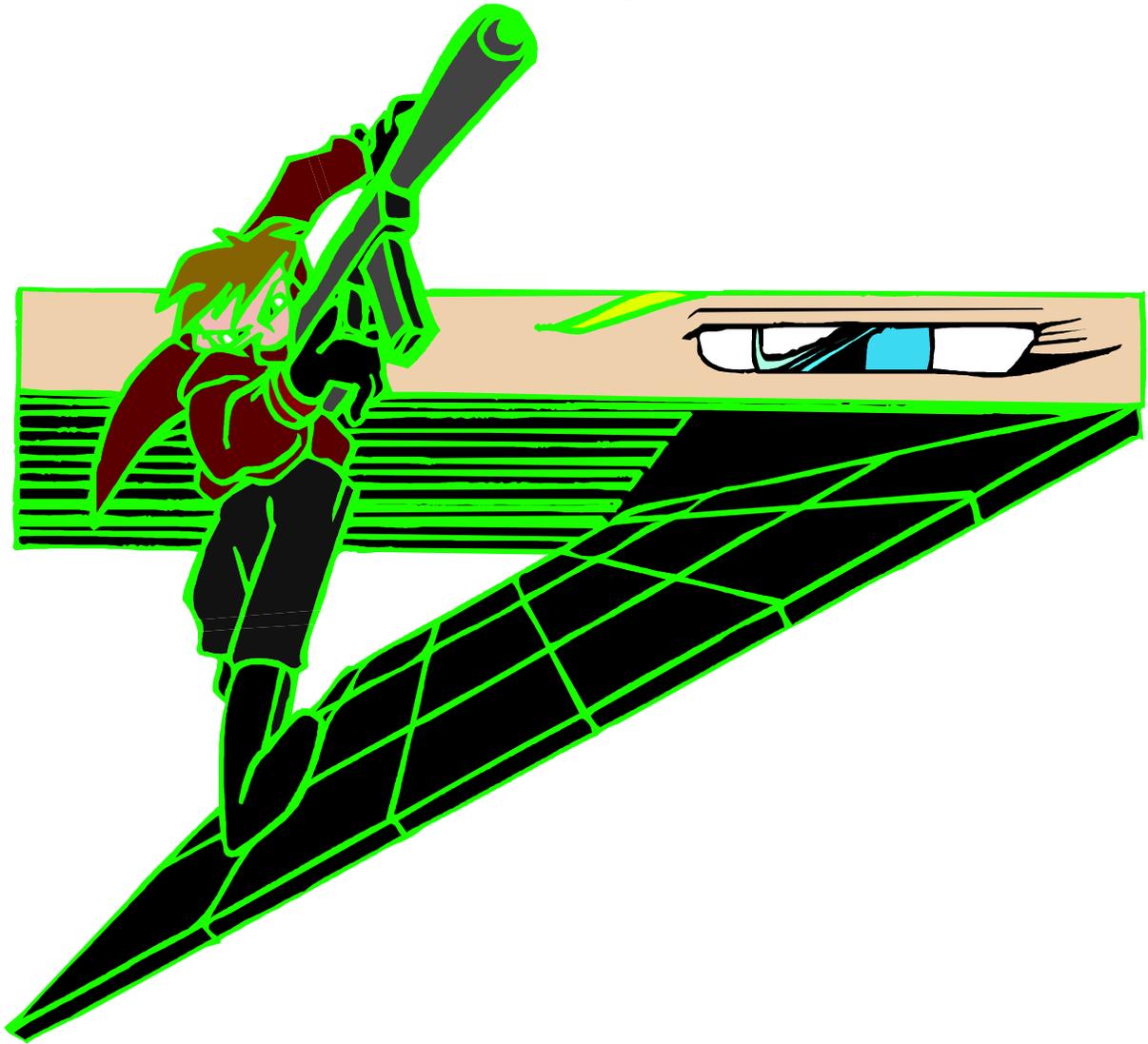


# The Basic System



## SCI-FI

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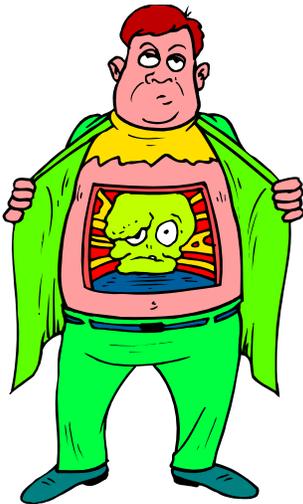
Written By:

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The journey into space is one of adventure and dreams. The future that we create can only be molded by what we cannot imagine. Science is the foundation for that dream and that shape.

