RPJ Core

A Tabletop Roleplaying Engine

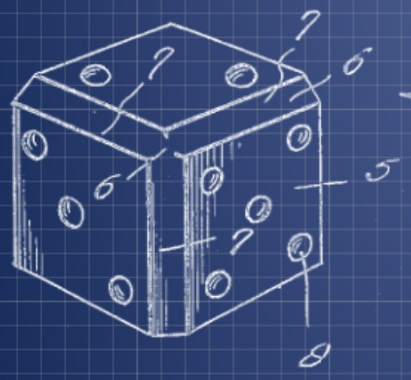
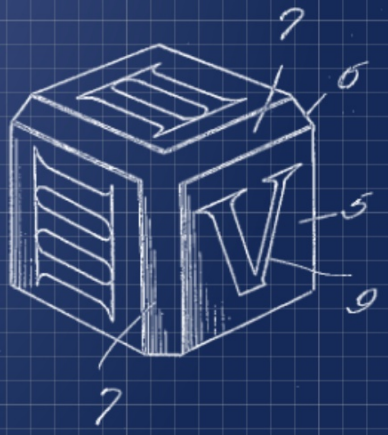


Fig. 1.



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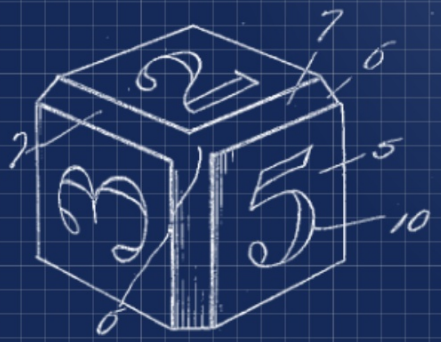
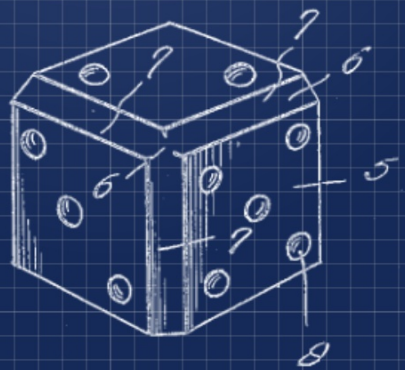


Fig. 3.



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RPJ Core

The Pen And Paper RPG System For When Pen And Paper Is All You've Got

Jay Slater

Many Words Press

Core v1.1.0-beta1

Many Words Press
Pittsburgh, PA

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Introduction

Congratulations on your acquisition of RPJ, the tabletop roleplaying game engine which requires nothing more than some sort of writing tool (pencils are best), some sort of medium upon which to write (paper is a solid choice), and the dice from your Monopoly, Backgammon, or Yahtzee set[1].

A Tabletop RPG?

That's right[2]. It's all right there in the name.

First, it's tabletop. That is, it uses pencil, paper, and a flat surface[3]; it's a face-to-face game.

Second, it's roleplaying. Each player but one plays a role: her character. Together, they explore a world created and controlled by the last player: the gamemaster. At its heart, roleplaying is cooperative storytelling.

Third, it's a game. Separating roleplaying games from pure improvisation are rules on how to handle certain situations that come up in the game world, using dice to add a chance of failure and therefore some dramatic tension to proceedings.

RPJ In Particular

RPJ has a few goals.

First, it aims to be cheap and easy to pick up and play. You probably already have everything you need: two six-sided dice, paper and writing implements, some curious or credulous friends, this rulebook[4], and an RPJ module rulebook[5].

Second, it aims to be nearly infinitely extensible. As the cover and introduction say, RPJ is a tabletop roleplaying *engine*, as opposed to a tabletop roleplaying *game*. This rulebook presents the core rules common to all RPJ games, along with some optional core rules for situations which come up in many but not all games.

At the same time, RPJ Core is not a playable game on its own. Pushing some design details down to modules ensures that each module feels both rooted in its genre and yet retains enough RPJ flavor to feel familiar to those familiar with the rules system.

Third, it is a 'ha!' to all of my friends who claimed it would never be playable[6].

Guideline: Be Creative

Creativity is a virtue in RPJ players, and allowing it to flourish is a virtue in RPJ gamemasters.

An RPJ character is the sum of his skills. Players, be creative in how you apply your skills. Gamemasters, allow this creativity to flourish. Unorthodox solutions to problems ought to be rewarded.

Too, the rules contained herein and the rules contained in any RPJ module do not and will never cover every possible situation. When this inconveniences you, roll with it. Suggest a mechanism for resolving the problem. Add a new skill to whichever setting you are playing in. Players, do not feel limited by necessarily incomplete rulebooks.

Guideline: Don't Be Crazy

The second Rule of RPJ is simply, 'don't be crazy'. It is likewise a virtue in users of RPJ.

While I encourage creativity, I do not encourage creativity beyond all reason. Yes, it is true that there is no rule that explicitly states how high you can jump. No, you cannot leap a tall building in a single bound unless you are an extraordinary person, or maybe if the building is only tall to scale. Gamemasters, do not let your players get away with murder[7].

1 Previous versions of this rulebook made a crack about coins and stinginess, a relic of the days when RPJ purported to be playable with coins. It still is, technically, but I've come around to recommending the dice.

  The first footnote seems as good a place as any to note that, if you see the name 'Jay Slater' on the front RPJ rulebook, you should expect this kind of editorializing in many of the places where you see a number in superscript.

2 I admit it's unlikely that this is your first-ever tabletop RPG. If it isn't, this section is still useful in that it tells you a little about my philosophy on RPGs.

3 A table is not required, but is ideal from an ergonomics perspective.

4 Self-evidently, you have this one already.

5 You should be able to find one wherever you found this rulebook. You can also try rpj.manywords.press.

6 Most of them have since played in RPJ games.

7 Unless it's RPJ Mobsters, in which case literal murder is encouraged.

Using This Rulebook

In PDF format, this rulebook contains a hierarchical, clickable table of contents your PDF reader should be able to interpret. In print formats, the table of contents is not clickable.

At the end of this rulebook, there is an index. The index is neither clickable in electronic formats[1] nor clickable in print[2].

Whenever you see a page number in the running text, you can click it to jump to that page.

Any time a new term of mechanical interest is introduced, it appears in **bold face**. Occasionally, mechanical terms are Capitalized, mainly when a lower-case version would introduce confusion or ambiguity. *Italic text* in the running text ordinarily indicates an exception to a previously laid-out rule.

> *Indented, italicized text is used for worked examples.*

Many Optional Core Mechanics have a heading called 'For Gamemasters and Module Authors'. Players can safely skip the information contained therein. These sections provide the named classes of people with guidelines on how to set costs for things or how to improvise them on the fly.

Anyway. Onward to the rules!

Legal and Licensing Information

I lie. There is a little more to go before the rules, relating to how exactly you can modify RPJ.

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On the cover, the title font is FFF-Tusj by Magnus Cederholm, which is free for personal and commercial use.

...anyway. Onward to the rules!

