The Character Sheet (Who am I?)

NOTE: Having **high** numbers is good.

Basic Attributes (determine many other things): *(Important!)*

ST - Strength. your physical power and bulk

DX - Dexterity. agility, motor control, and total coordination

IQ - Intelligence. brainpower, creativity, reason, and memory

HT - Health. vitality, stamina, and general hardiness

Other Attributes (derived from basic ones)

HP - Hit Points. the amount of damage you can still take before risking unconsciousness or death

Will - Willpower. your ability to resist temptation and fear

Per - Perception. includes the body's five senses

FP - Fatigue Points. how much effort it takes to exhaust you

Basic Speed/Move. how fast you can travel in one second

Dmg - Damage. how much harm you cause when unarmed

Dodge / Block / Parry. your defenses *(Dodge is very useful!)*

Other Traits and Essential Vocabulary:

advantages – special talents, resources, and abilities

disadvantages – limitations *(Role-play well to earn points!)*

(**perks** are minor advantages, **quirks** are minor disadvantages)

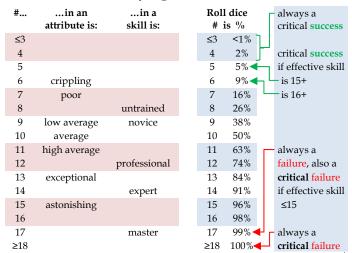**skills** – what you know how to do *(Skills will be important!)*

game master (**GM**) – the referee and narrator

character – any being in the game (person, animal, robot, …)

player character (**PC**) – a character created and played by one of the players (that is, you)

nonplayer character (**NPC**) – a character played by the GM

Levels (Am I any good?)

#…	…in an attribute is:	…in a skill is:	Roll dice #	is %	
≤3			≤3	<1%	always a critical **success**
4			4	2%	critical **success**
5			5	5%	if effective skill
6	crippling		6	9%	is 15+
7	poor		7	16%	is 16+
8		untrained	8	26%	
9	low average	novice	9	38%	
10	average		10	50%	
11	high average		11	63%	always a
12		professional	12	74%	**failure**, also a
13	exceptional		13	84%	**critical** **failure**
14		expert	14	91%	if effective skill
15	astonishing		15	96%	≤15
16			16	98%	
17		master	17	99%	always a
≥18			≥18	100%	**critical** **failure**

Crits (Wow, That's Bad/Good!)

Rolling 10+ effective skill is a "**critical**" (terrible) failure. And see

Three Game Concepts to Know:

1. Success Rolls (Can I do this?)

NOTE: Rolling **low** numbers is good.   *(It's called "roll under.")*

To perform a task, **roll 3 ordinary dice** against a skill or attribute. With *any* skill level, very easy tasks are automatic. Ordinary tasks succeed if you roll *equal to or less than* your skill level. No matter what number you're trying for, a roll of 3 or 4 is always a success and a roll of 17 or 18 is always a failure.

Modifiers: Harder tasks have penalties (-): subtract these from the skill level. *(You may* want *to make the task harder: aim for the vitals, speed up, etc.)* In contrast, easier tasks have bonuses (+) added to the level. *(Get bonuses by changing how you do the task: spend more time, aim carefully, move closer, …)*

Contests: When competing with someone, both people roll and the one who succeeds by the largest margin wins.

Criticals: If you roll very low or high you succeeded or failed *spectacularly*. This is called a critical success or failure.

2. Combat (Did I hit him?)

NOTE: Rolling **low** numbers to hit is good.

An attack requires three rolls: *(The first two are success rolls.)*

(1.) Attacker rolls **3 dice** against the weapon skill **to hit**.

(2.) Defender rolls against **Dodge**, **Block**, or **Parry** to avoid.

(3.) If the attacker succeeded and the defender failed, the attacker rolls the dice listed under **damage** for that weapon.

NOTE: Rolling **high** numbers for damage is good.

Before applying damage, the defender subtracts any **Damage Resistance** (DR) due to armor, cover, etc. Next, certain types and locations of damage have multipliers (for instance, if you are *impaled*, damage is x2). Finally, the victim subtracts the total from their current **HP (hit points)**. The GM may state further effects (e.g., the victim is knocked down).

3. Reaction Rolls (Do they like me?)

NOTE: Having **positive** bonuses is good.

When you meet an **NPC**, or ask one for a favor, the GM makes a reaction roll **in secret**. *(Players do not make reaction rolls.)*

The higher the roll, the friendlier the reaction.

Influence: Some **skills** gain the NPC's favor: Fast-Talk, Sex Appeal, Streetwise, Diplomacy, Savoir-Faire, Intimidation

Modifiers: Your **advantages** (+) and **disadvantages** (-) may give you a bonus or penalty: Charisma, Appearance, Status, Rank, Reputation, Uncongenial, Social Stigma, Clueless, …

(Since only the GM sees the reaction roll, watch out! A "friendly" NPC might not be a success – it could be a negative reaction so strong that they're lying or trying to trick you.)