

JASCI

Created by John McCarthy

Influenced and built with aspects of the D20 Modern System

Playing:

D20 system:

The GM tells players what to roll when they ask to do something.

Task Difficulty	DC	Example Task
Very Easy	5	Investigation: Notice an obvious blood trail or clearly broken door at a crime scene.
Easy	10	Lockpick: Open a simple interior lock with basic tools and no pressure.
Medium	15	Medicine: Stop Bleeding (or stabilize a serious but manageable injury) during a calm moment.
Hard	20	Electronics: Bypass a keypad or rewire a powered door with improvised tools and limited time.
Very Hard	25	Stealth: Slip past an alert guard line in close quarters without being seen or heard.
Nearly Impossible	30	Persuasion: Convince a determined enemy leader to stand down and cooperate while they still have leverage.

Turns:

Combat is turn-based. On your turn, you get **two parts**:

- **1 Action** (do something like attack, reload, interact, etc.)
- **1 Move** (move up to your **Speed**, default **30 ft**)

You can take them in **either order**: move then act, or act then move.

Outside of combat, there are **no turns**, characters can act freely as the scene allows.

Initiative:

At combat start, each creature rolls **1d20 + Dexterity mod**. Highest acts first; ties: flip a coin. The GM may use **side initiative** (party vs. opposition).

Advantage/Disadvantage:

When you have advantage, roll 2d20 and keep the higher result. With disadvantage, roll 2d20 and keep the lower. Never stack; one source of advantage and one source of disadvantage cancel.

Actions:

- Attack
 - [Melee](#)
 - [Grapple](#)
 - [Thrown Attack](#)
 - [Single Shot](#)
 - [Burst](#)
 - [Automatic Fire](#)
 - [Reload](#)
 - [Aim](#)
- Interact with an object

Persuasion/Intimidation

When playing JASCI, the players will encounter many people and do more than just kill, they talk. The GM has lots of control over NPCs and can ultimately decide anything they do and their reactions. However, in some situations, players can use their natural [Charisma](#) or their developed skills such as [Intimidation](#) or [Persuasion](#) to get what they want from NPCs. When players are trying to convince an NPC, they need to roll a [Persuasion](#) check. If it only makes sense for the NPC to agree with the player, then the GM can decide to not have the player roll and continue with the exchange without the player rolling. When [intimidating](#) someone, the player must roll an Intimidation check to see how effective their [intimidation](#) is.

Looting

When scavenging for supplies or looting bodies, the GM can have players use their [Investigation](#) skill to see how well they scrounge for stuff and use the [Loot Sheet](#) to roll for loot or make it up on the spot. The GM should add more or less items based on the location of the loot and the outcome of the roll.

Creating a Character:

Self Insert Central:

This system is based on self inserts where the player plays themselves as the base character so that they could see if they could survive in the world the GM creates. However, it is entirely possible to create original characters and is fine, lol.

Info:

Start with writing your name. That's it.

Stats:

The stats of your character are based on yourself, so rate your stats out of 10 and the sheet will calculate your ability modifiers. However, for balance purposes, it is recommended that you pull from a pool of 35 stat points.

($Mod = (Score/2 \text{ rounded down}) - 1$)

Skills:

The Sheet will calculate the modifier for the skills. ($Mod = Score/10 \text{ rounded down} + \text{corresponding stat mod}$) Every character starts with 30 free skill points to allot to any set of skills they want. It is HIGHLY recommended that these skill points are based on you so that the experience is more genuine. Feel free to max out your character after you start playing.

Skill	Stat	What it covers, sample uses
Animal Handling	Cha	Calm or direct animals, read behavior, coax strays
Electronics	Int	Wire devices, bypass keypads, program timers, diagnose shorts and power issues
Explosives	Int	Place explosives, set charges, safe handling, time fuses, disarm bombs
Guns	Per	Firearms aim and shot placement
Intimidation	Cha	Threats, coercion, break morale
Investigation	Per	Search scenes, connect clues, track footprints, spot tampering and forgeries
Lockpick	Dex	Pick locks

Medicine	Int	Stabilize, treat injuries, apply meds, diagnose conditions
Melee Weapons	Str	Hit with blades, clubs, and improvised weapons, parry with weapons
Persuasion	Cha	Negotiate, plead, charm, bargain
Repair	Int	Fix engines and gear, jury-rig field repairs, fabricate simple parts
Sleight of Hand	Dex	Palming, quick draws, planting objects, quiet item swaps
Stealth	Dex	Stay unseen and unheard
Survival	Con	Forage, build shelter, track overland, endure weather, navigate off-road
Unarmed	Str	Punch, grapple, shove, choke, clinch, block

Attributes:

Most people will start without attributes. Only add attributes if the GM allows it or suggests it.