A Very Brief History of RPJ

After one more digression.

One cold Rochester day[3], during my freshman year at that august institution, the University of Rochester, I turned to my roommate and said something to the effect of, “You know what would be funny? A tabletop RPG that only uses coins.”

From that offhanded remark came about two years[4] of off-and-on writing, which produced two rulebooks: RPJ Core and RPJ Fantasy. During my junior year of college, I was fortunate enough to live with people geeky enough to playtest for me. So transpired the first epic campaign of RPJ Fantasy, as the players destroyed their foes, their allies, much of the surrounding landscape, and in one memorable instance, a small portion of reality itself.

Though it was a success from the standpoint of creating interesting stories, it (being my first real foray into game design) was a failure when it came to providing a simple framework applicable to a broad variety of situations[5]. RPJ Sci-Fi came next, solving some of the problems while introducing problems of its own, and in 2012 RPJ development petered out for some time.

Fast forward to 2018, when your author found that a number of his friends were fellow tabletop RPG geeks. Six months of frenzied activity followed, and after some exposure to the refining fire of playtesting, resulted in more or less the product you see before you.

Anyway! Now, we move on to the rules.

1 I haven't figured out how to do that yet.
2 I suspect this will present a rather more difficult challenge.
3 I don't remember if it was actually a cold day in Rochester when RPJ was originally conceived, but the odds are in my favor if I say it was.
4 As I add this footnote in 2018, it's now been about ten years since I started.
5 I suspect my previous parenthetical statement had something to do with it.

Core Mechanics

Dice!

RPJ is a d6-based system. Specifically, it is a 2d6 system. When taking an action in the game, you roll two six-sided dice, adding the result to a number determined by the rules of the game. If the total exceeds a target number determined by the rules or the gamemaster, you succeed.

You only *need* one d6, but two is a good practical minimum, and four is better.

Appendix B contains several probability tables.

Target Numbers, Modifiers, Difficulties, Bonuses, and Penalties

When you roll 2d6, you usually do so against a target number. If you roll greater than or equal to the target number, you succeed. If you roll less than the target number, you fail. A 2d6 roll averages 7, so the base target number for all rolls is 7+.

Sometimes (almost always), you may have a character feature which permanently increases the value of your roll: attributes or skills, most commonly, but sometimes other features. For a given roll, what you add is called the **modifier**. In general, where a modifier is pertinent to play, it will be recorded on your character sheet: your attack modifier, for instance, or your effective level in a skill.

Sometimes (almost always) a task is more difficult than the base target number of 7+. These tasks have a **difficulty**, a number which is added to the standard target number of 7. In general, difficulties are determined by the rules or by the gamemaster.

Finally, circumstances may affect the difficulty of a task, represented by situational **bonuses** or **penalties**, positive or negative numbers (respectively) which you add to the result of your 2d6 roll. Bonuses and penalties are fleeting, granted by the gamemaster or by the rules in response to a given condition, and will often change even from roll to roll. As such, they usually aren't recorded on your character sheet.

Decision Tables

Use base 6 for any large decision tables you may require. When rolling multiple dice, read from left to right.

> *Meet Dave and Fred, our example players for the purposes of this rulebook. Dave is a gamer after the old traditions, rolling the dice wherever it's an option and letting random chance rule the day. Fred is a min-maxing, point-buying power gamer.*
>
> *Dave rolls 3d6, which read 3, 1, and 5 from left to right. He reads the table entry next to 315.*
>
> *Fred rolls 3d6, which read 6, 1, and 4 from left to right. He reads the table entry next to 614*[1]*.*

1d6, obviously, yields 6 possibilities; 2d6 gives 36, and 3d6 gives 216. If you need somewhere between 36 and 216 possibilities, you can divide by 2, 4, or 8 for 108, 54, and 27 possibilities, respectively[2].

Some modules may use a deck of playing cards to generate decision table indices instead[3].

Random Choice

You may sometimes be required to pick a random entry off of a list which does not fit neatly into a decision table. You can use a d6 binary search to do so[4]. Roll a handful of d6es and read them in order. Divide the list in half and look at the first die. On 4-6, move to the top half; on 1-3, move to the bottom half. Use the second die to pick half of the sub-list, and repeat the process until you've narrowed the list to one item.

When halving a list with an odd number of items, always count the middle item as part of your half.

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1 The numbering system for d6 decision tables is indeed heximal, but uses the glyphs 1-6 to represent the numbers which common base 6 would represent with 0-5. Weird? Heavens yes, but this is RPJ, and weird is our stock in trade.

2 This division is easier to accomplish by larger ranges in the decision table rather than math at the gaming table. 1 to 14 on 3d6 / 8 is the same as 1-108 on a straight 3d6 roll, and only requires calculation ahead of time.

3 This also leaves gamemasters the gratifying option of making their players *pick* what terrible thing will happen to them.

4 If you aren't a stickler for dice and dice alone, you can also use a random number generator app on your phone, or point a web browser at www.random.org/integers.

Dave has a list of the numbers 1-24, and must pick one at random. He rolls 5d6.

The first die reads 5, so Dave divides the list in two and looks at the top half, 13-24.

The second die reads 2, so Dave divides 13-24 in two and looks at the bottom half, 13-18.

The third die reads 1, so Dave divides 13-18 in two and looks at the bottom half, 13-15.

The fourth die reads 6, so Dave divides 13-15 in two. The size of the list (13, 14, 15) is odd, so Dave takes the middle item and the high half of the list: 14 and 15. The final die reads 4, so Dave takes 15.

Critical Successes and Failures

A **critical success** occurs when you roll double sixes. A **critical failure** occurs when you roll double ones.

A critical success is not necessarily an automatic success. Instead, it is is a success by luck or a success with extra benefits, but only if success is a plausible outcome. A novice picking a lock with a hairpin might unexpectedly succeed on a critical success. An attempt to persuade someone to jump off a cliff is probably going to fail, critical success or not.

A critical failure is an unlucky failure or a failure with extra downsides. A skilled hacker isn't going to simply forget how to break into a computer system, but he might still be caught unawares by a particularly cunning system protection AI[1].

For Gamemasters and Module Authors

Changing Critical Frequency

Double ones and double sixes each occur about 2.8% of the time, so a critical of one kind or another happens about once every 18 rolls—about half as often as criticals in a d20 system.

You can make them rarer by requiring that they be confirmed by rolling an extra d6. You can halve the frequency of criticals by saying that criticals only happen on extra d6 rolls of 1-3 (for failures) or 4-6 (for successes).

You can similarly making them more frequent by criticals on 2.5 and 11.5: roll an extra d6 when you roll 3 or 11. On 1-3 or 4-6, you get a critical failure or critical success. Otherwise, the result is 3 or 11. This approximately doubles the frequency of criticals.

1 Yes, I know this isn't how hacking works.

Attributes

In the RPJ system, characters are first defined by seven **attributes**: Strength, Constitution, Dexterity, Charisma, Willpower, Intelligence, and Luck. Six of these attributes are grouped as follows: Strength and Constitution fall into the Brawny category; Dexterity and Charisma fall into the Shifty category; Willpower and Intelligence round out this nice even mechanic by falling into the Brainy category. Luck is not a member of any of the categories.

