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Welcome to Basic V. This system is designed to emulate video game style gaming and regular RPG styles. You'll recognize some of the material in here from The Basic System. That's because Basic V is a hybrid version of TBS and also will now be replacing TBS. We all remember classic video games as a kid. They were fun and entertaining, but when you went to make them into a tabletop game there was just something missing. Basic V offers that bridge you need. What you'll find within are the skeleton rules that are needed to play any Basic V game. They may be used as generic rules or you may develop a game around them. Unlike TBS you will find some HUGE rule changes and some more detailed rules.

## Getting Started

As we all know video games have a theme and genre. Players represent (in most cases) the forces of good fighting against the tyranny some type of evil. Evil comes in many shapes and forms, but we'll talk about that more later.

The player has what we call Primaries. These tell you about the base character and how developed they are in raw form with no training. We break the Primaries down into these:

Primary	ABV	Description
Intelligence	INT	How smart you are. You use this Primary when doing actions that require thinking.
Agility	AGI	This is how agile you are. When you do actions that require shooting, acrobatics, dodging you use this Primary.
Spirit	SPT	This is Primary is how well you handle stress. When confronted with mental duress you use this Primary.
Might	MGT	Might tells you how strong, fit and tough you are. When doing actions that require strength, constitution saves and so on you use this Primary.
Movement	MVT	This Primary tells how fast you can move, not just in walking and running but how fast you react as well.

So how do you determine your Primaries? That will usually depend on what level you have your game set at. All Primaries are done in lots of fives. There are 3 major levels of play. Easy, Normal and Hard. Here's how they roll up:

Game Level	Dice	Description
Real	3d10	This is for those games that are pretty much real world.
Beyond Real	6d10	This game represents the hardcore action games. Swords, sorcery, commando games and such.
Extreme	9d10	At this game level you are talking superheroes and godly heroes.

Like we said before, each Primary is set in lots of five. When rolling up characters round to the nearest 5. So a 21 would be 20, a 36 would be 35.

## Bonuses

When rolling your skills and other actions you just add your Primary number to that roll. So if you had an Agility of 20 and an Acrobatic skill of 35 then you'd have a base of 55 (20+35). Fans of TBS might find this confusing, so see the new mechanics section of this PDF.

### How Good is that Primary?

#	Description
5	Below average,
10	Average. This is what the normal human is at.
15	Above Average. Just above the norm.
20	Excellent. This is where human potential is at its preferred level.
30	Extraordinary. This is where the human meets its maximum level.
40	Incredible. Anyone who has been augmented is at this level. This can be through technology or mystic gifts.
50	Amazing. This is the level past human. Super beings are at this level.
70	Mighty. Demi-Gods and prime experiments get this high.
90	Supreme. The best of the best get this high. You are now at the limit of anything not considered a god.
150	Cosmic 1. Gods get this high.
500	Cosmic 2. Ancient entities.
1000	Cosmic 3. Creators of whole universes.
∞	Infinity. God almighty.

## Secondary

Next we have Secondary. Each Secondary is a result of one or more Primaries. These consist of the following:

Secondary	ABV	Description
Health Bar	HB	This bar is broken down into boxes with each box representing 5 points. HB is determined by multiplying your Might times 5. Or just one box per point of Might. When you take Stun damage you mark the box with a slash.
Power Bar	PB	This is your Experience pool that offers you the chance to power up every now and then. Everytime you do something worthy you gain 5 points to your Power Bar. These points may be used to increase Primary or buy CHEATS. Sometimes they may be used to increase powers.
Run	Run	Movement x2.
Jump	Jump	$(MGT+MVT)/2$
Damage	DMG	This is the base damage your character does with NO additional items and gear. Each point of this damage is non-lethal, but for every 10 points of non-lethal damage you do 5 points of lethal.
Initiative	INI	$(AGI+MVT)/5$ . When playing a game this determines who goes first.
Actions	ACT	This is how many actions you get. You determine this the same way you do INI. $(AGI+MVT)/5$ . Each dodge counts as an action so keep that in mind. Best way to keep it clear is to take the number of actions you have and divide that by 2. So half will be for attack (or other action) and the other half for dodges.

