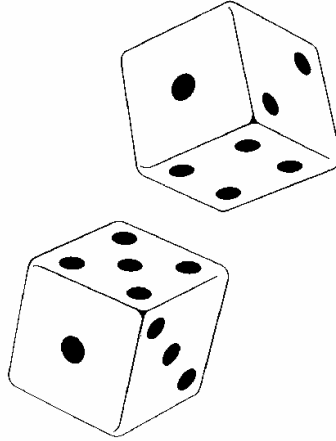


The Basic System Bare

Gaming made easy



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The Basic System Bare

Welcome to **The Basic System Bare**. These are the bones of The Basic System Core.

To use this system, you need the following:

- 1) Dice (1d20, 210, and 2d6)
- 2) Pencil and paper
- 3) A game master with a very good imagination
- 4) The desire to have fun.

There are seven Main Stats:

INT	Intelligence: How smart you are. Use this Stat when using brain power.
WILL	Willpower: How well you can withstand psychological effects.
CHA	Charisma: How charming you are and how well you can interact with people.
AGI	Agility: How agile you are. Used for dodging, fighting, and other agile acts.
STR	Strength: As it says, how strong you are physically.
END	Endurance: How healthy you are. Your ability to resist disease, physical stress and how well built you are.
SPD	Speed: How fast you can move.

The average human **Main Stat** is 10. Each number over 10 is your **Main Stat Bonus (MSB)**. Each number under 10 is your **Main Stat Negative (MSN)**. Keep this in mind during character generation. Players may, if they wish, lower **Main Stats** below 10 and place those points in other **Main Stats**.

Now let's take a look at your **Secondary Stats**. These are the results of your **Main Stats**. They help round out the character. You learn how much damage you can take, how quick you are and a few other basics.

Secondary Stats

HP	Hit Points: END times 2. How much damage you can take before death.
SP	Stun Points: END times 2. How much light damage you can take before it starts to cause bleeding or break bones.
IN	Initiative: (AGI MSB) + (SPD MSB). How well you get the jump on the other guy or gal. (Remember if you have a MSN then you would subtract not add) Example: 7 AGI, 13 SPD: IN= 0
LFT	Lift: STR times STR . This is how many pounds you can lift.
Punch	Damage for punch is equal to your STR and only does light damage.
Kick	Damage for kick is equal to your STR +2 and only does light damage.
RUN	This is equal to your SPD times 2 . This is how fast you can move in MPH.
Jump	STR+SPD/2 : How many feet you can leap with a running start.

There are different ways to generate characters. Using the ranking charts is one way (these are provided in the first issue of *Tofu and Hand Grenades*). To make this go by quicker just use the Point Based system for now. Use these points to add to your **Main Stats**. Remember each **Main Stat** starts at 10 (average). The points given below are distributed between all 7 Main Stats.

Point-Based Games

Points	Game World	Description
6	Real World	This game is based in the realm of reality. —Nothing extraordinary about the people here.
12	Action World	This game is set in a movie-style world. Things are above the norm.
45	Super World	Here we get into the world of superheroes. Use this for games that require standards way above the norm.
75	Godly World	For the game of the super duper. Any higher than this and you'll be a demigod.

What do you do if you want supers in the real world? Well the game master just makes the stats for NPCs using the Real World points.

Skills

Everyone has skills. The Basic System uses **Skill Headers** to help players and GMs create characters and they also offer direction as well. To determine how many **Skill Points (SP)** you get at the beginning of a new game, **just multiply your INT times 2**. Each skill costs one **SP** per level. So if you were to buy a **Sword** skill at level two, it would cost you two **SP**.

Please note that people also have some **Common Skills**. These skills automatically start at level two free of cost. Even a handicapped person could try to dodge an attack. Use this formula when using skills:

$$\text{Main Stat Bonus/Main Stat Negative} + \text{Skill Level} + 1d20$$

The average level for a skill is always **2**. The maximum skill level for a realistic kind of game is **10**. The maximum skill level anyone may have in a superhero-style game is **30**. Once you hit the **30s** you are in the range of gods and demigods. Here is how it works:

Skill Benchmarks

Rank Name	Skill #	Description
Below Average	0-1	Absolutely NO training at all.
Average	2-4	Average training.
Above Average	6-10	More intense training.
Excellent	11-20	This person has become an expert in these skills.
Extraordinary	21-30	This rank fits those who have mastered their skills. This is the limit of normal humanity.
Incredible	31-40	This belongs to those who have been augmented or were born with special abilities that make them this skillful.
Awesome	41-50	You are now passing the limits of mortality and heading into the ranges for anything but human.
Mighty	51-70	Demi-Gods and cosmic servants have skills this high.
Supreme	71-90	Gods have skills this high.
Cosmic 1	110	Old Ones and cosmic entities are this skillful.
Cosmic 2	500	Ones who created worlds or destroyed them have skills this high.
Cosmic 3	1,000	These skill levels are for those who can bend reality or crush entire solar systems.
Infinity	2,000+	You are now in the realm of God almighty.

