

D.A.R.K.

Dice-Aided Roleplaying Kit

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Terminology

Here is some of the basic terminology you will find throughout this book.

Botch ♦ When something really bad happens we call this a botch.

Career ♦ The profession that your persona specializes in.

Damage Resistance ♦ This is the area of your persona sheet where you record the injuries that your persona sustains.

Damage Resistance Points (DR) ♦ These are points you can use to increase the toughness and difficulty of the body areas.

Dice Points (DP) ♦ The number of points you get to distribute between a Persona's statistics. They represent the number of dice you get to roll when using a given statistic.

Dice Total ♦ This is the total you have after you roll all of your dice and add them up.

Difficulty (D) ♦ The number that a Dice Total must be equal to or greater than in order to succeed at a given action. Often denoted D_n where n is the difficulty. For example D_8 means difficulty of 8.

Judge ♦ The Judge is the overseer of the entire game. He controls all non-player personas and the overall flow of the game. He is the final arbiter in all matters.

Knockout Value (KO) ♦ This is the amount of damage a particular body area can withstand before it becomes useless.

Max ♦ When you roll a 6 on one six-sided dice you have reached the max of the dice. A max allows you to roll the dice again and add it to your dice total.

Non-Player Persona (NPP) ♦ A non-player persona is any persona that is not controlled by one of the players.

Persona ♦ An imaginary person whom the player creates to partake in a roleplaying game.

Player ♦ You!

Rank ♦ This refers to the amount of knowledge and ability that a persona has in a given skill.

Skill Buying Points (SBP) ♦ Points received only at persona generation and are used to purchase and increase your persona's skills.

Skill Rank Points (SRP) ♦ Points received only at persona generation which can be used on a one for one basis to increase those skills which fall into your persona's occupation.

Statistic (Stat) ♦ A number representation of the physical or mental capabilities of a persona.

Stat Average ♦ Whenever multiple statistics are used to determine a dice roll, the average of those statistics determines the total dice rolled.

Stat Points ♦ Points gained through roleplaying and used to increase statistics.

Toughness (T) ♦ The minimum damage a body area must take before actual damage is sustained. Often denoted T_n where n is the toughness. For example, T_6 means toughness of 6.

$x+y$ ♦ The number of six-sided dice you should roll along with any bonuses to the final Dice Total x is the number of six-sided dice to roll and y is the bonus to add to the Dice Total after all dice have been rolled. For example, $2+3$ means that you will roll 2 six-sided dice and add 3 to the total. You may also see other similar notation such as $(STR+2)+1$, which means you will roll Strength+ 2 six-sided dice and add 1 to the total.

Basic Game Rules

System

The DARK system is a skilled-based system. Five Statistics are used to represent a Person's overall physical and mental capacity. The Skills that you choose for your Persona directly relate to one or more of these Statistics which, in turn, determine how many dice you roll when attempting to use a Skill. Now that we are past all that rubbish... Whenever you make a skill roll you will roll six-sided dice (d6) and total the rolls of the dice; this total is called a Skill Total (ST). To determine success you will compare the highest ST that you rolled to a Difficulty Number (DN) that is determined by the person who is running your game, the Game Master (GM). If the ST is equal to or greater than the DN, you succeed.

For example, John Stark, a private investigator, has an Adeptness of 3 and a Lockpicking skill of 2. John is attempting to pick the lock on the office door of Mayor Johnson to get at a file that could reveal that Mayor Johnson is involved in a large fraud scandal. The GM determines that this lock is of average difficulty and assigns a DN of 8. Lockpicking relies on Adeptness (3) and John's lockpicking (2) allows him two attempts to reach the DN. So, John gets to roll 3d6 two times in an attempt to get an 8 or better. On his first attempt he rolls a 4, 1, and 2 which totals 7 (Not quite good enough!) His second attempt comes up with a 5, 2, and 3. The ST on the second roll equals 10. John hears a satisfying click, and the door swings quietly open.

Botches

If you ever roll all one's on any Skill Roll this is considered a botch. Botching a roll means that something very bad or unlucky happens. For example, detective John Stark hears a noise coming from the hallway outside Mayor Johnson's office. He attempts to hide by using his Sneak & Hide skill (2). Sneak & Hide relies on Adeptness (3) so John makes his first roll and it comes up 1 and 1. Bad luck for John, this is a botched roll and he doesn't get to make his second attempt. John trips over the computer power cord and smashes into the floor with a loud thump.

Max

Whenever a dice roll comes up a six you may roll that dice again and add it to your total. This is called a max. John Stark fumbles to recover from his recent fall and decides he needs to jump out the window onto the fire escape. The GM decides this is going to be a little difficult and gives it a DN of 12. John uses his Jump (1) skill to see if he can make it. Once again he rolls against his adeptness and he rolls a 2, 2, and 6. So far his ST is only a 10, but he rolled a six so he can roll that again and add it to his total. The re-roll results in another 6. He rolls that again with a result of 3. The final ST for his attempt is $2+2+6+6+3 = 18$. John recovers his wits and leaps out of the nearby window, landing expertly on the fire escape. He slides down the ladder and skulks away into the night.

Rule of Round

Calculations that result in fractions are always rounded down. Bummer, dude!

Creating A Persona

Statistics

Each Persona has five Statistics or Stats, which define his physical and mental capabilities. These five Stats are Agility, Endurance, Strength, Intellect and Wisdom.

Adeptness (ADP) - This is a measure of physical agility, coordination, dexterity, overall athletic ability, and physical manipulation. It encompasses such skills as fighting, evading, sneaking and pocket picking.

Book Smarts (BS) - Book smarts are a measure of a Persona's capacity to read, learn, and implement knowledge learned from books and tutelage. This is a passive intellect that requires the Persona to recall previously learned knowledge in order to use it.

Common Sense (CS) - Common sense is a Persona's ability to use reason and logic to discover and perform on the spot. It is a Persona's active intellect, wit, perception and social grace.

Strength (STR) - Power, endurance, and vitality are what strength represents. It is a Persona's muscular stature and ability. Skills that require physical force and physical endurance rely on this skill.