## CHEATS

Cheats are used to increase your character's abilities, make them well rounded and add to the play of the game. To get points to buy CHEATS just add all your Primary bonuses together. Each CHEAT costs 20 points. Once you buy them you have them for the rest of your character's natural life.

CHEAT	Description
Basic Action UP	Increase 1 Basic Action by 10
Full View	You gain a +10 to all Notice Rolls.
God Mode	When taking damage it is reduced by half.
Happy Trigger	+10 to all combat actions.
Lucky	You may re-roll 4 failed rolls each game session.
Power Up	Increase 1 Primary by 10
Super Leap	Your jump is now equal to your Might times 5.
Super Fast	Your run is now equal to your Movement times 5.
Other	Just make one up that the Game Controller approves.

## Basic Actions

These are actions that every player gets. These are the raw instinctive and common sense skills. We will call them Basic Actions. Each player gets them at level 10 to start with.

Basic Action	Primary	Description
Smarts	INT	This is your basic education and common sense smarts.
Notice	INT	How aware you are of things and your surroundings.
Combat	AGI	How well you handle yourself in combat and action situations.
Avoid	AGI	This is your classic skill to get the heck out of the way.

## Skill Points

In order to increase your skill levels and action levels you need Skill Points. Players multiply their Intelligence by 5. These are your Skill Points. Skill levels are bought in increments of 5. This keeps the math real easy. To represent the level to which you have we use diamonds which represent 5 levels of one skill. Here is an example:

*Joe has an INT of 25. So he has 125 Skill Points to spend on his character. Joe wants a street fighter character. So he takes 25 points and increases his Combat from 10 to 35. He then wants to specialize in body slamming. So he takes 25 more points and buys 5 Diamonds for that skill (◇◇◇◇◇). Now he has Combat 35 and Body Slamming 25 (or 5 diamonds).*

Understanding how good your skills are is important. Because we are now using a 1d100 to determine results, the new maximum skill level is 100. This means that 75 is now considered being a Master in your skill and 25 being average). When rolling against someone who has over a hundred Action Limit between Primary bonuses and Skill level then you need to roll under their roll and might need to use your Diamonds to reduce the roll on the percentile die.

In BASIC V there is something called ADVANCED ACTIONS. These are skills that you buy to enhance your character and round them out. They are broken down into these categories:

ADVANCED ACTION	Description	Primary
Advanced Fight	Choose a fighting style for unarmed combat. This includes: Boxing, Karate, Judo, Kung Fu and other styles.	AGI
Melee/Firearms Combat	Choose a melee weapon that you are proficient in. This can be anything from swords to baseball bats. Or choose a firearm or projectile weapon that you are proficient with. This can be anything from laser pistols, regular pistols, bows and others.	AGI
Physical	Choose a physical activity that your character is good at. This can include sports or other body exercises.	AGI/MGT
Advanced Education	Here is where you get your high education and trade skills. This includes First aid, Mechanics, sciences and such.	INT
Operation	These skills are used to operate vehicles. Skills include: Drive car, pilot: Jet and so on.	
Social Interaction	Choose skills that help you in the social arena. This includes: Leadership, Conversation, Streetwise, Interrogation and such.	INT
Extra-Curricular	Does your character like to cook, paint, sew or do artsy things? This includes musical skills as well.	Varied

These skills may be used with Basic Action skills. The difference is that ADVANCED ACTIONS provide detail for your character and they offer a bonus. Each Diamond for a skill adds to the final result from using that ADVANCED ACTION. Example:  
*Joe has Body Slamming 25 (or 5 Diamonds). He may add 1 point of damage per Diamond.*

In cases of non-damage ADVANCED ACTIONS than each Diamond may be added to the Action Limit to increase your chance of success. Or they may be used to subtract from the actual percentile roll (useful when rolling against those who have an Action Limit higher than yours). As you use Diamonds you cross them off for that game session. A Diamond may only be used once per day and are regained at the end of each game session or game day.

