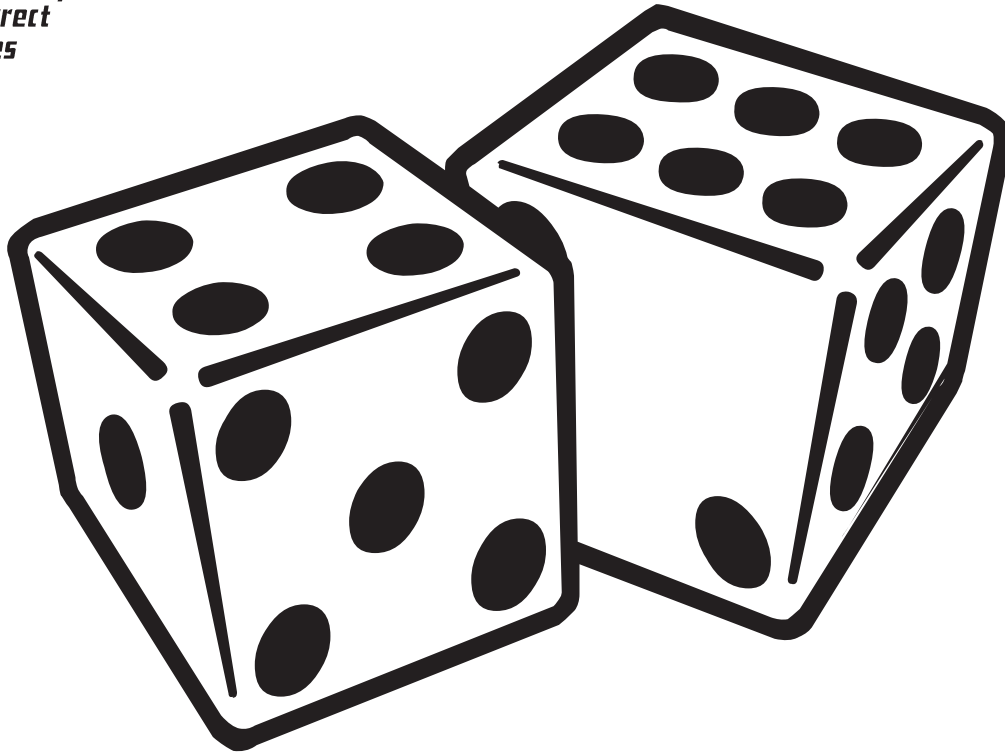




# **GENRE** **DIVERSION™** *i*

GENERIC QUICK-FIX RPG RULES



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## **GENERIC QUICK-FIX RPG RULES**

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Welcome to the **genreDiversiion *i* Manual**. We hope to answer a few of your questions about this new set of rules before proceeding.

## WHY DO I NEED A NEW RULES SYSTEM?

With the multitude of game systems available, that is a valid question. If you already use a system that works, there probably is no reason to switch. **genreDiversiion *i***, however, delivers a simple and dynamic way to recreate your favorite genre or setting.

**genreDiversiion *i*** is a redesign of the original rules found in *HardNova*, *Ghost Stories*, *Vice Squad*, and *EarthAD*. The revisions to the rules include simplifications and provide 99% compatibility with *Impresa Modular Roleplaying* and cross-compatibility with *Active Exploits Diceless Roleplaying*, our more expandable, universal systems. In addition, this book adds new genre-specific content and notes permitting the use of the aforementioned mini-games with **genreDiversiion *i***.

**genreDiversiion *i*** is not intended to replace our universal systems or overthrow industry leaders, but we have seen increasing interest in the original genreDiversiion system due to its easy to use and easy to learn nature. Our customers repeatedly expressed interest in a generic set of rules in order to run their own custom settings. We listened to their needs and **genreDiversiion *i*** was born.

Rather than move the system entirely to the *Express* version of *Impresa*, which was our original intent, we decided to retain elements which make the rules so widely accepted and then modify the remaining components to permit compatibility with *Impresa* and *Active Exploits*, and improve playability. The final result was a new mechanic based on *Impresa*, but still involving a roll of two six-sided dice.

## WHAT DO I NEED TO PLAY?

All you need is this book, two six-sided dice (available in many board games or local hobby shops), some paper, a pen or pencil, and two or more friends. And if you can't convince your friends to come over, you can always play via the internet using a messenger program, browser-based chat site, message board, or even email.

One player must be the gamemaster (also known as the director), who acts as referee and narrator. His job is to project the proper atmosphere, advance the plot, and assume the role of all characters in the game not controlled by the other players. Basically, he sets the stage for the players.

While roleplaying experience is only required for the gamemaster, it certainly does not hurt the game if other players are also familiar with the concept.

## WHAT IS DIFFERENT IN THIS REVISION?

The most visible change is that traits are now called abilities and consist of **fitness**, **awareness**, **creativity**, **reasoning**, and **influence**. Willpower, empathy, and the secondary traits (stamina and reaction) have been removed as they are no longer necessary due to changes in the mechanics.

Two measurements are now used for health and replace stamina: **fatigue** and **injury**. They are rated on a scale from zero to five—zero indicates no damage, while five indicates the character is unconscious or near-death.

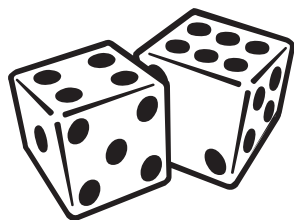
The success table has been removed as have bonus and penalty dice in order to make the game more dynamic. Instead, difficulty levels are now measured numerically. Tasks are successful when the margin of the roll is equal to or greater than the difficulty.

Damage rolls are now made when a character wearing armor or other form of protection has been hit by an attack. Those who are unprotected sustain the full amount of damage, whereas armor may reduce or even prevent damage entirely. Weapons now inflict either fatigue or injury—protection is dependent on the nature of the armor.

Finally, icons (showing difficulty changes, for example) have been replaced with abbreviations. While icons are easier to use for some, many found them confusing.

## WHAT FUNDAMENTAL CONCEPTS DO I NEED TO KNOW?

<b>Player Character</b>	any role which is portrayed by a player not acting as the gamemaster
<b>Non-Player Character</b>	any role acted out by the gamemaster as opposed to the other players
<b>Ability</b>	any one of five elements representing a character's potential and raw talent
<b>Skill</b>	any specific form of training or life experience which provides knowledge and proficiency to aid a career; whereas abilities determine a character's potential, skills determine what he knows or is trained to do
<b>Task</b>	any attempt to put an ability or skill to use in order to accomplish a specific goal
<b>Difficulty</b>	the difference between the skill total (ability+skill) and the dice roll required for a success, represented by the abbreviation <i>DIFF</i> (advanced rules only)
<b>Genre</b>	any one of four general time periods used to describe a set of skills or backgrounds



## CHAPTER ONE

# CHARACTERS

We start here, because characters are the driving force behind the game. While task resolution is also important, reading about it first would be pointless without understanding the components making up a character—ability, skill, background, gimmicks, and health.

## ABILITIES

Abilities describe the areas in which a character has talent. A rating of zero (0) reflects a disability—unless a player wishes his character to be disabled, one (1) is the minimum permitted rating. Five (5) is the maximum rating allowed by player characters.

### WHAT THE NUMBERS MEAN: CHARACTER ABILITIES

0	disability
1	low average ability
2	average ability
3	high average ability
4	noteworthy ability
5	gifted ability

<b>Fitness</b>	the character's strength, agility, and physical resistance
<b>Awareness</b>	the character's sensory ability, power of observation, and intuition
<b>Creativity</b>	the character's spiritual, personal, and artistic affinity
<b>Reasoning</b>	the character's mental ability—logical deduction, memory, and mental resistance
<b>Influence</b>	the character's social standing, charisma, and popularity

## SKILLS

Skills describe a character's general knowledge, training, and fields of study. Each skill is associated with a single ability and rated from one (1) to eight (8). Any skill may be attempted unskilled except for those listed with this symbol: ⊗—these represent advanced studies which are too complex for even guessing without formal training. A list of skills is presented later in this chapter.

### WHAT THE NUMBERS MEAN: SKILLS

0	untrained
1	passing knowledge
2	undertrained
3	novice
4	solid training
5	proficient
6	seasoned
7	professional training
8	expert training

## BACKGROUNDS

Backgrounds serve to flesh out the character and are totally optional. Think of them in terms of cultural and alternate abilities, making a character stand head and shoulders above the masses. Backgrounds may add difficulty modifiers in certain situations or permit the use of special skills not normally available to characters. A character may not possess more than one background. A list of backgrounds can be found later in this chapter, but feel free to invent your own should the need arise.



## GIMMICKS

Gimmicks are subsets of backgrounds—a single background can provide access to a list of gimmicks. Whereas characters can have only one background, they may possess any number of gimmicks dictated by that background. A list of gimmicks can be found at the end of this chapter.

## CHARACTER HEALTH

Health is used to measure a character's current physical condition. There are two types of health: fatigue and injury. Both have five grades of severity—as a character's health is affected by damage, he receives an increase in difficulty on certain tasks when using the advanced task resolution rules.

### WHAT THE NUMBERS MEAN: FATIGUE & INJURY

GRADE	FATIGUE	INJURY
1	dazed	bruised
2	stressed	sprained
3	strained	wounded
4	exhausted	maimed
5	unconscious	incapacitate

### FATIGUE

Fatigue represents excessive effort which wears down a character, causing him to tire. Fatigue can also result from blunt trauma and physical strain. When a character has sustained five grades of fatigue, he falls unconscious. If he receives additional levels of fatigue, they are applied as injury. Fatigue may be decreased at a rate equal to the character's fitness rating per day. The medicine skill can increase the rate at which fatigue is restored by one grade. Fatigue is represented by the abbreviation *FAT*.

### INJURY

Injury represents lacerations, breaks, internal damage, and burns. When a character has sustained five grades of injury, he falls unconscious and is totally incapacitated. If the character receives additional levels of injury, he dies. Injury may be decreased at a rate equal to the character's fitness rating per week. The medicine skill can increase the rate at which injury is restored by one grade. Injury is represented by the abbreviation *INJ*.

## CREATING CHARACTERS

Before beginning the process of creating characters, the gamemaster must decide on the scope of the game in terms of genre. For purposes of simplicity, genre can be classified by one of four eras in history. Only skills, backgrounds, and gimmicks designated for use with the appropriate genre may be chosen for a character.

### WHAT THE TERMS MEAN: ERAS

<b>F</b>	fantasy settings; 16th century and older
<b>A</b>	antique settings; 17-19th centuries
<b>M</b>	modern settings; 20th-21st centuries
<b>S</b>	science fiction settings; 22nd century and up

- Step 1** Choose character background.
- Step 2** *Allocation Method:* Divide ten (10) points among abilities.  
*Random Method:* Roll one die for each ability, rerolling sixes.  
*Optional:* Allocate an extra one to four points for more heroic games.
- Step 3** Divide twenty (20) points among skills.  
*Optional:* Allocate an extra five to ten points for more heroic games.
- Step 4** Choose gimmicks based on background if necessary.  
*Optional:* Gimmicks may be chosen by any character, but each one reduces an ability by one (1) point or a skill by five (5).
- Step 5** The gamemaster should either prepare a list of gear to be purchased by players or allow you to select whatever gear is appropriate to the character's background or training.





### STANDARD SKILLS

Standard skills are those which may be used by any character of the relevant genre.