It's time to jump into The Basic System's Sci-Fi rules. This PDF will show players how to create sci-fi characters for TBS. When it comes to character generation you need to consult your Game Master and ask them what type of game they plan to run. GMs will want to create their scenario and options. Do you have alien races? Cybernetics? Starships? Mecha? We'll try to help you design along the way.



### Alien Races

These are life-forms from other worlds. They are different from humans and therefore might have Natural Abilities alien to us. Some might have super powers, other Psionics. Main Stats also may be adjusted. After all a high gravity planet might allow an alien to have superhuman STR on a planet like Earth. The GM can decide if there are aliens or not.

### Character Generation

Let's start with the seven basic Stats. We call them the **Main Stats**. Now in the Basic System the **average human Stat is 10**. You determine your Main Stats by rolling 1d10 and adding that number to your Main Stats. For each number over 10 that is your **Main Stat Bonus**. So if you have a STR of 13, then your **Main Stat Bonus** is +3. When you have a stat under 10, then you have a **Main Stat Negative**. So if you have an INT of 7, then your **Main Stat Negative** is -3. Players may subtract points from their **Main Stats** and raise other **Main Stats**. If you are using a point value system then use the chart below. The points given are how many points you may add to a base 10 stat.

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 way above the norm standards.
75	Godly World	For the game of the super duper. Any higher than this and you'll be a demigod.

When playing in non-point based games you can choose game ranks. Each game rank allows 1d10 to be added for rolling Main Stats with the base stat always at 10. 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 and add it to their 10 Base Main Stats.** So if a GM chooses a game rank of **Mighty** then players roll **8d10+10** for each Main Stat. The maximum ranking for a game is **Cosmic 1**. Or for 'supers' style games players may roll 1d100 on the chart below for their stats using the Rank number as their stat. Example: *Someone rolls Extraordinary STR.* Then the **STR** is 30. Players may either use the rank numbers of the Rank Abbreviations (just making sure that they write down the number for the abbreviation somewhere). Here is the chart:

**Ranking Chart**

D100	Rank Name	Rank Abb	Stat #	Description
1-10	Below Average	BA	1-9	This is your person with some type of disability, or they are elderly or maybe even a child.
11-25	Average	A	10	Your typical adult stat. Most people are average.
26-45	Above Average	AA	15	These are your people that work to improve themselves and their work shows.
46-65	Excellent	ET	20	This surpasses the above person making them exceptionally outstanding.
66-74	Extraordinary	EY	30	This is at the maximum limit of human capabilities. Even that is pushing it.
75-84	Incredible	IE	40	This belongs to those who have been augmented or were born with special abilities that make them this powerful.
85-94	Awesome	AE	50	You are now passing the limits of mortality and heading into the ranges for anything but human.
95-99	Mighty	MY	70	These stats are reserved for demi-gods and cosmic servants. This is beyond human.
100	Supreme	SE	90	The last light of human comprehension ends here. Anyone with a stat this high is a God like those of mythology.
-	Cosmic 1	C1	110	These stats are reserved for the Old Ones and cosmic entities that are in the same boat.
-	Cosmic 2	C2	500	These stats are reserved for the ones who created worlds or destroyed them.
-	Cosmic 3	C3	1,000	These stats are for those who can bend reality or crush entire solar systems.
-	Infinity	IY	00	You are now in the realm of God almighty.