### Education

In life when you go to school you tend to be better at a skill than if you just saw it on TV and tried. This also goes for combat training too. In Basic V each campaign setting should offer Education Packs for players to choose from. This will help players keep their characters from being useless during a game session. So how does education work? For each semester of school a player gains 5 levels and one diamond for one ADVANCED ACTION. So if you go to school for eight years, you'd gain an ADVANCED ACTION at level 80. Game Controllers will want to keep this in mind when creating their game settings or setting up campaigns.

### Instinct Rule

Sometimes characters will be at such a low level that their combat or ADVANCED ACTIONS will just stink. This is when players may invoke the all powerful Instinct Rule. If a player declares that they wish to use their instincts they are given a flat 50/50 chance of success. There are no bonuses, no diamonds, NOTHING may be added to this roll. They roll the percentile die and use 50 as their Skill Limit. If the player succeeds then they may gain points to their Power Bar for that specific ADVANCED ACTION, unless they it is considered a Basic Action.

## Syntax Error

Sometimes characters just have flaws that make them vulnerable. It's a great way to flesh out any hero. For each Syntax Error taken a player gains Skill Points. There are three levels of Syntax Error: Minor, Medium and BSoD (Blue Screen of Death). Players may ONLY take 40 points worth of Syntax Errors.

Syntax Error	Value	Description
Minor	+5	These are small things like allergies, bad habits and annoying peeves. Examples: Hay Fever, Bad Breath, Farting in public, bad hygiene, stuttering.
Medium	+10	These are more damaging effects. Examples: Alcoholic, drug addiction, body deformities, bad temper, personal hatred.
BSoD	+15	Here is where you get into the danger zone. Examples: Terminal illness, homicidal tendencies, addiction so powerful you'd kill to get a fix, psychosis.

## The Extras

In every game you have to have extras. The ally, friend, sidekick and such. You also have to have certain uppers as well. Wealth, contacts, memberships and maybe that license to thrill. Below is the chart players roll on to see if they get any of these Extras. **Roll 1d10 once:**

Roll 1d8	Name of Extra	Meaning of Extra in the Game
1-2	Contacts	Roll 1d4. This is how many contacts you have. When you need information these are the people to go to. Players must specify who the contact is. This may include: police, military, librarian, janitors and more.
4	Friends	Roll 1d4. These is how many close friends one has. These are people that can help you or be victims of your enemies.
5	Sidekick	This is the sucker who thinks that your character is "the one" —the person who can do something so fantastic that they (the sidekick) want to be there when it happens. Sidekicks are rolled up like normal characters, but may never be as powerful as the main character.
6	Wealth	Roll 1d10 times 1000. This is how much money you have on hand (in contemporary Dollars!). Roll 1d10 times 100 thousand. This is how much money you have saved up. It may be liquidated over a few months as needed.
7	Ally	This is someone who will work with you for a common cause. The Ally is created by the GM and will assist in times of great need.
8	Membership	Roll 1d10 for rank. You belong to some organization. The higher the rank the better you are. Rank one is equal to the mailroom boy. Rank ten is the head of command.
9	License to Thrill	With this license you can get away with the most insane stunts. Skydiving off of office buildings, or skiing down the highway. There are no limits. The authorities would like to bust you, but for some reason they cannot. All they can do is pray that you die a slow and painful death.
10	Not a Bloody Thing	"You stink!"

## Persona

What is your character like? Are they nice, mean or shady? To help you finish up the building of your creation we offer these Personas (which are just like alignments) to bring the character to life.

Persona	Description
Good	This is the good guy. The one who loves to save the day and generally plays nice. They don't break the law unless the law is lawless.
Neutral	This is the player who does what is right, but they do it their own way.
Evil	This type of player is just mean, cold and vicious. They don't feel a need to follow laws and will break them at anytime they fell like.

## Resource Ranks

Everyone needs cash, even your video game hero. Cash is represented by Resource Ranks. So instead of having specific cash types we just use resource points. To determine how many points you get just roll 1d100 and round up to the nearest 5<sup>th</sup>. So if you roll 77 then you would have 80 Resource Points to spend on gear, vehicles and armor. Below is a chart to give you the basic outline as to what the number means.