Here are the Common Skills:

Common Skills

Basic Fight	This is your raw fighting ability in unarmed combat. Everyone can scrap when they need to.	AGI
Dodge	This is the ability to get out of the way when something is about to hit you.	AGI
Perception	This skill helps you notice the obvious and not so obvious. Use this skill for spot, listen and other checks.	INT
Basic Education	This covers basic math, science, English, and artistic skills. Stuff you learn from common knowledge and well as slight formal schooling.	INT

Skill Headers

What is a Skill Header? —The Skill Headers are main skill areas. They define what category skills fit into. In some cases there are no Skill Headers because the skills don't have them. Below is the list of Basic Skill Headers for the Basic System.

You may not buy a generic Skill Header. Players must pick specific skills that fit their character. We have provided examples of skills, but it's up to the player to be creative. If you want a Drug Chemistry skill so you can make Crack, it fits underneath the Advanced Education Skill Header.

If a Skill Header has an **AGI/STR**, **AGI/INT** or **Varied** listed next to it that means that the player needs to draw from one of those Main Stats, but not use two or more Main Stats at the same time. Driving requires smarts, like how to hotwire it, but also **AGI** to maneuver it. So **INT** is used when dealing with knowledge of something's function while **AGI** is used to maneuver it.

Skill Headers

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/STR
Advanced Education	Here is where you get your high education and trade skills. This includes First aid, Mechanics, sciences and such.	INT
Social Interaction	Choose skills that help you in the social arena. This includes: Leadership, Conversation, Streetwise, Interrogation and such.	CHA
Extra-Curricular	Does your character like to cook, paint, sew or do artsy things? This includes musical skills as well.	Varied

Vehicle Skills

Driving	Pick a vehicle you are good at driving. This includes bikes as well.	AGI/INT
Pilot	Pick a flying machine that you are good at piloting. This includes: Helicopters, Planes, and such.	AGI/INT
Boating	Pick a watercraft you are proficient in piloting. This includes: speed boats, sail boats and others.	AGI/INT
Riding	Pick an animal you are good at riding. This includes: Horses, cows, dragons and other creatures.	AGI

Natural Abilities

Here we have the Natural Abilities. People are born with these and they come in handy in the real world. How do you gain Natural Abilities? Take your **MSBs** and add them together and this is how you gain **Natural Ability Points** or **NAP**. Each Natural Ability costs 12 **NAP**. While most players might only be able to buy one or two Natural Abilities, that is ok. There are others ways to make up for it in **The Basic System**. *Natural Abilities with a * next to them are for more high ranking games. Games must be of Super rank or higher in order to use these specific Natural Abilities. *Note: If you have Main Stat Negatives (MSN) you **MUST** subtract from your NAP. So if you have a STR of 7 then you'd subtract 3 from your NAP.

Natural Abilities

Ambidexterity	Your ability to use both hands equally. You suffer no penalty for using either hand.
*Cosmic Sense	This player is in tune with the Universe. They gain a +30 to all Perception rolls.
Immune	This person is immune to disease or toxins. May be bought multiple times to cover different things.
Expertise	This is an area you are best at. Choose a specific skill that you are naturally an expert at. It must be a skill you have already purchased. Players gain a +4 to that one skill.
*Life Support	Does not need food or water and can exist in the vacuum of space.
Longevity	Players age well. So well that they may ignore the aging penalty rules until they hit age 100, then they will progress along the aging chart.
Marksman	You have the natural ability to hit the target. You gain a +5 when trying to hit something with a projectile or thrown object.
Photographic Memory	If you see it you don't forget it. Great for detective characters and such.
Speed Reading	You can read really fast and retain 95% of what you have read.
Superb Agility	You are extra agile. You gain a +4 to any actions involving AGI .
Superb END	You are physically all there. Buff and rough. You gain +15 to your HP and +4 to any rolls involving your END .
Superb Immunity	Your body is just naturally immune to disease and toxins. Anytime you are exposed to these, you gain a +4 to resist.
Superb Senses	You are in tune with your senses. Most GMs will want you to pick a specific sense. Anytime you are using those senses you gain a +4 to any rolls involving them.