#### FITNESS-BASED

Archery	<b>P A M S</b> use and construction of bows and crossbows
Athletics	<b>P A M S</b> climbing, swimming, throwing, and gymnastics
Boating	<b>P A M</b> construction and use of wooden sea craft, such as rafts and sailboats
Brawling	<b>P A M S</b> punching, kicking, grappling, and parrying
Driving	<b>M S</b> operation and general maintenance of automobiles, trucks, and motorcycles
Finesse	<b>P A M S</b> sleight of hand tricks, pilfering, lockpicking, and safecracking
Firearms	<b>A M S</b> use and general maintenance of pistols, rifles, and shotguns
Gunnery	<b>M S</b> operation of turret-based (vehicle-mounted) weapon systems
Melee	<b>P A M S</b> use of clubs, staves, knives, and swords in combat
Piloting (Starships)	<b>S</b> ⊗ operation of space-based vehicles
Piloting (Aircraft)	<b>M S</b> ⊗ operation of flying vehicles
Piloting (Marine)	<b>A M S</b> ⊗ operation of sea-based vehicles
Piloting (Submarine)	<b>M S</b> ⊗ operation of underwater vehicles
Riding	<b>P A M S</b> controlling and steering horses and horse-drawn wagons and carriages
Stealth	<b>P A M S</b> moving around quietly and without evidence

#### Zero-G



moving oneself about and using equipment in a zero-g environment

#### AWARENESS-BASED

Gambling	<b>P A M S</b> playing games of chance by way of deducing odds and bluffing
Interrogation	<b>P A M S</b> acquiring information through subterfuge, intimidation, and even torture if necessary
Investigation	<b>P A M S</b> acquiring information through examination, observation, and research
Tracking	<b>P A M S</b> following trails, tracks, and other signs of disturbance to locate creatures or people in the wild

#### CREATIVITY-BASED

Crafts	<b>P A M</b> designing and fabricating pottery and crude metallic alloys
Design	<b>P A M S</b> painting, drawing, sculpting, metal-working, graphic design, and photography
Disguise	<b>P A M S</b> altering one's appearance by cosmetics and clothing
Forgery	<b>P A M S</b> duplicating another person's works (legal documents, paintings, etc.)—useless if the character does not possess another skill on which the work relies (crafts, design, or music)
Literacy	<b>P A M S</b> reading, understanding, and writing prose and poetry
Music	<b>P A M S</b> designing and playing musical scores
Scavenging	<b>M S</b> locating that which is considered junk to others, but useful to the character



## REASONING-BASED

### Academics



knowledge of law, politics, and history

### Advanced Engineering



knowledge of high-technology construction sciences, such as reactors, hyperdrives, and cybernetics

### Ancient Languages



study and use of virtually-extinct languages, such as Aramaic and Latin

### Archaeology



study of beliefs, customs, practices, and origins of ancient civilizations

### Astronavigation



the complicated knowledge of plotting courses to distant stars and traversing the vastness of space

### Commodities



appraising the value of antiques, gems, jewelry, and other items of trade

### Computers



operation, hacking, and basic repair of computer systems

### Demolitions



use of explosive materials, such as dynamite

### Electrical



designing, building, and repairing electrical and electronic systems

### Engineering



knowledge of construction sciences, such as architectural, aerospace, civil, and naval engineering

### General Knowledge



knowledge of limited historical, geographical, political, social, and trivial information—perfect for game show contestants

### Mechanics



designing, building, and repairing mechanical systems

### Medicine



knowledge of healing and treatment

### Occult Lore



study of the practices and origins of ancient and modern mystical beliefs

### Parapsychology



study of the paranormal—extra sensory perception and supernatural experiences

### Sciences



knowledge of physics, advanced mathematics, and chemistry

### Streetwise



foraging for food and shelter, and otherwise surviving in urban areas

### Survival



foraging for food and shelter, and otherwise surviving in the wilderness

### Theology



study of the origins, traditions, and beliefs of the various religions

## INFLUENCE-BASED

### Negotiation



bartering and persuading others to one's advantage

### Performance



orating, singing, and acting

### Seduction



tempting others to one's advantage by way of sexual attraction

### Street Cred



using contacts to discover information, locate people, and procure goods

## OTHER SKILLS

### Composure



remaining calm in the face of danger or temptation



### SPECIAL SKILLS

Unlike standard skills, special ones may only be used by characters who possess the required backgrounds.

#### MARTIAL ARTS SKILLS: FITNESS-BASED

##### Fury Arts

**A M S** ⊗

used in place of the brawling or melee skills to unleash a furious attack of multiple strikes, dealing double the normal amount of damage against non-player characters

*this cannot be raised higher than the character's brawling or melee skill*

##### Healing Arts

**A M S** ⊗

used to restore one grade of fatigue sustained by the character or one grade of injury sustained by another

##### Shadow Arts

**A M S** ⊗

used to walk on surfaces such as sand, mud, or snow without leaving tracks; plus a successful task allows the character to walk about in the dark without being noticed (this may be contested by awareness)

##### Wind Arts

**A M S** ⊗

used to walk on surfaces not normally capable of supporting a person's weight, such as water, paper, or thin tree branches

##### Water Arts

**A M S** ⊗

used to regain balance or roll to safety when a character becomes unbalanced or is knocked down (this alleviates falling damage)

#### MEDIUM SKILLS: AWARENESS-BASED

##### Augury

**P F A M S** ⊗

used to extend or project one's normal senses beyond the physical body, manifesting as brief smells, sounds, or sights; these may be either just out of normal sensory range (such as around a corner or over a hilltop), connected in some very familiar way to the medium (family dwelling), or attempts at communication by otherworldly

##### Empathy

**P F A M S** ⊗

used to detect the emotional state of another person or animal; the gamemaster can adjust the difficulty based on range

##### Psychometry

**P F A M S** ⊗

used to understand the history or general impression of an object, place, or person by touch in the form of visual images, words, thoughts, or physical sensations (or a combination thereof)

##### Telekinesis

**P F A M S** ⊗

used to move objects with the mind; the gamemaster can adjust the difficulty based on range and size of the target

##### Telepathy

**P F A M S** ⊗

used to communicate thoughts to another person or animal without speaking; the gamemaster can adjust the difficulty based on range

#### ENCHANTED SKILLS: CREATIVITY-BASED

##### Affectations

**P F A M S** ⊗

used to change the appearance and function of any hand-carried object, such as pocket watches or pencils, to another

##### Bewitchments

**P F A M S** ⊗

used to put another person within eye contact into a hypnotic trance, who is then given instructions which must be obeyed; the gamemaster can adjust the difficulty based on the complexity of the instructions

##### Glamours

**P F A M S** ⊗

used to control the emotional state of anyone examining or listening to a piece of art the character has created with his own hands

##### Masquerading

**P F A M S** ⊗

used to alter one's appearance in order to seduce or otherwise entice a character's friendship and attraction







### Enchanted

-1DIFF on all influence-based tasks involving other members of the elite and -2DIFF on tasks involving the poor masses who worship them

**PFAMSS**

the character possesses a special ability allowing him to manipulate people through illusion and trickery and may use enchanted-based skills

### Jack of all Trades

**PFAMSS**

the character is a jack of all trades, but master of none—he may attempt **any** skill without training, but no skill may be raised above a rating of five (5)

### Marksman

**AFMSS**

the character is a natural at using firearms; all firearms rolls which are aimed do not receive a penalty on moving targets.

### Martial Artist

**PFAMSS**

the character is a natural when it comes to the martial arts and has dedicated much of his life to developing his skills; the character may use martial arts-based skills and receives a bonus of +1 on all reaction rolls unless surprised *brawling skill of five (5) or greater is required for this background*

### Medium

**PFAMSS**

the character possesses a special connection to the supernatural and may use medium-based skills

### Military

**PFAMSS**

the character is a military officer or senior-ranking enlisted soldier and can assemble a group of well-trained men and stockpile of weapons in only a few days; -1DIFF on all influence-based tasks involving lower ranked military personnel and -2DIFF on tasks involving those directly under his command

### Mutant

**PFAMSS**

the character was either born with a genetic mutation or has been altered in some way and may possess mutant-based gimmicks; detrimental gimmicks are activated by the

gamemaster—usually when a character overuses beneficial ones or the story needs a boost; roll one die to determine how many mutant-based gimmicks the character possesses

- [1] one beneficial gimmick
- [2] two beneficial gimmicks
- [3] three beneficial and one detrimental gimmick
- [4] three beneficial and two detrimental gimmicks
- [5] four beneficial and three detrimental gimmicks
- [6] one beneficial and two detrimental gimmicks

### Noble

**PFAMSS**

the character is of noble title or part of a noble family; -1DIFF on all influence-based tasks involving members of the royal hierarchy and those governed by it and -2DIFF on tasks involving servants in his charge

### Outdoorsman

**AFMSS**

the character lives in the wilds and knows how to survive any hardship; the character can ignore all penalties from fatigue and all survival, scavenging, athletics, and tracking tasks receive -1DIFF



## GIMMICKS

### AUGMENTED-BASED



#### Audiotronics

cybernetic aural system implanted to replace a character's hearing; -2DIFF on all awareness-based tasks relying on sound

#### Comtronics

cybernetic communications system implanted to allow a character to communicate with others on standard radio frequencies

#### Cyberlimb

cybernetic replacement limb providing -2diff on all fitness-based tasks relating to the limb's strength, -2DIFF on all fitness-based tasks relating to agility if the character has two cyberlegs and an armor rating of 3 against fatigue and injury (when the limb is the target of a called strike)

#### Data Port

cybernetic implant which can connect a character's mind to a computer system by way of a fiber optic cable attachment (usually located on the wrist, neck, or chest)

#### EM Plating

special shield implanted beneath the character's skin which protects against electro-magnetic bursts

#### Filtronics

cybernetic filtration system implanted to remove all harmful toxins and bacteria from the character's respiratory and digestive systems

#### Meditronics

cybernetic implant which automatically injects the appropriate drugs into the character's system when injured or ill; regain one grade of fatigue every ten (10) turns and ignore all penalties due to fatigue or injury

#### Optronics

cybernetic optical system implanted to replace a character's eyes; -2DIFF on all awareness-based tasks relying on vision or -1DIFF on all aimed firearms and archery attacks

#### Remote Interface

cybernetic implant which can connect a character's mind to a computer system by way of a wireless radio signal (this is the latest technology and, unfortunately, not all computer systems are equipped with it yet)

#### Scantronics

cybernetic sensor system implanted to allow a character to detect motion and heat signatures; also upgrades optronics to detect infrared light and audiotronics/comtronics to detect programmable spoken phrases or sounds

*requires the sensory processing skill*

#### Skilltronics

supplemental control system which accepts skill packets—software designed to increase a character's skill; these should be very expensive and rare, and increase the rating of a specific skill by a number of points equal to the roll of one die (or a number determined by the gamemaster)

#### Subdermal Plating

armor plating implanted beneath the character's skin which provides an armor rating of 2 against injury



### MUTANT-BASED

#### BENEFICIAL

##### Acute Hearing

the character receives -2*DIFF* on all awareness-based tasks relating to hearing

##### Acute Smell

the character receives -2*DIFF* on all awareness-based tasks relating to smell and -1*DIFF* on all tracking tasks

##### Acute Vision

the character receives -2*DIFF* on all awareness-based tasks relating to vision

##### Double Eyelid

the character has an extra set of eyelids which protect his eyes from high-intensity light and foreign objects

