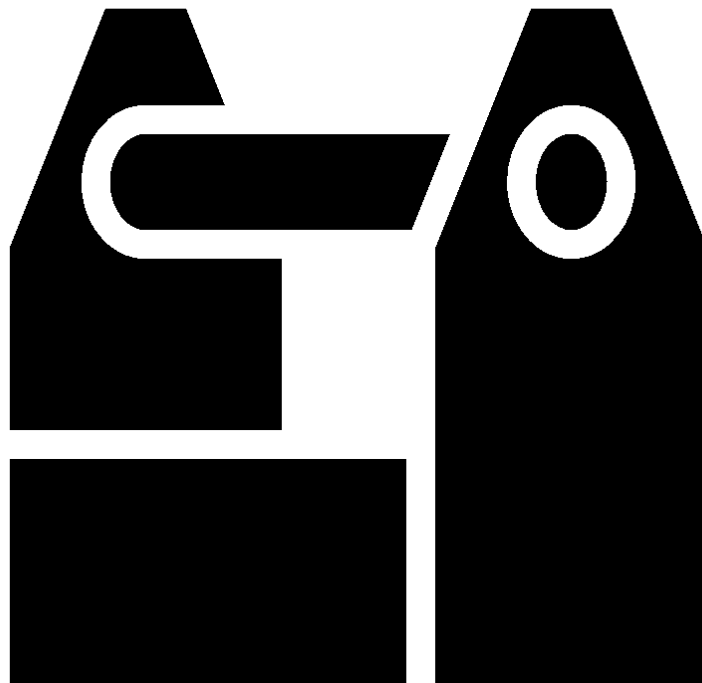
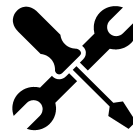


d100 Open-Ended Roleplaying
Bare Metal Edition
(aka. OER/BME)





Credits

Design & Development: Peter Rudin-Burgess, Alfred Reibenschuh

Thanks To: tbd.

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Glossary

Action Point (AP): An action point represents about 25% of all the activity a character can perform in a combat round.

Ancestry: Each life form is considered a separate ancestry. These are also referred to as the characters Species.

Attribute: A number from 1 to 101 that reflects one of the ten physical or mental qualities of a character. High scores in attributes are better than low scores. Also called Stats.

Base Move (BM): A character has a base movement of 4m. All other movement rates are calculated from the Base Movement.

Blood Talent: A talent used to differentiate one species from another.

Critical: A specific wound description and its effects in game terms.

Defensive Bonus (DB): The total of Stat and special bonuses deducted from an attack.

Development Points [DP] : Points used to build characters, buy skills and talents.

Game Master [GM] : The referee, a player with the special role of setting up the adventure and controlling everything and everyone who is not a player character.

Initiative: A roll made at the start of a combat to decide what order events are resolved in.

NPC: A Non-Player Character, a character in the game controlled by the GM.

Offensive Bonus (OB): The total skill used when making an attack.

PC: A Player Character, a character in the game controlled by a player.

Potential Stat: Every 'stat' has the potential to reach 101. Stats tend to increase over time towards this potential cap.

Rank: A measure of training in a skill. No ranks equates to unskilled.

Stat: One of ten numbers that describe a character's strengths and weaknesses. Also called Attributes.

Temporary Stat: The current value of a character's Stat. These may go down through injury or may go up through training.

The Bare Metal Universe

These base rules do not contain any setting or genre information. You may develop and adapt these rules to any setting that you like.

Attack Tables



One Handed Blades

Armor				
d100	No	Lt	Md	Hvy
146 - 150	30ES	25ES	20ES	13ES
142 - 145	29ES	24ES	20ES	13ES
138 - 141	27ES	23ES	19DS	12DS
135 - 137	25ES	22ES	18DS	12CS
131 - 134	24ES	21DS	17CS	12BS
127 - 130	23ES	20DS	17CS	11BS
123 - 126	21ES	19DS	16CS	11BS
119 - 122	20ES	18DS	15CS	10AS
116 - 118	18DS	16DS	14BS	10AS
112 - 115	17DS	16DS	14BS	9AS
108 - 111	15DS	14CS	13BS	9AS
104 - 107	14DS	13CS	12AS	9
100 - 103	12CS	12CS	12AS	8
97 - 99	11CS	11BS	11	8
93 - 96	10CS	10BS	10	7
89 - 92	8BS	9BS	9	7
85 - 88	7AS	8BS	9	6
81 - 84	5AS	7AS	8	6
78 - 80	3AS	6AS	7	5
74 - 77	2	5AS	7	5
66 - 73	–	4	6	5
50 - 65	–	1	4	4
40 - 49	–	–	–	2
1 - 39	–	–	–	–