Here are the Main Stats:

### The Main Stats

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

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

<b>HP</b>	Hit Points: <b>END times 2</b> . How much damage you can take before death.
<b>SP</b>	Stun Points: <b>END times 2</b> . How much light damage you can take before it starts to bleed or break bones.
<b>IN</b>	Initiative: <b>AGI MSB + SPD MSB</b> . How well you get the jump on the other guy or gal.
<b>LFT</b>	Lift: <b>STR times STR</b> . This is how many pounds you can lift.
<b>Punch</b>	Damage for punch is equal to your <b>STR</b> and only does light damage.
<b>Kick</b>	Damage for kick is equal to your <b>STR +2</b> and only does light damage.
<b>RUN</b>	This is equal to your <b>SPD times 2</b> . This is how fast you can move in MPH.
<b>Jump</b>	<b>STR+SPD/2</b> : How many feet you can leap with a running start.

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

<b>Ambidexterity</b>	Your ability to use both hands equally. You suffer no penalty for using either hand.
<b>Expertise</b>	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.
<b>Marksman</b>	You have the natural ability to hit the target. You gain a +5 when trying to hit something with a projectile or thrown object.
<b>Photographic Memory</b>	If you see it you don't forget it. Great for detective characters and such.
<b>Speed Reading</b>	You can read really fast and retain 95% of what you have read.
<b>Superb Agility</b>	You are extra agile. You gain a +4 to any actions involving <b>AGI</b> .
<b>Superb END</b>	You are physically all there. Buff and rough. You gain +15 to your <b>HP</b> and +4 to any rolls involving your <b>END</b> .
<b>Superb Immunity</b>	Your body is just naturally immune to disease and toxins. Anytime you are exposed to these, you gain a +4 to resist.
<b>Superb Senses</b>	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:

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

## Common Skills

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

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

<b>Advanced Fight</b>	Choose a fighting style for unarmed combat. This includes: Boxing, Karate, Judo, Kung Fu and other styles.	<b>AGI</b>
<b>Melee/Firearms Combat</b>	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.	<b>AGI</b>
<b>Physical</b>	Choose a physical activity that your character is good at. This can include sports or other body exercises.	<b>AGI/STR</b>
<b>Advanced Education</b>	Here is where you get your high education and trade skills. This includes First aid, Mechanics, sciences and such.	<b>INT</b>
<b>Social Interaction</b>	Choose skills that help you in the social arena. This includes: Leadership, Conversation, Streetwise, Interrogation and such.	<b>CHA</b>
<b>Extra-Curricular</b>	Does your character like to cook, paint, sew or do artsy things? This includes musical skills as well.	<b>Varied</b>

### Skills with no Headers

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

### What the skill rankings mean:

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.

### 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	<b>Contacts</b>	<b>Roll 1d4.</b> 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	<b>Friends</b>	<b>Roll 1d4.</b> These is how many close friends one has. These are people that can help you or be victims of your enemies.
3	<b>Sidekick</b>	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	<b>Wealth</b>	<b>Roll 1d12 times 1000.</b> This is how much money you have on hand. <b>Roll 1d10 times 100 thousand.</b> This is how much money you have saved up. It may be liquidated over a few months as needed.
5	<b>Ally</b>	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	<b>Membership</b>	<b>Roll 1d10 for rank.</b> 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	<b>License to Thrill</b>	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	<b>Not a Bloody Thing</b>	<b>You stink!</b>

## Resource Ranks

Everyone needs cash or some form of currency. In The Basic System we have created something easy for people to use. Resource Ranks. Each rank represents how much Net Cash/credit/gold 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. 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:

1d100	Resource Rank	Stat #	Description
1-20	Below Average	1-9	Poor, possibly on welfare
21-40	Average	10	This is your average paid employee.
41-61	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)
62-78	Excellent	20	This person works in a comfortable fortune 500 company job or has a trust fund.
79-89	Extraordinary	30	Small Corporation
90-97	Incredible	40	Large Corporation
98	Awesome	50	Small independent country.
99	Mighty	70	Large Country (such as Russia, Japan or the United States)
100	Supreme	90	You want it you have it. Multi-trillionaire



