

The Basic System:

COSMIC



Written by:
J. Parker

Contributions by:
Curt Meyer

The Basic System© Dilly Green Bean Games 2003-2004

Introduction

The cosmic superhero. One of the greatest concepts in comic books. Sky soaring loners who travel from planet to planet playing hero to some pathetic race. We've introduced you to 'superhero' gaming in *Guardian Universe Kamikaze Edition*. Now we want to let you jump up and into the world of the 'Cosmic Hero.' What is a Cosmic Hero? He or she is someone with great powers. Able to travel in space and is empowered by the cosmic energies that flow through our universe and beyond.

Creating the Cosmic Hero

The first thing is for GMs to pick the level at which he wants his heroes. This means picking a game level. GMs use the rank chart to choose. **For each rank, players may roll 1d10 for their Main Stats.** So if a GM chooses a game rank of Mighty then players roll 8d10 for each Main Stat. The maximum ranking for a game is **Cosmic 1**. Here is the chart:

Ranking Chart

D10	Rank Name	Stat #	Description
1	Below Average	1-9	This is your person with some type of disability, or they are elderly or maybe even a child.
2	Average	10	Your typical adult stat. Most people are average.
3	Above Average	15	These are your people that work to improve themselves and their work shows.
4	Excellent	20	This surpasses the above person making them exceptionally outstanding.
5	Extraordinary	30	This is at the maximum limit of human capabilities. Even that is pushing it.
6	Incredible	40	This belongs to those who have been augmented or were born with special abilities that make them this powerful.
7	Awesome	50	You are now passing the limits of mortality and heading into the ranges for anything but human.
8	Mighty	70	These stats are reserved for demi-gods and cosmic servants. This is beyond human.
9	Supreme	90	The last light of human comprehension ends here. Anyone with a stat this high is a God like those of mythology.
10	Cosmic 1	110	These stats are reserved for the Old Ones and cosmic entities that are in the same boat.
11	Cosmic 2	500	These stats are reserved for the ones who created worlds or destroyed them.
12	Cosmic 3	1,000	These stats are for those who can bend reality or crush entire solar systems.
N/A	Infinity	00	You are now in the realm of God almighty.

Now let's look at the **Main Stats**. We've also included tables to explain the **Main Stats** in Ranks.

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.

INT	Stat #	Description
Below Average	1-9	You're mentally challenged.
Average	10	You're the average Joe in the brain department.
Above Average	15	The type of mind that goes to college to learn.
Excellent	20	Very smart. So smart that it irritates people. Able to work small experiments.
Extraordinary	30	The brains of the brains, cream of the crop. These people are so smart that they can design or use just about anything.
Incredible	40	Memory upgrades or alien enhancements. This person is a freak of nature in the smarts department.
Awesome	50	So intelligent you could create life where there was none using science. Able to design artificial intelligence.
Mighty	70	Demi-gods or super alien minds are this smart. Able to create sentient organic life using science.
Supreme	90	So darn smart they know just about everything there is to know about everything.
Cosmic 1	110	Knows about things before they happen. Can predict cosmic events.
Cosmic 2	500	As one with the Universe. See all know all.
Cosmic 3	1,000	As one with everything. Sees all and knows all in multi-dimensions
Infinity	00	You are God

WILL	Stat #	Description
Below Average	1-9	You break easily or fall for jokes with ease. Subject to jumping off the bridge if someone tells you to.
Average	10	You can bend and break, but overall you're in control.
Above Average	15	You can withstand certain stresses that the normal gal or guy can't.
Excellent	20	You are very strong willed. It takes serious effort to break you.
Extraordinary	30	Mind control? Ha! Not on you. This mind is almost immune to such things.
Incredible	40	You are your own master. Your mind is more than strong. You've had some serious training.
Awesome	50	No one can mess with your mind. Unbreakable.
Mighty	70	The WILL of this person is so strong they can resist the most power Psionic and magical powers.
Supreme	90	Only the most powerful humans have a WILL like this. They are the masters of their mind.
Cosmic 1	110	The cosmic WILL makes them almost immune to anything involving WILL unless the attacker has a higher rank.
Cosmic 2	500	The cosmic WILL makes them almost immune to anything involving WILL unless the attacker has a higher rank.
Cosmic 3	1,000	The cosmic WILL makes them almost immune to anything involving WILL unless the attacker has a higher rank.
Infinity	00	God, good luck trying to convince them do to anything.