One Handed Blunt

Armor				
d100	No	Lt	Md	Hvy
146 - 150	25EK	21EK	23EK	17EK
142 - 145	24EK	19EK	21EK	17EK
138 - 141	22EK	18EK	20EK	16DK
135 - 137	21EK	18EK	19DK	16DK
131 - 134	20EK	17DK	19DK	15CK
127 - 130	19EK	16DK	18DK	14CK
123 - 126	17EK	15DK	17CK	14CK
119 - 122	16DK	14CK	16CK	13BK
116 - 118	15DK	13CK	15CK	13BK
112 - 115	13DK	13CK	14CK	12BK
108 - 111	12DK	12CK	13BK	12AK
104 - 107	11CK	11BK	12BK	11AK
100 - 103	9CK	10BK	12BK	10
97 - 99	8BK	9BK	11AK	10
93 - 96	7BK	8BK	10AK	9
89 - 92	6AK	8AK	9AK	9
85 - 88	4	7AK	8	8
81 - 84	3	6AK	7	7
78 - 80	1	5AK	6	7
74 - 77	–	4	5	6
66 - 73	–	3	5	6
50 - 65	–	1	3	5
40 - 49	–	–	–	2
1 - 39	–	–	–	–

Arrow/Bolt/Missile

Armor				
d100	No	Lt	Md	Hvy
146 - 150	29EP	25EP	25EP	15EP
142 - 145	26EP	24EP	24EP	15EP
138 - 141	24EP	23DP	23EP	14DP
135 - 137	23EP	21DP	21DP	13CP
131 - 134	21EP	20DP	20DP	13CP
127 - 130	20EP	19DP	19DP	12CP
123 - 126	18DP	18CP	18CP	11BP
119 - 122	16DP	17CP	17CP	11BP
116 - 118	14DP	15CP	15BP	10AP
112 - 115	13DP	14CP	14BP	9AP
108 - 111	11CP	13BP	13BP	9AP
104 - 107	9CP	12BP	12BP	8AP
100 - 103	7CP	10BP	10AP	7
97 - 99	6BP	9BP	9AP	7
93 - 96	4BP	8AP	8AP	6
89 - 92	2AP	7AP	7	5
85 - 88	–	6AP	6	5
81 - 84	–	4	4	4
78 - 80	–	3	3	3
74 - 77	–	2	2	3
66 - 73	–	–	–	2
50 - 65	–	–	–	–
40 - 49	–	–	–	–
1 - 39	–	–	–	–

Thrown

Armor				
d100	No	Lt	Md	Hvy
146 - 150	20EK	16EK	16EK	10DK
142 - 145	19EK	15EK	15EK	10CK
138 - 141	18EK	14EK	14DK	10CK
135 - 137	17EK	13EK	14CK	9BK
131 - 134	16EK	13DK	13CK	9BK
127 - 130	15EK	12DK	13CK	9BK
123 - 126	14DK	12DK	12BK	8AK
119 - 122	13DK	11CK	11BK	8AK
116 - 118	12DK	11CK	11AK	8
112 - 115	12DK	10CK	10AK	7
108 - 111	11DK	9CK	10AK	7
104 - 107	10CK	9CK	9AK	7
100 - 103	9BK	8BK	9AK	6
97 - 99	8BK	8BK	8	6
93 - 96	7BK	7BK	8	6
89 - 92	6AK	6AK	7	5
85 - 88	5AK	6AK	6	5
81 - 84	4	5AK	6	5
78 - 80	3	5AK	5	4
74 - 77	2	4	5	4
66 - 73	–	4	4	4
50 - 65	–	2	3	3
40 - 49	–	–	–	–
1 - 39	–	–	–	–