##### Echo Location

the character can identify the size, shape, and locations of objects around him in the dark or at distances using sound waves

##### Gills

the character has a set of gills on each side of his neck, allowing him to breathe underwater

##### Heightened Endurance

the character has a natural armor rating of 2 against fatigue and can ignore all penalties due to fatigue

##### Heightened Reflexes

the character receives a bonus of +2 on all reaction rolls

##### Heightened Resistance

the character has a natural armor rating of 2 against injury

##### Night Vision

the character can see in the dark without penalty

##### Overgrown Muscles

the character receives -1*DIFF* on all fitness-based tasks relating to strength and +1*DIFF* on all fitness-based tasks relating to agility; he also inflicts an additional 1*FAT* with brawling attacks

##### Regeneration

the character can heal one (1) grade of injury per hour

##### Tolerance to Pain

the character can ignore all penalties due to fatigue or injury

### POISONS

#### DETRIMENTAL

##### Combustible

the character's body spontaneously bursts into flames from time to time; he receives 2*FAT* and anyone standing next to him is also subject to normal fire rules

##### Despair

the character suffers from serious suicidal tendencies and cannot be left alone lest he kill himself

##### Disjointed Equilibrium

the character's balance is off—he receives +2*DIFF* on all fitness-based tasks which rely on agility

##### Electrical Discharge

the character's body builds up an excessive amount of electrical current and must discharge it from time to time; he receives 1*FAT* and anyone standing next to him receives 2*FAT*

##### Extreme Fatigue

the character's body grows tired extremely fast—he receives 2*FAT* after two hours of continuous physical exertion and +1*DIFF* on all fitness-based tasks until he can rest

##### Poison Gland

the character's body secretes a poisonous gel-like substance and anyone coming into contact with it receives 1*INJ*

##### Seizures

the character suffers from epileptic-type seizures from time to time and may not act for a number of turns equal to the roll of one die

##### Stench

the character's body secretes extremely foul-smelling sweat; +2*DIFF* on all influence-based tasks

##### Rage

the character explodes in a blind fury from time to time and attacks the nearest individual no matter if it is friend or foe

# GENERIC QUICK-FIX RPG RULES



**GENRE**  
DIVERSION™ *i*

## STANDARD SKILLS

### FITNESS-BASED

archery	FFAHMS
athletics	FFAHMS
boating	FFAHM
brawling	FFAHMS
driving	MS
finesse	FFAHMS
firearms	FFAHMS
gunnery	MS
melee	FFAHMS
piloting (starships)	SS
piloting (aircraft)	MS
piloting (marine)	AHMS
piloting (submarine)	MS
riding	FFAHMS
stealth	FFAHMS
zero-g	S

### AWARENESS-BASED

gambling	FFAHMS
interrogation	FFAHMS
investigation	FFAHMS
tracking	FFAHMS

### CREATIVITY-BASED

crafts	FFAHM
design	FFAHMS
disguise	FFAHMS
forgery	FFAHMS
literacy	FFAHMS
music	FFAHMS
scavenging	MS

### REASONING-BASED

academics	AHMS
adv. engineering	SS
ancient languages	AHMS
archaeology	AHMS
astronavigation	SS
commodities	FFAHMS
computers	MS
demolitions	AHMS
electrical	AHMS
engineering	MS
gen. knowledge	FFAHMS
mechanics	AHMS
medicine	FFAHMS
occult lore	AH
parapsychology	MS
sciences	MS
streetwise	AHMS
survival	FFAHMS
theology	AHMS

### INFLUENCE-BASED

negotiation	FFAHMS
performance	FFAHMS
seduction	FFAHMS
street cred	FFAHM

### OTHER SKILLS

composure	FFAHMS
-----------	--------

## BACKGROUNDS

academician	AHMS
alluring	FFAHMS
augmented	S
authority	AHMS
clergy	FFAHMS
criminal	FFAHMS
elite	FFAHMS
enchanted	FFAHMS
jack of all trades	FFAHMS
marksman	AHMS
martial artist	FFAHMS
medium	FFAHMS
military	FFAHMS
mutant	FFAHMS
noble	FFAHMS
outdoorsman	AHMS
medium	FFAHMS

## GIMMICKS

### AUGMENTED

audiotronics
comtronics
cyberlimb
data port
em plating
filtronics
meditronics
optronics
remote interface
scantronics
skilltronics
subdermal plating

### MUTANT

#### BENEFICIAL

acute hearing
acute smell
acute vision
double eyelid
echo location
gills
heightened endurance
heightened reflexes
heightened resistance
night vision
overgrown muscles
regeneration
tolerance to pain

#### BENEFICIAL

combustible
despair
disjointed equilibrium
electrical discharge
extreme fatigue
poison gland
seizures
stench
rage

## SPECIAL SKILLS

### MARTIAL ARTS (FITNESS-BASED)

fury arts	AHMS
healing arts	AHMS
shadow arts	AHMS
wind arts	AHMS
water	AHMS

### MEDIUM (AWARENESS-BASED)

augury	FFAHMS
empathy	FFAHMS
psychometry	FFAHMS
telekinesis	FFAHMS
telepathy	FFAHMS

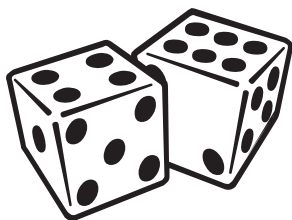
### ENCHANTED (CREATIVITY-BASED)

affectations	FFAHMS
bewitchments	FFAHMS
glamours	FFAHMS
masquerading	FFAHMS
suncasting	FFAHMS

### AUGMENTED (REASONING-BASED)

interfacing	SS
subcoding	SS
sensory processing	SS





## CHAPTER TWO

# VEHICLES

The use of vehicles, such as motorcycles, military jets, starships, and so on, is based upon the same concepts utilized for characters. Each has a set of abilities, although they are limited by the skill of the driver or operator. The only concept which really separates vehicles from characters is that of scale. Automobiles and airplanes are close enough in scale that they can work together with some literary license. In other words, having a military jet strafe a highway with its machine gun would work with little problems, although racing a motorcycle against the same jet would require a little common sense. Starships, on the other hand, do not normally interact with individuals or cars—their weapons would most likely vaporize people and automobiles.

## ABILITIES

Vehicle use two different sets of abilities, each utilizing different scales. The first set of abilities, speed and handling, are measured on a scale from -5 to +5. They represent a penalty or bonus to the operator's own ability, although his ability rating may not be reduced below zero (0) or increased beyond twice its value when applied.

### FOR EXAMPLE

A character with a fitness of 3 is attempting to outrun his competition in a race. Because his heavily modified spacecraft's speed rating is +4, his total ability would be 7. However, his fitness rating doubled is only 6, so the total ability for speed-based tasks would be 6.

### WHAT THE NUMBERS MEAN: SPEED & HANDLING

-5	abysmal performance
-4	dreadful performance
-3	poor performance
-2	poor performance
-1	below average performance
0	average performance
+1	above average performance
+2	good performance
+3	good performance
+4	exceptional performance
+5	wonder of engineering

### Speed

the vehicle's top velocity and acceleration; while it is not an accurate measurement, it does affect the ability of an operator to outrun or pursue another vehicle

### Handling

the vehicle's maneuverability and responsiveness; it affects the operator's ability to perform stunts, establish formations, and evade attacks

The second set of abilities, frame and shields, are rated on a scale from zero (0) to five (5) just like character abilities.

### WHAT THE NUMBERS MEAN: FRAME & SHIELDS

RATING	FRAME	SHIELDS
0	feeble or exposed frame	no shields
1	average frame	weak shields
2	above average frame	average shields
3	reinforced frame	strong shields
4	armored frame	multi-layered shields
5	next-generation frame	next-generation shields

### Frame

the efficiency, durability, and degree of shelter offered to a vehicle's passengers by its hull or chassis

### Shields

high-technology shielding offering protection against energy weapons, radiation, and shockwaves



## VEHICLE INTEGRITY

Vehicles possess health levels just like characters, only they are called integrity levels. There are two types of vehicle integrity: *mechanical stress* and *structural damage*. Like character health, both have five grades of severity and as a vehicle's integrity is affected by damage, it causes an increase in difficulty on all related tasks when using the advanced tasks resolution rules.

### WHAT THE NUMBERS MEAN: STRESS & DAMAGE

GRADE	MECHANICAL STRESS	STRUCTURAL DAMAGE
1	engaged	dented
2	distressed	impaired
3	overworked	breached
4	overheated	compromised
5	disabled	wrecked

### MECHANICAL STRESS

Mechanical Stress represents fatigue and wear on the vehicle's drive components (engine, transmission, ailerons, etc.). When a vehicle receives five grades of stress, it may still function, but additional grades are applied as structural damage. Stress may be sustained by certain tasks, environmental situations, or even specially designed weapons. Stress may only be decreased by one grade after at least one hour of rest. This gives the internal components time to cool down. Repairs can be performed at any level of stress, provided the vehicle is at rest. Mechanical stress is represented by the abbreviation *MEC*.

### STRUCTURAL DAMAGE

Structural Damage represents damage sustained by the vehicle. When it receives five grades of damage, the vehicle may not function. The only way to remove a vehicle's structural damage is to have it repaired, but only if it has not passed beyond the compromised level of damage. Repair requires the appropriate engineering skill. A relevant driving/piloting skill is also acceptable, but the task should be penalized for more difficult repairs. Parts may also be a factor and should be taken into account when characters are performing repairs. Structural damage is represented by the abbreviation *STR*.

## VEHICLE WEAPONS

All weapon systems are either fixed to fire in one direction or mounted on rotating turrets, capable of targeting any object within multiple bearings. Half of all the turreted systems may target any logical firing arc at any given time—front, left, right, side, up, down. Please use your best judgement.

### FOR EXAMPLE

*A space cruiser with four turrets could lock two of them onto a target in front of it. The other two can be locked onto any other firing arc.*

*A naval battleship, on the other hand, cannot target every arc, because it's turrets cannot be aimed straight down or completely vertically.*

Actual ranges are not used for vehicle weapons, since the scale can change greatly depending on the type of vehicle (air, space, etc.). It is left up to the gamemaster to determine appropriate ranges at the time of the roll (or not—range can be ignored).

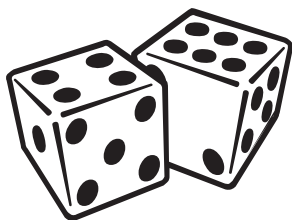
## CREATING VEHICLES

Since vehicles are not the main focus of roleplaying, there are no rules for creating them. If you would like to invent your own, feel free to use the ones provided below as templates from which to customize.



