than the given Difficulty Class (DC) or higher than the opponent's roll to succeed. DC is set by the Referee and is usually 10, 15 or 20.

Armor is as follows; Clothing is +1, Leather is +2, Chain / Bulletproof Vest is +3, Plate / Riot Gear is +4. A shield can add a further +1. For partial cover or concealment add +5 to armor against ranged attacks.

Combat is resolved by rolling; **Attack - Melee** $3d6 + Athletic + Body$, **Ranged** $3d6 + Athletic + Mind$ or **Magic** $3d6 + Knowledge + Soul$. **Vs. Defend - Dodge** $2d6 + Athletic + Mind + Armor + Shield$ vs. **melee or ranged**, or **Save** $2d6 + Evasion + 2(Soul)$ vs. **magic**.

Hits are what matter, not the amount of damage caused, so call weapons anything you want. Add a +1 to Hit with ranged when using a pistol and +3 when using a rifle or shotgun. Getting hit 3 times in a single combat encounter, results in unconscious. Roll $3d6 + Athletic + Body @ DC 15$ to recover from the battle without serious injury. After a combat encounter, reset to zero hits. Larger creatures take more hits before dying; that's up to the Referee .

Experience is gained every time 10 encounters are survived. Add +1 to all skill groups.

Example of Dave Man. Dave is going to be Body +0, Mind +2, Soul +3, and chooses Social as his main skill. He wears chainmail and a shield giving him Armor +3 and Shield +1, a Dodge +7, has a Save of +7, and wields a melee weapon.

Play, Dave tries to sneak past a guard, so rolls $3d6 + Evasion + Mind$. That's $13 + 1 + 2 = 16$. The DC 15 was (set by the Referee); he's not noticed at all. Lucky Dave. Later Dave encounters a lone Orc that attacks with a vicious talwar and totals a 17, Dave attempts to defend and fails totaling only a 10. The slash hits him squarely across the chest. Dave had better be careful, two more blows and meat's back on the menu! Thankfully, Dave survives this and 9 other narrow escapes. He adds 1 to all his skills and now rolls +5 Social, and +2 for all other skills.



DAVE02310111431

Character Code Generator

**Dave****Stats:** Body 0, Mind 2, Soul 3, Encounters 10**Skill:** Athletic 2, Evasion 2, Knowledge 2, Social 5**Attack:** Magic 5, Melee 2, Range 4, Hits**Defend:** Save 8, Dodge 8, Armor 3, Shield 1, Recover 2

Name: _____

Code: _____

Stats:

Body _____ Mind _____ Soul _____

Start with a total of 5 points between body, mind and soul with a maximum of 4 in one. Every time 10 encounters are survived. Add +1 to all skill groups.

Experience:

Encounters _____

Skills: 3d6+Stat+Skill@DC10,15,20

Athletic _____ Evasion _____ Knowledge _____ Social _____

Climb, Swim... Hide, Sneak... Trade, History... Barter, Perform...

Start with +4 in one group. The other groups are at +1.

Attack: 3d6+Attack

Magic _____ Melee _____ Range _____

Knowledge+Soul Athletic+Body Athletic+Mind

Add +1 to range for pistol and +3 for rifle or shotgun.

Hits: ○ ○ ○

3 Hits=Unconscious

Recover@DC15

Defend: 2d6+Defend

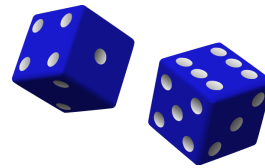
Save _____ Dodge _____ Armor _____ Shield _____ Recover _____

Evasion+2 (Soul) Athletic+Mind+Armor+Shield Athletic+Body

For partial cover or concealment add +5 to armor against ranged.



Roll



Roll

Notes:

