

# R.I.S.K.

Roleplaying is Simple, Kids

Simple, Fast Roleplaying system for Sci-Fi settings



Art of War Games

## R.I.S.K.: Roleplaying is Simple Kids

I wrote these rules so I could introduce my kids to RPG games with relatively simple straight-forward rules that I could use for sci-fi, modern or a fantasy setting. Feel free to add rules, change rules or ignore rules you don't like. Enjoy.

### The Cardinal Rule

Where a rule does not make sense in particular situation, ignore it or modify it.

Character Movement speeds are as follows:

Walk - 6"

Duck & Weave or Assault - 8"

Run - 12"

Riding Animal running - 18"

Go to Ground - 2"

### Character Creation

When creating a character a player gets 15 points to spend on skills and attributes. Skill levels cost one point per level.

Attributes cost an increasing amount.

Players can also take a penalty to an attribute and gain extra character points to spend on other attributes or skills.

At the start each attribute can only be as high as three.

Attribute Point Cost

1	1
2	3
3	6
4	10
5	15
-1	+2
-2	+4
-3	+6

### Attributes

Each Character is defined by his attributes, skills and equipment. Each character has five attributes: Strength, Agility, Smarts, Toughness and Charm.

Strength is how physically strong a character is.

Agility is how dexterous and coordinated they are.

Smarts is their raw intellect.

Toughness is how resilient a character is to damage.

Charm is how skilled they are at influencing people.

### Derived Attributes

Wounds is an indicator of how much damage a character can take. Wounds = Toughness + 1

Defense is agility bonus plus a D6 plus any modifiers for

cover or range

### Skills

Skills are how good a character is at performing specific actions. There are combat skills and non combat skills. Skills have either a bonus, a penalty or no modifier whatsoever. Attribute bonuses also stack with skills within its attribute skill group.