VEHICLE TYPE	SPEED	HANDLING	FRAME	SHIELDS	WEAPONS
<b>LAND</b>					
Motorcycle	+1	+2	0	—	—
Typical Car	+1	+1	1	—	—
Sports Car	+2	+2	1	—	—
Luxury Car	+2	+1	2	—	—
VIP Limousine	+2	+1	3	—	—
Truck	0	-1	4	—	—
Tank	+1	0	5	—	cannon machine gun
<b>AIR</b>					
Helicopter	+2	+2	2	—	machine gun 12 rockets
Prop Plane	+2	+1	1	—	—
Private Jet	+3	+2	1	—	—
Jet Fighter	+4	+4	2	—	machine gun 4-6 missiles
Bomber	+3	-1	3	—	lots of bombs
<b>SEA</b>					
Motor Boat	+2	+1	1	—	—
Sail Boat	0	+1	1	—	—
Speed Boat	+3	0	2	—	—
Patrol Boat	+2	+2	2	—	—
Cutter	+3	+1	3	—	—
Yacht	-1	0	3	—	—
Galleon	-2	-3	4	—	8 cannons
<b>SPACE</b>					
Shuttle	0	0	1	—	—
Cargo Transport	-2/0*	0	2	1	2 laser turrets
Scout	+1/+3*	+2	1	1	laser turret (linked pair)
Explorer	0/+4*	-1	2	1	2 laser turrets (linked pair)
Fighter	+4	+3	1	2	laser canons (linked pair; forward only)
Patrol Craft	+2/+1*	+2	1	2	laser canons (linked pair; turret) HK Missile Launcher (forward)
Corvette	+1/+3*	-1	3	3	6 particle cannons (2 forward; 2 aft; 2 turrets) HK Missile Launcher (turret)
Cruiser	-2/+2*	0	4	4	8 laser battery turrets 2 HK Missile Launchers (turrets) 1 rocket battery (forward)
Dreadnought	-4/+2*	-3	5	4	10 particle cannons (turrets) 2 HK Missile Launchers (turrets) 4 rocket batteries (2 port; 2 starboard)

\* sublight / supralight speeds; craft with only one value are not capable of supralight speeds



## CHAPTER THREE - A **BASIC TASK RESOLUTION**

Tasks represent actions taken by characters using their skills and/or raw ability. In order to determine if a task succeeds, first determine the skill total, which is equal to the sum of the relevant ability and skill rating. Then roll two six-sided dice and calculate their sum. This gives us a **dice total**. A character accomplishes a basic task when his **dice total** is less than or equal to his **skill total**. Also, snake eyes (double ones) is an automatic success and boxcars (double sixes) is an automatic failure.

### FOR EXAMPLE

*Jim is attempting to read an old manuscript using his ancient languages skill. His reasoning ability is 4 and his skill level is 6—this makes a skill total of 10. He rolls two dice which result in a 5 and 4, which totals 9. Since the dice total of 9 is less than the skill total of 10, the task is successful and Jim is able to decipher the ancient writing.*

When two or more characters are directly competing against each other, the winner is the one whose skill total less the dice total (skill total - dice total) is greatest. If in combat, ties always go to the defender.

In order to simulate varying degrees of difficulty, a number of **bonus** or **penalty dice** may also be assigned by the gamemaster. Compute the sum of the two lowest dice when using bonus dice and the sum of the two highest dice when using penalty dice. Bonus dice and penalty dice cancel each other out, so if a gamemaster assigns two bonus dice (perhaps time spent aiming a gun) and one penalty die (the target is walking), the character would roll one extra die (the bonus die) and use the sum of the two lowest dice. Some sample uses for bonus/penalty dice are listed below.

### SAMPLE MODIFIERS

knocked down	1 penalty die
heavily fatigued/injured	1 or 2 penalty dice
high ground/tactical advantage	1 bonus die
task outside of typical skill use	1 penalty die

### FOR EXAMPLE

*Revisiting the example above, the gamemaster decides to add 1 penalty die to the roll, because the manuscript is actually written in an extremely obscure language used only by certain cults. This time around, Jim rolls 3 dice (the 2 normal ones plus 1 penalty die) which result in a 2, 2, and 6. Since we are dealing with a penalty die, the sum is computed by adding up the 2 highest dice—2 + 6 = 8. Once again, 8 is less than his skill total of 10, so the task is successful.*



### BASIC PERSONAL COMBAT

When in combat, characters perform actions in blocks of time called turns—an abstract measurement of time roughly one to five seconds. One action may be performed per turn.

In order to determine the order in which characters act, each player rolls one die and adds his fitness and awareness ratings to it. The characters may then act in the order of highest result to lowest. If there are ties, compare fitness ratings.

All attack and defense rolls use the fitness ability and a fitness-based skill as listed below.

#### PERSONAL COMBAT TASKS

<b>melee attacks</b>	<b>fitness + melee</b>
axes, clubs, swords, rocks, knives, spears	
<b>thrown attacks</b>	<b>fitness + athletics</b>
rocks, knives, shuriken, grenades, etc.	
<b>brawling attacks</b>	<b>fitness + brawling</b>
punching, kicking, and grappling	
<b>firearms attacks</b>	<b>fitness + firearms</b>
pistols, rifles, and shotguns	
<b>melee defense</b>	<b>fitness + melee</b>
block or parry melee attacks	
<b>brawling defense</b>	<b>fitness + brawling</b>
block or parry punches and kicks	
<b>dodging and evasion</b>	<b>fitness + athletics</b>
dodge melee, brawling, and ranged attacks	
<b>escaping</b>	<b>fitness + athletics</b>
break free from and avoid grappling attacks	

#### DETERMINING PERSONAL DAMAGE

Successful attacks will potentially inflict damage to an opponent, but the amount and type of damage depends on the attack. Remember, blunt weapons and fists cause fatigue, while sharp blades and guns cause injury.

#### PERSONAL DAMAGE VALUES

brawling	1FA
small/primitive pistols	1INJ
revolvers and semi-auto pistols	2INJ
rifles	4INJ
blaster pistol	4INJ
blaster rifle	6INJ
stun pistols	4FAT
clubs	1FAT
knives	1INJ
swords	3INJ
arrows	1INJ

Characters wearing armor (or anything resembling armor) can reduce their chances of being hurt by making a damage roll, which consists of rolling a number of dice equal to the **damage value**. Each die which is less than or equal to the armor rating indicates that the armor has negated one point of damage. Otherwise, the character receives one grade of the relevant damage (fatigue or injury) from that die.

#### ARMOR VALUES

ARMOR	RATING
heavy clothing	1
leather armor	1
medieval armor	2
kevlar vest	3
flight suit	3
armored flight suit	4
power suit	5
plasma screen	5

#### FOR EXAMPLE

Josh was hit by a bullet from a 9mm pistol. It has a damage rating of 2INJ. If Josh wasn't wearing any armor, he'd take two grades of injury. Since he's wearing a kevlar vest, a damage roll is required. A damage value of 2 means we roll 2 dice, for a result of 6 and 2. We now compare those values to the armor rating of 3. Because 6 is not equal to or less than 3, it penetrates the armor. 2 is equal to or less than 3, so it does not penetrate. One penetration means that Josh sustains one grade of injury. Not bad against a bullet—he's only bruised.





## BASIC VEHICLE COMBAT

Vehicle combat uses the same procedures as personal combat with a few modifications as listed below.

- When rolling to determine the order in which players act, add the vehicle's speed rating to the roll.
- Consult the table below to determine the appropriate skill combination for attacks and defenses. References to **skill** should be read as the appropriate vehicle operation skill—driving or piloting.

### VEHICLE COMBAT TASKS

<b>operator attacks</b> firing forward mounted weapons while operating the vehicle	<b>fitness + skill ± handling</b>
<b>gunnery attacks</b> firing vehicle mounted weapons (lasers, machine guns, etc.)	<b>fitness + gunnery</b>
<b>personal attacks</b> firing personal weapons, such as handguns (+3DIFF if the operator)	<b>fitness + firearms +2DIFF</b>
<b>ramming</b> ramming another vehicle	<b>fitness + skill ± handling</b>
<b>outperforming/outrunning</b> overtaking or pursuing another vehicle	<b>fitness + skill ± speed</b>
<b>evasion</b> evading weapons fire, missile locks, or other objects	<b>fitness + skill ± handling</b>
<b>defensive driving</b> avoiding accidents and losing pursuers by special maneuvers	<b>fitness + skill ± handling</b>

## DETERMINING VEHICLE DAMAGE

Like personal combat, the amount of damage inflicted depends on the type of attack—either mechanical stress or structural damage (most cause the latter).

### VEHICLE DAMAGE VALUES

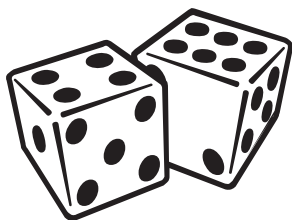
machine guns	1STR
cannons	2STR
rockets/missiles	6STR
small laser cannons	2STR
dual laser cannons	3STR
laser batteries	6STR
particle cannons	5STR
ion cannons	4MEC

Before damage from energy weapons (laser, particle, and ion cannons) can be applied to a vehicle, it is reduced by the vehicle's shields—decrease the damage value by the current shields rating. The shields rating is also reduced by one if the damage value is greater than its current rating. Otherwise, the shields rating will increase by one each turn until it is restored to its original value.

### FOR EXAMPLE

*A space fighter with a shields rating of 2 has been hit by a laser cannon with a damage rating of 2STR. Luckily, the shields reduce the damage to 0, and since the damage value is not greater than the shields rating, the shields remain intact. On the other hand, if the damage rating was a 3, 1 point of damage would have gotten through the shields and the shields rating would have been reduced by 1.*

A damage roll is then made using the remaining damage value as the number of dice rolled. Each die which is less than or equal to the vehicle's frame rating indicates that the vehicle's armor and structural integrity have negated one point of damage. Otherwise, the vehicle receives one grade of the relevant damage (mechanical stress or structural damage).



## CHAPTER THREE - B

# ADVANCED TASK RESOLUTION

Advanced task rolls add a bit more realism by utilizing varying levels of difficulty which are assigned by the gamemaster. While advanced task rolls are not required, they are recommended. Not every rule must be utilized, however. If you feel that a particular type of task is too complicated and slows down play, feel free to ignore it. Bonus and penalty dice are not used with the advanced rules.

### DIFFICULTIES

Difficulties affect the outcome of tasks by altering the chances of success. Lesser difficulties can be assigned to easier tasks, while greater difficulties can be assigned to harder ones. The different difficulty ratings are explained below. Each one has two values. The gamemaster has the freedom to choose which value best suits the task—for the sake of speeding up play, however, go with the first value unless there is call to add a slight edge to the task. Difficulty is represented by the abbreviation *DIFF*.

<b>Trivial</b>	<b>(-2 to -1)</b>	mundane labors that usually require little or no training. We generally take them for granted
<b>Routine</b>	<b>(0 to 1)</b>	innocuous actions that must rely on training and experience and require minimal thought or effort
<b>Complex</b>	<b>(2 to 3)</b>	slightly more difficult than routine ones and represent actions requiring some degree of precision or accuracy
<b>Challenging</b>	<b>(4 to 5)</b>	require above average skill and represent actions unfamiliar to a character. They can also be fairly dangerous, thereby allowing calamities to occur.
<b>Impossible</b>	<b>(6 to 7)</b>	all dangerous or improbable situations. Characters attempting such actions are either very brave or very stupid.

Task difficulties may be increased or decreased by a character's actions or his environment. Changes in difficulty reflect changes in the numerical value and not the name of the difficulty level.

### FOR EXAMPLE

*Simon is attempting to forge Vendosian travel visa. Since the Vendosian Customs Service uses advanced electronics tracking systems built into each visa, this is challenging task, which means the difficulty rating is a 4. Simon always carries a special toolkit for just such an occasion. The gamemaster decides that the toolkit is a big help to Simon and really does a lot of the work for him, so he modifies the difficulty by -2<sub>DIFF</sub>. This means that the difficulty of the task is now a 2 (4 - 2).*

### OUTCOME

In order to determine the success of a task, we must first compute the difference between the **skill total** and the **dice total** (skill total - dice total). This value is called the **margin**. If the **margin** is equal to or greater than the assigned difficulty, the task succeeds.