### The New 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**.

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 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:

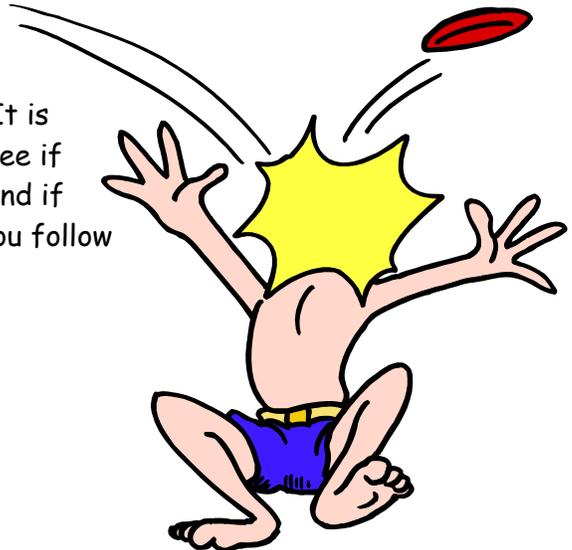
$$\text{Main Stat Bonus/Main Stat Negative} + \text{Skill Level} + 1d20$$

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 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 Armor Class

To give people a better understanding of material strengths we have thrown together this quick table with ranking to make it basic. The **AC** 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 **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	∞	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 (**AC (10)-Damage (13)=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.

## Armor Examples

Type	AC	HP	AGI Penalty	Location	Special	Cost
Leather	13	13	-1			A
Mesh Vest	18	18	-2	Chest/Stomach		AA
Ceramic Vest	21	21	-2	Chest/Stomach	Lasers do half damage	ET
Fiber Suit	18	18	-2			ET
Medium Armor	26	26	-3			EY
Heavy Armor	34	34	-3			IE
Flight Suit	15	15	-2			ET
Space Suit	15	15	-2		20 hour air supply	EY
Hardsuit	45	45	-5		Offers limited life support	IE



## 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.

-**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.

\* If weapon is Armor Piercing it ignores armor and does damage straight to the armor's **HP**.

### Melee Weapons

Melee Weapon	Damage	# Hands	Special	Cost
Knife	1d6	1		BA
Short Sword	2d6	1		AA
Medium Sword	3d6	1		AA
Large Sword	5d6	2		AA
Hand Axe	2d6	1		A
Medium Axe	3d6	2		AA
Large Axe	4d6	2		AA
Mace	4d6	1		AA
Whip	1d6	1		A
Spear	3d6	2		ET
Staff	4d6	2		A
Katana	5d6	2		AA
Vibro-Knife	2d6	1	Armor Piercing	ET
Vibro-Sword	5d6	1	Armor Piercing	EY
Beam Sabre	4d6	1		IE
Beam Sword	6d6	1		IE
Energy Whip	2d6	1		EY
Beam Axe	7d6	2		IE

### 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.

Weapon	Damage	Range	Ammo	FR	# Hands	Special	Cost
Hold-out Pistol	1d6	50	6	2	1		A
Light Automatic Pistol	2d6	40	7	3	1		AA
Medium Automatic Pistol	3d6	70	6	2	1		AA
Heavy Automatic Pistol	4d6	75	6	2	2		ET
Light SMG	3d6	120	20/32	3/10/32	2		ET
Medium SMG	4d6	175	30	3/12/30	2		ET
Light Rifle	6d6	1000	10	3	2		ET
Medium Rifle	8d6	2000	4	2	2		ET
High Powered Rifle	10d6	2500	12	3	2		EY
Automatic Rifle	6d6	350	20/30	3/12/30	2		EY
Shotgun (slug)	8d6	20	10	2	2	Knock Down	ET
Light Machine Gun	6d6	450	30	15/45	2		IE
Medium Machine Gun	10d6	800	Belt	8/24	2		IE
Light Laser Pistol	1d6	50	20	2	1	Armor Piercing	ET
Medium Laser Pistol	3d6	100	30	2	1	Armor Piercing	ET
Heavy Laser Pistol	4d6	150	40	2	2	Armor Piercing	EY
Laser SMG Light	2d6	100	40	3/10/30	2	Armor Piercing	EY
Laser SMG Medium	3d6	200	50	3/15/30	2	Armor Piercing	IE
Laser SMG Heavy	4d6	250	50	3/15/30	2	Armor Piercing	IE
Laser Rifle	5d6	1000	30	3/15/30	2	Armor Piercing	IE
Heavy Laser Rifle	8d6	2000	100	3/30/50	2	Armor Piercing	IE
Rail Gun	1d6x10	2000	150	3/30/50	2	Armor Piercing	AE
Ion Pistol	2d6	50	20	2	1	Stuns	ET
Ion Rifle	5d6	75	30	2	2	Stuns	EY
Particle Beam Rifle	1d6x10	50	10	2	2	Does damage x10 against flesh	IE
Laser Bazooka	1d6x10	1000	10	1	2	Armor Piercing	AE