#### Combat Skills

Brawling - Str

Shooting - Agi

Melee Weapon - Str

Big Guns - Agi

Courage - Tough

Pilot Fighters - Agi

Pilot Freighters - Smarts

Pilot Capital Ships - Smarts

Gunnery Fighters - Agi

Gunnery Freighters - Smarts

Gunnery Capitol Ships - Smarts

#### Non Combat Skills

Bargaining - Charm

Tech - Smarts

Heal - Smarts

Science - Smarts

Computers - Smarts

Drive, Ground - Agi

Drive, Grav - Agi

Drive, Walker

Ride Animal - Agi

Survival - Smarts

Persuade - Charm

Athletics - Str

Search - Smarts

Notice - Smarts

Bots - Smarts

Knowledge - Smarts

Repair - Smarts

Stealth - Agi

#### Skill Modifiers

Easy Task +1

Hard Task -1

Very Hard Task -2

Very Very Hard Task -3

Half cover -1

3/4 cover -2

Small Target -3

Concealment -1	Heal: This skill allows a character to restore wounds to another character.
Long Range -1	
Smoke / Fog range is halved and -1	
Night range is halved and -2	
Equipment Modifiers	Knowledge: This skill covers any number of disciplines and a subject must be chosen when the skill is taken. Examples: Knowledge Business, Knowledge Politics, Knowledge Strategy, Knowledge History
Scope +1 to shoot	
Medpac +1 to heal	
Masterwork +1	
Foriegn Design -1	Melee Weapons: This skill allows a character to use a specific melle weapon and a seperate skill much be chosen for each weapon. Examples: Melee Weapon Sword, Melee Weapon Knife, Melee Weapon Spear, Melee Weapon Energy Sword.
Alien Design -3	
Non Combat Skills	Notice: This skill indicates how aware a character is to his surroundings and how sensitive his senses are.
To use a Non Combat skill roll a D6 an add the skill's bonus and attribute bonus plus any negative modifiers. a roll of 6 or better is a success.	
<b>Skill Descriptions</b>	Pesuade: This skill allows a character to change a person's mind or convince them of a course of action.
Athletics: This skill covers actions like jumping, swiming, climbing and running	Pilot: This skill group covers the characters ability to pilot a starship of a given class.
Bargaining: This skil covers diplomacy and haggling prices for parts.	Repair: This skill allows a character to repair broken pieces of technology.
Big Guns: This covers heavy weapons able to damage vehicles.	Ride Animal: This skill indicates how good a character is at riding animals which are trained to be ridden or training an animal to be ridden.
Bots: This skill allows a character to repair, customize or re-program a bot	Science: This skill allows a character to solve scientific problems but an area must be chosen when the skill is chosen. Examples: Science Biology, Science Physics, Science Mathmatics, Science Astrophysics.
Brawling: This covers fistfights and martial arts.	Search: This skill covers how good a character is at finding things in an unfamiliar environment.
Computers: This allows a character to use computers for any number of reasons from information gathering to hacking security systems.	Shooting: this skill indicates how good a character is in a firefight. It covers both shooting at enemies and taking cover from return fire.
Courage: This skill allows a character to overcome his fear and resist the effects of fear inducing situations and monsters.	Survival: This skill indicates how good a character is in hostile environments.
Drive, ground: This allows a character to drive ground based vehicles.	Stealth: This covers things like hiding, moving silently and otherwise remaining undetected.
Drive, grav: This allows a character to drive anti-grav vehicles.	Tech: This covers how well a character is at building and maintaining technological devices.A character can also use this skill to determine a device's purpose.
Gunnery: These skills allow a character to operate the guns on a starship of the appropriate size.	

## Character Combat - Combat Skills

To use a combat skill requires a contested skill check. Both the player character and his opponent roll a dice and add their bonuses. The higher result wins. So if a character is shooting at a bad guy. The character rolls a D6 for each Firepower point his weapon has and adds his shooting skill bonus and his agility to each die roll. The defending character rolls a D6 and adds his agility plus any modifiers for range or cover. If the attacking character gets the highest result then the defending character is hit and takes a wound or suppression. Suppression can be negated by a Courage check for a player character or an activation roll for an NPC. Characters can take a number of suppression hits equal to their shooting skill.

Melee Weapons provide a +1 to close combat while Energy/Magical melee weapons provide a +2 to melee combat.

**Card Activation:** We use card activation instead of initiative. At the beginning of each combat round deal out a card for each character and each group of NPCs. Higher cards activate first. Suits run Spades, Hearts, Clubs, Diamonds in order of highest to lowest in case of a tie. Jokers can choose when to go and get a +1 to all skill checks and Attribute checks for that round.

NPCs are defined by their training and expertise level.

## Unit Training/Experience

Level	Activation	Skill	Suppress
Green	5+	0	0
Seasoned	4+	1	1
Veteran	3+	2	2
Elite	2+	3	3

An NPC that activates can move and make a combat action or skill check. An NPC that fails its activation can stay put and shoot anything that moves through its line of sight or which shoots at the NPC. Or it can move or use a skill. It can only do one thing that round.

## Weapons

The following are a small sample of common weapons; they may be further modified by weapon attributes.

Small Arms	Range	Fire Points
Pistol/Revolver	8"	1FP
Infantry Rifle	24"	1FP
Assault Rifle	(2FP at 12" or less) 24"	1FP
Sniper Rifle 1	32"	2FP

Sub-Machine Gun	16"	2FP
Light Machine Gun	32"	3FP
Heavy Machine Gun 2	32"	4FP
Combat Shotgun	8"	2FP
Grenade Launcher	16"	3FP
Grenades, thrown	8"	3FP
Flame Thrower 3	8"	4FP
Laser Pistol	8"	1FP
Laser Rifle	24"	2FP
Plasma Pistol	8"	2FP
Plasma Rifle	24"	3FP