Equipment:

Next, write down everything you are wearing at the start of the campaign and everything on your person. The GM will instruct you on how many inventory slots a specific clothing has. Generally Jeans or Hoodies/Jackets have 3 slots, Fannie Packs, and small bags have 6, Cargo pants or hiking jackets have 12, Small backpacks or grocery bags have 18, Normal backpacks have 24, and backpacking bags have 36. Your hand slots are only for equipping items and are in your hand if they are in those slots. Highlight the clothing when they are equipped to easily let the GM know what is equipped. When placing items in your inventory, make sure that what is going into your pockets or bags could feasible fit in or attached to it. Do NOT shove 36 microwaves in a backpack. If items take up more than 1 spot, then group the item into multiple inventory slots.

Health:

Your **base HP** when creating a character:

Level-1 HP: Head 5, Torso 8, Arms 7 each, Legs 7 each.

Levels:

XP:

The GM awards XP as they see fit, however, XP is normally earned by killing creatures and solving quests. Experience points can also be gained for disarming mines and traps, picking locks, hacking computers, doing sections of a quest and completing challenges like killing a set amount of an enemy.

Skill Points:

Skill points are used to increase skills that are easily changed by gaining experience with them. These are gained after every level up but can also be gained after quests, especially hard challenges, or whenever the GM sees fit.

Leveling Up:

When a player reaches the XP cap, their character levels up. When a character levels up, they gain 16 skill points.

Attributes:

Every 3 levels, characters will get one attribute from a list of attributes to choose from. These attributes are made by the GM based on the specific player and what they have accomplished.

Stat Increase:

Every 5 levels, your character gains 2 Stat points to allocate to Str, Int, Dex, Con, Per, Wil, or Cha. You can put both points into a single stat or split the 2 points into two separate stats.

Health Increase:

Each time a character levels up, add Health Points (HP) to every body part using the values below based on their Constitution Mod.

Body Part	Con Mod -1	Baseline Con Mod 0	Con Mod +1/2	Con Mod +3	Con Mod +4
Head	+1 HP	+1 HP	+1 HP	+1 HP	+2 HP
Limbs	+1 HP	+1 HP	+2 HP	+2 HP	+3 HP

Torso	+1 HP	+2 HP	+2 HP	+3 HP	+3 HP
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Level	Total Required
1	0
2	300
3	900
4	1800
5	3000
6	4500
7	6300
8	8400
9	10800
10	13500
11	16500
12	19800
13	23400
14	27300
15	31500
16	36000
17	40800
18	45900
19	51300
20	57000
21	63000
22	69300
23	75900
24	82800
25	90000
26	97500
27	105300
28	113400
29	121800
30	130500
31	139500
32	148800

33	158400
34	168300
35	178500
36	189000
37	199800
38	210900
39	222300
40	234000
41	246000
42	258300
43	270900
44	283800
45	297000
46	310500
47	324300
48	338400
49	352800
50	367500

Health:

Players track Health Points (HP) by body part. When you take damage, subtract it from the HP of the affected body part.

1) What happens at 0 HP

When a body part reaches 0 HP, apply the result based on the location:

Head or Torso at 0 HP, Critical Condition (Dying)

- You are in **Critical Condition** (dying).
- You must be stabilized within **3 turns**.
- If you are not stabilized in time, or if the Head or Torso takes any further damage while in Critical Condition, you die.

Arm or Leg at 0 HP, Crippled Limb

- The limb becomes **Crippled** immediately.