Wellness (WEL) - Wellness is your Persona's overall physical and mental state of well being. Your Persona will rely on this statistic to help resist physical and mental stress as well as diseases and poisons that may find their way into your Persona's system.

Beginning Statistics

First things first: no Statistic can ever be lower than 1 and a Human Persona cannot start with a statistic higher than 4; the average Stat for a Human is 2. Now, with that out of the way... You begin with a rank of 1 in each of the five Statistics. You then have 3 + 1d6 dice points (DP) that you may distribute any way you wish between the five statistics. For example, Joe is making his Persona

Stat Rating Table:

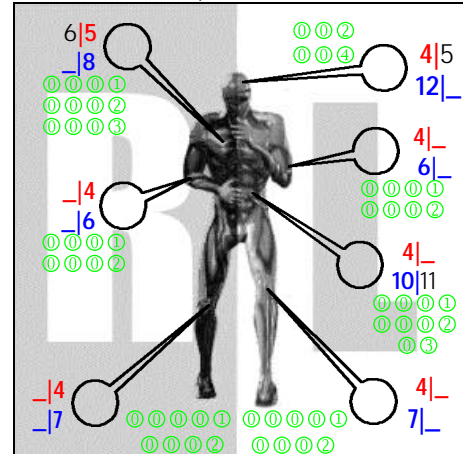
Stat	Rating
1	You Suck
2	Average
3	Above Average
4	Excellent
5	Master
6	Super Human

John Stark and he begins by rolling a d6. His roll comes up a 4 and we add that to the 3 DP we begin with for a total of 7. All five Statistics begin at a rank of 1 so Joe has 7 DP to distribute now. He decides that John is very dexterous and agile so he adds 2 to his Adeptness John needs to

have pretty good common sense for all that detective reasoning so he adds 2 to his CS and 1 to his BS for those skills that rely on both mental Stats. Lastly, Joe wants John to be of average health and strength so he adds 1 to STR and WEL. After spending all 7 of his DP Joe's Persona starts with the following Stats: ADP 3, BS 2, CS 3, STR 2, WEL 2.

Damage Resistance

On your persona sheet you should see an area labeled *Damage Resistance*. This area is used to record the wounds that your persona sustains throughout a game session. There are seven different areas of the body, each has a base Toughness (Red) and Difficulty (Blue) Rank, and a KO Value (Green). Toughness and Difficulty can be increased as noted by the handwritten numbers in the Head, Chest and Abdomen areas.



At persona creation you get a number of Damage Resistance points equal to your Persona's Strength plus Wellness Statistics. These points can be used to increase the Toughness or Difficulty of any body area. The cost is One DR Point per Toughness point and Two DR Points per Difficulty point. For example, John Stark has a Strength 2 and a Wellness 3. He now has 5 DR Points to spend. He spends 2 DR to increase the difficulty of his Abdomen from 10 to 11. He spends 2 more DR to increase the difficulty of his Head from 12 to 13 and his last point he uses to raise the toughness of his Chest from 5 to 6.

Physical Description

You should decide on a physical description of your Persona. What color are his skin, eyes, and hair? Is her complexion fair or dark? What race is he? Is she tall, short, fat, or thin? You get the picture.

Age (Optional)

Although it is optional, age can play an important factor that may reflect your Personas statistics. You can use the following Age Table to adjust your Persona's statistics accordingly. The *Modifier* is the amount of DP you should subtract/add to the *Affected Statistics* in any combination you see fit. For example, an Adolescent would need to subtract a total of 2 DP from STR, BS, and CS. He could choose to take 1 DP from STR and 1 DP from BS. He then gets to add 2 DP to ADP and WEL, so he could put both DP into ADP or WEL, or he could choose to put 1 in each.

Age Table:

Age Range	Affected Statistics	Modifier
Adolescent	STR, BS, CS / ADP, WEL	-2/+2
Young Adult	BS, CS / ADP, STR	-1 / +1
Adult	NA	0
Middle Aged	STR, ADP / BS, CS	-1 / +1
Venerable	STR, ADP, WEL / BS, CS	-3 / +2

Careers

Each Persona must have a career path that determines what skills he is most knowledgeable in. The list of careers below is a guideline for you to choose from. However, this list is not comprehensive so add your own if you do not find one you like.

Each career contains six skills that your

Persona will be specialized in. In addition, you may choose two more skills to add to this specialty group.

You receive 18 Skill Rank Points (SRP) to distribute between Skill Ranks of these eight specialty skills any way you wish. Unlike SBP (see Buying Skills) SRP are spent on a one-for-one basis, meaning that one SRP will increase the rank of a skill by one. At Persona creation the maximum Skill Rank for a Human is 4.

Intelligence Operative Information Law: ? Investigation Computers Following Medicine: First Aid	Fireman Drive/Ride: Auto Investigation Science: Chemistry Notice Melee: Axe Medicine: First Aid	Archaeologist Archaeology Science: Geology Anthropology History: Ancient Language: ? Investigation	Grocer Science: Botany Etiquette Racketeering Math Firearms: Shotgun Information
General Tradesman Trade Skills: ? Trade Skills: ? Etiquette Racketeering Math Law: ?	Landlord Math Racketeering Etiquette Trade Skills: Carpentry Trade Skills: Plumbing Repair	Nun Religion: Christianity History: Ancient Psychology Liberal Arts: Singing Domestic Arts: Sewing Domestic Arts: Cooking	Priest/Pastor Politics Religion: ? Science: Psychology Philosophy Liberal Arts: Singing Etiquette
Circus Performer Gymnastics History: Folklore Liberal Arts: Acting Drive/Ride: ? Domestic Arts: Dancing Animal Handling ?	Librarian Information Racketeering Notice Computers Etiquette Language: ?	Nurse Medicine: First Aid Medicine: Diagnosis Science: Psychology Science: Anatomy Science: General Domestic Arts: Sewing	Magician Legerdemain Racketeering Pickpockets Liberal Arts: Acting Strategy Disguise
Contractor Racketeering Politics Law: Etiquette Information Language: ?	Chef Domestic Arts: Cooking Etiquette Botany Language: ? Politics Domestic Arts: Singing	Police Officer Investigation Law: ? Firearms: Pistol Investigation Following Fighting	Thief Lockpicking Legerdemain Racketeering Sneak & Hide Pickpockets Disguise
Investigator Lock-picking Investigation Information Racketeering Following Firearms: Pistol	Martial Artist Gymnastics Fighting Melee: ? Evade Philosophy Religion: ?	Psychologist Science: Psychology Anthropology Philosophy Investigation Medicine: First Aid Science: General	Soldier Firearms: Pistol Firearms: Rifle Fighting Endurance Navigation: Land Survival: ?
Knight Etiquette Melee: Sword Melee: Knife Drive/Ride: Horse Politics Navigation: Land	Consultant Strategy Math Law: ? Etiquette Information Investigation	Pharmacist Science: General Science: Botany Science: Chemistry Computers Math Information	Secretary Math Office Skills Etiquette Read/Write: ? Domestic Arts: Cooking Liberal Arts: Acting