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. Game Masters are encouraged to create their own Extras table to fit their games. **Roll 1d8 once:**

Roll 1d8	Name of Extra	Meaning of Extra in the Game
1	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.
2	Friends	Roll 1d4. These is how many close friends one has. These are people that can help you or be victims of your enemies.
3	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.
4	Wealth	Roll 1d100 and shift up one rank on the Resource Rank chart on the next page. This is how wealthy you are.
5	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.
6	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.
7	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.
8	Not a Bloody Thing	"You stink!"

Resource Ranks

Everyone needs cash or some form of currency. In **The Basic System (TBS)** we have created something easy for people to use. This is what we call the Resource Ranks. **Resource Ranks** are used throughout the game and allow you to play in any game setting, in any era and any environment without having to calculate prices in the local currency which may go with your setting. Thus, a Resource Rank will be valid no matter which currency you are actually using in your imagination. It will be the same chart in a game that uses dollars (\$), Euros, Yen, copper farthings, Roman sesterces, silver pieces, or the barter system. Just check the chart below.

Each rank represents how much net cash/credit/gold/etc. a person can muster per year. Players roll for their Resource Ranks.

You may buy up to 10 items in your Resource Rank before you are broke. If you are buying items that are in a lower ranking than yours, you may buy up to 10 more additional items of that ranking. This works as a column shift, not by the numbers. Players who wish to buy from higher ranks must save (or steal?) enough to hit the next rank.

Let's get started:

Roll 1d100	Resource Rank	Rank Abbr.	Stat #	Description
1-20	Below Average	BA	1-9	Poor, possibly on welfare
21-40	Average	AV	10	This is your average paid employee.
41-61	Above Average	AA	15	This person hold a manager position in a low paying field (like a restaurant or fast food establishment, maybe a mall shop manager)
62-78	Excellent	ET	20	This person works in a comfortable Fortune 500 company job or has a trust fund.
79-89	Extraordinary	EY	30	Small Corporation
90-97	Incredible	IE	40	Large Corporation
98	Awesome	AE	50	Small independent country.
99	Mighty	MY	70	Large Country (such as Russia, Japan or the United States)
00	Supreme	SE	90	You want it, you have it. Multi-billionaire.

The Aging Rule:

As player grow older of course they will become more skilled, but they will also begin to fail in health. Below is the new Age Rules table which tells the benefits and problems that come with age. For every year if age over 20, players gain **1 Skill Point** per year in addition to regular **Skill Points**. Now some people might complain that their character is going to be useless at age 50. Well take some NAP and create a new Natural Ability called "Longevity" which negates the aging negatives!

Age	Benefit	Problem
25	5 Skill Points	None
30	10 Skill Points	None
35	15 Skill Points	-1 to one Main Stat
40	20 Skill Points	-2 to two Main Stats
45	25 Skill Points	-2 to three Main Stats
50	30 Skill Points	-2 to four Main Stats
55	35 Skill Points	-4 to ALL Main Stats
60	40 Skill Points	-5 to All Main Stats
65	45 Skill Points	-5 to All Main Stats
70	50 Skill Points	-7 to all Main Stats
75	55 Skill Points	-8 to all Main Stats

How the system works

The Basic System (TBS) is truly basic. Whenever you take an action, that is called a turn. Each turn lasts about five seconds in the game world. When doing something that is either difficult enough to warrant a die roll, or if someone

is acting against you, the player needs to roll their twenty-sided die. If they are taking an action against someone or if they are dodging they use this formula:

Main Stat Bonus/Main Stat Negative + Skill Level + 1d20

vs.

opposing character's Main Stat Bonus/Main Stat Negative + Skill Level + 1d20

Whoever rolls higher emerges victorious for that turn. Now, if you are just making a skill check against an abstract resistance, *GMs* can use the chart below:

Difficulty Chart

Difficulty Levels	
10	Easy (this is a task that you might not be able to do on the first try)
20	Challenge (you might not be able to easily do this task)
25	Difficult (this means you might not be cut out to do this action)
35	Very Difficult (ok, you're now getting into the miracle stage of things, good training will pull you through)
45	Heroic (only a hero can pull this off)
55	Legendary (OK, we're heading out of the normal range of man or woman)
65	Insane (good luck, you'll need it)

If a player has a total of a **Main Stat Bonus** and **Skill Level** that is already above the Difficulty Level, they do not need to roll for it. It is assumed that it just happens. For GMs who would like to see whether a player-character royally screws up, have them roll a d20 and if they roll a "one" (1), then they fail nevertheless. Other than that you just follow the standard TBS rules.

