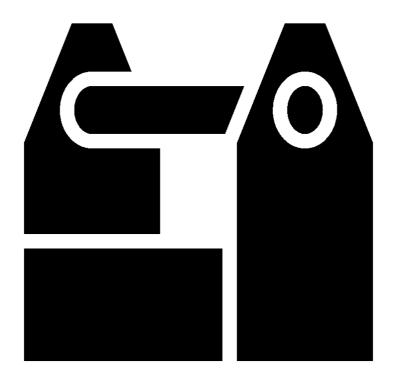
# d100 Open-Ended Roleplaying Bare Metal Edition (aka. OER/BME)









# **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	20EK	22EK	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

		A		
1400	Armor			
d100	No	Lt	Md	Hvy
146 - 150	28EP	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	19EP	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	15EK	15EK	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	50EK	45EK	35ES	25ES
142 - 145	47ES	43ES	33ES	24EK
138 - 141	44ES	41EK	32ES	23ES
135 - 137	41ES	38ES	30ES	22DK
131 - 134	39EK	37EK	29DS	22DS
127 - 130	36ES	34ES	27DK	21DS
123 - 126	34EK	32EK	26DS	20CS
119 - 122	31ES	30DS	24CK	19CS
116 - 118	28EK	28DK	23CS	18BS
112 - 115	26ES	26DS	21CK	17BS
108 - 111	23EK	24DS	20CS	16BK
104 - 107	20DS	22CS	18BK	15AS
100 - 103	18DK	20CS	17BS	14AK
97 - 99	15DS	17CS	15AK	13
93 - 96	13DK	16BS	14AS	13
89 - 92	10CS	14BK	12AK	12
85 - 88	7BK	11BS	11	11
81 - 84	4AS	9AK	9	10
78 - 80	1AK	7AS	7	9
74 - 77	_	5AK	6	8
66 - 73	-	3	5	7
50 - 65	-	-	1	5
40 - 49	-	-	-	-
1 - 39	-	-	-	-

## Laser/Blaster

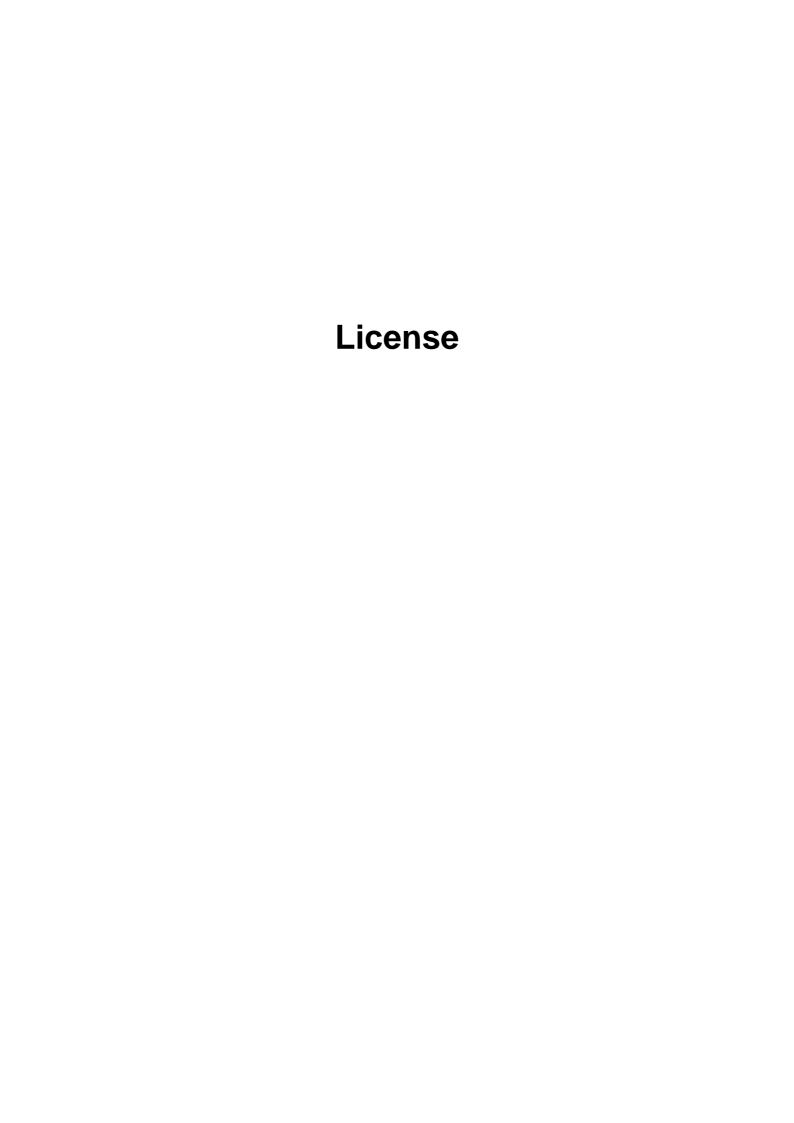
# **Ball/Explosion**

# **Bullets/Projectiles**

	Armor			
d100	No	Lt	Md	Hvy
146 - 150	45EP	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				_

	Armor			
d100	No	Lt	Md	Hvy
146 - 150	34E	21E	22D	23D
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	_	_	_	_

	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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