Sailor

Navigation: Sea
 Drive/Ride: Boat
 Survival: Sea
 Science: Meteorology
 Medicine: First Aid
 History: Folklore

Engineer

Math
 Electronics
 Engineering
 Computers
 Architecture
 Etiquette

Anthropologist

History: Ancient
 History: Folklore
 Anthropology
 Science: Forensics
 Language: ?
 Read/Write: ?

Doctor

Science: General
 Science: Anatomy
 Medicine: Surgical
 Medicine: First Aid
 Science: Chemistry
 Etiquette

Tracker

Survival: Forest
 Navigation: Land
 Tracking
 Firearms: Rifle
 Animal Handling: Dog
 Science: Meteorology

Actor

Liberal Arts: Acting
 Liberal Arts: Dancing
 Liberal Arts: Singing
 Liberal Arts: Music
 Disguise
 Racketeering

Botanist

Science: Botany
 Science: General
 History: ?
 Trade Skills: Farming
 Computers
 Investigation

Banker

Math
 Etiquette
 Forgery
 Politics
 Racketeering
 Investigation

Musician

Liberal Arts: Music
 Etiquette
 Liberal Arts: Acting
 Language: ?
 Language: ?
 Liberal Arts: Singing

Accountant

Math
 Law: ?
 Etiquette
 Racketeering
 Politics
 Language: ?

Biologist

Science: Biology
 Science: General
 Science: Botany
 Science: Zoology
 Science: Chemistry
 Investigation

Farmer

Trade Skills: Farming
 Drive/Ride: Hvy. Equip.
 Science: Botany
 History: Folklore
 Science: Meteorology
 Trade Skills: Mechanic

Systems Analyst

Math
 Computers
 Electronics
 Read/Write: ?
 Repair
 Science: General

Architect

Architecture
 Liberal Arts: ?
 Etiquette
 Math
 Racketeering
 Computers

Boxer

Evade
 Endurance
 Fighting
 Medicine: First Aid
 Notice
 Overpower

Gambler

Gambling
 Racketeering
 Etiquette
 Strategies
 Legerdemain
 Language: ?

Undertaker

Etiquette
 Science: Anatomy
 Science: Chemistry
 Liberal Arts: Music
 Domestic Arts: Sewing
 Law: ?

Artist

Liberal Arts: ?
 Liberal Arts: ?
 Etiquette
 Language: ?
 Language: ?
 History: Art

Construction Worker

Endurance
 Trade Skills: Construction
 Drive/Ride: Hvy. Equip.
 Drive/Ride: Auto
 Racketeering
 Repair

Gunsmith

Firearms: ?
 Evade
 Law: ?
 Repair
 Racketeering
 Trade Skills: Weaponsmith

Writer

Read/Write: ?
 Read/Write: ?
 Racketeering
 Information
 Politics
 Language: ?

Animal Trainer

Animal Handling: ?
 Animal Handling: ?
 Endurance
 Politics
 Science: Zoology
 Melee: Whip

Computer Technician

Computer Science
 Electronics
 Math
 Land Pilot
 General Science
 Investigation

Geologist

Navigation: Land
 Science: General
 Science: Geology
 Investigation
 Trade Skills: Jeweler
 History: Ancient

Zoologist

Science: Zoology
 Science: Biology
 Science: General
 Medicine
 Animal Handling: ?
 Animal Handling: ?

Acrobat

Gymnastics
 Racketeering
 Evade
 Shield
 Escapology
 Domestic Arts: Sewing

Drug Dealer

Etiquette
 Information
 Politics
 Racketeering
 Firearms: Pistol
 Language: ?

Curator

History: Ancient
 Science: General
 Science: Anatomy
 Anthropology
 Science: Botany
 Politics

? = Choose a sub-category

Skills

Skill & Statistics

Each skill is associated with a particular statistic(s). The listed statistic is what you will use when attempting to implement the given skill. Where multiple statistics are listed the average of those statistics is assumed (always round down)

Skill Categories

Natural Skills are those skills that everyone can do without having to have any great deal of knowledge. These include such things as cheating, stealing, running and overpowering.

Body Skills are those skills that rely on physical adeptness and development in order to perform them efficiently.

Mind Skills are skills that require book knowledge to even consider trying them and additional they may require some practical experience.

Available Skills

Below is a list of some of the available skills, we encourage you to add your own to this selection.