- **Crippled Arm:** cannot attack, block, grapple, reload, or hold items in that arm (the GM may allow small actions like pressing a button).
- **Crippled Leg:** Speed is **halved** and you cannot Dash. If **both legs** are crippled, you can only crawl, Speed becomes 5 ft.
- A crippled limb causes **Bleeding** (see below).
- A limb hitting 0 HP does **not** start a death timer by itself. You only risk death if Bleeding drops your **Torso** to 0.

2) Bleeding (from crippled limbs)

When an arm or leg hits 0 HP, you gain **Bleeding 1**.

- **At the end of your turn**, take **Bleeding damage to the Torso** equal to your Bleeding value.
 - If another limb hits 0 HP while you are already bleeding, increase Bleeding by +1 (example: Bleeding 2).
 - If a crippled limb takes additional damage while already at 0 HP, increase Bleeding by +1.
 - Bleeding ends when you are successfully stabilized (see Treatment).
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Treatment and Healing (Revised)

Healing Action (during combat)

Stabilize is a **Medicine** check you can attempt as an **Action** on a creature you can reach.

When you Stabilize, choose **one** of the following:

A) Stabilize Critical Condition (Head/Torso at 0 HP)

- **DC:** use the treatment quality DC you are applying (see below).
- **On success:** the target is no longer dying and the affected part (Head or Torso) is restored to 1 HP.
- **On failure:** nothing changes.

B) Stop Bleeding (from Crippled Limb)

- **DC:** use the treatment quality DC you are applying (see below).
- **On success:** Bleeding becomes 0 (the limb is still crippled until it has at least 1 HP again).
- **On failure:** nothing changes.

You can attempt to Stabilize again on later turns.

Medical supplies can apply bonuses to Medicine rolls, improving your chance to succeed.

Rest Healing

If a character is treated, they recover HP during rests based on the treatment quality:

Treatment Table

Treatment	Stabilize	Short Rest	Long Rest
Well Tended (DC 15)	Yes	+2 HP	Full HP
Standard Treatment (DC 10)	Yes	+1 HP	+3 HP
Poorly Tended (DC 5)	No	-	+1 HP

Combat, step by step:

1) Declare the attack.

The attacker states the weapon, the targeted body part, and what they are doing.

Example: “I swing my baseball bat at the militia man’s head with an overhead strike.”

2) Choose the defense.

- **Melee and thrown attacks:** the defender says if they **block** or **dodge**, and describes how. Unarmed blocks use **Unarmed**, armed blocks use **Melee Weapons**. Dodges use **Dexterity + Unarmed**. On a failed unarmed block by **≤5**, the **blocking limb** takes the hit, by **≥6**, the **intended target** is hit.
- **Firearms:** there is **no dodging or blocking** bullets. The defender still makes a defense roll: Defense vs firearms = d20 + cover bonus + targeted body-part armor defense.

3) Roll.

Both sides roll. The attacker rolls to hit with the relevant skill, **Unarmed or Melee Weapons** for melee, **Guns** for firearms, **Strength** for thrown weapons, then the defender rolls to defend as above. If the

attacker's result is higher, the attack hits and you roll damage. If the defender's result is higher, no hit and no damage.

Criticals.

An attack **natural 20** is an automatic hit, even if the defender also rolls a 20. If a **head** is targeted and the **defender** rolls a **natural 1** on defense, the hit deals **double damage** to the head.

Targeting body part

You can aim at: **Torso 0**, **Arms/Legs -1**, **Head -4**. If the target is **grappled**, ignore the Arms/Legs penalty and the Head penalty becomes **-2**. If no part is called, assume **Torso**. These modifiers apply to **both melee and ranged attacks**. When someone **blocks**, use the modifier for the **targeted body part**, not the blocking limb.

Body Part	Attack Modifier
Torso	-
Arms and Legs	-1
Head	-4

Melee:

Unarmed:

When attacking unarmed, use your **Unarmed skill** to hit and use your **Unarmed skill** modifier as the max damage roll. I.e. Unarmed Modifier = +4, Damage = 1d4. If your unarmed modifier is 0 then roll 1d2-1.