Material Strengths and Armor Classes

To give people a better understanding of material strengths we have thrown together this quick table with ranking to make it basic. The **AC** (Armor Class) for each material is given. To determine the Hits for these materials multiply the **AC** times the **AC**.
So if a brick has an AC of 10, then a brick wall has 10x10 = 100 Hits.

Rank	AC	Material
Below Average	1-9	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	110	Light star matter
Cosmic 2	500	Medium star matter
Cosmic 3	1,000	Super heavy star matter
Infinity	2,000+	Duh.....Why bother?

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 13, then the **AC** is reduced to 7 (**Damage (13)-AC (10)=3 damage and AC reduced to 7**). 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 -1 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 TBS Resource Ranks.

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 **STR MSB** to your damage. So if you have a **STR** of 13, then you'd gain a +3 to the final damage. (remember to subtract if you have a **STR MSN**)

-**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 TBS Resource Ranks.

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 TBS Resource Ranks.

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 TBS Resource Ranks. (They also assume that it is the cost of a brand-new, perfect vehicle.)

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 **Stun Damage**. Any damage done by a weapon, vehicle, or a fall from more than ten feet does **Killing Damage**. When you run out of **Stun Points** or **S*P** you begin to take damage to your **Hit Points** or **HP**. When your **HP** reaches zero you are down for the count, but not dead. Once your **HP** reaches **-10** you die. At zero **HP** you are in need of serious medical care. Without treatment, players will take one point of damage each hour until they reach **-10**. Skills 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 under zero **HP**. Anyone who is bleeding from an injury takes one point of damage each round until the bleeding has stopped. Anyone with the First Aid skill or higher can try to stop bleeding.

The Knockout Rules

When a player takes enough stun damage that it goes over their **S*P**, then they must make an **END** save to avoid being knocked out cold.

You calculate the save like this:

Roll 1d20 and add the number of points that you took over your current S*P! - If the result is at least +1 more than your END you are out cold for 1d6 rounds. (If the result is exactly equal to the END, you are still up and running.)

So, if Buster gets hit for 15 points of stun damage and he only has 10 S*P left, he would roll 1d20, add 5 to that and look at his **END**. Buster has an **END** of 12. He rolls a 16 plus 5, for a total of 21. That is a lot more than his **END** of 12 and it leaves him out cold. If he had rolled anything lower than an 8 he could still be standing. For example, if he had rolled a 6, plus the 5 points of damage that got over his S*P, that would be 6+5 = 11, still less than his **END**. No Knockout, yet.

1d20 + damage over Stun Points = END save difficulty level.

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 **END** bonus per day (with everyone healing at least one **HP** per day regardless of their **END** unless poisoned). With medical attention (meaning in hospital stay) they gain their **END** bonus times two per day. Anytime damage is done to one area that goes over 15 points of damage there is a good chance of being scarred. For each day that an injury goes without medical care that area will become scarred and the player will lose -1 **CHA** per day until treated. Plastic surgery can fix up to 3 points of **CHA**.

Gaining Experience

Experience Points are usually based on the setting of the game. Some ways to determine **Experience Points** or **XP** are to divide the opponent's total Hit Points by two. This doesn't mean you have to kill them. A subdued adversary rewards **XP** the same way. In general for the Basic System, we determine **XP** in any of the following ways:

- **Divide the foe's Hit Points 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.**

Using Experience

In a point based system, Experience is used to upgrade characters. This allows more skills to be purchased and stats to be raised. Here's a simple way of doing it:

-To raise a **Main Stat**, multiply the **Stat** number desired by **15**. So if you have a **STR** of 14 and you want to raise it to 15, you multiply **15x15 = 225 = the number of XP needed**. You may not skip numbers.

So, if you have a **STR 15** and you want to make it 17, you'll need to make it 16 first.

To go from **STR 15** to **STR 17** you would have to spend a total of **(16x15 XP) + (17x15 XP) = 495 XP**.

To go from **STR 15** to **STR 18** you would have to spend a total of **(16x15 XP) + (17x15 XP) + (18x15 XP) = 765 XP**.

So, basically, you are often much better advised to spend your earned XP on Skill Levels, on Natural Abilities or Extras.

-For every 100 **XP** you gain 1 **NAP**.

-For every 100 **XP** you gain 1 **SP**

-For every 200 **XP** you may buy one **Extra** or level an **Extra** you already have up by one rank.

Learn more about **The Basic System**
at:

www.dillygreenbeangames.com

Don't forget to check out the groovy
downloads too! FREE.

If you have children there is even a
TBS for Kids PDF. Good for ages 7
and up!

Parent-Approved!