Natural Skills

Evade (ADP)	Jumping (STR)	Swimming (ADP,STR)
Endurance (STR,WEL)	Overpower (STR)	Notice (CS)
[§] Survival (CS,STR)	Information (BS,CS)	Carousing (CS)
Following (ADP,CS)	Etiquette (CS)	[§] Liberal Arts (ADP, CS)
Forgery (BS,ADP)	Racketeering (CS)	[§] Domestic Arts (ADP, CS)
Fighting (ADP,STR)	Repair (BS,ADP)	

Body Skills

[§] Melee (ADP,STR)	[§] Firearms (ADP)	Lockpicking (ADP)
[§] Throwing (ADP,STR)	[§] Drive/Ride (ADP)	Shield (ADP,STR)
[§] Sports (ADP,STR)	Sneak & Hide (ADP)	Gymnastics (ADP,STR)
[§] Missile Weapons (ADP)	Pickpockets (ADP)	Legerdemain (ADP)
Escapology (ADP)	Scuba (ADP,STR)	Mountaineering (ADP,STR)

Mind Skills

Engineering (BS)	Math (BS)	[§] Anthropology (BS)
Philosophy (BS, CS)	Computers (BS)	[§] Science (BS)
[§] History (BS)	[§] Animal Handling (BS,CS)	Cartography (BS)
Meditation (CS,WEL)	[§] Medicine (BS)	Tracking (CS)
[§] Law (BS)	[§] Language (BS,CS)	Architecture (BS)
Strategy (BS)	Politics (CS)	[§] Navigation (BS,CS)
[§] Read/Write (BS, CS)	Disguise (BS,CS)	Gambling (BS)
Electronics (BS)		[§] Trade Skill (BS)

[§] Denotes that a skill has sub-categories.

Buying Skills

When you create your Persona you will receive Skill Buying Points (SBP) that you will use to purchase your Personas skill ratings. Your Persona's beginning SBP equal the average of his Book Smarts and Common Sense times ten. $(BS + CS / 2) * 10$. For example, if your Persona has a BS 2 and a CS 3 then he receives 20 SBP $(3 + 2 = 5 / 2 = 2 * 10 = 20)$.

Sub-Categories

Any skill that has sub-categories must be taken once for each sub-category of that skill you wish your Persona to have. Example sub-categories are provided in the skill descriptions listed hereafter, but they are not all-inclusive lists so add your own if needed.

Skill Descriptions

Natural Skills

Evade (ADP) ♦ The art of dodging, avoiding, parrying and blocking. Evasion is a defensive skill.

Jumping (STR) ♦ The ability to jump far and high.

Swimming (ADP,STR) ♦ This skill could help prevent you from drowning.

Endurance (STR,WEL) ♦ Endurance is used when your Persona is required to perform physical activities for long periods of time.

Overpower (STR) ♦ Overpowering includes all forms of lifting, pulling, pushing, and even arm wrestling.

Notice (CS) ♦ Allows a Persona to notice small details that others might overlook.

Survival (CS,STR) ♦ Knowledge to survive in a specific environment. This includes the ability to build shelters, signal for help and find food. *Sub-categories: Arctic, Mountains, Subterranean, Sea, Forest*

Information (BS,CS) ♦ Knowledge and information are hard to come by sometimes. This skill helps you to find those elusive tidbits.

Following (ADP,CS) ♦ Following other people is never as easy as it seems. If you walk too close they see you, too far and you lose 'em.

Etiquette (CS) ♦ Why do I have so many damn forks?

Carpentry (ADP,BS) ♦ The ability to use wood to construct everything from a bird house to a human house.

Forgery (BS,ADP) ♦ You can make fake documents, signatures, or whatever you can think of.

Racketeering (CS) ♦ The art of manipulation, lying, bargaining and generally doing business is something few people ever perfect.

Carousing (CS) ♦ If you really want a Persona who knows how to party and socialize, this skill is for you.

Liberal Arts (ADP, CS) ♦ The liberal arts contains many fields including art and literature. *Sub-Categories: Dance, Music, Singing, Acting, Poetry.*

Domestic Arts (ADP, CS) ♦ The domestic arts include the many skill needed to maintain clothing, home and family. *Sub-Categories: Cooking, Sewing.*

Skill Cost Table:

Proficiency	Rank	Cost
Beginner	1	2
Practiced	2	4
Skilled	3	8
Veteran	4	16
Master	5	32
Super Human	6	64

Fighting (ADP,STR) ♦ Using your hands, feet, knees, elbows, head...and any other body parts you can think of...to fight and wrestle.

Repair (BS,ADP) ♦ Personas with this are adept at fixing all sorts of things, even things they may not know a lot about.

Body Skills

Melee (ADP,STR) ♦ A Persona with the melee skill is proficient at fighting with hand-to-hand weapons. *Sub-categories: Sword, Knife, Chain, Spear, Pole-arm.*

Firearms (ADP) ♦ To effectively use a sidearm in combat, a Persona must know this skill. *Sub-categories: Pistol, Rifle, Shotgun*

Lockpicking (ADP) ♦ This is the ability to open locks without having the key or the combination.

Throwing (ADP,STR) ♦ Just throwing stuff isn't gonna cut it, you need to now how the throw stuff. *Sub-categories: Knife, Spear, Stars, Office Furniture.*

Drive/Ride (ADP) ♦ With this skill a Persona can drive machine-powered vehicles or ride animals. *Sub-categories: Automatic, Construction, Semi, Horse, Camel.*

Shield (ADP,STR) ♦ Another defensive skill, using a shield can be very advantageous if you know what you're doing, with this skill the Persona is adept at using all sorts of objects as shields.

Weaponsmith (ADP,STR) ♦ Given the proper equipment (like a hot fire, metal, and a hammer) you can make weapons.

Gymnastics (ADP) ♦ Knowing how to do a back flip can be really cool. The tumble and rolling maneuvers of gymnastics can be used as a defense in combat.

Sports (ADP,STR) ♦ You know the rules of and are competent enough to compete in a sport.. *Sub-categories: Football, Basketball, Soccer, Baseball, and Polo.*

Sneak & Hide (ADP) ♦ This skill allows a Persona to skulk about without attracting attention, and to hide himself so no one can find him.

Legerdemain (ADP) ♦ Stage magic, such as sleight-of-hand, card tricks, rope tricks, and other illusions. The Persona can appear to make small objects seemingly appear or disappear in thin air ala David Copperfield man!

Armorer (ADP,STR) ♦ Similar to the weaponsmith skill, an Armorer can make armor given the appropriate materials (leather working included).

Pickpockets (ADP) ♦ A Persona with this skill can pick the pockets of others without them knowing it.

Mountaineering (ADP,STR) ♦ You have the skill and knowledge needed to scale mountains.