Resource Rank	Number Rolled	Description
Below Average	5	Poor, possibly on welfare
Average	10	This is your average paid employee.
Above Average	15	This person hold a manager position in a low paying field (like a restaurant or fast food establishment, maybe a mall shop manager)
Excellent	20	This person works in a comfortable Fortune 500 company job or has a trust fund.
Extraordinary	30	Small Corporation
Incredible	40	Large Corporation
Awesome	50	Small independent country.
Mighty	70	Large Country (such as Russia, Japan or the United States)
Supreme	90	You want it, you have it. Multi-billionaire.

## Aging Rule

As you get older you gain more experience. For every 5 years of age you gain one free Diamond (along with the 5 Skill Points for that skill) to be used on ADVANCED ACTIONS. For every fives years over 40 subtract 5 points from one Primary, but continue to gain one Diamond for each 5 years.

## The Mechanics

Basic V works on a 1d100 (or percentile die) system. Anytime you take an action you follow this formula:

$$\text{Primary} + \text{Basic Action or ADVANCED ACTION} = \text{Action Limit}$$

Then take a percentile die and roll UNDER your Action Limit. A roll of a one is considered a Grand Achievement. Any skill that may have been used when you roll a one gains you 5 Power to your Power Bar.

There may be times when you are facing someone who has a higher Action Limit than you. In this face-off the player who rolls the lowest wins. Sometimes you will be facing people who have over a 100 Action Limit. This means both parties will be spending Diamonds to reduce the percentile roll.

A Diamond may only be used once per day and are regained at the end of each game session or game day.

When presenting challenging events or situations the Game Controller may add penalties to the percentile role. This means that the player rolls 1d100 and while they are trying to roll low a penalty will add to it. Example:

*Joe wants to slam Bob, who is double his size. Joe has an Action Limit 65. So Joe rolls 1d100 and gets a 50. But because Bob is double his size he will get a +15 penalty. So that roll of 50 is now a 65. It's a tie. So now players roll 1d10 to see who gets the dibsies.*

Penalty	Why?
+5	For a slightly complicated action. Maybe turning a door handle covered in baby oil.
+10	For more complicated actions. This works for distance attacks.
+15	Doing something a bit more than you, like lifting something double your size.
+20	An action against moving targets or trying to hit something under cover.
+25	A task that requires real training that you don't have. Disarming a bomb with only TV training.
+30	Extreme situations. Walking across thin ice is a good example or grabbing an arrow as it flies by you.
+40	Super heroic actions. Catching a victim falling from a plane.

Then there are other times when you get a bonus for certain actions. Each bonus may be added to the Action Limit.

Bonus	Why?
+10	Slight advantage: Catching someone off guard while facing you.
+20	Small advantage: Catching someone off guard while they are looking the other way.
+30	Advantage: Catching someone off guard while they have their back to you.
+40	Major Advantage: Hitting someone sitting.
+50	Super advantage: Hitting someone while they are sleeping.
+60	Godly Advantage: Hitting someone while six thugs hold them down.

## Taking Damage

In RPGs, at some point, you are bound to get hurt. Any damage done by a fist or a fall less than ten feet only does minor damage (represented by a slashed box per 5 points on the Health Bar). Any damage done by a weapon, vehicle, or a fall from more than ten feet does Killing Damage (represented by a blacked out box per 5 points of damage on the Health Bar). Ten points of minor damage equals 5 points of killing damage. When your Health Bar reaches zero you are down for the count. At zero on your Health Bar you are in need of serious medical care. Without treatment, players will die within one hour. ADVANCED ACTIONS like First Aid and Paramedic can quickly put a stop to this. Only someone with a Paramedic skill or something higher can stabilize someone who is at zero on their Health Bar.

Anyone who is bleeding from an injury takes 5 points of damage each round until the bleeding has stopped. Anyone with the First Aid skill or higher can try to stop bleeding.