Grappling:

When an attacker attempts to grapple someone, they roll their **Unarmed Skill** vs the Defender's **Unarmed Skill** and if the Attacker rolls higher, the defender is grappled, and if the defender rolls higher, the grapple fails. When grappled, the victim has disadvantage on attacks and all attacks done on them have advantage. They must attempt to break the grapple as an action and once again challenge the attacker's unarmed skill.

Armed:

When attacking with melee weaponry, use your **Melee Weapon** modifier to hit. And the weapon's damage dice for damage.

Dodging:

Dodging uses **Dexterity Mod** + **Unarmed Skill**.

Defender describes the dodge.

Each Dodge adds **10 ft** of movement debt. At the **start of your next turn**, reduce your available movement by the total debt, minimum **0**, then reset the debt. You cannot declare a Dodge if the new debt would **exceed your current Speed**. Dodging does **not move you**. You can't Dodge if you're **grappled, prone, or restrained**.

Blocking:

Unarmed:

Unarmed Blocking uses **Unarmed Skill**

On a failed unarmed block by **≤5**, the **blocking limb** takes the hit, by **≥6**, the **intended target** is hit.

Armed:

Armed Blocking uses **Melee Weapon Skill**

Dual Wielding

If an attacker is holding a melee weapon in each hand, (Dual Wielding) then they can attack twice during their attack turn and have a bonus to blocking but attack with disadvantage on the second attack and cannot grapple. When attacking with the offhand weapon, it rolls to hit with disadvantage but does full damage. When blocking attacks while dual wielding, the defender gets a +2 defense bonus as long as their **Melee Weapon Skill** is 10 or greater.

Shooting:

When an attacker is using a ranged weapon, they use their **Guns Skill** to roll to hit (Thrown uses **Strength**). There is no dodging or blocking ranged weapons (Unless they are thrown). Instead, cover, concealment, and positioning play a role in defense during combat.

Range:

It's harder to hit things farther away. Bows have -3 to Long+ ranges, Shotguns have -2 to Long+ ranges, Pistols have +0

to Long+ ranges, Rifles have +2 to Long+ Ranges, and Snipers have +5 to Long+ ranges.

Range	Attack Modifier
Point-blank (Touching the defender)*	+15
Close (~15 feet Other side of a car longways)	+5
Medium (~30 feet)	-
Long (~100 Feet)	-5
Very long (~300 Feet)	-10
Extremely long (~600+)	-15

*In order to shoot Point-Blank, you must be grappling the target.
You must have at least one free hand to maintain the grapple

Damage With Ranged Weapons:

When a shot is landed, roll the damage dice with no additions and subtract the points from the body part(s) that were damaged. If multiple body parts were damaged with a single hit, then split the damage up equally between the parts (Unless the GM instructs a specific damage pattern)

Gain +2 to your next ranged attack against a creature you can see. You lose the bonus if you move before shooting or the target gains total cover.

Modes of Fire

- **Single:** Make one attack roll. On a hit, **1 bullet lands** and deals damage once.
- **Burst (3-round):** Attack at -5 and expend **3 rounds**. On a hit, **1 bullet lands plus +1 bullet per 5 points** your attack exceeds the defender's result, up to **3 bullets** total. Roll damage for each bullet. **On a tie, no bullets land.**
- **Automatic (6-round):** Attack at -8 and expend **6 rounds**. On a hit, **1 bullet lands plus +1 bullet per 4 points** your attack exceeds the defender's result, up to **6 bullets** total. Roll damage for

each bullet. On a tie, no bullets land.

Dual Wielding (Akimbo)

If you're holding a gun in each hand, you can make **two firearm attacks** on your turn.

- The **off-hand attack** is made at **disadvantage** but deals **full damage** if it hits.
- **Reloading either weapon still takes one action.**
- You **cannot Grapple** while a gun is in either hand.

Reloading

Reloading takes one action per weapon.

Jams and Fouls

On a **natural 1** to attack with a firearm, the weapon **Jams**. Clearing a jam takes **1 Action** and requires a **Repair check DC 5** to clear. If you roll a **natural 1** while attempting to clear a jam, the weapon is **Fouled** and requires **1 Action plus a Repair check DC 10** to clear.