Missile Weapons (ADP) ♦ You know how to use archaic missile weapons in combat. *Sub-categories: Archery, Sling, and Spear.*

Scuba (ADP,STR) ♦ This skill grants a Persona proficiency in advanced swimming, deep water environments, and water life saving techniques. They know how to use the required equipment to dive to deep depths and how to maneuver under water.

Escapology (ADP) ♦ Houdini-esc ability to escape from all sorts of restraining devices such as handcuffs, straight-jackets, and chests chained and locked and thrown into 20 feet of water.

Mind Skills

Engineering (BS) ♦ The construction of complicated items such as planes, trains, and automobiles (Hey, I've heard that before!) requires this skill.

Math (BS) ♦ $2+2=5$ according to some Calculus theorem. Anyhow, you know basic math, trigonometry, calculus and probably some other stuff that we have no clue about.

Electronics (BS) ♦ Allows a Persona to read and create schematics for all sorts of electrical devices, chips and equipment.

Anthropology (BS) ♦ The study of foreign cultures, their beliefs and social structures. *Sub-Categories: Choose a culture.*

Philosophy (BS, CS) ♦ You know all about the major religious and life philosophies across the planet, and you could talk about it all...day...long.

Computers (BS) ♦ Not only can you turn the machine on...you can use it. Programmer guide included.

History (BS) ♦ This skill allows a Persona the historical knowledge of a particular region or sect. *Sub-Categories: Ancient, Folklore, Art, Specific Region*

Animal Handling (BS,CS) ♦ Grants the knowledge of training and domesticating wild animals. *Sub-categories: Various according to planet.*

Meditation (CS,WEL) ♦ Useful for healing and recovering both mental and physical energy. Each time your Persona makes a physical or mental recovery roll a successful Meditate roll will grant an additional $\frac{1}{4}$ recovery.

Medicine (BS) ♦ The medicine skill encompasses all knowledge including basic first aid, diagnosis, pharmaceutical skill, and complex medical procedures such as disease treatment and surgical skills if the practitioner has the proper equipment and working environment. *Sub-categories: Diagnosis, First Aid, General, Pharmaceutical, Surgical*

Law (BS) ♦ Practical and experiential knowledge of a particular social culture's laws. *Sub-categories: Choose a Region*

Language (BS,CS) ♦ Speaking knowledge of a particular language. Every Persona is assumed to have at least over his native language. *Sub-categories: Specific language.*

Strategy (BS) ♦ An eye for tactics and planning, the strategist always knows when and where to be so as to take advantage of the most advantageous position in any situation.

Politics (CS) ♦ This skill offers insight and experience into the influence of politics over people in general. Skills such as leadership, group influence, and inter-governmental workings are covered here.

Parascience (BS) ♦ The knowledge and study of supernatural, occult, magic and other unexplained phenomenon.

Disguise (BS,CS) ♦ The ability to disguise one's identity or to assume the identity of another.

Read/Write (BS, CS) ♦ Allows for fluency in both reading and writing a specific language. *Sub-categories: Choose a language.*

Architecture (BS) ♦ Ability to design, modify and read plans and drafts for large structures and dwellings.

Cartography (BS) ♦ The skill of reading, modifying and creating accurate maps.

Navigation (BS,CS) ♦ The ability to judge direction and to maintain a constant course through the use of landmarks,

heavenly bodies or other methods. *Sub-categories: Land, Air, Sea, Subterranean*

Tracking (CS) ♦ You know how to track people and animals based on the residue they leave when passing through a given area.

Gambling (BS) ♦ Working knowledge of various forms of gambling and how the odds work for or against you based on your situation.

Investigation (CS,BS) ♦ Through systematic study of given facts you can deduce the occurrence of specific events and possibly the people involved.

Psychology (BS) ♦ This is the science of understanding the human psyche and emotions as well as diagnosing and counseling those who are ill of mind.

Science (BS) ♦ The factual search for truth in its many forms. The fields of science are broad and expansive. *Sub-categories: General, Chemistry, Physics, Astronomy, Astrology, Psychology, Parascience, Geology, Botany, Biology, Zoology, Meteorology, Anatomy*

Trade Skills (BS) ♦ Trade Skills covers the multitude of trade skills available. These skills include the knowledge of creating and repairing those elements involved in the skill. *Sub-categories: Plumbing, Machinery, Mechanic, Leatherworking, Haberdashery, Shoemaking, Jeweler, Carpentry, Farming, Weaponsmith, Armoring, Leatherworking, Fletcherery*

Getting Smarter

Stat Points

Through the life of your persona the judge may deem that he will receive stat points. Stat points can only be used to increase the rank of a statistic. Stat points can be granted for good roleplaying, coming up with a good solution to a problem, playing in persona even if the result is detrimental to the persona himself or the other persona's.

On the average a persona should only receive between 1 and 3 stat points at the end of each game session. They should be rare and wonderful things.

Increasing Statistics

Now that you know what a stat point is, let's talk about increasing statistics. Increasing your persona's statistics takes a lot of time and dedication. And it's expensive as all hell. To increase a statistic costs the current statistic rank times 10 (Stat Rank x 10). So to go from rank 2 to rank 3 would cost 20 stat points.

Increasing Skills

Increasing your persona's skills is a simple process. Whenever you successfully use a skill put a check mark in the row marked with a ✓ to the left of the skill. At the end of each adventure you will get a chance to increase each skill that you have checked.

To determine if a skill has increased roll a d6 for each rank you have in the given skill. If all your rolls are greater than your skill rank then you get to add .2 to your Persona's current rank in that skill. Joe has a chance to increase John Stark's Fighting rank. He rolls a d6 twice and gets a 4 and a 3. His Fighting skill increases from rank 2 to rank 2.2. Be sure to erase your ✓ after you make your increase roll.

Once enough partial ranks have accumulated to bring the skill level to the next rank you may roll an additional time when performing actions with the given skill. Joe has had a few opportunities to use his Fighting skill and has raised his rank to 2.8. He makes his increase roll and successfully gets an additional .2 rank. Now, his 2.8 becomes a 3 and he gets to roll three times now when he uses his fighting skill.

For purposes of gameplay you will always round down any fractions of a skill rank when calculating how many dice to roll. If Joe has a fighting skill of 2.6 he still only rolls 2 dice when using his fighting skill.