Attributes use a 0-6 scale[1]. An average human adult is about 3.

Attributes have a property called **bonus**. To determine your bonus for an attribute, divide its level by 3, rounding down.

Following are short descriptions of each of the attributes.

Strength

Your raw strength: your ability to lift, punch, throw, haul, and otherwise flex. Useful for the large, brutish sort.

Constitution

A measure of your physical durability and tolerance of pain. Also useful for the large, brutish sort.

Dexterity

Your reaction time, fleetness of foot, and quickness of fingers. Thieving sorts and those who enjoy being sneaky will find this a useful attribute.

Charisma

A measure of the general likability of your character, as well as his ability to influence others to his point of view.

Intelligence

Put simply, the amount of brainpower which you possess. A general measure of craftiness and cunning, it is important for things like spellcasting.

Willpower

Mental constitution: your ability to focus on certain things and ignore certain other things. Important for resisting things that other brainy folks try to do to you, and for noticing things happening around you.

Luck

Fate and chance play a leading role in the life of a tabletop roleplaying game character. The Luck attribute determines whether they are friend or foe.

Rolling Luck

The primary *mechanical* benefit of Luck is to determine how many Lucky Breaks you get. (See the next section for more.) It has two other purposes, both in the realm of roleplay and flavor.

First, Luck may be rolled to determine just how bad a catastrophic failure is—a last way out, if you will.

Second, Luck can be used to answer questions with little to no mechanical effect.

> *Navarch J. R. Pierpont Astorios has just blown up an elaborately-carved door which leads into a lost artificer's workshop. He looks for a chunk of the door for his trophy room which shows the carving. This is a good place for a Luck roll.*

Lucky Breaks

Lucky Breaks are a mechanism by which players may fix their characters' mistakes.

Every session, each player character receives two Lucky Breaks, plus one additional Lucky Break if his Luck is 4 or more. You have a few options when it comes to using your Lucky Breaks.

Adding Dice

You may spend one Lucky Break to roll one extra d6 as part of any 2d6 roll, choosing any two dice out of the three so rolled to determine the result.

You may decide to add a die after rolling your first two dice, but you must decide to add a die before a result has been announced, unless the target number is not a secret[2].

1 Usually. An attribute might be above six or below zero, but such an attribute represents such a titanic amount of awesome or pathetic amount of suck as to be almost useless in practice.

2 For the purposes of this rule, any target number behind the gamemaster's screen is secret, even if you have figured it

Flashing Back

Did you hurry through a chat with an NPC and neglect to mention where he should send the search party if you aren't back in time? Or did you leave your sword on the table when running out the door to see what all the ruckus was about, only to find yourself faced with a pack of ravenous wolves?

By spending two Lucky Breaks, you can choose to have a **flashback**, which you can use to edit the recent past, as long as doing so doesn't contradict the fiction as laid out so far[1]. A flashback may not modify a detail already established by the fiction: you may not flash back, say, to assassinate a troublesome customs inspector. It has been established that the inspector is alive to hassle you. You may, however, flash back to ensure that your illegal cargo is properly hidden.

If you choose to flash back, you only affect yourself. "I go left instead of right at the junction" means that you and you only go left instead of right, unless the rest of your party flashes back to the same decision.

Cheating Death

Optional Core Mechanics and modules may use Lucky Breaks as a sort of currency to avoid very bad outcomes. In such cases, you may be required to *permanently* spend a Lucky Break, so that you start each session with fewer Lucky Breaks than your Luck store indicates you should.

At their discretion, gamemasters may reward players with replacement Lucky Breaks for those permanently spent.

Generating Attributes

You can generate your attributes in one of three ways: you can roll for them, if visions of THAC0 dance in your head; you can use a point-buy system to control your destiny; or you can use a standard array, a list of attribute levels pregenerated according to the point-buy rules.

> *Meet Laeniel Relaiesh. She is (or will be) Dave's scantily-clad twenty-one-year-old elvish alter-ego. Dave, who has some small talent as a fantasy illustrator, does not work in that field, but can certainly draw a scandalous portrait of an elf.*
>
> *We can hardly hold that against the elf herself; through the remainder of this text, Laeniel has agreed to serve as an example. It's the first night of Dave's new gaming group, and he's brought a blank piece of paper for Laeniel's character sheet, to which he has attached the aforementioned scandalous portrait.*

Rolling

The first method is rolling for attributes. Roll 2d6 seven times. Divide each number by 2, rounding down. Throw out the lowest score and assign the remaining six to your six non-Luck attributes.

> *After sorting out the more important issue of whose turn it is to pay for the pizza, Dave and his pals get down to character creation, starting with attributes. Dave trusts his dice, and decides to roll 'em. He rolls 2d6 seven times, dividing each result by 2—one for each of the first six attributes (he can choose which rolls go to which attributes, of course), plus one to throw out in case of poor rolling.*

Once you assign your roles to your attributes, figure out your **primary attribute category** (from Brainy, Brawny, or Shifty). Sum the levels of the members of each category. The category with the highest total is your primary attribute category. In the future, your primary attributes will be cheaper to raise during gameplay.

> *Dave rolls a 6, a 4, 3 twice, 2 twice, and 1. He discards the 1, and assigns the remaining rolls to attributes. Laeniel has a Dexterity of 6 and a Dexterity bonus of +2, a Charisma of 4 and bonus of +1, an Intelligence of 3/+1, a Willpower of 2/+1, a Constitution of 3/+1, and a Strength of 2/+1. Her primary attribute category is Shifty; its attribute levels total 10, against 5 for the other two.*

Point Buy

The second method is point buy. If you opt for point buy, you receive 40 **attribute points** to spend on your six

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out by repeated attempts. Any target number appearing on your character sheet or determined by discussion with the gamemaster is fair game.

1 "I flash back to before the acid sprayed in my face and check for traps" is disallowed: it's already been established that the acid sprayed in your face. "I flash back to bribing the guard last night," on the other hand, is acceptable.

non-Luck attributes. You may not save attribute points for later; you lose any you do not spend at character creation.

When using the point buy system, you must select a primary attribute category from Brainy, Brawny, or Shifty.

All your attributes start at level 1. You may spend points to raise them. At character creation, you may not raise attributes outside your primary category to level 5 or higher. You may raise attributes in your primary category to level 6.

The cost to raise an attribute to level 1 is 1 point. Level 2 costs 2 points, level 3 costs 3 points, and so on; the cost to raise an attribute one level is the desired level's number. The table below shows the cost to raise an attribute from any level to any higher level. Read your current attribute level down the left side, and find the column corresponding to the desired level. The cost is at the intersection between the two.

If you have one or more attribute points left over, gain 2 character points, which you can use later in character creation. (No matter how many attribute points you have left, gain only two character points.)