Anyone who takes damage over half their Health Bar or has suffered enough damage to put them at half must make a Might save. Players must roll the percentile die and roll OVER their Might or black out. Players will be out for 1d100 rounds.

## Healing

Healing is the most important part of any game. Sometimes you will have spell caster and other time you'll have super healing potions. For those of you who are playing real world games, there is down time. Players heal their Might per day (with everyone healing at least one Health Bar box per day regardless of their Might unless poisoned). With medical attention (meaning in hospital stay) they gain their Might times two per day. Anytime damage is done to one area that goes over 30 points of damage there is a good chance of scarring. For each day that an injury goes without medical care that area will become scarred and the player will need to take a Syntax Error (with no Skill points given) per day until treated. Plastic surgery can restore only a minor Syntax Error.

## The Power Bar

As players succeed in their games they gain point to be placed in their power bar. These Power Bar points may be used to raise Primaries, add Diamonds or buy CHEATS. Throughout this PDF we have mentioned different ways to achieve this. Below are some other ways and what costs what.

Gaining Power Bar points:

- Divide the foe's Health Bar by 2 = # of XP
- Scale XP with awesome actions with values 10 to 50. Award 10 to 50 XP.
- Award XP for teamwork. Hand out anywhere from 10 to 20 XP.
- Everyone who games really well and is not disruptive, hand out 10 XP.
- You can pretty much hand out XP for anything. It is always up to the GM.
- Grand Achievements
- Success

Using Experience:

- To raise a Primary multiply the Primary desired by 15. So if you have a Might of 15 and you want to raise it to 20, you multiply  $15 \times 20 = 400$  = the Power Bar points needed. You may not skip numbers. So, basically, you are often much better advised to spend your earned Power Bar points on Skill Levels, on CHEATS or Extras.
- For every 100 Power Bar points you gain 5 points to go towards a CHEAT.
- For every 100 Power Bar points you gain 5 points to use for ADVANCED ACTIONS
- For every 200 Power Bar points you may buy one Extra or level an Extra you already have up by one rank.

## Material Strengths

Everything has a material strength. Even paper (which is 0). When busting up something a player MUST have a Might stronger than the material strength or they will not be able to affect it. Material also has an Armor Class. This is how much damage it may take before it suffers deterioration. If your Might is stronger than the AC than you can easily do damage to the material. Material ranks work like this:

Rank	AC	Material
Below Average	5	Cloth, glass, paper, ice, crystal, rubber, soft metals
Average	10	Mortared brick, aluminum, light machinery
Above Average	15	Some types of armors, meshes
Excellent	20	Concrete, iron, bullet proof glass
Extraordinary	30	Reinforced concrete, steel
Incredible	40	Solid stone, advanced metals
Awesome	50	Steel alloys, granite
Mighty	70	Diamond and heavy super alloys
Supreme	90	Aliens metals, magical material
Cosmic 1	150	Light star matter
Cosmic 2	500	Medium star matter
Cosmic 3	1,000	Super heavy star matter
Infinity	2,000+	Duh.....Why bother?

Every time you do damage over the AC the material takes the remaining damage. But this also means the AC is now less too. AC is always equal to the Material Strength.

## Armor

Most games will allow players to use some type of armor. There are many different types of armor which cover specific areas of the body. Let's get the terms out of the way, shall we?

**-Armor Class:** How much damage the armor can take before you receive damage. Each time the damage goes over the AC, the Armor Class is reduced by that much. *So if Tom gets shot with a rifle and he is wearing a vest that offers 10 AC and the damage is 15, then the AC is reduced to 5 (AC (10)-Damage (15)=5 damage and AC reduced to 5).* Armor also has Hit Points (HP) and it is HP that is taken away which makes the AC drop. If something is Armor Piercing then you just take off the HP from the armor until it is gone.