Charisma	Stat #	Description
Below Average	1-9	You smell like cabbage.
Average	10	The average charmer.
Above Average	15	Maybe a player.
Excellent	20	The Mack-daddy of them all.
Extraordinary	30	You could charm a nun.
Incredible	40	People flock to you.
Awesome	50	You could run for president and have your opponent vote for you.
Mighty	70	Worshipped worldwide.
Supreme	90	Everyone loves you. Even off-world.
Cosmic 1	110	The god of charm.
Cosmic 2	500	The father of the god of charm.
Cosmic 3	1,000	The grandfather of the god of charm.
Infinity	00	God.

Agility	Stat #	Description
Below Average	1-9	Umm... Limited mobility.
Average	10	Average
Above Average	15	Some training.
Excellent	20	Olympic style AGI.
Extraordinary	30	Great natural ability, able to do complex maneuvers.
Incredible	40	Able to test the limits of balance and dodge gunfire.
Awesome	50	Perfect sense of AGI and able to dodge intense gunfire.
Mighty	70	Not much can hit you and you can hit just about anything.
Supreme	90	Lasers, ha! I can dodge them with my eyes closed.
Cosmic 1	110	So agile that they can dodge dust particles while traveling at lightspeed.
Cosmic 2	500	Cosmic 2, need I say more?
Cosmic 3	1,000	Cosmic 3, need I say more?
Infinity	00	God

Strength	Stat #	Description
Below Average	1-9	This is your person with some type of disability, or they are elderly or maybe even a child.
Average	10	Your typical adult stat. Most people are average.
Above Average	15	These are your people that work to improve themselves and their work shows.
Excellent	20	This surpasses the above person making them exceptionally outstanding.
Extraordinary	30	This is at the maximum limit of human capabilities. Even that is pushing it.
Incredible	40	This belongs to those who have been augmented or were born with special abilities that make them this powerful.
Awesome	50	You are now passing the limits of mortality and heading into the ranges for anything but human.
Mighty	70	These stats are reserved for demi-gods and cosmic servants. This is beyond human.
Supreme	90	The last light of human comprehension ends here. Anyone with a stat this high is a God like those of mythology.
Cosmic 1	110	These stats are reserved for the Old Ones and cosmic entities that are in the same boat.
Cosmic 2	500	These stats are reserved for the ones who created worlds or destroyed them.
Cosmic 3	1,000	These stats are for those who can bend reality or crush entire solar systems.
Infinity	00	You are now in the realm of God almighty.

Endurance	Stat #	Description
Below Average	1-9	Needs to take several breaks after maybe 2 minutes of work.
Average	10	The average person. Needs to take a breather every ten minutes or so.
Above Average	15	Can go for about 30 minutes and then needs a quick breather.
Excellent	20	This person can work for an hour before needing rest.
Extraordinary	30	Just needs sleep, no breaks needed.
Incredible	40	Just needs sleep.
Awesome	50	Just needs sleep.
Mighty	70	Able to function in hostile environments for short periods of time. This includes the vacuum of space.
Supreme	90	Can survive in the vacuum of space for long periods. Doesn't need any sleep.
Cosmic 1	110	Can live in the vacuum of space or any other hostile environment for years on end.
Cosmic 2	500	Can function in ANY environment for decades.
Cosmic 3	1,000	Can function in ANY environment for centuries.
Infinity	00	God, like you need to ask.

Speed	Stat #	Description
Below Average	1-9	Slow.
Average	10	Average
Above Average	15	Above Average.
Excellent	20	A professional runner.
Extraordinary	30	A mega runner.
Incredible	40	Bloody super fast.
Awesome	50	Really bloody super fast.
Mighty	70	Godly super fast.
Supreme	90	Can move so fast they are hard to see.
Cosmic 1	110	Gone in the blink of an eye.
Cosmic 2	500	Moves so fast they can move through walls.
Cosmic 3	1,000	Ummm what can I say?
Infinity	00	God

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

The Secondary

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 bleed or break bones.
IN	Initiative: AGI MSB + SPD MSB . How well you get the jump on the other guy or gal.
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.