Performing Actions

To perform an action you must make a Skill Roll. A Skill Roll requires you to roll a number of six-sided dice to determine whether you succeed at the action you are attempting. The number of dice you roll is equal to the DP you have in the Statistic(s) associated with the skill you are using. If your Skill relies on multiple Statistics you must take the Stat Average of the DP in those statistics. For example, John Stark is attempting to balance his check book. He would use his Math skill to perform this action and the Math skill is associated with his Book Smarts statistic which happens to be a 2. This means that John Stark gets to roll 2d6 when using his math skill. Now, if John were trying to climb Mount Everest he would use his Mountaineering skill which relies on both Adeptness and Strength. After averaging John's Adeptness of 3 and Strength of 2 we end up with 2 ($3+2 = 5 / 2 = 2.5 = 2$) so John gets 2d6 when climbing.

Your Skill Rank determines how many chances you get to roll those dice. John's Math rank of 1 means he gets to roll 2d6 one time. His Mountaineering rank of 2 means he gets to roll 2d6 two times.

Each time you roll the dice calculate a separate total (and don't forget to re-roll any 6's) and the highest total is the one that you will use when determining success. For example, John is doing some cliff climbing to practice for his upcoming trip to Everest. He gets two chances to make his roll. His first attempt he gets a 4 and a 5 for a total of 9. His next attempt lands him a 3 and a 6. He re-rolls the six and gets a 4 for a total of 13 ($3 + 6 + 4$). Since 13 is the highest that is what he will use to determine if he succeeds.

Difficulty

Some actions are pretty easy to do, like jumping over a mud puddle. Others are extremely difficult, like leaping across a hot stream of lava to grab a burning rope that you must climb to safety. And, of course, there are all varieties of difficulty in between. Whenever you perform an action the Judge will choose a difficulty number which reflects how hard a chosen skill is to accomplish. This number is the total that you need to match or beat on at least one of your Skill Roll attempts in order to succeed at the action you're trying. In John Stark's cliff climbing escapade above the Judge determined that it would be Hard (12) for John to climb that cliff. John's highest roll was a 13 so he succeeded.

Winning a Competition

Sometimes you may be competing with other Personas to see who wins. Whenever you are competing with another Persona in an action that requires a skill roll, whoever accumulates the highest total and beats the difficulty wins. If the contestants tie and beat the difficulty then it is a tie. If neither contestant beats the difficulty then they both fail, although the Persona with the highest total came closest to succeeding.

Team Play

Occasionally, groups or teams of Personas may be attempting to compete with one another or they may be attempting to accomplish a single task as a group.

If two or more groups are competing have each member of the teams make a Skill Roll a normal. Take the highest individual total from each team and add 1d6 per additional member of the team (not counting the member whose total you used.) The team with the highest total wins. For example, if two teams are playing hockey each player on

If a group of Personas are attempting a single task the Judge must first determine how people could reasonably attempt the action without getting in each other's way.

Skills you wish you had, but don't!

Even if you did not buy a skill for your Persona there is a chance he can still use that skill. Any Persona can perform any Natural Skill even if the Persona does not have the skill. Perform the skill roll at a rating of 1 and use the applicable Statistic at $\frac{1}{2}$ of its current amount. Also, any Persona can perform any Body Skill even if the Persona does not have the skill. Perform the skill roll at a rating of 1 and use the applicable statistic at $\frac{1}{4}$ of its current amount.

Difficulty Modifier Table:

Situation	Modifier
Simple	4
Average	8
Hard	12
Very Hard	16
Severe	20
Near Impossible	24

Combat

Initiative

Combat is divided up into phases and during each phase we must determine who gets to act first and who gets to act last. Every participant must make an Initiative roll. Do this roll your Personas Adeptness

Actions

During each phase every participant gets one turn. A combatant may perform one of three types of actions during his turn. These actions are Attack, Defend and Other.

Attack

There are two types of combat: Hand-to-Hand and Projectile. Hand-to-Hand combat includes the use of sticks, clubs, knives, bottles, fists, feet, etc. Projectile weapons covers thrown weapons, guns, bow & arrow, lasers and area effect weapons like grenades and bombs.

Hand-to-Hand Combat

When performing an attack you must first declare your intended target and then you must declare the area of the target you are attempting to strike. The seven possible attack areas on a target are Head, Chest, Right Arm, Left Arm, Abdomen, Right Leg, and Left Leg. Each of these areas has a Difficulty (D) and a Toughness (T) rank.

Attack Area	Base Toughness	Base Difficulty
Head	4	12
Chest	5	8
Arms	3	6
Abdomen	4	10
Legs	4	7

The toughness of an area determines the minimum damage that must be done in order to cause actual damage to the area. For instance, a strike to the head must cause a minimum of 4 damage in order to cause any actual damage.

The difficulty of an area is the target number that your attack total must reach in order to succeed at an attack on the given area. An attack on the abdomen, for example, would require an attack total of 10 or higher.

Projectile Combat

Projectile combat is similar to Hand-to-Hand combat, however, instead of choosing an area on your target you will roll 2d6 and consult the Hit Location table

Hit Location Table:

Roll	Area
2-5	Leg*
6-7	Abdomen
8-9	Arm*
10-11	Chest
12	Head

*Roll 1d6: 1-3 ♦ Left; 4-6 ♦ Right

Then you will make an attack roll as normal using the Difficulty of the area that you rolled on the Hit Location table.

Defend

When defending, a Persona must choose a defense skill that he will use for the current phase (Any skills useable for defense will be marked in their description. i.e. evade, shield, etc.) and he may only use *this* skill while defending for the duration of the current phase. Using a defensive maneuver allows the Persona to modify the attackers difficulty to hit. The defender will roll his defensive skill and take his highest total. The Attacker must take the higher of either the difficulty for the target area or the defenders highest roll as his difficulty. For example, Jack has an Evade 2 and is defending against an attack to the chest (D8) from Andre. Jack rolls twice and his highest total adds up to 14. Andre must now attack against a difficulty of 14 instead of the normal 8.