> *Fred, the fellow to Dave's left, is an accountant. He is as such a plodding, planned-the-character-last-night gamer, and opts instead for the points system for his caveman mage, Ug the Cave-Mage, who has (by gesture and pantomime) also agreed to serve as an example.*
>
> *Fred desires to build a spellcaster. He picks Brainy as his primary attribute category and starts all his attributes at 1. He has 40 attribute points to use. He raises his Intelligence to level 6 at a cost of 21 points for 19 remaining. Raising his Willpower to level 4 for 9 points, he finds he has 10 points remaining.*
>
> *He raises his Constitution to level 3, using 5 points, and his Dexterity and Strength to 2, using 2 points each.*
>
> *Fred's final attributes and bonuses are: Strength 2/+0, Constitution 3/+1, Intelligence 6/+2, Willpower 4/+1, Dexterity 2/+0, Charisma 1/+0.*
>
> *He has one point remaining, so he trades it in for two character points to use later.*

Attribute Costs

To→ From↓	2	3	4	5	6
1	2	5	9	14	20
2	—	3	7	12	18
3	—	—	4	9	15
4	—	—	—	5	11
5	—	—	—	—	6

Note that cumulative attribute costs are the one less than the **triangular numbers**, starting at the second element in that list. The triangular numbers are the sequence of numbers whose *n*th element is the sum of the counting numbers from 1 to *n*. (The third triangular number is 6: 1 + 2 + 3. The first four triangular numbers are 1, 3, 6, and 10.) This sequence shows up a lot in RPJ.

Standard Arrays

Lastly, you may use one of the following pregenerated attribute arrays[1]: (6*, 3*, 3, 3, 2, 2), (5*, 4*, 3, 3, 3, 2), or (4*, 4*, 3, 3, 3, 3). The starred numbers mark primary attribute levels, which must be placed in the same attribute category.

If you select the first or third array, gain 2 character points.

Luck

However you generate your other attributes, you *must* determine your Luck level by rolling. Roll 2d6 once, dividing the result by 2. The result is your Luck score.

1 They were generated using the point-buy rules.

Character Points

Character points are a currency which may be spent upon various character improvements. They are distinct from attribute points. Attribute points may not be used as character points, and character points may not be used as attribute points.

Skills

Skill Levels

RPJ skills have a **level** between 0 and 6. All skills have an associated attribute referred to as the skill's **linked attribute**.

The cost in character points to raise a skill from one level to the next is the next level. For instance, to raise a skill from level 2 to level 3 costs 3 character points. To raise a skill from level 3 to level 4 costs 4 character points. The table below indicates the cost to raise a skill from one level to any higher level. Read your current level down the left side, then find the column corresponding to the desired level. In the section on RPJ Characters on page 22, you can find examples.

You have level 0 in every skill on which you haven't spent character points. Some specialist skills cannot be used at level 0; their descriptions will indicate this.

Base and Effective Levels

Your base level in a skill is simply the level you've spent character points to raise it to. Your effective level in a skill is the base level, plus the skill's linked attribute bonus.

Your effective level in a skill whose base level is 0 is simply the skill's linked attribute bonus.

Skill Costs

To→ From↓	1	2	3	4	5	6
0	1	3	6	10	15	21
1	—	2	5	9	14	20
2	—	—	3	7	12	18
3	—	—	—	4	9	15
4	—	—	—	—	5	11
5	—	—	—	—	—	6

Like attribute costs, cumulative skill costs follow the pattern of the triangular numbers.

Passive Level

Your **passive level** in a skill is your effective level in that skill minus 2. Passive level is not meaningful for all skills. Your module rulebook will note where or how it is used.

Rolling Skills

Skill checks are made against a **target number**. target numbers are given in the form 7+: the final result of the roll must be greater than or equal to 7 to succeed.

Skill Grade	Effective Skill Level
Neophyte	0
Novice	1
Journeyman	2
Expert	4
Master	6
Legend	8+

In general, the attacker or initiator of the action rolls the dice. For standard, unopposed skill checks, most bonuses and penalties apply to the result of the roll.

When making a skill check, the modifier for your roll is your effective level in the skill.

> *Ug wishes to roll his Club Use skill, which he has trained to level 5, against a target number of 13+. Its linked attribute is Strength; Ug's Strength bonus is +1. Ug's effective level, the sum of his base skill level and linked attribute bonus, is 6. Any dice roll of 7 or more (or total roll 13 or more, including Ug's effective skill level) will succeed.*

Complications and Degrees of Success

A skill check's **degree of success** is the margin by which you succeed on a skill check. Subtract the target number from your final result to determine it.

Using Skills

RPJ modules often include overlapping skills. In a science fiction game, there may be multiple skills to interact with technology in different ways. In a game of any genre, there may be multiple skills to interact socially with a given character.

In cases where multiple skills make sense as options to attack a single task, players should feel free to specify their preference: "I want to use Jury-Rig to patch up the jump drive so we can escape," or, "I use Repair (Starship) to fix the jump drive."

Gamemasters should allow players wide latitude to be creative in this manner. At the same time, some skills and tasks may not be a perfect match. In the case of a match, but an imperfect one, gamemasters can add a penalty of perhaps -1 or -2. In the example above, Jury-Rig might be the perfect fit—Repair takes a more thoughtful approach to the problem, while Jury-Rig is focused on speed.

In the case of completely impossible fits, the gamemaster can disallow the use of one skill and suggest an alternative. "I want to sweet-talk the jump drive into working with Wordcraft," for example, is obviously unworkable, and the gamemaster ought to nudge the player in question in the direction of proposing a more technical skill.

If you succeed on a skill check with a degree of success of 0—that is, if you match the target number exactly—you may suffer a **complication**. A complication is a success, but a success with a wrinkle or consequence of some kind.

> *A roll of 9 against 8+ exceeds the target number by 1. The degree of success is 1.*
>
> *A roll of 10 against 10+ exceeds the target number by 0. The degree of success is 0, and the character making the skill check suffers a complication.*

On critical successes, calculate the degree of success as normal and gain one additional degree of success.

Assisted Checks

Even the most highly-skilled characters may find very difficult tasks above their capabilities[1]. The greatest natural philosophers still need assistants, and the greatest engineers require mechanics to turn some of the wrenches.

Two characters may cooperate to make an **assisted skill check** in situations where they can work together on a task, one character directing the other's efforts.

One must make an **assistance check**, rolling the same skill as the **main check** at a lower difficulty.

The character making the assistance check may pick between two difficulty options: one third the main check's difficulty for an **easy assistance check**, or one-half the main check's difficulty for a **hard assistance check**. In both cases, round up.

Succeeding on an easy assistance check reduces the main check's difficulty by 1. Succeeding on a hard assistance check reduces the main check's difficulty by the assistance check's degree of success.