- To determine Lift in Tons, just divide the Lift by 2000.

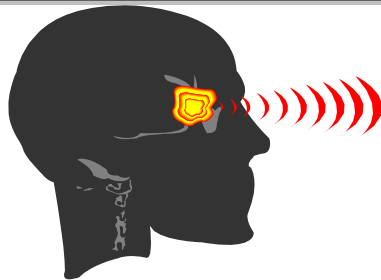


Natural Abilities

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? For each point above 10 in the Main Stats, 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

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.
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.



Skills

Everyone has skills. They help us live our day to day lives. Some are very obvious and others aren't. 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** or **SP** you get, **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**. People also have **Common Skills**. These skills automatically start at level one free of cost. Even a cripple can try to dodge an attack. Use this formula when using skills:

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

Skills in the Super Hero Games

Skills too have benchmarks, but not like the Stats. They are a little different. The average level for a skill is **2**. The maximum skill level for a real style game is **10**. The maximum skill level anyone may have is **20**. Once you hit the **30's** your into the range of Gods and Demi-gods. Here's how it works.

Rank	Skill Level	Description
No Training	0	No Skill at all.
Average	2	The average person is at this level.
Above Average	7	You have some advanced training.
Expert	10	You have fantastic training and are an expert with this skill.
Master	20	The Master of this skill.
Gods	30	Gods have skills at this level.
Supreme Beings	40	Yep, close to God.
God	50	Only god can have a skill this high.

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 someone of 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

What is a Skill Header? These 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** or **Varied** that means that the player needs to draw from one of those Main Stats. Driving requires smarts, like how to hotwire it, but an **AGI** 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

Skills with no Headers

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



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 once. **Roll 1d8:**

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 want to be there when it happens. Sidekicks are rolled up like normal characters, but may not be as powerful as the main character.
4	Wealth	Roll 1d12 times 1000. This is how much money you have on hand. Roll 1d10 times 100 thousand. This is how much money you have saved up. It may be liquidated over a few months as needed.
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, skiing down the highway. There are no limits. The authorities would like to bust you, but for some reason they can't. All they can do is pray you die a slow and painful death.
8	Not a Bloody Thing	You stink!



How the system works

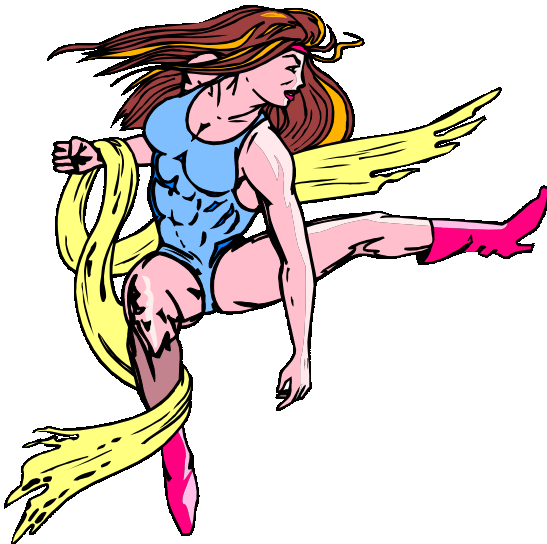
The Basic System is real basic. Whenever you take an action it's called a turn. Each turn lasts about five seconds. When doing something that is either difficult enough to warrant a die roll, or if someone is acting against you, the player needs to roll their twenty-sided dice. If they are taking an action against someone or if they are dodging they use this formula:

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

Whoever rolls higher gets the dibsies. Now if you are just making a skill check, GMs can use the chart below:

Difficulty Chart

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



If a player has a Stat or a skill that is above a difficulty value they Do Not need to roll for it. It is assumed it just happens. For GMs that want to see if a player royally screws up have them roll a d20 and if they roll a one then they fail. Other than that you follow the standard TBS rules.