### FOR EXAMPLE

*Using the example above, let's assume Simon's skill total is 9 and he rolls a dice total of 7. His margin (skill total - dice total) is 2 (9 - 7). Since the margin is equal to the assigned difficulty value of 2, the task is successful. It would also have been successful if the margin was greater than 2, but had it been less than two, it would have failed.*

There are two optional outcomes which may also be used: *calamities* and *triumphs*.

**Calamities** represent horrible mishaps or backfires. This could be missing an opponent and accidentally shooting a friend or a chase down a flight of stairs resulting in a serious fall. Trivial and routine tasks cannot result in calamities, but all other tasks do if the margin is less than the assigned difficulty minus ten (10).



## FOR EXAMPLE

*The assigned difficulty for a task is 7 and the margin is -4 (in this case the dice total is greater than the skill total which would normally result in a failure). Because the margin of -4 is less than -3 (7 - 10), the task results in a calamity.*

**Triumphs** represent miraculous outcomes. This could be incapacitating an opponent with one punch or convincing an enemy of your good intentions. Triumphs result by achieving a margin equal to or greater than six (6) plus the assigned difficulty.

## FOR EXAMPLE

*The assigned difficulty for a task is 2 and the margin is 9. Because the margin of 9 is greater than 8 (6 + 2), the task results in a triumph.*

In addition, if the two dice used for the dice total are both ones (snake eyes), the task is a triumph. And, if the two dice used for the dice total are both sixes (box cars), the task is a failure.

## UNTRAINED TASK ROLLS

All skills can be attempted without prior training unless otherwise noted (those with a ⊗ cannot). Such rolls are considered untrained tasks and the skill total would be equal to the associated ability only.

## CONTESTED TASK ROLLS

There are bound to be situations which place two people at odds with each other in some sort of struggle. To resolve this conflict, both parties make task rolls and the character with the highest margin wins the struggle. If neither roll is successful or in the case of ties, both parties fail.

When attempts are made to undo previously successful tasks performed by other characters (such as spotting forged documents) the difficulty should be increased by an amount roughly proportional to the original success.

## FOR EXAMPLE

*If a forged passport was made by a task very close to the required margin, the difficulty should not be modified. If the original margin was very high compared to what was required for success (say, a margin of 6 for a difficulty of 2), the gamemaster should modify the task by +2DIFF or +3DIFF and even more for better results.*

## COMPOSURE TASK ROLLS

There are times when a character must restrain his desires, habits, and responses to stimuli. To do so, he must make a successful composure roll (using the composure skill). The

difficulty is determined by the director and the ability used is based on the nature of the restraint.

### Fitness

the character is attempting to control responses from physical stimuli such as crying out or flinching from pain

### Awareness

the character must recognize and prevent his habits such as nervous tics and unconscious speech patterns like stutters, as well as controlling his temper

### Reasoning

the character must prevent either compulsive patterns of behavior such as addictions, or immoral acts such as sadism or infidelity

Calamities indicate that the character runs away and will be considered a coward if anyone is around to witness him. Failures indicate that the character backs down from attempting a dangerous task. He may try to talk his way out of it in order to save his reputation. Successes and triumphs indicate that the character may attempt the task normally.

## WHAT THE NUMBERS MEAN: COMPOSURE DIFFICULTIES

witnessing gore	complex (2) or higher
bad temper	challenging (4)
witnessing the paranormal	challenging (4) or higher
psychological abuse	complex (2) or higher
pain and torture	+1DIFF per grade of injury

## AUTOMATIC TASKS

Automatic tasks allow a character to forego the process of rolling dice. Instead, the gamemaster can look at the character's ability or skill rating and choose to make the task an automatic success if all of the following conditions are met:

- The character's raw ability is equal to or greater than the assigned difficulty or the character's skill rating is equal to or greater than two plus the assigned difficulty.
- The task is not contested.
- The player provides a descriptive explanation of his actions.
- The task does not disturb the gamemaster's vision of the story.

Automatic tasks can also be used for situations not covered by skills or as a replacement for composure rolls—if the character's raw ability is equal to or greater than the assigned difficulty and the task is not contested or disruptive to the story, it is successful.



### FOR EXAMPLE

*Breaking down a door (fitness), spotting someone sneaking around (awareness), dressing to stand out in a crowd (creativity), recalling a name from memory (reasoning), or intimidating someone by reputation alone (influence) don't necessarily fit any skill and so would be easily decided by comparing the assigned difficulty with a character's ability.*

### PROSTRATED TASK ROLLS

A character may choose to over-exert himself in order to receive -2DIFF on any fitness-based task roll. In exchange for this bonus, the character receives one (1) grade of fatigue. This also applies to vehicles: -2DIFF may also be gained on any speed or handling-based roll in exchange for one (1) grade of mechanical stress.

### WHAT THE TERMS MEAN

margin	skill total - dice total
difficulty	value indicates margin required for success
calamity	margin is less than or equal to -(difficulty)
triumph	margin is (6 + difficulty) or greater

## PERSONAL COMBAT

Advanced personal combat builds upon the procedures and mechanics of basic combat.

### REACTION ROLLS

A reaction roll is made just like in the basic rules, except that it may be modified by any of the specific conditions listed below.

### REACTION MODIFIERS

wearing 'heavy armor'	-1
knocked down	-2
surprised	-2
carrying heavy/bulky items	-1 or -2
stressed/sprained	-1
strained/wounded	-2
exhausted/maimed	-3

### ACTIONS

Each character present in the combat exchange must inform the gamemaster of his actions. These actions may be: *attack*, *defend*, *use skill*, *move*, or *aim*.

<b>Attack</b>	strike or shoot another character
<b>Defend</b>	block, parry, or dodge an attack (this is a contested task)—weapons may be used to block all weapon and unarmed attacks, while only non-weapon attacks may be blocked by an unarmed character  or wait in a state of readiness and if the character is not attacked by the end of the turn, he may attempt another action
<b>Use Skill</b>	attempt a non-combat skill task, such as driving or hacking into a computer
<b>Move</b>	move or run to a specific area, duck, jump, or dive—ranged attacks may also be attempted while moving, but with +2DIFF on the task roll, and aiming modifiers are not applied
<b>Aim</b>	aim a ranged weapon attack, providing -1DIFF for each turn spent aiming (up to three turns)—being struck by an attack interrupts a character's aim and he loses the use of the aiming bonus.



## COMBAT TASK ROLLS

The base difficulty for all non-ranged attack rolls is routine unless otherwise noted (defenses are contested tasks against an attack). The difficulty for ranged attacks is determined by the range. Each ranged weapon is given a single value for range—this is for long range. Medium range is half this number, short range is one fourth the number, and point blank is almost within direct contact. Some weapons also have accuracy modifiers which alter the difficulty of the attack roll.

### RANGE DIFFICULTIES

point blank	trivial (-2)
short	routine (0)
medium	challenging (4)
long	impossible (6)

### PERSONAL WEAPONS ACCURACY AND RANGES

WEAPON	ACCURACY	RANGE
musket/flintlock	+1DIFF	50m
revolver	-	75m
magnum	-	100m
semi-auto pistol	-	75m
rifle	-	300m
shotgun	-1DIFF/+1DIFF/+3DIFF <sup>1</sup>	100m
assault rifle	-1DIFF <sup>2</sup>	300m
blaster pistol	-1DIFF	120m
blaster rifle	-1DIFF	120m
stun pistol	-2DIFF	25m
plasma sword	+1DIFF	-
axe	+1DIFF	-
arrow	+3DIFF <sup>3</sup>	200m

<sup>1</sup> point blank & short / medium / long

<sup>2</sup> point blank & short for burst fire

<sup>3</sup> indirect fire only

### FOR EXAMPLE

Sandy spends one turn aiming her crossbow at the target which is 25m away. Since this is 1/4 the normal range, it is determined to be a short range shot which is routine difficulty. Sandy shoots on her next turn and lowers the difficulty by 1 (it is now -1) because of her one turn spent aiming. Sandy only needs a margin of -1 in order to hit her target.

## ENVIRONMENTAL MODIFIERS

Various environmental or situational factors can affect the outcome of an attack. The gamemaster is free to alter the difficulty of the roll in order to simulate special actions and situations. A few examples are listed below.

<b>Moving Target</b>	ranged attacks targeting moving characters receive +2DIFF
<b>Cover</b>	characters may take cover behind walls and other obstructions for protection against ranged attacks—if the character is only partially hidden, the attack receives +2DIFF, otherwise he may not be targeted
<b>Partial Light</b>	characters receive +2DIFF on all combat actions attempted in partial light; any attempt to attack in total darkness is at the gamemaster's discretion and has a difficulty of impossible (7)
<b>Quickdraw</b>	a character may attempt to draw his weapon and attack with it in the same turn, but the task receives +2DIFF
<b>Second Weapon</b>	two weapons may be used at the same time against a single opponent, but each weapon requires a separate attack roll and the difficulty for each is +2DIFF
<b>Second Attack</b>	two attacks of the same type or from the same weapon may be attempted against a single target, but each attack requires a separate roll and the difficulty for each is +1DIFF
<b>Second Target</b>	two attacks may be attempted at different targets, but each attack requires a separate roll and the difficulty for each is +2DIFF
<b>Called Strike</b>	characters may aim for specific body parts while attacking, but the difficulty of the attack roll is +2DIFF (see <i>determining damage</i> )
<b>Fatigued</b>	fatigue penalties apply to all tasks when not in combat and any task during the first turn of combat only (see <i>table below</i> )
<b>Injured</b>	injury penalties apply to all fitness and awareness-based tasks (see <i>table below</i> )





### PENALTIES: FATIGUE & INJURY

GRADE	FATIGUE	INJURY	DIFFICULTY
1	dazed	bruised	-
2	stressed	sprained	+1DIFF
3	strained	wounded	+2DIFF
4	exhausted	maimed	+3DIFF
5	unconscious	incapacitated	—

### DETERMINING HIT LOCATION AND DAMAGE

All hits are assumed to be non-specific unless a called strike is used. In other words, the damage is caused by hits to the chest or from general bruising throughout the body. If a specific body part is targeted (via a called strike), the attack roll receives +2DIFF. A success indicates that the targeted body part is hit (see hit locations, *below*) and the effect is left up to the judgement of the gamemaster, who may also allow a composure task roll to counter the effect.

### HIT LOCATIONS WHEN CALLING STRIKES

#### hands

if the character is holding a weapon, he drops it

#### head

fatigue: the character loses consciousness

injury: the character becomes comatose or dies

#### legs

the character collapses or stumbles and is knocked down

#### stomach

fatigue: the character forfeits his next action to regain his breath

Some conditions can alter the amount of damage inflicted and the gamemaster may also choose to increase damage when an attack results in a triumph (a few options are listed below).

### DAMAGE MODIFIERS

attacker's fitness is 4 or greater	+1 for brawling & melee
prostrated task	+1FAT/INJ FOR brawling & melee
triumph	+1, +2, or doubled

### PERSONAL WEAPONS DAMAGE

WEAPON	DAMAGE
musket/flintlock	1INJ
revolver	2INJ
magnum	3INJ
semi-auto pistol	2INJ
rifle	4INJ
shotgun	5INJ
assault rifle	5INJ <sup>1</sup>
blaster pistol	2INJ <sup>2</sup>
blaster rifle	4INJ <sup>2</sup>
stun pistol	4FAT
plasma grenade	8INJ
club/baseball bat	1FAT
lead pipe/crowbar	2FAT
knife	1INJ
vibro knife	2INJ
sword	3INJ
plasma sword	5INJ
axe	3INJ
chainsaw	3INJ
garrote/rope	1INJ <sup>3</sup>
poison	1-4INJ/turn
arrow	1-2INJ

1 point blank & short +1

2 point blank & short +2

3 plus asphyxiation damage

If a character receives a number of grades of injury or fatigue greater than his fitness rating in one turn, he is knocked down and must spend the next turn returning to his feet or may act on the ground with +2DIFF on all fitness-based rolls.