A Persona may defend as often as he likes during any one phase, however, each time after the first defensive action taken you must subtract one roll from the total number of rolls that the Persona receives. For example, Jack has the evasion skill at a rating of 3. On his first defense Joe gets to roll all 3 times, on the second defense he can only roll 2 times, and on his third defense he can roll once. Joe does not have enough skill to defend against four attacks so he is out of luck.

If you choose to do so, a Persona may perform an all out defensive maneuver. To do this the Persona forfeits all actions for the current phase except for defense. If this criteria is met you may double your Personas chosen defense rating for the phase.

Multiple Targets

Hand-to-Hand

A combatant may attack once per phase, and may declare one target per Skill Rank that he has in his chosen skill. Jack, with a Fighting skill of 3, could attack up to 3 targets each turn. When you choose to divide an attack between multiple targets it is called splitting your dice pool. You divide the total number of rolls you get between all of the targets you have chosen. Each target must get at least one roll. For example, Jack splits his dice pool directing 1 roll at Shemp, and the remaining 2 rolls at Curly. When Jack makes his skill roll he will roll one time against Shemp, and two times against Curly. An attack roll is always against an average difficulty of 8.

Projectile

When using a projectile weapon a Persona may only attack a number of targets each phase equal to the rate of fire for the weapon in question. A semi-automatic pistol, for example, has a rate of fire of 3. This means that it can be fired at three targets during each phase (so long as it still has bullets in it.)

Other Actions

Other includes all other actions including retreating, searching, changing a clip, administering first aid, or whatever else you can think of. If you choose the other category as your action for the phase you cannot attack or choose the all out defensive maneuver, however you may perform a normal defensive maneuver.

Movement

A Persona may move a number of yards per turn equal to an Adeptness + Wellness roll. This constitutes a walking pace and incurs no penalties against other actions. If a Persona wishes to run he may double his total for the turn, however, all other actions suffer a loss of 1/2 of all dice to the roll. If Jack, with a Firearms: Pistol of rank 4, wishes to run across the street while firing his 9mm at a thug firing his AK-47 back at him he will only get to roll 2 dice instead of 4. For each KO'd leg 1/2 all movement and running is not an option. If both legs are KO'd then crawling is your only movement option (2 yards per turn).

Armor

The type of armor you have determines what types of attacks that the armor helps defend against. Every armor type also has an Armor Rating (AR). For each AR the attacker must subtract one dice from his damage roll.

Cover & Other Modifiers

Cover is effective only against projectile, thrown, and area damage weapons such as guns, bows, grenades, etc. If a roll on the Hit Location table results in an area that is covered use the Cover Modifier table to determine the number of dice to subtract from the damage roll.

Projectile Weapon Modifier Table:

Situation	Modifier
Target is running	Difficulty +2
Firer is running	Difficulty +2
Firer is wounded	Varies

Cover Modifier Table:

Thickness	Wood	Concrete	Steel
1"	NA	1	2
3"	1	3	4
6"	3	No Dam.	No Dam.
Thickness	Dirt	Plastic	Titanium
1"	NA	NA	4
3"	NA	2	No Dam.
6"	1	4	No Dam.

Damage and Death

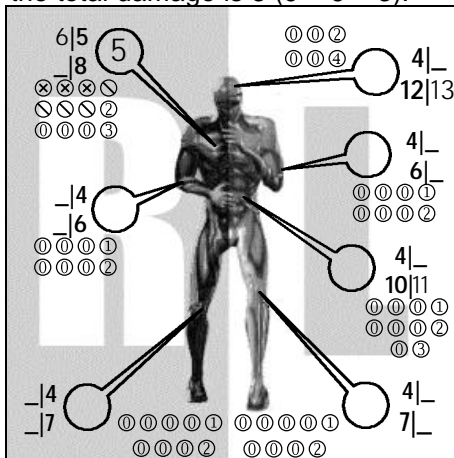
Damage

There are two types of damage: lethal and non-lethal. If a weapon does lethal damage it will be noted in the damage section of the weapon description with an **L**. If the damage is non-lethal then no notation is given. For example, a Pistol delivers 3+0L damage. This means a pistol does 3 six-sided dice of lethal damage.

Marking damage

If you have successfully scored a hit on your intended target you have damaged that target. Consult the weapon table appropriate to your weapons and roll a number of six-sided dice equal to the damage rating of that. For example, Joe with a STR2 does will roll 2 six-sided dice to calculate damage done with his fists.

Subtract the current toughness of the area you struck from the dice total you calculate for damage. This total is the amount of damage the victim takes. For each point of damage the victim should mark off one KO (see illustration below). For example, Johns Stark takes a whack in the chest with a stick for 9 damage. His chest has a T6 so the total damage is 3 ($9 - 6 = 3$).



When marking damage non-lethal damage is noted with a single slash \oslash , while lethal damage is noted with two slashes \otimes .

Toughness

The toughness of a body area will fluctuate during combat. Mostly, of course, it will go down. Each time a persona takes damage in a body area that is equal to or greater than the toughness of that area reduce the toughness by one. This calculation is done prior to subtracting

the toughness from the damage total. The new toughness is recorded in the circle by the given area (see illustration this page). In the example above Johns Stark's T6 for his chest becomes a T5.

Damage Penalties

A persona can only take so much damage before that damage starts to take its toll. On the damage chart of the persona sheet you will notice the KO circles have numbers in them. If take damage and mark a circle with a number greater than 0 you must subtract this number from any dice totals until the damage is healed. All damage penalties are cumulative. If, for example, John Stark had 9 damage marks in his chest he would be at a -1 to all dice totals. If he were also at 4 damage in his right arm and 8 damage in his abdomen he would be at -4 to all dice totals (-1 Chest, -1 Right Arm, -2 Abdomen)

Knockout Value

A body area that has taken its full allotment of damage, with some of the damage being non-lethal, is considered knocked-out (KO'd). A KO'd area cannot be used until it has at least one open KO slot. If a Persona has his Head, Chest, Abdomen, or three or more limbs KO'd he must make a Wellnessroll at a Hard Difficulty (D12). If he fails he falls unconscious. If he succeeds each time he takes damage thereafter he must make another Hard Wellness roll or fall unconscious.