Two Handed

Armor				
d100	No	Lt	Md	Hvy
146 - 150	51EK	45EK	35ES	25ES
142 - 145	47ES	43ES	33EK	24ES
138 - 141	44EK	41EK	32EK	23EK
135 - 137	41ES	38ES	30ES	22DK
131 - 134	39ES	37ES	29DK	22DK
127 - 130	37EK	34ES	27DS	21DS
123 - 126	34ES	32EK	26DK	20CS
119 - 122	31ES	30DS	24CS	19CS
116 - 118	28EK	28DK	23CS	18BS
112 - 115	26ES	26DK	21CS	17BS
108 - 111	23EK	24DS	20CS	16BK
104 - 107	20DS	22CK	18BS	15AK
100 - 103	18DS	20CS	17BS	14AS
97 - 99	15DS	17CS	15AK	13
93 - 96	13DK	16BK	14AK	13
89 - 92	10CS	14BK	12AS	12
85 - 88	7BS	11BK	11	11
81 - 84	4AS	9AK	9	10
78 - 80	1AK	7AS	7	9
74 - 77	–	5AS	6	8
66 - 73	–	3	5	7
50 - 65	–	–	1	5
40 - 49	–	–	–	–
1 - 39	–	–	–	–

Laser/Blaster

Armor				
d100	No	Lt	Md	Hvy
146 - 150	46EP	33EP	33EP	11EP
142 - 145	42EP	32EP	32EP	11DP
138 - 141	40EP	30EP	30EP	11DP
135 - 137	37EP	29EP	29EP	10CP
131 - 134	35DP	28EP	28DP	10CP
127 - 130	32DP	26DP	26DP	10CP
123 - 126	30DP	25DP	25DP	9BP
119 - 122	27CP	24DP	24DP	9BP
116 - 118	24CP	22DP	22CP	8BP
112 - 115	23CP	21DP	21CP	8BP
108 - 111	20CP	20CP	20CP	8BP
104 - 107	17BP	18CP	18CP	7BP
100 - 103	15BP	17CP	17BP	7AP
97 - 99	12AP	15BP	15BP	6AP
93 - 96	10AP	14BP	14BP	6AP
89 - 92	7AP	13BP	13BP	6AP
85 - 88	5	11BP	11BP	5AP
81 - 84	2	10BP	10BP	5
78 - 80	–	9AP	9AP	5
74 - 77	–	8AP	8AP	4
66 - 73	–	6AP	6	4
50 - 65	–	3	3	3
40 - 49	–	–	–	2
1 - 39	–	–	–	–

Ball/Explosion

Armor				
d100	No	Lt	Md	Hvy
146 - 150	34E	21E	22D	24D
142 - 145	33D	20D	21C	22C
138 - 141	32D	19C	20C	21C
135 - 137	30C	18C	19C	20C
131 - 134	29C	17B	18C	19C
127 - 130	28C	16B	17C	18C
123 - 126	27C	15B	16C	17C
119 - 122	25C	14B	15B	16B
116 - 118	24C	13B	14B	15B
112 - 115	23C	12B	13B	14B
108 - 111	22B	11A	12B	13B
104 - 107	20B	10A	11B	12B
100 - 103	19B	9A	10A	11B
97 - 99	18B	8A	9A	10A
93 - 96	17B	7A	8A	10A
89 - 92	15A	6	7A	8A
85 - 88	14A	5	6A	7A
81 - 84	13A	4	5	6A
78 - 80	11A	3	4	5
74 - 77	10A	2	3	5
66 - 73	9	–	2	4
50 - 65	6	–	–	1
40 - 49	–	–	–	–
1 - 39	–	–	–	–

Bullets/Projectiles

Armor				
d100	No	Lt	Md	Hvy
146 - 150	24EP	17EP	12EP	7EP
142 - 145	23EP	17EP	12EP	7DP
138 - 141	22EP	16EP	11EP	7DP
135 - 137	20EP	15EP	11EP	7DP
131 - 134	19DP	14EP	11DP	7CP
127 - 130	18DP	14EP	10DP	6CP
123 - 126	17DP	13EP	10DP	6CP
119 - 122	15CP	12DP	9DP	6CP
116 - 118	14CP	11DP	9CP	6BP
112 - 115	13CP	11DP	8CP	5BP
108 - 111	12CP	10CP	8CP	5BP
104 - 107	10BP	9CP	8CP	5AP
100 - 103	9BP	9CP	7CP	5AP
97 - 99	8AP	8BP	7BP	5AP
93 - 96	7AP	7BP	6BP	4
89 - 92	5AP	7BP	6AP	4
85 - 88	4AP	6BP	5AP	4
81 - 84	3	5AP	5AP	4
78 - 80	1	4AP	4AP	3
74 - 77	–	4AP	4	3
66 - 73	–	3AP	4	3
50 - 65	–	1	3	3
40 - 49	–	–	–	2
1 - 39	–	–	–	–

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