> *Ug wishes to weave a basket underwater using his Underwater Basket Weaving skill. He suspects this will be a difficult task, so he enlists Laeniel's assistance.*
>
> *The gamemaster considers the task and assigns it a difficulty of 5 (a target number of 12+).*
>
> *Laeniel, not very skilled at Underwater Basket Weaving, decides to make an easy assistance check. To determine the difficulty, she divides the difficulty by 3 and rounds up to get 2.*
>
> *Laeniel makes her assistance check, rolling Underwater Basket Weaving against a target number of 9+ (a difficulty of 2). She succeeds. An easy assistance check reduces the difficulty by 1, so Ug's difficulty for the main check is now 4 (11+).*
>
> *Ug now makes the main check, rolling 11 and just passing the reduced target number. He suffers a complication, reproducing a design he*

1 In fact, they certainly will. By the difficulty tables in the gamemaster section of this chapter, the harder a task gets in absolute terms, the more difficult it is for a single character to succeed at the skill check unassisted.

liked which is the exclusive property of the local underwater basket weaver's guild. If it weren't for Laeniel's assistance, he would have failed outright.

Later, Ug and Laeniel are trying to sneak past some guards, at a difficulty of 6 for 13+. Ug is not very stealthy, so he asks for Laeniel's assistance once again.

Laeniel is *very stealthy, so she decides to make a hard assistance check. The difficulty for a hard assistance check is half the difficulty of the main check: 3, for 10+. Laeniel rolls a 14, which is 4 degrees of success. The gamemaster reduces Ug's difficulty by 4, resulting in a new difficulty for the main check of 2 (9+).*

Opposed Checks

To make an **opposed** skill check, you roll a skill against an opponent's skill level. The difficulty for the roll is your opponent's effective skill level. The modifier for the roll is your effective skill level.

Ug and Laeniel are playing a bracing game of Thinly-Disguised Fantasy Checkers. Ug must make an opposed check of the Games skill against Laeniel.

Ug has Games trained to level 2, and has an Intelligence bonus of +2. Laeniel does not have Games trained above level 0, and has an Intelligence bonus of +1.

To determine the difficulty, Ug looks at Laeniel's effective Games level: 1. Adding the difficulty to 7+, he gets a final target of 8+.

If Laeniel were rolling against Ug, she would determine her target number as follows. Start with the base target number of 7+. Add Ug's Intelligence bonus of +1. Add Ug's Games skill level of 2. The final target number would be 10+.

Group Checks

Some tasks are succeeded at or failed as a group. Sneaking around is the canonical example: either the entire group sneaks successfully, or one person fails (and so the whole group fails along with them).

To handle situations like this, select one person as the group leader prior to rolling. Everyone then rolls.

If at least half the group succeeds on their individual rolls, the whole group succeeds.

If less than half the group succeeds, but the group leader succeeds, each character who failed may spend one Lucky Break to switch his failure to a success. If at least half the group either succeeded on the check or spent a Lucky Break, the group succeeds.

If less than half the group succeeds and the group leader fails, the whole group fails.

Ug, Laeniel, and their ally Eiric are attempting to shimmy across a rope slung over a gorge. The check called for is Athleticism against 11+. Half of the party—two of the three—must succeed for the group to succeed.

Laeniel takes the lead, then everyone rolls. Laeniel gets 13, succeeding.

Ug and Eiric roll 9 and 10, both of which fail. Since Laeniel succeeded, they can spend Lucky Breaks to switch their failures to successes.

Ug does so. Now Laeniel and Ug have succeeded. That's more than half the group, so between them, they manage to coach Eiric across the rope.

Skills vs. Attributes

In general, players make skill checks rather than attribute checks for most purposes.

Sometimes, however, an attribute check is more appropriate. "Can I eat this poison?" is an example of a question which is probably better answered by a Constitution check than by a skill check. "How long can I stare at this wall?" might call for a Willpower check.

In addition, gamemasters are encouraged to ask their players to make Luck checks when things go pear-shaped in order to see just how pear-shaped things actually go.

When making an attribute check, add your effective attribute *level* to 2d6. In the event that an attribute check is used to avoid a deleterious effect, it may be referred to as a **saving throw**, or a save: a Dexterity check to avoid the effects of an explosion might be called a Dexterity saving throw or a Dexterity save.

Specialties

Some skills may be listed in a general form—Piloting, say, or Crafting—and direct you to **pick a specialty**, an area of focus in that skill, from a list of options. Record the skill on your character sheet, noting the specialty: Piloting (Airships) or Crafting (Wood), for instance. Roll at a -1 penalty for checks outside your specialty.

Once you have taken a skill with a specialty, you may not take the same skill with a different specialty.

Certain skills may tweak these rules slightly, adding a bonus for checks in your specialty, or a larger penalty for checks outside your specialty. In some cases, a skill may forbid rolling outside your specialty entirely.

Countdowns

Some ongoing tasks and situations are not well represented by a single skill or attribute check. Enter the **countdown**. A countdown is a simple means to represent such a scenario. It is a period of time after which something happens.

A countdown is represented by a number called its **value**, which trends toward zero based on skill checks or other circumstances. Reducing the countdown value is called **advancing** the countdown. Increasing it is called **reversing** the countdown. When it reaches zero, the countdown is **resolved**, and the pending thing happens.

A countdown requires multiple successful checks or multiple failures to resolve. In either case, the number of successes or failures required is called the countdown's **difficulty**, typically falling between 2 and 6.

Tracking Countdowns

The canonical way to track a countdown is to use a d6 as a **countdown die**. The number facing up is the current value of the countdown. Turn it as the countdown advances to show the value remaining.

You can also use a sheet of paper, an index card, or a dry-erase battle map with boxes drawn on, filling them in as the countdown progresses.

Countdowns should almost always be tracked in the open, so that players can see their progress toward success or failure[1]. Furthermore, countdowns should have names. Those names need not necessarily inform the players exactly what happens when they are resolved, but should be specific enough to create a sense of anticipation or foreboding, depending on the flavor of countdown. "The Baron Turns Evil" may be a bit too on the nose. "Treachery?" is a better idea.

Characters, of course, are not aware of the countdown's value or name. They may be aware of its progress, though. As a countdown for crafting an item advances, characters can see it taking shape. As the example "Treachery?" countdown above advances, the characters may gain a growing sense that there is intrigue afoot.

Success Countdowns

In some cases, a countdown may track successes and successes alone. For instance, a smith building a suit of plate armor might start a countdown with a difficulty of 3. He must roll three successes to succeed on the countdown and finish the job.

Success countdowns are straightforward, usually used to track things the players are doing, provided those things have little risk of outright failure. Typically, they are limited in how the successes may be rolled. Once per day is a common option. Once per party member (so that several people must roll a success) or once per skill (so that the same skill may not be used repeatedly) are also useful limits.

Success countdowns may also be limited in more abstract fashion; the gamemaster may simply declare that doing the same thing three times over won't work.

A success countdown gets harder as its difficulty increases. Difficulty 2 is easy, difficulty 4 is moderate, and difficulty 6 or more is hard.

Tug-of-War Countdowns

A tug-of-war countdown is a success countdown which is advanced and reversed by competing interests. Partisans trying to start a revolt against an occupying army might use one: their actions advance the countdown, while the occupying troops' actions reverse it.