Support Weapons	Range	Fire Points
Gatling Cannon 20mm	32"	4FP
Gatling Cannon 30mm	32"	5FP
RPG	24"	3FP
Mortar 4	32"	3FP
Plasma Cannon	48"	4FP
Ultra Light Auto Cannon	48"	1FP
Light Auto Cannon3	40"	2FP
Medium Auto Cannon3	32"	4FP
Heavy Auto Cannon3	24"	6FP
Short Range Missile Pod	16"	2FP
Medium Range Missile Pod	24"	2FP
Long Range Missle Pod	48"	3FP
Anti-Vehicle Missile 5	48"	5FP
Small Laser	16"	2FP
Medium Laser	32"	3FP
Larger Laser	40"	4FP
Railgun	48"	6FP

- At player's discretion, the Sniper Rifle may target an individual figure in a Unit
- Vehicle and Bunker mounted HMGs require 1 crew, Infantry HMG requires 2
- Flamethrowers and Tank Cannons ignore cover.
- If you have any figure w/ line of sight, mortars can fire at enemies they cannot directly see.
- May only effect one target vehicle or power armored model

## Personal armor

For each hit, roll d6 and negate a hit for each result equal to or greater than the save listed for that armor type.

Type	Save	Example
None	6+	Civilian clothing
Light	5+	Flak/small arms vest; partial armor suits
Medium	4+	carapace armor, light/scout power armor
Heavy	3+	Hard chitin, heavy scales, power armor
Battlesuit	2+	Heavy/Assault power armor

-power armors may do the following:  
fire up to two weapons, receive a +1 to hit for all ranged and

## Starships and Starship Combat

Starship combat works the same as personal combat with a few modifications.

Characters use their Gunnery Skill to shoot enemy ships while they use their Pilot skill to defend.

Ships have Attributes just like characters.

Strength: indicates how much cargo a ship can carry. The ship can carry one 100 ton cargo pod per strength point.

Fighter: 0

Light Freighter: 1

Medium Freighter / Small Capitol Ship: 2

Heavy Freighter / Medium Capitol Ship: 3

Super Heavy Freighter / Heavy Capitol Ship: 4

Agility: indicates how maneuverable a ship is or how hard to hit it is during combat

Fighter: 4

Light Freighter: 3

Medium Freighter / Small Capitol Ship: 2

Heavy Freighter / Medium Capitol Ship: 1

Super Heavy Freighter / Heavy Capitol Ship: 0

Smarts: indicates how tough the ship's AI or computer system is.

Fighter: 0

Freighters: 1

Small Capitol Ship: 2

Medium Capitol Ship: 3

Heavy Capitol Ship: 4

Toughness: Indicates how much damage a ship can take before rolling for system damage.

Fighter: 0

Light Freighter: 1

Medium Freighter / Small Capitol Ship: 2

Heavy Freighter / Medium Capitol Ship: 3

Super Heavy Freighter / Heavy Capitol Ship: 4

Charm: Indicates how much influence a ship wields or how powerful its reputation is. A smuggling ship could have a high charm rating indicating how notorious it is which could help the smuggler land a job. A Capitol Ship could have a high rating indicating how successful it has been at hunting pirates. A low rating means the ship is relatively unheard of.

Wounds: A ship has a number of wounds equal to 5 x its

toughness rating with a minimum of one wound for fighters. When a ship runs out of wounds it is considered crippled and cannot move or shoot. If a ship takes negative wounds it must make a successful toughness check or explode for each negative wound.

Defense: a ship's defense is equal to the ship's agility plus the pilot's skill in that ship class.

Armor Save is by ship type

Fighter: 5+

Freighters: 6+

Small Capitol Ship: 4+

Medium Capitol Ship: 3+

Heavy Capitol Ship: 2+

Movement: How fast a ship is is determined by it's class

Fighter: 12"

Light Freighter: 8"

Medium Freighter / Small Capitol Ship: 6"

Heavy Freighter / Medium Capitol Ship: 4"

Super Heavy Freighter / Heavy Capitol Ship: 2"

Turning: Agility 4/3 ships can make one 90 degree turn per round while Agility 1/2 ships can make one 45 degree turn and Agility 0 ships turn too slowly to matter in a dogfight.