## Vehicle Rules

Vehicle rules are pretty simple. You can apply rules from other games with ease. We actually suggest if you have a game mechanic from another system you like, use it here. It will require some conversion I'm sure. Vehicles are pretty basic. Let's cover some terms.

-**Weight:** Like it says, the weight of the car in pounds.

-**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.

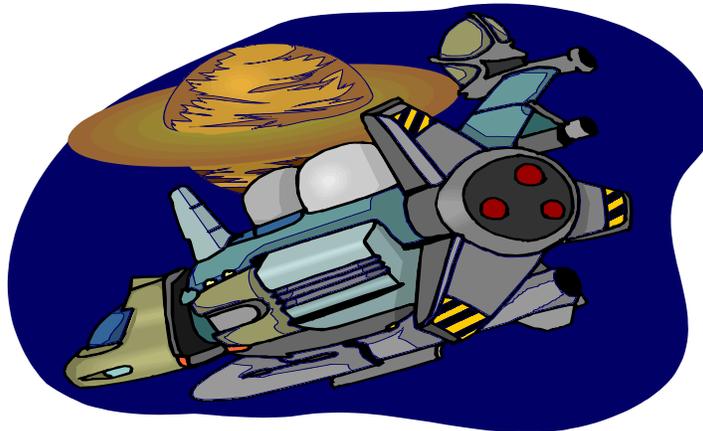
-**Weapons:** Any weapons that might be built in.

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

### Basic Vehicles

Vehicle	Maneuver	Passengers	Speed	AC	Body	Cost
Small Hover Car	3	2	200	10	100	ET
Medium Hover Car	2	4	200	12	120	EY
Hover Limo	1	8	150	15	150	IE
Small Hover Transport	1	2	100	14	140	IE
Medium Hover Transport	0	2	100	15	150	IE
Shuttlecraft	2	10	1460	50	5,000	AE
Space Transport	1	30	5000	55	5,500	AE
Starship	-2	800	2500mps*	70	70,000	SE

\*Miles Per Second



## Sci-Fi Items and Gear

In the future people seem to think we'll have all this cool stuff. Like transporter beams and stasis chambers. The likelihood of that ever happening is pretty much next to none. But this is a game, so of course we are going to throw in a lot of technical items. In the following table is a list of sci-fi tech stuff that you'll probably want in your RPG. If you don't see an item here you want, talk to the GM about it. This list is far from complete.

Item	Description	Cost
Breathing Mask	For those tough environments with no air you need to be able to breath. This little mask fits into a handy pouch.	AA
Com-Link	This can be a pin, head piece or wrist piece that allows communication between people. Can be jammed by radiation.	ET
Data Pad	A mini computer used for many things. Can be linked to electronic door locks and other computer items.	ET
Hologram Projector	Great for confusing people. This small camera projects a hologram.	IE
First Aid Spray	This hand little can of life can heal players <b>5 HP</b> .	ET
Medi-Scanner	Used to determine injuries. Some are smart enough to show a course of action.	EY
Motion Sensor	This sensor picks up on disturbed particles in the air, in turn showing where there might be movement.	EY
Personal Force Screen	The PFS is great for quick protection. It offers an <b>AC of 20</b> for two minutes before it powers down.	IE
Translator	Ever wonder how people all speak English in sci-fi movies. They do it with this handy dandy item. It can either be implanted into a person, worn as a pin or carried. The translator only works if the alien language is programmed into it.	ET

## The Location Table & Taking Damage

When locked in combat, you're not always going to hit where you want to. Sometimes if you hit them, it doesn't matter where. Let's look at some quick terms.