A tug-of-war countdown's value starts in the middle of its range. (A countdown of difficulty 6 starts at 3, for instance[2].) The players always try to advance it; forces

1 A large number of ongoing countdowns may also be used to fill players with dread.

2 For countdowns with even difficulty, the middle of their

opposing them always try to reverse it. If it reaches 0, the countdown is resolved in the players' favor. If it reaches its maximum value, it is resolved in the opponents' favor.

Tug-of-war countdowns increase in duration with increasing difficulty. To make a tug-of-war countdown easier or harder to resolve successfully, start it at a lower or higher value than the middle of its range.

For instance, a tug-of-war countdown of difficulty 6 will take a moderate amount time to resolve. Ordinarily, it starts at 3. An easier tug-of-war countdown of difficulty 6 starts at 2, closer to success for the players; a harder countdown starts at 4, further away.

Difficulty 2 is sudden death: it starts at a value of 1, so the first side to succeed wins. In terms of time to resolution, difficulty 4 is short, 6 is moderate, and 8 is long.

Failure Countdowns

In some cases, a countdown tracks failures. For example, if a group of spies is infiltrating an enemy fortress, obtaining evidence of a plot to foment war, a failure countdown might represent the guards' growing realization that something is happening. The gamemaster starts a countdown at difficulty 4. Each time a player character fails a check, the gamemaster advances the countdown by 1. If the spies fail four times, they fail the countdown, and the guards become aware of their presence.

Failure countdowns usually track obstacles to the party, or schemes and machinations opposing their plans.

A failure countdown gets easier as its difficulty increases. Difficulty 2 is hard, difficulty 4 is moderate, and difficulty 6 is easy.

Dueling Countdowns

Dueling countdowns represent a scenario where the players are working toward a certain success and are directly opposed by some obstacle or enemy scheme. They comprise two individual countdowns: either a success countdown plus a failure countdown, both for the players, or a success countdown for the players and a separate success countdown for the opponents.

Both countdowns operate as described above. If the players finish their success countdown before the opposition countdown finishes, they succeed. If the opposition countdown finishes first, the players fail.

> *Fred and Dave have found an old copy of RPJ Generic Fantasy Cyberpunk Example, which blends fantasy with near-future science fiction. Playing a one-shot with adapted versions of Ug and Laeniel, they jack into cyberspace to plant evidence of malfeasance on a corporate mainframe.*
>
> *The gamemaster sets up dueling countdowns: a success countdown of difficulty 4, and a failure countdown of difficulty 2. He names the first 'Evidence Planted' and the second 'Intrusions Detected', and indicates that the Evidence Planted countdown will require at least two different skills to complete. Privately, he notes that each Evidence Planted success must be against a Moderate difficulty of 3, or a target number of 10+.*
>
> *Ug decides to roll Techno-Magic, and succeeds. Laeniel rolls Hacking, and also succeeds, advancing the Evidence Planted countdown by 2.*
>
> *Ug tries Techno-Magic again, but fails this time, advancing the Intrusions Detected countdown to 1. He and Laeniel confer, and Ug decides to assist Laeniel on her second Hacking check. She succeeds.*
>
> *The Evidence Planted and Intrusions Detected countdowns are both down to 1. The gamemaster declares that Ug's failure on Techno-Magic means that the system has hardened itself against such intrusions, so Ug rolls Deception to provide false financial information to an AI accounting agent.*
>
> *He fails, and Intrusions Detected countdown advances to 0 and is resolved. AI security agents appear, and now Ug and Laeniel must escape.*

Short- and Long-Term Countdowns

Most of the countdown examples above are **short-term countdowns**. They play out in the space of an encounter,

range is exactly half of their maximum value: 0,1,2… 3… 4,5,6.

tracking progress through it. **Long-term countdowns** are useful narrative tools as well.

Long-term countdowns represent such things as the players' notoriety with a certain faction, progress toward a new invention, or the approach of a war the players are trying to stop. They are typically advanced by successful encounters or by the passage of time; rolling may not even be necessary.

For instance, a long-term countdown representing how aware an evil baron is of the players' activity in his domain might advance when the players succeed in helping his downtrodden subjects against his rule[1]. When the countdown is resolved, the baron knows who they are, and now can act against them openly.

Long-term countdowns may even cross session boundaries. They should usually be recorded on paper, so that they can more readily be saved from session to session.

For Gamemasters and Module Authors

RPJ module authors should provide a list of skills and their associated attributes. Appendix A provides lists of common skills for various genres for your inspiration.

Using Countdowns

Countdowns are a powerful tool to structure storytelling and a useful generic rule to use when a certain situation has no other rules written. Short-term countdowns help to guide roleplaying and direct players in accomplishing larger tasks, limit repeated attempts to go about such tasks in the wrong ways, and indicate clearly when consequences are just around the corner.

Short-term countdowns also, however, can slow down play, impose structure where it isn't necessary, or feature certain skills to the exclusion of others. Use them to create boundaries if your party needs them, and to make tense situations feel tense, but be wary of overusing them.

Long-term countdowns abstract lengthy or repetitive tasks, track player character relationships with other entities in the world, and can build a sense of growing, powerful forces arrayed against the players.

They can also feel overwhelming, if too many are used, or lose their meaning and rob players of roleplay opportunities if used in place of roleplaying. Use them when roleplaying ongoing or downtime tasks feels like boilerplate, and to indicate when player actions are trending toward strengthening or weakening a relationship, but do not be too eager to represent, say, a quest as a countdown.

In both cases, when using a countdown to represent a task or puzzle for the whole party, design it in such a manner that several characters have to contribute.

Choosing Target Numbers

To aid in choosing target numbers, the following table provides example target numbers for various difficulties.

Task Difficulty	Roll Difficulty	Target Number
Trivial	-1-0	6-7+
Easy	0-1	7-8+
Moderate	2-3	9-10+
Challenging	4-5	11-12+
Grueling	6-7	13-14+
Legendary	8-11	15-18+
Impossible	12+	19+ and up

An easy task, such as shooting targets at a shooting range or bribing a local customs official, should be set in the region of 7+ to 8+. Characters with the skill trained to any level will ordinarily succeed at this difficulty.

A moderately difficult task, such as landing an aircraft in a storm or calculating a new, more efficient jump route between two star systems, should be set at roughly 9+ to 12+. Characters with a small investment into a skill will succeed about half the time at this difficulty. Expert characters will often succeed.

A very difficult task, like assembling a new power armor to a long-lost design or repairing a jump ship's jump engines, should be set in the range 13+ to 15+. Even expert characters may struggle at this difficulty.

Tasks of epic difficulty should be set in the range 16+ and greater. Only characters of legendary skill will have much chance of succeeding at this difficulty.

1 Note that, in this case, resolving a success countdown yields a negative result. This is entirely possible in the short-term case, as well.