Shields: Ships can mount shield generators and add extra wounds to a ship before they start taking hull damage.

Fighter: 1

Light Freighter: 5

Medium Freighter / Small Capitol Ship: 10

Heavy Freighter / Medium Capitol Ship: 15

Super Heavy Freighter / Heavy Capitol Ship: 20

If a fighter or light freighter gets within 6" of an enemy capitol ship it is effectively inside that ship's shields and any attacks from that position ignore the shield's extra wounds.

Hardpoints: Hardpoints are the number of spots where ships can mount weapons, extra shields, cargo pods, fighter hangers. A ship can mount up to 5 fighters / shuttles or cargo pods per strength point. A Smuggler using a Light Freighter could mount 2 light autocannons, a shield generator and a fighter docking point

Fighter: 2

Light Freighter: 4

Medium Freighter / Small Capitol Ship: 8

Heavy Freighter / Medium Capitol Ship: 16

Super Heavy Freighter / Heavy Capitol Ship: 32

## Vehicles and Vehicle Combat

Vehicle combat works the same as Starship combat with a few modifications.

Characters use their Shooting Skill or Big Guns Skill to shoot enemy vehicles while they use their Agility or Drive skill to defend depending on if they are passengers or the person controlling the vehicle. If a character were driving a walker he would use his Drive Walker and Big Guns skills to move and shoot the walker's heavier weapons. If he were a passenger of a grav car shooting at enemies chasing them in another grav car with his pistol then he would use his Agility and Shooting skills.

Vehicles have Attributes just like characters.

Strength: indicates how much cargo a vehicle can carry. The vehicle can carry 2 tons of cargo per strength point.

Grave/ Grav Bike: 0

Grav/Ground Car: 1

Cargo Truck: 2

APC, Semi Truck, Light Tank / Combat walker: 3

Heavy Battle Tank / Combat Walker: 4

Agility: indicates how manueverable a vehicle is or how hard to hit it is during combat

Grave/ Grav Bike: 4

Grav/Ground Car: 3

Cargo Truck: 2

APC, Semi Truck, Light Tank / Combat walker: 1

Heavy Battle Tank / Combat Walker: 0

Smarts: indicates how tough the vehicle's AI or computer system is.

Grave/ Grav Bike: 0

Grav/Ground Car: 1

Cargo Truck: 2

APC, Semi Truck, Light Tank / Combat walker: 3

Heavy Battle Tank / Combat Walker: 4

Toughness: Indicates how much damage a vehicle can take before rolling for system damage.

Grave/ Grav Bike: 0

Grav/Ground Car: 1

Cargo Truck: 2

APC, Semi Truck, Light Combat Tank / Combat walker: 3

Heavy Combat Tank / Combat Walker: 4

Charm: Indicates how much influence a vehicle wields or how powerful its reputation is. A racing vehicle could have a

high charm rating indicating how famous it is which could help the the racer enter higher profile races. A Combat vehicle could have a high rating indicating how successful it has been in battle. A low rating means the vehicle is relatively unheard of.

Wounds: A vehicle has a number of wounds equal to 5 x its toughness rating with a minimum of one wound for bikes. When a vehicle runs out of wounds it is considered crippled and cannot move or shoot. If a vehicle takes negative wounds it must make a successfull toughness check or explode for each negative wound.

Defense: a vehicle's defense is equal to the vehicle's agility plus the pilot's skill in that vehicle class.

Armor Save is by vehicle type

Grave/ Grav Bike: 6+

Grav/Ground Car: 5+

Cargo Truck, Semi Truck: 5+

APC: 4+

Light Tank / Combat walker: 3+

Heavy Battle Tank / Combat Walker: 2+

Movement: How fast a vehicle is is determined by it's class

Grave/ Grav Bike: 24"

Grav/Ground Car: 18"

Cargo Truck: 12"

APC, Semi Truck, Light Tank / Combat walker: 8"

Heavy Battle Tank / Combat Walker: 6"

Extra Engines: A vehicle can mount extra engines to make it go faster. A vehicle can increase its speed by 2" for each extra engine.