**-AGI Penalty:** For every ten points of AC you get a -5 to your AGI. This only applies to Armor and not natural ACs.

**-Location:** What part of the body the armor protects.

**-Special:** Any special qualities that the weapon might have.

**-Cost:** How much an item costs. All prices below will be indicated in BASIC V Resource Ranks.

### Armor Examples

Type	AC	HP	AGI Penalty	Location	Special	Cost
Leather	10	10	0	Variable		AV
Bullet Proof Vest	20	20	+10	Chest		AA
Flak Vest	25	25	+10	Chest		ET
Light Full	20	20	+10	Full		EY
Medium Full	30	30	+15	Full		IE
Heavy Full	35	35	+15	Full		IE
Hardsuit	50	50	+20	ALL	Offers limited life support	MY

## Weapons

Weapons are a common thing in most role-playing games. Let's jump right into the terms. Melee Weapon Terms

**-Damage:** As it says. Add your Might to your damage. So if you have a Might of 15, then you'd gain a +15 to the final damage.

**-Number of hands:** How many hands it takes to use this weapon.

**-Special:** Any special qualities that the weapon might have.

**-Cost:** How much an item costs. All prices below will be indicated in BASIC V Resource Ranks.

Melee Weapon	Damage	# Hands	Cost
Knife	5	1	BA
Short Sword	10	1	AA
Medium Sword	20	1	AA
Large Sword	30	2	AA
Hand Axe	10	1	AV
Medium Axe	20	2	AA
Large Axe	30	2	AA
Mace	20	1	AA
Whip	5	1	AV
Spear	15	2	ET
Staff	10	2	AV
Katana	25	2	AA

\*If the damage of your weapon is less than the AC of the target you are attacking than you might break the weapon. If your Might is greater than the AC of the target you are attacking and your weapon is not than you still might break your weapon. This rule only applies if you are attacking a solid target like metal or rock. If this happens roll the percentile die and if you roll over a 75 the weapon breaks.

## Shooting Weapon Terms

**-Damage:** As it says.

**-Range:** How far the weapon can shoot.

**-Ammo:** How much ammunition the weapon has in a clip and such.

**-Firing Rate (FR):** How many rounds can be fired in one turn. When firing more than one round players roll the damage times the number of rounds fired. So if a rifle fires three rounds, then the damage would be 6d6 times three.

**-Number of hands:** How many hands it takes to use the weapon.

**-Special:** Any special qualities that the weapon might have.

**-Cost:** How much an item costs. All prices below will be indicated in BASIC V Resource Ranks.

Weapon	Damage	Range	Ammo	FR	# Hands	Special	Cost
Light Revolver	10	50	6	2	1		AV
Medium Revolver	15	65	6	2	1		AA
Light Automatic Pistol	10	40	7	3	1		AA
Medium Automatic Pistol	15	70	6	2	1		AA
Heavy Automatic Pistol	20	75	6	2	2		ET
Light SMG	15	120	20/32	3/10/32	2		EY
Medium SMG	20	175	30	3/12/30	2		IE
Light Rifle	30	1000	10	3	2		AA
Medium Rifle	40	2000	4	2	2		ET
High Powered Rifle	50	2500	12	3	2		EY
Automatic Rifle	30	350	20/30	3/12/30	2		EY
Shotgun (slug)	40	20	10	2	2	Knock Down	AA
Light Machine Gun	30	450	30	15/45	2		IE
Medium Machine Gun	50	800	Belt	8/24	2		IE
RPG	250	500	1	1	2		IE
LAW	500	200	1	1	2		IE

## Vehicle Rules

Vehicle rules are pretty simple. Let's cover some terms.

**-Maneuver:** Vehicles can only react at certain rates. So just because you have a high Agility, doesn't mean that the vehicle can react as fast as you. The number in the Maneuver box represents what the max **AGI** bonus, or in some cases the penalty on **AGI**.

**-Passengers:** How many people can safely fit inside.

**-Speed:** How fast the vehicle moves in MPH

**-AC (Armor Class):** Just like it works in the armor section.

**-Body:** The material toughness of the vehicle. How much damage it can take, works just like Hit Points.

**-Weapons:** Any weapons that might be built in.

**-Extras:** Other cool things that have been placed in the vehicle. Like radios, radar guns and so on.

**-Cost:** How much the vehicle costs. All prices below will be indicated in BASIC V Resource Ranks. (They also assume that it is the cost of a brand-new, perfect vehicle.)