Success Chance	95%	75%	50%	25%	5%
Neophyte (0)	3+	6+	7+	9+	11+
Novice (+1)	4+	7+	8+	10+	12+
Journeyman (+2)	6+	8+	9+	11+	13+
Expert (+4)	8+	10+	11+	13+	15+
Master (+6)	10+	12+	13+	15+	17+
Legend (+8)	12+	14+	15+	17+	19+

When determining effective skill levels for NPCs against which player characters may have to roll, bear in mind that with identical effective skill levels, the entity rolling has about a 60% chance of success (since the roller wins ties).

A success chance of between 70% and 80% is appropriate for tasks of average difficulty. To determine the appropriate difficulty for a 75% success rate for a particular effective skill level, subtract 1 from it.

> *A character has an effective Perceive skill of 4. Subtract 1 to obtain the difficulty of 3. Add 7 to obtain 10+.*

Full probability charts can be found in Appendix B (page 65).

Gifts, Faults, and Quirks

The Gifts, Faults, and Quirks Core Mechanic provides a framework for non-skill character qualities: a bonus which applies to initiative rolls, say, but not generally; or a one-time way to boost an attribute with character points; or a marker that a character has the implanted hardware to operate large mecha controlled by neuro-link. In short, a Gift, Fault, or Quirk (**Trait** is used to mean all three) is any character quality not adequately represented by a skill, or any bonus or penalty to a skill or attribute which should only apply in certain cases.

If it isn't a skill, it's a trait.

Gifts

Gifts are traits which have situational, positive mechanical effects, requiring an expenditure of character points to take. A gift might permit you to roll Persuasion at +1 when negotiating prices, or make ranged attack rolls at +1 when attacking targets in cover.

Faults

Faults are traits which have negative mechanical effects, refunding character points to those who take them. Unlike gifts, faults are not necessarily situational.

Quirks

Quirks either have roughly balanced mechanical effect, or primarily affect roleplay. They may have a small cost or grant a small refund, but given the broad definition and range of possibilities, it is difficult to provide further guidance here.

For Gamemasters and Module Authors

RPJ module authors are responsible for providing a list of traits and their effects.

Trait Costs

Traits should be assigned appropriate costs based on the benefits they provide, ordinarily between about 3 and 8 character points.

Gifts should be less expensive than raising skills to get the same effect, owing to the greater generality of simply raising a skill.

A gift which provides a +1 bonus to Initiative rolls when entering combat might cost 4 character points. (Raising Initiative from 4 to 5 would cost 5 points.) Since it only applies in certain situations, it ought to cost less than the associated skill. This gift is therefore useful to gain performance on a budget.

Faults should be priced in a similar fashion to gifts, although they should refund fewer points than comparable gifts cost.

Health and Damage

Laboriously tracking hitpoints is so 20th century. We can do better. We can laboriously track something else.

RPJ Health dispenses with hitpoints entirely. Damage is now a measure of how overwhelmingly powerful an attack is. Entities which would have had health now have a number of **damage saves**, which they roll to shrug off incoming damage. Let's look at how they interact.

Damage Saves

A **damage saving throw** (almost always called a **damage save**) represents the resilience of a character or a layer of defense. A character might have damage saves for a magical shield, a mundane shield, armor, and his own body. A spacecraft might have damage saves for shields, armor, and hull. Each damage save has an associated target number, typically in the range 4+ to 7+. Lower target numbers are better.

Damage

Weapons and other sources of damage have a **damage** value, which is added to the target number of the damage save to determine the final target for the roll. Damage starts at 0 and peaks at about 4. Extremely powerful attacks may deal more than 4 damage or, in very rare cases, deal damage more than once per hit.

Negative damage is possible but unusual. When the text says, for example, '-2 damage', it refers to negative two damage. When the text means 'reduce the damage by 2', it will say so explicitly.

Character Damage Saves

Each RPJ character gets some damage saves by default, referred to as his **base damage saves**: two damage saves at 7+, plus a number of additional damage saves at 7+ equal to his Constitution bonus.

RPJ modules may modify the rules for character base damage saves. Consult your module rulebook.

> *Ug the Cave-Mage, Fred's character from the character creation section, has a Constitution bonus of 1. He therefore has three base damage saves at 7+, two by default and one from his Constitution bonus.*
>
> *He records them on his character sheet: 7+/7+/7+.*

Other Damage Saves

Characters may wear equipment or possess skills or abilities which add damage saves. Each piece of equipment or skill which adds damage saves is considered a separate **layer of defense**, unless it explicitly adds a base damage save. On your character sheet, note damage saves for different layers of defense on separate lines, or otherwise separated in some obvious fashion.

Some weapons or skills may bypass certain layers of defense. Consult your RPJ module rulebook for details.

> *Ug is wearing leather armor, which has two damage saves: 5+ and 5+. Fred notes these damage saves on the line below Ug's base damage saves: 5+/5+.*

Order

Damage saves must be used in order.

Unless otherwise stated, temporary damage saves from special abilities must be used first. Damage saves from equipped shields come next. Damage saves from armor come third; finally, base damage saves come last.

For each layer of defense, damage saves must be used from lowest target number to highest (that is, from easiest to hardest).

Special abilities which add temporary damage saves add one layer of defense per ability. You may choose the order of such layers.

> *Ug casts Rock Armor on himself, which grants him one damage save at 5+ and one at 6+. He notes them on his sheet; he must use them in that order: 5+/6+.*
>
> *Later, he casts Pebble Armor on himself, granting him one damage save of 4+. He elects to place the Pebble Armor damage save between Rock Armor and his leather armor.*
>
> *After the prior three examples, the damage saves section on his character sheet looks like this:*

7+/7+/7+ (his base damage saves)
5+/5+ (his leather armor)
4+ (Pebble Armor)
5+/6+ (Rock Armor)

When determining which save to use, he looks at the leftmost number on the lowest line.

Making a Damage Save

To make a damage save against a source of damage, add the damage to the damage save's target number and roll 2d6 against it. (Note that negative damage reduces the save's target number, making the final roll easier.)

If the roll succeeds, do nothing further.

The following example assumes Rock Armor and Pebble Armor have expired.

A half-orc attacks Ug, but he dodges. Since he took no damage, he is not required to make a damage save.

A half-orc attacks him, hitting him with a dagger with damage 2. He is required to make a damage save. He must first use his leather armor's damage saves, since it is his outermost layer of defense. Adding the weapon's damage (2) to the target number (5+), he comes to a final target number of 7+. He rolls an 8, succeeding.

Failing a Damage Save

When you fail a damage save, you lose it. Cross it off on your character sheet. You may not use it again until you have recovered it. See your module rulebook for information on how to recover damage saves.

A layer of defense whose damage saves have all been crossed out is **broken**. Broken layers of defense no longer provide any benefit. Incoming damage ignores them and hits the next innermost layer of defense.

When your base damage saves are broken, you are defeated. Module and Optional Core Mechanic authors should define what defeat means in their systems.

A full-orc attacks him, hitting him twice with a triply-enchanted Great-Grand-Axe of Slaying, with damage 10. Adding 10 to his damage saves of 5+ and 5+, he finds that the final target is 15+. Given that 2d6 can roll at maximum 22, he has definitely failed the damage save, barring a critical success, which he does not get. For each hit, he crosses off one damage save. His leather armor is broken, as it has no damage saves remaining.