Turning: Agility 4/3 vehicles can make any number of turns per round while Agility 1/2 vehicles can make one 90 degree turn and Agility 0 vehicles can make one 45 degree turn per round.

Hardpoints: Harpoints are the number of spots where vehicles can mount weapons, extra engines, cargo pods, or passenger spots. A vehicle can carry up to 4 passengers or 1/2 ton of cargo per strength point. A Race using a grav Car could mount 2 extra engines.

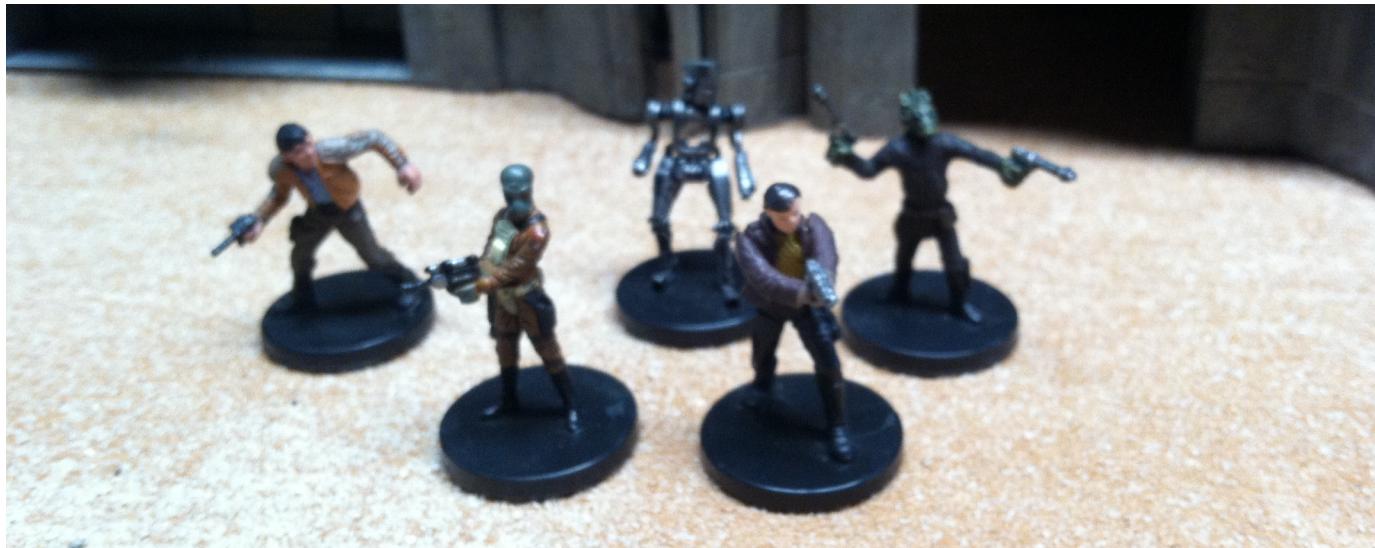
Grave/ Grav Bike: 1

Grav/Ground Car: 2

Cargo Truck: 3

APC, Semi Truck, Light Tank / Combat walker: 6

Heavy Battle Tank / Combat Walker: 8



## Crew of the *Wayward Lady*

The Wayward Lady is a light freighter crewed by a group of misfits who seem to always be on the wrong side of station security or the Blood Moon Gangsters. They generally work for the Corporate worlds, smuggling information, prototypes or agents to and from espionage missions. They also occasionally run side jobs helping the anti-corporate resistance cells and illegal search and salvage operations out in the black. They are a good, tight-knit crew with questionable morals and a strange sense of honor. They only kill in self defense and never run addictive substances. The Lady has two light autocannons, a shield generator and shuttle docking port.