Basic Vehicles

Vehicle	Maneuver	Passengers	Speed	AC	Body	Cost
Medium Car	+5	5	110	70	70	AA
Sports Car	+5	2	120	70	70	ET
Van	+10	8	120	80	80	AA
Truck	+10	2/4	120	100	100	AA
Motorcycle	+5	1/2	100	50	50	AV
Sports Bike	+5	1	130	70	70	ET
Small Helicopter	+5	2/8	150	150	150	IE
Private Jet	+10	10	600	200	200	AE

Random Vehicle Hit Chart

Roll	Location	DM	HD	Result
1-5	Right Front Tire	0	-5	Blowout, -2 Maneuver
6-10	Left Front Tire	0	-5	Blowout, -2 Maneuver
11-15	Right Back Tire	0	-5	Blowout, -2 Maneuver
16-20	Left Back Tire	0	-5	Blowout, -2 Maneuver
21-40	Front	X2	+2	No special effect.
41-60	Right Side	0	+2	No special effect.
61-80	Left Side	0	+2	No special effect.
81-90	Back	0	+2	No special effect.
91-100	Engine	X3	-3	Vehicle shuts down

## Technology Levels

You know that someone is going to ask where they are technologically, so we have done up a small chart to help define tech levels for those who really want them.

Tech Level	Description
<b>1</b>	No Technology
<b>2</b>	Cavemen (They had the wheel.)
<b>3</b>	Medieval
<b>4</b>	Ancient World / Pre-Industrial
<b>5</b>	Industrial
<b>6</b>	Modern Man
<b>7</b>	Near Future
<b>8</b>	Far Future
<b>9</b>	Technology so far advanced they don't need toilets...
<b>10</b>	Ummm, well.... Hmmmm... Magic Techno! — Let's dance!

## Game Cartridge

Most video games come in some form. CDs, DVDs and the classic Cartridge are the ones we know best. In BASIC V a campaign setting is called a Game Cartridge. These provide Game Controllers with enough information to get a game running and sometimes even complete stats for everything needed for the Cartridge. Below are some ideas for Game Cartridges with actual products to follow expanding upon them.

Title	Concept
The Doom that Came to Moon Base Hell	It's the year 2050. The Tonaka Foundation has set up a laboratory on the famed Moon Base 10, which is known for its large reactors and isolation from the rest of the moon. But something has gone wrong. Their experiment in dimension breaking has brought forth an uncanny evil from beyond. The moon security forces were sent in to rescue the staff and were never heard from again. Now it's up to you and your band of diehard Marines to get in there and find out what the hell happened.
Star Fighter Alpha	A race of aliens known as the Ripwinders has begun an all out assault on the League of Planets. They have destroyed countless worlds and their fleet is heading for your homeworld. As a pilot in the Star Corps it's your job to defend the frontier and all of civilized society. With you is a crack squadron of ace pilots and rookies. Your carrier ship has been destroyed and all that you can do is fight ship to ship and hope you make it home.
Chrome Axe	The Necromancer Sultan has taken the kingdom of Qod. Only a brave band of adventurers can save what's left of the kingdom and destroy the evil lord and his army of the undead.

## Generics

When creating generics it's good to keep it all real simple. Include the Action Limits for Basic Actions, the Health Bar (just broken down into numbers) and whatever armor, gear, weapons and powers they might have. Don't worry about anything else, unless it's some major NPC.

So how do you determine those generic things?

### Typical Junk Generics

Smarts: 25  
Notice: 25  
Combat: 25  
Avoid: 25  
Health: 50  
Actions: 4  
Damage: 10

### Typical Average Generic

Smarts: 50  
Notice: 50  
Combat: 50  
Avoid: 50  
Health: 75  
Actions: 6  
Damage: 15

### Typical Great Generic

Smarts: 75  
Notice: 75  
Combat: 75  
Avoid: 75  
Health: 125  
Actions: 10  
Damage: 25

DRAFT 3

DRAFT 3