### USING ARMOR

Armor functions in the same manner as the basic combat rules, except for the following additions:

- Not all armor offers the same protection. Some protect against fatigue, others against injury, and still others against both. When armor worn by a character protects against the appropriate type of damage (fatigue or injury) and covers the specific part of a character's body when the attack is a successful called strike, a damage roll is required.
- When multiple called strikes are directed at the same location of a target and a damage roll applies, the armor rating used for each attack past the first is reduced by one (but never less than one).



## FOR EXAMPLE

Josh is wearing a kevlar vest and three people have taken shots at his stomach. Since each attack is successful, the armor is worn down in that location. The armor rating is 3 against the first attack, 2 against the second, and 1 against the third. If there was a fourth attack, the armor would remain at 1.

- In addition to armor components, a character with a fitness rating of four (4) or higher receives an automatic level of armor—that's one (1) point of armor effective against fatigue only. A character's armor rating can **never** go above five (5), however.
- If the total amount of dice rolled against a character for damage in one attack is greater than his fitness rating, he is knocked down and must spend the next turn returning to his feet or may act on the ground with +2DIFF on all fitness-based rolls.

**Optional:** If the total amount of injury sustained by a character from a single attack is less than his armor rating, it is converted to fatigue damage. This simulates the physical impact of the attack even when armor does its job.

## PERSONAL ARMOR TABLE

ARMOR	RATING	PROTECTION	COVERAGE
heavy clothing	1	FAT	all but head and hands
leather armor	1	FAT	all but head and hands
medieval armor	2	FAT/INJ	all*
kevlar vest	3	FAT/INJ	back, chest, and stomach
flight suit	3	FAT	all*
armored flight suit	4	FAT/INJ	all*
power suit	5	FAT/INJ	all*
plasma screen	5	INJ	all

\* excludes head if helmet is not worn

## OTHER SOURCES OF DAMAGE

### Fire and Smoke

Fire can cause either fatigue from smoke inhalation or injury from burns. If the character is in an enclosed area filled with smoke, a roll is required to determine the number of grades of fatigue sustained. The damage rating from smoke can vary from 1FAT to 2FAT depending on the amount and the damage rating from the actual fire can vary greatly—a small flame would be around 1INJ while a serious fire would be 5INJ. A damage roll is made in the same manner as damage from an attack, except that the character's fitness rating is used as the armor value.

### Asphyxiation

A character can normally hold his breath for a minute or two at the most when prepared. When caught off guard, however, he receives damage. This requires a fitness-based composure roll in order to avoid gaining one grade of fatigue. Another roll is then made after a number of turns equal to the character's fitness rating, and so on until he is no longer being asphyxiated or he dies. Once the character is unconscious, he receives injury instead of fatigue.

### Falls

Falling a great distance can either cause fatigue or injury—a fall on a padded surface may cause only fatigue damage, while a fall on jagged rocks would most likely cause severe injury. This is treated in the same manner as a damage roll from an attack. The damage rating is equal to one (1) per six foot drop.

### Radiation

Characters exposed to radiation gain fatigue or injury once per hour. The type of damage depends on the the proximity of the source—a nearby source inflicts injury, while a distant one inflicts fatigue. The damage rating should be adjusted based on the strength and distance of the source, ranging from one (1) grade for slight exposure or extreme distance to five (5) grades for direct contact or active sources. A damage roll is made in the same manner as damage from an attack, except that the character's fitness rating is used as the armor value.



### VEHICLE COMBAT

Advanced vehicle combat builds upon the procedures and mechanics of basic vehicle combat and advanced personal combat.

#### REACTION ROLLS

The specific conditions listed below are used to modify the reaction roll.

#### REACTION MODIFIERS

travelling in confined areas (alleys, caverns)	-2
travelling in obscured areas (nebulae, storms)	-3
surprised	-2
hauling heavy cargo	-1 to -2
damaged	-1 to -4
distressed/impaired	-1
overworked/breached	-2
overheated/compromised	-3
disabled (for weapons only)	-4

#### ACTIONS

Each character in a vehicle may perform one action per turn. These actions may be: *operate*, *attack*, *use skill*, *move*, or *aim*.

<b>Operate</b>	drive or pilot the vehicle
<b>Attack</b>	fire personal weapons or gunnery systems
<b>Evade</b>	dodge an attack or collision (this is a contested task)
<b>Use Skill</b>	attempt a non-combat skill task, such as repairing a vehicle's computer or electrical circuits
<b>Move</b>	move about the vehicles—to a gunnery station or different deck, for example
<b>Aim</b>	aim a turreted weapon at a vehicle, providing -1DIFF for each turn spent aiming (up to three turns)—if the vehicle is struck by an attack which causes any damage or stress, the aim is interrupted and the bonus is not applied

#### COMBAT TASK ROLLS

Tasks are the same as for basic vehicle combat, except that the awareness ability may be substituted for fitness when operating computer-based systems if the gamemaster so chooses. While ranges are important in vehicle combat, most weapons can vary greatly. For this reason, ranges are left up to the discretion of the gamemaster. Some weapons also have accuracy modifiers which alter the difficulty of the attack roll.

#### VEHICLE WEAPONS ACCURACY

ANTIQUE WEAPONS	ACCURACY
cannon	+2DIFF
MODERN WEAPONS	ACCURACY
machine gun	-1DIFF <sup>1</sup>
cannon	+2DIFF
SCI-FI WEAPONS	ACCURACY
laser cannon (linked pair)	-1DIFF
laser cannon (linked trio)	-2DIFF
laser battery	-3DIFF
particle cannon	+2DIFF
hunter killer missile	+3DIFF <sup>2</sup>
rocket battery	-2DIFF/- / +4DIFF <sup>3</sup>

1 point blank & short range only

2 long range only

3 point blank & short / medium / long

#### ENVIRONMENTAL MODIFIERS

Various factors can also affect the outcome of a vehicle task. The gamemaster is free to alter the difficulty of the roll in order to simulate special actions and situations.

<b>Moving Target</b>	ranged attacks targeting moving vehicles receive a change in difficulty based on the target's speed rating
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#### DIFFICULTIES: TARGET'S SPEED RATING

-5	-3DIFF
-4	-2DIFF
-3	-2DIFF
-2	-1DIFF
+2	+1DIFF
+3	+2DIFF
+4	+3DIFF
+5	+4DIFF



## Called Strike

characters may aim for specific parts of a vehicle (tires, shield generator, engines, cargo hold) while attacking, but the difficulty of the attack roll is +2DIFF (see *determining damage*)

## Obscured Areas

all actions attempted in obscured areas such as partial light, ion storms, and nebulas that rely on the handling ability receive +2DIFF; any attempt to attack in total darkness (or sensor-blindness) is at the gamemaster's discretion and has a difficulty of impossible (7)

## Confined Areas

all actions attempted in confined areas such as narrow streets, caverns, and asteroid fields that rely on the handling ability receive +1DIFF to +3DIFF

## Fringe Domains

all actions attempted while coming into contact with the outer edges of a vehicle's domain, such as a planet's atmosphere by starships or shallow water by sea vessels, receive +2DIFF

## Adverse Conditions

situations such as high winds, shockwaves, and turbulence may alter the difficulty from +1DIFF to +3DIFF, depending on the severity

## Stressed

mechanical stress penalties apply to all speed-based tasks (see *table below*)

## Damaged

structural damage penalties apply to all speed and handling-based tasks (see *table below*)

### PENALTIES: STRESS & DAMAGE

GRADE	MECHANICAL STRESS	STRUCTURAL DAMAGE	DIFFICULTY
1	engaged	dented	-
2	distressed	impaired	+1DIFF
3	overworked	breached	+2DIFF
4	overheated	compromised	+3DIFF
5	disabled	wrecked	+4DIFF

## DETERMINING VEHICLE HIT LOCATION AND DAMAGE

Like personal combat, all hits for vehicles are assumed to be non-specific unless a called strike is used (in which case, the normal +2DIFF is applied).

### VEHICLE HIT LOCATIONS WHEN CALLING STRIKES

#### bridge

mechanical stress: all systems (sensors, radio, etc.) are offline

structural damage: a number of bridge officers equal to damage rating are incapacitated

#### engines

mechanical stress: course corrections cannot be made for one turn

structural damage (more than frame rating): engines offline

#### weapons mount

mechanical stress: weapon offline for one turn

structural damage: weapon destroyed

#### shield generator

mechanical stress: shields offline for one turn

structural damage: shields destroyed

#### tires

all handling and speed tasks receive +3DIFF

#### cargo

cargo destroyed

#### fuel tank

damage more than frame rating: tank explodes—not good

#### sensor mount

sensors destroyed

Energy weapons may be overloaded to inflict one (1) additional grade of structural damage at the expense of gaining one (1) grade of mechanical stress, but only one weapon may be overloaded per turn. Some other conditions can also alter the amount of damage inflicted and the gamemaster may also choose to increase damage when an attack results in a triumph (a few options are listed below).

### DAMAGE MODIFIERS

energy weapons	+1STR in exchange for 1MEC
ramming	1STR per frame rating
triumph	double the damage value



### VEHICLE WEAPON DAMAGE

#### ANTIQUE WEAPONS

cannon

#### DAMAGE

2STR

#### MODERN WEAPONS

machine gun

#### DAMAGE

1STR

cannon

3STR

rocket

5STR

torpedo/missile

6STR

#### SCI-FI WEAPONS

laser cannon

#### DAMAGE

2STR

laser cannon (linked pair)

3STR

laser cannon (linked trio)

4STR

laser battery

6STR

particle cannon

5STR

ion cannon

4MEC

hunter killer missile

8STR

rocket battery

5/3/1STR<sup>1</sup>

<sup>1</sup> 1 point blank & short / medium / long

The damage from all called strikes to the same location by energy weapons is added together when subtracting the shields rating.

The shields rating is also reduced by one if the original damage value is greater than its current rating. Otherwise, the shields rating will increase by one each turn until it is restored to its original value.

### WHAT THE NUMBERS MEAN: SHIELDS

damage is greater than current shields

reduce shields by 1

damage is less than current shields or 0

restore shields by 1

Shields may also be extended to protect other smaller vehicles which are in extremely close proximity at the expense of gaining one (1) grade of mechanical stress. Extending the shields around another vehicle of the same size (doubling shields) would cause two (2) grades of mechanical stress.

If the total amount of dice rolled against a vehicle for damage in one attack is greater than its frame rating, it is knocked off course and either must spend the next turn correcting its heading or continuing on the new course.

If a personal weapon attack is made against a vehicle, the vehicle's frame is a five (5) for purposes of the damage roll. If a personal weapon attack is made against passengers as a called strike, two sets of damage rolls are made. The first determines how much damage makes it inside the vehicle (using the

vehicle's frame as the armor rating). The second is a standard damage roll against the target, but the number of dice rolled is equal to the resulting damage from the first roll.