### *Wayward Lady*

Strength 1  
Agility 3  
Smarts 1  
Toughness 1

Charm 2	Repair 1	Wounds 1
Wounds / Shields 10 / 5	Brawling 2	
Movement 8"	Shooting 2	Skills
Defense 6	Gunnery Freighter 2	Tech 1
Armor Save 5+	Notice 1	Repair 3
<b>Captain Dodger Dempsey</b>	Equipment	Drive, Ground 1
Strength 1	Blaster range 12" FP 1	Gunnery Freighter 1
Agility 1	Knife	Equipment
Smarts 1	Flak Vest 5+ save	2x Blasters range 12" FP 1
Toughness 2		Knife
Charm 2	<b>Pilot "Marvin"</b>	Work Clothes 6+ save
Wounds 3	Strength 1	<b>Maintenance Bot "Spot"</b>
	Agility 2	Strength 2
Skills	Smarts 2	Agility 0
Pilot Freighter 1	Toughness 0	Smarts 0
Repair 1	Charm 1	Toughness 3
Brawling 2	Wounds 1	Charm 0
Shooting 2		Wounds 4
Bargaining 2	Skills	
	Pilot Freighter 3	Skills
Equipment	Repair 1	Tech 2
Blaster range 12" FP 1	Drive, Ground 1	Repair 2
Knife	Shooting 1	Drive, Ground 1
Flak Vest 5+ save		Knowledge: Ships 1
<b>1st Officer Hammer O'Neil</b>	Equipment	
Strength 1	Blaster range 12" FP 1	
Agility 2	Knife	Equipment
Smarts 1	Flight Suit 6+ save	Heavy Duty Chassis 4+ save
Toughness 2	<b>Mechanic "Bugsy"</b>	
Charm 0	Strength 1	
Wounds 3	Agility 2	
Skills	Smarts 2	
	Toughness 0	
Pilot Fighter 1	Charm 1	



## Blood Moon Cartel

The Blood Moon crime syndicate operates from Shakra Un'Duuli, the Blood Moon. It is called that because of the iron oxide deserts that cover the moon. They control various illegal operations all across the black. They have infiltrated law enforcement and bribed judges and politicians all over the Black to help them remain undetected by the Synod and the various local governments outside of Synod controlled space.

The Blood Moon Cartel are vicious and ruthless. They often employ bounty hunters and assassins to accomplish their goals of total control of the Black. They employ smugglers to move whatever cargo is most valuable on the worlds they operate on. Some worlds want spice, others need weapons and some buy slaves. The Blood Moon Cartel can provided all of these, for a price

### *Ganster Smuggling Freighter*

Strength 1  
Agility 3  
Smarts 2  
Toughness 1  
Charm 2  
Wounds / Shields 10 / 5  
Defense 5  
Armor Save 6+

The Smuggler has two light autocannons, a shield generator and shuttle docking port.

#### **Ganster Boss**

Strength 1  
Agility 1  
Smarts 1  
Toughness 2  
Charm 2  
Wounds 3  
Movement 8"

Skills  
Bargaining 2  
Persuade 2  
Brawling 2  
Shooting 2  
Knowledge Crime 2

Equipment  
Blaster range 12" FP 1  
Knife  
Flak Vest 5+ save

#### **Ganster Soldier**

Strength 1  
Agility 2  
Smarts 1  
Toughness 1  
Charm 0  
Wounds 2  
Skills  
Brawling 2  
Shooting 2  
Gunnery Freighter 2  
Persuade 1

Equipment  
Blaster range 12" FP 1  
Knife  
Flak Vest 5+ save

#### **Ganster Smuggler**

Strength 1  
Agility 2  
Smarts 2  
Toughness 0  
Charm 1  
Wounds 1  
Skills  
Pilot Freighter 3  
Repair 1  
Drive, Ground 1  
Shooting 1