Material Strengths and ACs

To give people a better understanding of material strengths we have thrown together this quick table with ranking to make it basic.

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	00	Duh.....Why bother?



Super Powers

You use **Power Points** or **PP** to buy powers. Power Points are determined by multiplying your **END MSB** times ten (**END MSB x10**). So if a player has a **PP** of 50, they may spend 50 points to buy powers. It is up to the **GM** to regulate how powerful your players are. If you don't want them buying a Cosmic power, make sure you make it clear at the beginning of the character creation process. Below is a list of powers **Important:** Powers are used like skills for the most part. So if someone has a Fire attack they would follow this formula: **AGI MSB +Power Level +1d20** You are going to find powers that don't have details for anything above level 10. You may still buy additional levels.

Damage

Once powers start getting into the level 10 range, roll damage like this: basic damage multiplied by the level. So if you had Cold Beam at level 25 you'd roll 1d6x25 for damage.

Cosmic Powers

Here is a list of new powers for The Basic System, specifically for Cosmic characters. You may use them in regular Superhero games though. Note some Cosmic Powers require prerequisites.

Code Cracker

PRE: INT 25

Cost: 20 PP

With this power players are so mathematically smart they can crack just about any code put in front of them. Players get a +20 to all code cracking powers per level.



Cosmic Hunger

PRE: Lifeforce Vampirism level 30

Cost: 50 PP

The hunger that this player needs to fill is so great that they need to consume energy from entire planets! This task requires 24 hours to complete, but when done the player receives the following all at the same level as Cosmic Hunger:

Light Speed Travel & Cosmic Skin

Anyone trying to attack someone who is using Cosmic Hunger **MUST** roll a **WILL** save versus the Cosmic Hunger's roll.

Cosmic Immortality

PRE: Immortality level 30

Cost: 100 PP

The player is truly immortal. They can be blasted into a billion pieces and can reform. There is not way to truly kill this person. All one can do is scatter their ashes across time and space.

Cosmic Knowledge

PRE: INT 30

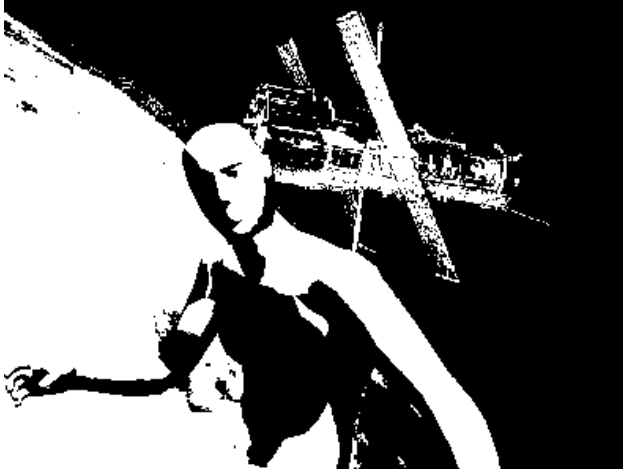
Cost: 30 PP

The player with this power is a walking encyclopedia of the universe. They know just about everything there is to know.

Cosmic Phantom

Cost: 75 PP

At the time of death this character becomes a phantom. They may feely travel time and space but may not intervene only observe. If a phantom character gets involved the higher cosmic forces will return the phantom to their original state before death with no memories of the life as a phantom.



Cosmic Skin

PRE: Body Armoring level 45

Cost: 20 PP

Characters with this power have skin made of cosmic material. It can have a rough carapace look or a sleek silver look. That is up to the players. This skin provides them with the following:

Invulnerability: AC=120. For each additional level players add 20 AC.

Resistance to Radiation, cold and

heat: Players are not affected by any of these.

Life-Support: The character needs not eat or sleep. They can function in the vacuum of space with no difficulty.

Darkness Absorption

PRE: Darkness Level 30

Cost: 20 PP

With this power a player may absorb Darkness and power themselves. This includes giving the player flight, dark beams, and a limited form of invulnerability. **The catch is once you are out of the dark you have power for one hour per level!**

For each level in this power players get the following:

Dark Beam: 1d10 damage per level.

Invulnerability: AC=20 per level. Dark attacks do no damage.