#### FOR EXAMPLE

*Chin Ho is firing his magnum at a fleeing car. It has a damage rating of 3INJ. Let's assume he hit the car, which has a frame rating of 5. We would roll 3 dice (one for each point of damage), but a roll of 6 is required for each to actually do damage to the car.*

*Let's further assume that one point of damage penetrated the car's frame and the shot was originally a called strike to the driver. We now have to make a damage roll against the driver for the 1INJ if the driver is wearing armor. Fortunately for Chin Ho, he is not, so the driver sustains one grade of injury.*

### OTHER SOURCES OF DAMAGE

#### Ramming and Collisions

A vehicle involved in a collision inflicts an amount of structural damage equal to its frame rating on the other vehicles (make a damage roll against shields only). Obstacles (asteroids, buildings, sign posts, etc.) inflict damage based on their size (1 to 5). Characters should also receive half this value as either fatigue or injury (at the gamemaster's discretion).

#### Impediments

Contact with small impediments like speed bumps and buoys can inflict one or two grades of mechanical stress.

#### Ionic/Electrical Storms or Extreme Heat/Pressure

These can all cause disruption to a vehicle's circuits and inflict one or two grades of mechanical stress. Shields may also fail to work in these conditions.

#### Radiation

Light or latent exposure to cosmic radiation can cause a vehicle's crew to sustain fatigue, while severe and constant exposure can cause injury. Shields can block an amount of damage from radiation up to its rating. See Radiation on page 24.

#### Shockwaves

Exploding vehicles and objects can cause shockwaves which may disrupt a vehicle's course or cause structural damage. Shields can block an amount of damage from shockwaves up to their rating as well as limit course deviation. The amount of damage is left up to the gamemaster.



# GENERIC QUICK-FIX RPG RULES



**GENRE**  
DIVERGENCE™ *i*

## PERSONAL WEAPONS TABLE

WEAPON	ACCURACY	DAMAGE	RANGE	AMMO
musket/flintlock	+1DIFF	1INJ	50m	1
revolver	-	2INJ	75m	6
magnum	-	3INJ	100m	6
semi-auto pistol	-	2INJ	75m	7
rifle	-	4INJ	300m	30
shotgun	-1DIFF/+1DIFF/+3DIFF <sup>1</sup>	5INJ	100m	2-5
assault rifle	-1DIFF <sup>2</sup>	5INJ <sup>3</sup>	300m	30
blaster pistol	-1DIFF	2INJ <sup>4</sup>	120m	75
blaster rifle	-1DIFF	4INJ <sup>4</sup>	120m	150
stun pistol	-2DIFF	4FAT	25m	50
plasma grenade	-	8INJ	thrown	-
club/baseball bat	-	1FAT	-	-
lead pipe/crowbar	-	2FAT	-	-
knife	-	1INJ	-	-
vibro knife	-	2INJ	-	-
sword	-	3INJ	-	-
plasma sword	+1DIFF	5INJ	-	50
axe	+1DIFF	3INJ	-	-
chainsaw	-	3INJ	-	-
garrotte/rope	-	1INJ <sup>5</sup>	-	-
poison	-	1-4INJ/turn	-	-
arrow	+3DIFF <sup>6</sup>	1-2INJ	200m	-

1 point blank & short / medium / long

2 point blank & short for burst fire

3 point blank & short +1

4 point blank & short +2

5 plus asphyxiation damage

6 indirect fire only

## PERSONAL ARMOR TABLE

ARMOR	RATING	PROTECTION	COVERAGE
heavy clothing	1	FAT	all but head and hands
leather armor	1	FAT	all but head and hands
medieval armor	2	FAT/INJ	all*
kevlar vest	3	FAT/INJ	back, chest, and stomach
flight suit	3	FAT	all*
armored flight suit	4	FAT/INJ	all*
power suit	5	FAT/INJ	all*
plasma screen	5	INJ	all

\* excludes head if helmet is not worn

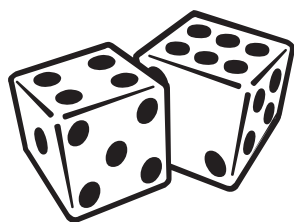
## VEHICLE WEAPONS TABLE

ANTIQUE WEAPONS	ACCURACY	DAMAGE
cannon	+2DIFF	2STR
MODERN WEAPONS	ACCURACY	DAMAGE
machine gun	-1DIFF <sup>1</sup>	1STR
cannon	+2DIFF	3STR
rocket	-	5STR
torpedo/missile	-	6STR
SCI-FI WEAPONS	ACCURACY	DAMAGE
laser cannon	-	2STR
laser cannon (linked pair)	-1DIFF	3STR
laser cannon (linked trio)	-2DIFF	4STR
laser battery	-3DIFF	6STR
particle cannon	+2DIFF	5STR
ion cannon	-	4MEC
hunter killer missile	+3DIFF <sup>2</sup>	8STR
rocket battery	-2DIFF/-/+4DIFF <sup>3</sup>	5/3/1STR

1 point blank & short range only

2 long range only

3 point blank & short / medium / long



## CHAPTER FOUR

# RULES OPTIONS

Don't expect the usual gamemastering tips in this section. This book isn't designed with that sort of information in mind. Instead, you'll find a few tips on expanding the game, as well as alternate rules and notes on updating the older titles to genreDiversi*o*n *i*.

## CHARACTER ADVANCEMENT

If you intend to use these rules for extended gaming (multiple sessions or an entire story), players should be allowed to gain and spend experience points on their characters. Experience reflects that which is learned during the course of the characters' adventures and can improve their skill and, sometimes, their ability.

Experience may be gained in the following ways after each gaming session:

- Players who repeatedly chose to forego violence and roleplayed their way out of a dangerous situation receive two (2) points of experience for each occurrence.
- Players who stayed in character the entire session, not straying from their character's beliefs or background, receive three (3) points of experience.
- Players who have repeatedly described their character's actions cinematically or creatively receive two (2) points of experience.
- Each character receives one (1) point of experience by default if no other experience was awarded.

Experience may be used in the following ways after each gaming session:

- The expenditure of twenty (20) points increases an ability rating by one. The ability may not be raised above five (5).
- The expenditure of ten (10) points increases a skill rating by one if the associated ability is two or less. The skill may not be raised above eight (8).
- The expenditure of five (5) points increases a skill rating by one if the associated ability is three or more. The skill may not be raised above eight (8).
- The expenditure of ten (10) points adds a new skill at level 1 to the character's repertoire if the associated ability is two or less.\*

- The expenditure of five (5) points adds a new skill at level 1 to the character's repertoire if the associated ability is three or more.\*

\* If no one ability is relevant (such as for composure), the cost is ten points.

### EXPERIENCE EXPENDITURE

raise an ability by one level	20 points
raise a skill by one level (ability: 1-2)	10 points
raise a skill by one level (ability: 3-5)	5 points
gain a new skill (ability: 1-2)	10 points
gain a new skill (ability: 3-5)	5 points

## GEAR

As you've probably noticed, there is no list of gear and prices. Any experienced gamemaster knows that players will find a way to equip their characters for combat even in friendly situations. Just give them what they want or make up your own price list.

## EXTRAS

Extras can be important in a game. They are used as henchmen, friends, obstacles, sources of information, and of course, cannon fodder. What sets extras apart from the antagonist/protagonist set of characters is that they require very little detail and can be created and dealt with much quicker than normal.

### CREATING EXTRAS

Extras only possess one ability—this determines their primary function. Its rating represents not only the extra's potential, but also his training—assign a rating based on the desired level of competence (see *the table on page 3*). Backgrounds and gimmicks may also be assigned at the gamemaster's discretion.

## TYPES OF EXTRAS

physical extras	fitness
observant extras	awareness
artistic extras	creativity
intelligent extras	reasoning
social extras	influence

### FOR EXAMPLE

For example, a police officer would possess the fitness ability since he must chase down suspects, but a police detective whose job it is to solve cases through investigation would possess the awareness ability. An experienced and talented extra would have a rating of four or five, while an average one would have a rating of two or three.

## HURTING EXTRAS

The gamemaster is not required to track health for extras, but may do so if he chooses. A simpler method is for successful attacks which inflict fatigue to cause extras to fall unconscious, and attacks which inflict injury to cause extras to become incapacitated.

## DRAMATICS AND HEROICS

The following rules changes can be adopted in order to alter the intensity of the game to one of two extremes—dramatics and heroics.

### DRAMATICS

Rolling dice can be a trap to some. It encourages a reliance on high skill ratings rather than creative roleplaying. One way to prevent this is to use dramatics. This is achieved by making abilities limit skill ratings—no skill rating may be raised above twice the value of the corresponding ability. For example, a character with a fitness of three (3) cannot have a firearms rating greater than six (6). This style of play works best for non-supernatural or ongoing games in which the gamemaster wants to foster a sense of character development or verbal interaction.

### HEROICS

Normal characters probably won't last long in a combat-intensive game—players should either learn to avoid combat or understand the advantages of taking cover. One way to keep characters in the game longer is to make them heroes—simply give them a constant armor rating of four (4) or five (5). By going this route, it will take considerable firepower to incapacitate them.

Another method is to make all players roll a bonus die when attempting tasks. This works just like the way bonus dice are

used in the basic rules—compute the sum of the two lowest dice for your dice total. This will greatly increase the character's odds of success. This style of play works best for one-shot and operatic games.

## DIFFICULTIES

Some descriptions for special skills use the following phrase:

***“the gamemaster can adjust the difficulty based on...”***

This should be used as a signal for gamemasters to determine the scope of ability in his or her story. Ranges, sizes, and weights, for example, can affect a task's difficulty level, but ultimately the gamemaster decides by how much. A few standard scales are listed below, but they are, by no means, set in stone—adjust according to your own vision. Remember, these are intended only for special skills—a little common sense is necessary.

### DIFFICULTY: SPECIAL SKILL RANGES

DRAMATIC	HEROIC	SUPER-HEROIC	DIFFICULTY
touch	20m	50m	-2
50m	75m	100m	0
100m	300m	500m	2
200m	600m	1000m	4
300m+	900m	2000m	6

### DIFFICULTY: SPECIAL SKILL SIZES/WEIGHTS

DRAMATIC	HEROIC	SUPER-HEROIC	DIFFICULTY
mouse	dog	refrigerator	-2
cat	refrigerator	automobile	0
refrigerator	automobile	truck	2
automobile	truck	house	4
truck	house	field	6

## CONVERTING TO IMPRESA

This is very simple. All abilities, skills, backgrounds, and gimmicks work with Impresa. The only required modification is to change skill ratings of one (1) to zero (0) for normal skills and two (2) for academia (skills which cannot be used without training).

## GOING DICELESS

Characters can also be converted so that they may be used with Active Exploits Diceless Roleplaying. While there is more involved in this process compared to the Impresa conversion, it is still rather simple.



### Abilities

All abilities in **genreDiversiOn i** are also used in Active Exploits, so it is just a matter of converting the numbers.

#### CONVERSION: ACTIVE EXPLOITS ABILITIES

GENREDIVERSION <i>i</i> RATING	ACTIVE EXPLOITS DRAMATIC RATING	ACTIVE EXPLOITS HEROIC RATING
0	-1	-1
1	0	0
2	0	+1
3	+1	+2
4	+1	+3
5	+2	+4

### Skills

All skills in **genreDiversiOn i** can be used with Active Exploits, so just convert the numbers to ratings.