Equipment  
Blaster range 12" FP 1  
Knife

Flight Suit 6+ save

#### **Bounty Hunter**

Strength 2  
Agility 2  
Smarts 1  
Toughness 2  
Charm 0  
Wounds 3  
Movement 8"

Skills  
Bargaining 2  
Pilot Freighter 2  
Brawling 2  
Shooting 2  
Knowledge Crime 2

Equipment  
Blaster range 12" FP 1  
Laser Rifle 24" FP 2  
Knife  
Carapace Armor 4+ save



## Corporate Security

Huge Mega-Corporate blocs control much of the trade throughout the universe. Because of the concentration of resources and money, that makes the corporations huge targets for criminals and pirates. The vast majority of corporations own security companies through one of their subsidiaries. These security troops range in skill from barely literate muscle to highly trained Special Operations troops and Agents.

There are always a small contingent of security troops on each corporate ship and at each corporate owned mining or manufacturing facility. If a facility is hit by raiders, pirates or organized crime then depending on the amount of resources lost an Executive or an Agent will be sent to investigate and either write a risk assessment memo or hunt down the perpetrators relentlessly until they are eliminated.

### *Corporate Fast Courier*

Strength 1  
Agility 3  
Smarts 2  
Toughness 1

<b>Charm 1</b>	<b>Skills</b>	<b>Wounds 1</b>
<b>Wounds / Shields 10 / 5</b>	<b>Brawling 1</b>	
<b>Defense 5</b>	<b>Shooting 1</b>	<b>Skills</b>
<b>Armor Save 6+</b>		<b>Pilot Freighter 3</b>
	<b>Equipment</b>	
The Courier has one light autocannon, a shield generator and space for 12 passengers.	<b>Blaster range 12" FP 1</b>	<b>Repair 1</b>
	<b>Knife</b>	<b>Drive, Ground 1</b>
	<b>Flak Vest 5+ save</b>	<b>Shooting 1</b>
		<b>Equipment</b>
	<b>Spec Ops Soldier</b>	<b>Blaster range 12" FP 1</b>
<b>Corporate Executive</b>	<b>Strength 1</b>	
Strength 0	<b>Agility 1</b>	<b>Knife</b>
Agility 1	<b>Smarts 1</b>	<b>Flight Suit 6+ save</b>
Smarts 3	<b>Toughness 2</b>	
Toughness 1	<b>Charm 0</b>	<b>Corporate Agent</b>
Charm 3	<b>Wounds 3</b>	Strength 1
Wounds 2		Agility 2
Movement 8"	<b>Skills</b>	Smarts 2
	<b>Brawling 2</b>	Toughness 2
Skills	<b>Shooting 2</b>	Charm 0
Bargaining 3	<b>Notice 1</b>	Wounds 3
Persuade 2	<b>Pilot Fighter 1</b>	
Shooting 1	<b>Big Guns 1</b>	<b>Skills</b>
Knowledge Business 3	<b>Melee Weapons 2</b>	<b>Bargaining 1</b>
		<b>Pilot Freighter 2</b>
<b>Equipment</b>	<b>Equipment</b>	
Blaster range 12" FP 1	<b>Blaster Carbine 12" FP 2</b>	<b>Brawling 2</b>
Business Suit 6+ save	<b>Knife</b>	<b>Shooting 3</b>
	<b>Carapace Armor 4+ save</b>	<b>Stealth 2</b>
		<b>Knowledge Business 1</b>
<b>Security Guard</b>		
Strength 0	<b>Corporate Freighter</b>	<b>Equipment</b>
Agility 1	<b>Captain</b>	<b>Blaster 12" FP 1</b>
Smarts 1	Strength 1	<b>Laser Rifle w/ Scope 24"</b>
Toughness 1	Agility 2	FP 2
Charm 0	Smarts 2	Knife
Wounds 2	Toughness 0	<b>Carapace Armor 4+ save</b>
	<b>Charm 1</b>	