-**Location:** As it says.

-**Damage Modifier (or DM):** Does a hit to this location do more damage than other locations?

-**Hit Modifier (HD):** What penalties to you get when trying to hit there locations?

Here is a random hit location chart using a Twenty-sided die.

Roll 1d20	Location	DM	HD
1	Head	X2	-6
2	Neck	X2	-6
3-5	Chest		0
6-8	Torso		0
9	Right Upper Arm		-3
10	Right Lower Arm		-3
11	Right Hand		-4
12	Left Upper Arm		-3
13	Left Lower Arm		-3
14	Left Hand		-4
15	Left Upper Leg		-3
16	Right Upper Leg		-3
17	Right Lower Leg		-3
18	Left Lower Leg		-3
19	Right Foot		-4
20	Left Foot		-4

### Damage

In RPGs 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 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 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 or be knocked out cold. You calculate the save like this: **Roll 1d20 plus the number of points over your S\*P. If the results are more than your END you are out cold for 1d6 rounds.** So if Buster gets hit for 15 points of stun damage and he only has 10 points left, he'd roll 1d20, add 5 from that and look at his **END**. Buster has an **END** of 12. He rolls a 16 plus 5, and that leaves him out cold. If he had rolled anything lower than a 6 and he could still be standing. **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**.



### Healing Devices of the Future

In the future we will all be immortal and live forever. Yeah right. Nope, not gonna happen. But if we could have sci-fi healing stuff what would they be?

**Healing Vat:** Increasing healing times 10.

**Nano Table:** These little nano bugs run around in your body and hyper repair damaged tissue and other injuries. Complete healing from up to 5 minutes to 20 hours.

### Gaining Experience

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

- Divide Hit Points by 2= 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's 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:

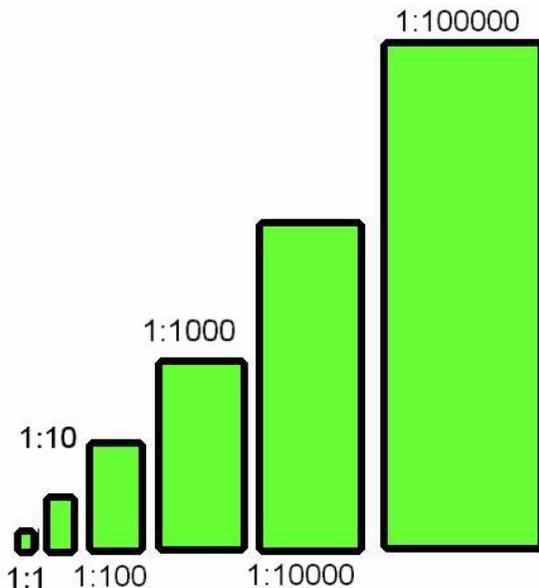


- To raise a **Main Stat**, multiply the **Stat** number desired by **15**. So if you have a **STR** of 13 and you want to raise it to 15, you multiply **15x15=the number of XP needed**. You may not skip numbers. So if you have a **15 STR** and you want to make it 17, you'll need to make it 16 first.
- 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.

# The World of Giant Stuff

They say we will have giant robots running around kicking butt in the future. I swear. But how to create them in gaming terms? First there is the scaling process.

Scale	Size	Description
1:1	Human	This size is you average human height.
1:10	Vehicle/Small Mecha	This size fits your tanks and vehicle sized mecha.
1:100	Shuttles/Small Spacecraft	This size is for your shuttles and small spacecraft.
1:1000	Starships	This size if for starships of medium size.
1:10000	Large Ships	Those big ole' flag ships.
1:100000	Planet Killers	Giant sized planet munching beasts.