Life-Support: May travel in the vacuum of space while in total darkness.

Flight: May fly at 50 MPH per level.

Black Touch: 1d6 damage per level. This actually steals the life from a target.

Lunar Luminescence: Player is able to let of a lunar glow from themselves that doesn't affect their powers.

Light Speed Travel

PRE: Flight Level 30

Cost: 50 PP

This power allows players to travel at the speed of light. They may cross entire systems in a matter of minutes, not weeks or months.

Lingual Power

Cost: 10 PP

This power allows you to understand alien languages and be able to converse with other races like you were a native. All this power requires is hearing the language.

Reincarnation

Cost: 100 PP

This player is reincarnated after death. This can happen many different ways. Players can be reborn, just appear out of thin air, or go into a cocoon and become reborn. Characters with this power are reborn with all Skill levels and Powers halved.

Solar Absorption

Cost: 20 PP

With this power a player may absorb solar energy and power themselves. This includes giving the player flight, solar beams, and a limited form of invulnerability.

The catch is once you are out of the sun you have power for one hour per level! For each level in this power players get the following:

Solar Beam: 1d10 damage per level.

Invulnerability: AC=20 per level. Light attacks to no damage.

Life-Support: May travel in the vacuum of space while exposed to solar rays.

Flight: May fly at 50 MPH per level.

Scorching Touch: 1d6 damage per level.

Solar Luminescence: The player may generate a solar glow from their bodies.

Star Gate

PRE: Dimensional Gate level 30

Cost: 40 PP

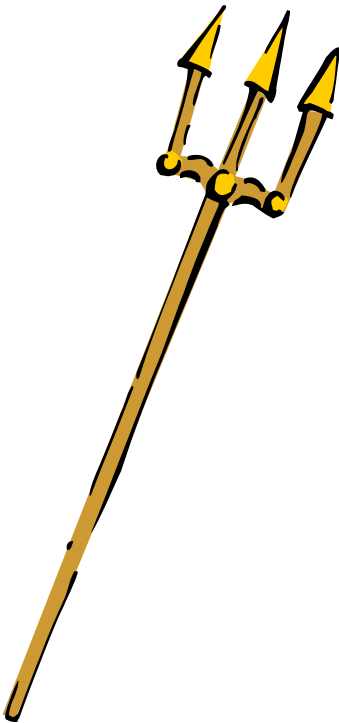
This power opens a gateway into other star systems. It is big enough to allow ten people through. Each level represents the number of systems away one can travel. So at level 3 the person could travel 3 systems away.

Cosmic Weapons

Something that hasn't been covered in any of the Superhero PDFs or products we have put out has been Enchanted Weapons or Cosmic Weapons. These are weapons made of materials alien to man. They all have a Material Ranking that starts in **Supreme** and ends in **Cosmic 2**. These weapons or armor bestow great powers on players allowing them to transverse the natural and dominate in the unnatural. So how do you create powerful weapons and characters like this? The *GM* must first choose the game ranking like stated in the beginning of this PDF. If he is doing a Cosmic Game then here is how you create your weapons. You need creation points in order to build your weapon or item up. So as an option players may roll on the chart below.

Roll 1d10	Rank	Creation Points
1-8	Supreme	190
8	Cosmic 1	500
10	Cosmic 2	1,000

- If you want to create super weapons using lesser rank go ahead. Just follow the rules below.



Material Strength of the Weapon

This is how strong the weapon is. Take the Rank such as **Supreme (90)** and that is the **Material Strength**. That is also the **AC** of the weapon.

Creation Points

Use **creation points** to buy powers for your weapon, increase the damage of your weapon (**base damage is 1d10**), or buy stats for your weapon (say making it intelligent). Here's how it works:

- One Creation Point is equal to one Power Points, Magic Point or Psionic Point
- For every 4 creation points spent you may increase a Main Stat by one
- One Creation Point may increase the weapon's damage by 1d10
- One creation Point may increase the Weapon or Item's AC by 1

Well we hope you liked The Basic System:
Cosmic

Check us out at

www.dillygreenbeangames.com



*Dilly Green
Bean Games*



Blender Production