Maiming

If persona takes damage to a KO'd area any non-lethal damage is first converted to lethal damage. Any area that has all lethal damage is considered maimed; it has been torn, blown or severed from the body. This is a bad thing. For example, John Stark takes a severe beating from two thugs and his left arm now has 8 points of non-lethal damage. He gets hit another time in the left arm for 3 damage. We now convert 3 of the non-lethal to lethal damage and John needs to make a Wellnessroll to remain conscious.

Death

A persona is dead if his Head, Chest, or Abdomen is maimed, or if three or more limbs become maimed.

Healing

Conditions

In order to maximize the healing rate, a Persona requires full rest and food. To reflect poor conditions you should either increase the difficulty or reduce the healing rates.

Rest and Recuperation

Healing Non-Lethal Wounds

A full nights rest will allow a Persona to make a Wellnessroll at an average difficulty (D8). If successful the personal will heal all non-lethal damage. If unsuccessful then only ½ of all non-lethal damage is healed.

Healing Lethal Wounds

A full nights rest will allow a Persona to make a Wellnessroll at a Hard Difficulty(D12). Consult the healing table below using the Persona's Wellness rank to determine how many lethal wounds are healed in each area. Additionally, another Persona with the Medicine skill may perform a skill roll at an Average difficulty (D8) each day and if successful the Persona will heal additional wounds.

Healing Table:

Wellness	Success	Fail
1-2	+2	+1
3-4	+4	+1
5-6	+6	+2

Medical Aid Table:

Skill	Bonus
Medicine: First Aid	+1
Medicine: General	+3

For example, John Stark stumbled into a hospital last night all beat to hell. After a good nights rest he wakes up in the morning and makes a Wellness roll and gets a dice total of 13. This is good enough to heal all of his non-lethal damage. Next, he makes a hard Wellness roll and comes up with only a 10. He also had good medical attention from a nurse, so the nurse rolls her Medicine: General skill and gets a dice total of 18. So, John consults the table against his Wellness statistic of 3. Since he failed he only heals 1 lethal wound, however, the nurses success nets him an additional 3. Johns heals 4 lethal wounds in each area.

Bonuses

Sometimes you may make a skill roll and your total way over the needed difficulty number. This can sometimes constitute additional results in favor of your persona. This additional result is called a bonus. The exact nature of the bonus is up to the Judge, but it is often resolved in the form of extra damage, better accuracy, longer distance, more healing, etc.

For every six points above the difficulty number you receive a bonus. If your dice total was 12 points above the difficulty, for example, you would get 2 bonuses.

Bonuses are really a tool for the Judge to reward extra rolls and account for those small elements of chance, luck, fate, karma, blah, blah, blah.

Starving, Drowning, Diseases, Poisons & Paper Cuts

There are just a ton of things that can befall a person, bad things. So, how do you handle it when a *situation* arises? You wing it, of course. When strange situations arise where a Persona's health, stats or whatever, are on the line it is best to have the Persona perform some sort of skill or stat roll with penalties or bonuses appropriate to the situation. If the Persona fails apply some negative result. For example, a Persona inflicted with pneumonia might be required to make a Wellnessroll at a Severe difficulty each day for a week. If he fails the roll he takes 2L damage to his chest which he cannot recover until the end of the week.

Persona Creation (Optional)

If you find that your Personas statistics are less than what you hoped for you may want to try some alternate methods of generating your Personas.

Average Joe Method:

When you use the Average Joe Method you will first add up all of your Personas statistics. If this number is less than 10 (calculated using 2 points averaged over 5 statistics) then you get the difference between these numbers in points to distribute anyway you wish between your Personas statistics.

Multiple Roll Method:

If you use the Multiple Roll Method you will roll 3 six-sided dice instead of 1 and pick the best roll.

Weapons and Equipment

The following is a list of standard weapons and equipment along with a description of damage rating, range capabilities and average cost in US funds. Feel free to modify or add to this list as you see fit.

Melee Weapons

Item	Damage*	Cost	Item	Damage*	Cost
Feet	STR+2	NA	Stick	(STR+1)+ 0	\$0-20
Fist	STR+0	NA	Sword	(STR+2)+0L	\$30-200
Knife	STRL	\$12-50	Vibro-Blade	(STR+2)+4L	\$15-25
Staff	(STR+1)+3	\$0-50	Vibro-Sword	(STR+3)+4L	\$30-100

Thrown weapons

Item	Damage	Range	Cost
Grenade*	6+0L	5 STR STRx2	\$12-20 each
Knife	2+0L	5 STR STRx2	\$12-50
Shuriken	1+0L	5 STRx2 STRx3	\$3 each

*Grenades have a blast radius equal to 5 yards. Damage is reduced by 1+0 for each additional yard beyond 5.

Projectile Weapons

Item	Damage	Range*	Clip	ROF	Cost
Laser Gun	6+0L	Sight	20	1(3)	\$300-800
Laser Pistol	4+0L	100 200 300	10	1(2)	\$200-400
Pistol	3+0L	10 30 60	15	1(3)	\$100 - 300
Rifle*	4+0L	50 100 200	10	1	\$150 - 500
Shotgun	5+0L	5 15 20	5	1	\$75 - 150
Sub-Machine**	3+5L	15 25 40	40	3	\$200-400

*A scope will double all ranges for this weapon

**For each ¼ of the remaining clip you can fire this weapon at an additional target. You must spend the entire clip and roll separately for each target. Damage is done to each target you successfully hit.

(n) If the weapon is semi-automatic this is its rate of fire.

Equipment

Item	Cost	Item	Cost
Backpack	\$35-75	Sporty Vehicle	\$20,000-60,000
Camera	\$50-300	Luxury Vehicle	\$30,000-80,000
Meal (1)	\$5-20	Economy Vehicle	\$8,000-20,000
Canteen	\$8	Climbing Gear	\$100-300
Tent	\$50-200	Bus Ticket	\$12-50
Casual Clothing	\$150	Plane Ticket	\$150-300
Formal Clothing	\$200 - 600	Shuttle Pass	\$200-1000

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