## How the Scales Work

While this might be difficult at first, we'll try to make this as basic as possible. Scales works in many ways. Here's how:

**-Increasing Damage:** When something from a larger scale shoots at or attacks something from a smaller scale, the damage is multiplied by the attacker's scale. Example: Starship 1:1000 fires on mini-mecha 1:10. You'd multiply the damage times 1,000!

**-Increasing Stats:** For mecha you would just multiply **STR**, **END** and **SPD** times the scale. So if you are creating

a robot in scale 1:100 then you'd multiply their **STR**, **END**, and **SPD** times 100.

**-Increased Chance to Hit:** Everytime you attack something of a large scale then you get a bonus to hit. The bonus is the second scale #. So if a human was firing at a shuttle they'd get a +100 to hit. BUT remember, even though this sounds all groovy, if you don't have a weapon that is going to hurt the shuttle the attack will just bounce off. Distance also plays a major factor into this rule. If you can't see the target, you obviously can't shoot at it. When attacking with weapons that use sensors there is no bonus if the target is out of sight.

**-Determining Body:** Multiply the **Armor Class** of your Mecha times the scale and that equals your **Body**. Players may do this for each specific area on their vehicle.

## Technology Levels

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

Tech Levels

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



## Stingray Fighter<sup>1</sup>



Designed as the first in a transformable space fighter series, the Stingray utilizes the body of the Sting fighter, but with the ability to transform into a walking battle unit. The initial prototypes came after data was transmitted to the Pluto Research Facility. Soon they were put into full production. The Stingray fighter falls into the 1:100 scale (See The Basic System: SCI-FI PDF). While small it can be

equipped with ship busting weapons. This fighter resembles the old F-15D jet fighters of the 21<sup>th</sup> century. They have been overhauled for space flight and the payload that a space fighter needs to carry out the toughest missions. Each fighter is armed with **HI-VOC** missiles which were designed as ship killers. They are also equipped with Railguns for combat in an atmosphere. Beam cannons are located on the underbelly of the fighter. When in Warrior mode the beam cannons become shoulder mounted and the railgun becomes a rifle. Hi-Vocs cannot be fired from Warrior mode. A Stingray fighter can travel just under lightspeed, but is capable of using Hyperspace Jump Points when needed. A pilot can survive in his Stingray for up to one week before oxygen runs out.

Stingray Fighter MK2					
Weight	30 tons	Passengers	1		
Maneuver	8	Power Source	Fusion		
Com-Range	20 Miles	Scan Range	2 Miles		
STR	200	Ground SPD	65		
Flight Speed	5700	Scale	1:100		
Lift	20 tons	IN Bonus	Pilot		
1d12	LOCATION	Armor Class	Body		
1-2	Wings	40	400		
3	Head	90	900		
4-5	Arms	110	11,000		
6-7	Hands	60	600		
8-9	Legs/Thrusters	150	15,000		
10-11	Main Body	200	20,000		
12	Pilot's Compartment	50	5,000		
WEAPONS	DMG	RNG	FR	LOC	SPECIAL
Hi-Vocs	1d10x1000	2 miles	1	W	8 Total
Railgun	1d6x100	½ mile	3/30/50		Rifle
Twin Beam Cannons	1d10x100	1 mile	2	MB	Located on Main body. May be broken down into twin rifles.
SUBSYSTEMS: Sensors, Spotlight, Towline, Ejection System, Self Destruct: 2d10x100, Life Support, Combat Computer: +4 to hit, Survival Kit					

<sup>1</sup> The Stingray Fighter comes from Jason Libby's [Xenomorph Invasion](#) novel. Copyright 1996-2004

We hope you enjoyed our little tour of  
quick start rules for TBS: SCI-FI

Look for more TBS PDFs at:  
[www.Dillygreenbeangames.com](http://www.Dillygreenbeangames.com)



**Blender Production**