Cover:

One can only move into cover on their turn, and not while defending. Defenders add the cover bonus to their defense roll.

Degree of Cover (Example)	Cover Bonus to Defense
One-quarter (standing behind a 3-ft. high wall)	+2
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of the same size)	+4
Three-quarters (peering around a corner or a big tree)	+7
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10
Total (on the other side of a solid wall)	<i>Cannot be targeted</i>

Explosives:

Explosives

Launchers

- **Rocket Launchers** and **Grenade Launchers** are fired like rifles to hit. Make a normal firearm attack against the target. On a hit, resolve the blast at the impact point.
- On a hit, creatures in the blast roll **Dexterity** against your attack result, success halves damage, total cover negates.

Thrown Grenades

- To throw a grenade (or similar device) use your **Strength** Modifier
- Creatures in the blast can try to avoid the worst of it with a **Dexterity** roll against your throw result. **Success = half damage, total cover = no damage.**

Blast and squares

- All blast sizes use squares, **1 square = 5 feet.**
For example, a 10-foot radius is a **2-square radius.**

Scatter on a miss

- If a thrown grenade misses, it scatters **1d6 squares** in a random **d8** direction before detonating. The GM can apply the same scatter to missed launcher shots when appropriate.

Damage and body parts

- Explosion damage is often catastrophic. If any **body part** is reduced to **0 HP** by an explosion, that part is **destroyed**.
- Apply blast damage to the **Torso by default**, or to a more exposed part if the fiction clearly points there. The GM can distribute damage as they see fit.

Armor:

Armor gives protection to the wearer. YAY! Armor adds modifiers to defense rolls and reduces damage done to the wearer. When writing down armor, it is written as Item (Armor Type).

Armor	Defense	Incoming Damage
Light armor (Heavy Leather jacket, Gloves, Ushanka)	+1	-1
Medium armor (Civilian body armor, Hard hat)	+2	-2
Heavy armor (Plate carrier, Military Helmet)	+3	-3
Very Heavy armor (Bomb suit, Spetsnaz Helmet)	+5	-5

When being attacked, the defender only uses the defense and mitigated damage for the targeted body part, you don't add all the armor as a total. You **can** wear multiple items on the **same body part** and their **Defense bonuses and Damage Reduction stack**. Apply the **sum of Defense** and the **sum of** damage reduction for the **targeted body part only**. (Example: Helmet + Welding Visor on Head stacks both bonuses.)

Food and Water:

- **Checkpoints:** Each time you **go to sleep**, consume **1 food** and **1 drinkable liquid** from inventory.
- **If you are missing resources:** Gain **1 level of Exhaustion** per missing item at that checkpoint.
 - Have food but no water, gain 1 Exhaustion.
 - Have water but no food, gain 1 Exhaustion.
 - Have neither, gain 2 Exhaustion.
- **Spoiled or dirty supplies:** If you eat spoiled food or drink dirty water, make a **DC 13 Constitution check**. **On a failure, gain 2 levels of Exhaustion**. On a success, no Exhaustion from contamination. The sickness ends the **next day** after a long rest if you avoid further exposure.
- **Recovering:** After a **long rest with adequate food and water**, remove **1 level of Exhaustion**.

Sleep

- **Daily requirement:** You need **one full night of sleep** each day. If you **skip a night**, gain **1 level of Exhaustion**.
- **48 hours awake:** After 48 hours without sleep, you **automatically fall asleep** unless you succeed on a **Willpower check** to stay up another day. Each additional day you remain awake adds **+1 Exhaustion**.
- **Recovering:** A **long sleep** removes **1 Exhaustion** if you also have adequate food and water.

Walking and Physical Exertion

- **Normal activity:** There is **no limit** on walking or ordinary physical work. You do not take automatic penalties for being active.
- **Pushing it:** In **extreme conditions** like heat, cold, forced marches, or heavy labor without breaks, the GM may call for a **Constitution check**. On a failure, gain **1 level of Exhaustion**.

Exhaustion Levels

Exhaustion 1: Disadvantage on Perception.

Exhaustion 2: -1 to Dex checks and attack rolls.

Exhaustion 3: Speed halved.

Exhaustion 4: Disadvantage on all checks.