#### CONVERSION: ACTIVE EXPLOITS SKILLS

GENREDIVERSION <i>i</i> RATING	ACTIVE EXPLOITS RATING
0	unskilled
1	unskilled*
2	unskilled*
3	novice
4	novice
5	proficient
6	proficient
7	expert
8	expert

\* use novice for academia

### Backgrounds and Gimmicks

These should work without modification, although some difficulty modifiers may be changed to effort modifiers by the gamemaster.

## UPDATING OLDER TITLES

Updating characters made with the original **genreDiversiOn** rules is probably the most important issue, so we'll touch on that first and then move on to tasks.

### ABILITIES

Consult the table below and simply use the relevant trait rating as the new ability rating, or roll a die to determine its rating. In either case, sixes should be counted as fives.

#### UPDATE: TRAITS TO ABILITIES

ABILITY	ORIGINAL TRAIT
fitness	fitness
awareness	empathy
creativity	willpower
reasoning	reasoning
influence	roll one die (rerolling on 6)

You can ignore the reaction and stamina ratings since they are no longer used.

### SKILLS

Skills and their ratings can remain the same unless the gamemaster wishes to change them. The only thing to remember is that skill ratings now only go as high as eight (8), so if you come across one with a larger number, reduce it to eight. Also, make sure you verify to which ability each skill is now associated.

### BACKGROUNDS

Always use the updated version of each background. Those unique to a specific title, affecting task resolution may need adjusting using the guidelines below.

### GAME MECHANICS

While the task resolution rules in this book replace those from previous **genreDiversiOn** titles, clichés, skills, and mutations may provide task modifications in the form of bonus and penalty dice and difficulty levels. These can be converted for use with **genreDiversiOn i** by using the guidelines below.

References to losing or gaining stamina or taking damage may be converted to either fatigue or injury (gamemaster's discretion) at a rate of three points of stamina to one grade of health (3:1). This is a rough conversion and should be adjusted to best suit the situation.

#### Basic Task Resolution

The use of bonus (+1) and penalty (-1) dice remains consistent with basic task resolution.

#### Advanced Task Resolution

References to difficulties (such as trivial and routine) require no changes, although the gamemaster should feel free to tweak difficulty levels if he feels it is appropriate. Each change in difficulty level in the old rules is now the same as  $\pm 2$  (each 1 = -2DIFF and each 1 = +2DIFF). References to +1 should also be read as -1DIFF and -1 as -1DIFF (on a 1:1 ratio).



## UPDATE: TASK RESOLUTION

damage	1 <i>FAT</i> or 1 <i>INJ</i> per 3
❶	basic: ❶; advanced: +1 <i>DIFF</i>
+❶	basic: +❶; advanced: -1 <i>DIFF</i>
❶	-2 <i>DIFF</i>
❶	+2 <i>DIFF</i>

## Personal Combat

Don't forget to use the new damage and armor rules.

## HARDNOVA SPACE OPERA ADVENTURES

### BACKGROUNDS

#### Android

Androids may still raise fitness and reasoning to six (6), but must subtract two (2) from creativity and influence rather than empathy.

#### Psion

The character may choose a number of psionic powers equal to his awareness rating.

### PSIONIC POWERS

Psionic powers are now skills associated with the awareness ability. All references to the empathy trait should be changed to the awareness ability.

#### Beacon

The duration is a number of hours equal to the character's creativity rating.

#### Discharge

The damage inflicted is 1*FAT*. Only plasma screens and force fields can protect against it.

#### Heal

The character can heal a number of grades of fatigue equal to his creativity rating and a number of grades of injury equal to half his creativity rating (round down) once per day.

#### Vigor

The character can ignore penalties due to injury for a number of turns equal to his awareness rating.

### PERSONAL COMBAT TASKS

#### Awareness + Psionic Power Attack

Each successful attempt causes the character to receive +1*DIFF* on all tasks for a number of turns equal to the roll of one die less his creativity rating.

### STARSHIPS

See page 15 for a listing of updated craft.

## GHOST STORIES HORROR MYSTERY ADVENTURES

### SORCERY

Each sorcery skill is now dependent on the creativity ability. All references to the willpower trait should be read as the creativity ability.

#### Alchemy

Air affects awareness and Earth affects creativity. A new magical property, plasma, also affects influence.

#### Intervention

The result from the roll indicates the number of  $\pm 1*DIFF*$  modifications which may be applied to task rolls.

#### Necromancy

The character must sacrifice two (2) grades of fatigue in order to resurrect a fresh corpse.

### TRUE FAITH

Each true faith skill is now dependent on the creativity ability. All references to the willpower trait should be read as the creativity ability.

#### Divine Recovery

A number of grades of injury equal to half of the character's divine recovery skill rating (rounding down) is restored. Each time a character uses this skill, he gains one (1) grade of fatigue.

#### Divine Will

Each time a character uses this skill, he gains one (1) grade of fatigue.

#### Sanctify

Each time an undead creature comes into direct contact with the object, it gains one (1) grade of injury.

### PERSONAL COMBAT TASKS

#### Creativity + Sorcery Attack

See specific sorcery skill.

#### Awareness + ESP Attack

See specific ESP skill.

### THE HORRORS

Undead and supernatural creatures only have one health meter—injury. Only humans and animals use fatigue.

### CREATURE ABILITIES

#### Phantasm

Only fatigue can be gained as a direct effect of a false scene— all injury is converted to fatigue, but it will feel like injury to the characters. Damage no longer heals after the scene has ended. All injury sustained by *real* sources remains injury, however.



## **VICE SQUAD**

### **EIGHTIES POLICE ADVENTURES**

#### **CLICHES**

##### **Armor Prop**

Two (2) grades of injury are restored.

##### **Safe Driver**

The hero can never gain more than one (1) grade of injury in a car accident.

#### **VEHICLES**

Speed and Handling ratings for the included vehicles need to be converted from bonus/penalty dice to +/- values (+1 = +1). See page 15 for a list of recommended frames.

## **EARTHAD**

### **POST-HOLOCAUST ADVENTURES**

#### **CHARACTER STOCK**

##### **Pure-Strain Human**

Pure-Strain Humans receive +2DIFF on all influence-based skill rolls when dealing with Mutants.

##### **Radio Operated Mutant (ROM)**

Radio Operated Mutants receive +2DIFF on all influence-based skill rolls when dealing with Pure-Strain Humans and fellow Mutated Humans.

#### **ROM CYBERNETICS**

##### **Cyberspurs**

These have a damage rating of 1INJ.

##### **Cybergun**

These have a damage rating of 2INJ.

##### **Dermal Plating**

This acts as armor with a rating of two (2) against both fatigue and injury.

##### **Static Overload**

This inflicts 2FAT to everyone touching the character.

#### **BENEFICIAL MUTATIONS**

##### **Acid Touch**

This has a damage rating of 1INJ.

##### **Adaptation**

When the mutant is attacked, he gains a resistance against the specific source of damage (bladed weapon, bludgeon, fire, etc.) for a number of days equal to the roll of one die. The resistance manifests as armor with a rating of three (3). He can

have only one resistance at a time, but may choose to gain a new one at the expense of *forgetting* the current one.

##### **Carapace**

This acts as armor with a rating of three (3) against both fatigue and injury.

##### **Carnivorous Teeth**

This has a damage rating of 1INJ.

##### **Electrical Generation**

This has a damage rating of 1FAT times half the roll of one die (rounding down).

##### **Heightened Metabolism**

The character receives 1FAT each turn this mutation has been active for more than a number of turns equal to his fitness rating.

##### **Horns**

This has a damage rating of 2INJ.

##### **Levitation**

The character can hover in the air up to a height equal to his fitness rating in meters.

##### **Quills/Spines**

This has a damage rating of 1FAT.

#### **DETRIMENTAL MUTATIONS**

##### **Fragile**

The character suffers 1INJ whenever he receives more than three (3) grades of fatigue in one turn as a result of falling or combat.

##### **Terrible Vision**

The character cannot aim weapons and receives +2DIFF on any awareness tasks relating to his eyesight.





**CHARACTER NAME**

**PLAYER NAME**

		SKILLS	FATIGUE   INJURY
<div><div></div><div>FITNESS</div></div>			DAZED <input type="checkbox"/> - <input type="checkbox"/> BRUISED
<div><div></div><div>REACTION TOTAL</div></div>			STRESSED <input type="checkbox"/> +1DIFF <input type="checkbox"/> SPRAINED
<div><div></div><div>AWARENESS</div></div>			STRAINED <input type="checkbox"/> +2DIFF <input type="checkbox"/> WOUNDED
			EXHAUSTED <input type="checkbox"/> +3DIFF <input type="checkbox"/> MAIMED
<div><div></div><div>CREATIVITY</div></div>			UNCONSCIOUS <input type="checkbox"/> — <input type="checkbox"/> INCAPACITATED
<div><div></div><div>REASONING</div></div>			
<div><div></div><div>INFLUENCE</div></div>			
<b>TASK REFERENCE</b>			<b>GIMMICKS AND GEAR</b>
MARGIN = ABILITY + SKILL - 2 DICE			
<b>CALAMITY</b> MARGIN IS LESS THAN DIFFICULTY - 10			
<b>FAILURE</b> MARGIN IS LESS THAN DIFFICULTY (OR BOX CARS)			
<b>SUCCESS</b> MARGIN IS EQUAL TO OR GREATER THAN DIFFICULTY			
<b>TRIUMPH</b> MARGIN IS EQUAL TO OR GREATER THAN DIFFICULTY + 6 (OR SNAKE EYES)			
<b>ARMOR REFERENCE</b>			<b>BACKGROUND AND NOTES</b>
IF FITNESS IS 4 OR GREATER, GAIN EXTRA POINT OF ARMOR AGAINST FATIGUE			
IF MULTIPLE CALLED STRIKES TO SAME LOCATION, EACH DAMAGE ROLL PAST THE FIRST CAN IGNORE ONE POINT OF ARMOR			
IF DAMAGE DICE IS GREATER THAN FITNESS RATING, CHARACTER IS KNOCKED DOWN			



### VEHICLE NAME/TYPE/DESCRIPTION

SPEED		HANDLING	FRAME	SHIELDS
<div>OPPONENT RECEIVES</div>				<div></div> <div></div> <div></div> <div></div> <div></div>
-5	-3DIFF	COMMAND CREW		DAMAGE DICE ROLLED IS GREATER THAN CURRENT RATING -1
-4	-2DIFF			OTHERWISE (UNTIL RESTORED TO ORIGINAL RATING) +1
-3	-2DIFF			EXTENDING SHIELDS +1MEC
-2	-1DIFF			DOUBLING SHIELDS +2MEC
+2	+1DIFF			
+3	+2DIFF			
+4	+3DIFF			
+5	+4DIFF			
MECHANICAL STRESS		STRUCTURAL DAMAGE		WEAPONS
ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED		
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED		
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED		
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED		
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED		
NOTES				

### VEHICLE NAME/TYPE/DESCRIPTION

SPEED		HANDLING	FRAME	SHIELDS
<div>OPPONENT RECEIVES</div>				<div></div> <div></div> <div></div> <div></div> <div></div>
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-2	-1DIFF			DOUBLING SHIELDS +2MEC
+2	+1DIFF			
+3	+2DIFF			
+4	+3DIFF			
+5	+4DIFF			
MECHANICAL STRESS		STRUCTURAL DAMAGE		WEAPONS
ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED		
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED		
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED		
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED		
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED		
NOTES				