A goblin shaman hits him with a lightning bolt with damage 4. His armor gone, he now consults his base damage saves, adding the damage of 4 to his first base damage save at 7+, for a final target of 11+. He rolls 9, and crosses off his first base damage save.

For Module Authors

Damage and Save Success Chances

Remember, the 2d6 roll generates a bell curve, and reducing the target number of a save rapidly increases the chance of success. 0 damage dealt against a 7+ damage save yields a 58% chance of save success. The same damage dealt against a 6+ damage save yields a 75% chance of save success. Against a 4+ damage save, it yields a 95% chance of save success.

In general, damage saves whose final difficulties are less than 4+ or 5+ are very unlikely to fail, and should be avoided unless near-invincibility is the design goal.

Characters

The RPJ Characters Core Mechanic provides a framework for creating and advancing characters based on the preceding sections. We'll start by making a character sheet (or explaining the one included at the end of this rulebook), then move on to rules.

Creating a Character Sheet

First, find a piece of paper to use as your character sheet. (Your module may also provide a character sheet. If so, ignore this section.) You will want places to record a few key aspects. Leave yourself space for any information fundamental (name, portrait, species, gender) or biographical you'd like to record for your own benefit.

Near the top of the page, put down a space for Total Character Points and a space for Available Character Points. RPJ uses Total Character Points to determine a character's overall strength, and a record of character points available to spend is also handy to have near at hand.

Write down the seven attribute names[1], leaving space for the attribute level and attribute bonus next to each one.

Nearby, reserve four to six lines and a column or so for damage saves. These lines allow you to record your base damage saves, as well as damage saves for armor, shields, and special cases.

You will want a place to record your Gifts, Faults, and Quirks. Be as compact or as wordy as you feel you need to be. A name and a short description is a good middle ground.

Finally, make a skill table. It should contain four columns: name, base level, attribute bonus, and effective level. (You may want a fifth column for other modifiers.) You'll also want a few lines to record your class skill selections.

Character Power

Character power is another name for your Total Character Points, the number of RPJ Character Points your character has been awarded in his lifetime. This is germane to character creation: the number of points you at the start of the game determines how powerful your character will be to begin with. The table below provides examples of character point values which correspond to some possible starting points.

Character Points	Description
40	Novice
60	Beginner
90	Trained
130	Expert

Character power (and Total Character Points) increase *only* when you are awarded character points, either at character creation or after successful adventuring. Character points gained by taking faults *do not increase* character power.

Character Tier

Your **character tier** is your character power divided by 10, rounded down.

You may not raise skills to a base level which exceeds your character tier. At a character power of 40, your character tier is 4, and you may not raise skills above level 4. At character tiers 6 and up, you may raise skills to the maximum level of 6.

Character Classes

RPJ Characters uses a lightweight **character class** system to determine certain skill costs and assign certain special abilities to characters.

Class Skills

Each character class has a list of **class skills**, as well as four **class skill slots**. At character creation, choose four skills from your class skill list and put them into your class skill slots. You roll these skills at +1.

If a class skill list includes skill-specialty combinations, you may only take the named skill with its named specialties as a class skill. For example, if a hypothetical Artificer class lists Crafting (Metal) and Crafting (Wood) as class skills, you may not take Crafting (Leather) as a class skill.

1 Abbreviate them however you like, but STR, CON, DEX, CHA, INT, WIL, and LUCK are the ones I use.

Class Quirks

Classes may come with special abilities, represented by RPJ Quirks. For instance, in RPJ Sci-Fi, a veteran of the Autokrator's Kataphraktoi has the implants required to wear and control a suit of kataphraktos power armor. In RPJ Fantasy, a luftsmagiker knows how to manipulate the weave of the world to control the wind and weather.

Make a note of any **class quirks** on the Traits portion of your character sheet.

Class Costs

Certain especially desirable or powerful classes may come with an additional cost in character points.

Getting Started

To begin with, generate attributes for your character according to the rules in the Attributes Core Mechanic. Record them on your character sheet. Ask your gamemaster how many character points to start with, and enter that number in both the Total Character Points and Available Character Points fields.

Choose a character class from the list in your RPJ module's rulebook, deducting any character point costs from your Available Character Points.

> *Fred is creating his character, Ug the Cave-Mage. In an earlier example, he already worked out his attributes: Strength 2, Constitution 3, Intelligence 6, Willpower 4, Dexterity 2, Charisma 1, Luck .*
>
> *The gamemaster decides that this campaign will feature novice characters, and hands out 50 character points to each player. Fred enters '50' in the Total Character Points and Available Character Points fields on his character sheet[1]. He chooses the Cave-Mage class from the RPJ Generic Fantasy Example rulebook, which costs 5 character points. He deducts 5 from his Available Character Points field, for a running total of 45.*

Traits

Add any quirks associated with your class to the Traits section of your character sheet.

Select any desired gifts, faults, or quirks from the list provided by your RPJ module. Any traits which have a negative cost *add* to your Available Character Points, but *do not* add to your Total Character Points.

> *As a Cave-Mage, Ug the Cave-Mage can only speak in guttural grunting sounds. This is represented by the Cave-Mage Class Quirk "Speaks in Grunts". Fred makes a note on his character sheet, and decides to go even further. The "Somatic Spellcasting" Gift costs 6 character points. Fred takes it, along with the "Totally Mute" Fault at a cost of -4 character points. Deducting 6 character points from his Available total and adding 4, he ends up at a running total of 48. His Total Character Points value remains at 50.*

Skills

Remember, the cost in character points to raise a skill from one level to the next is the next level: from level 3 to 4 costs 4 points. (See the full chart in the sidebar on page 9.) When raising a skill, deduct the appropriate number of character points from the Available Character Points section of your character sheet.

> *Fred has 48 character points to spend on skills. He cannot raise skills above a base level of 5, because his character power is 50 and his character tier is 5. He starts by raising Primitive Magic to level 5 at a cost of 15 character points. He has 33 remaining.*
>
> *His other three class skills are also important areas of focus for him, so he raises each of them to level 3, at a total cost of 18 character points, leaving him 15.*
>
> *He spends 3 points each on Primitive Magic, Lock-Bashing, and Underwater Basket Weaving, bringing him down to 6 points, which he retains for future use.*

---

1 In an earlier example, he got two extra character points because he had leftover attribute points, but I'm ignoring that here.

Improvement Over Time

RPJ is a level-less system. Characters improve by gaining character points, which they do in turn by feats of daring adventure. These character points count as 'awarded' for the purposes of determining character power. Add them to both your Total Character Points and Available Character Points.

After character creation, players may spend character points on skills, within reason. If a character spent the entire session in a desert, the gamemaster may rule Scuba Diving off-limits. Players may bank character points to spend at a more opportune time.

At the gamemaster's sole discretion, players may also spend character points on traits which could conceivably be learned or develop over time.

All-or-Nothing and Generalist Characters

Speaking very generally, you have two options when it comes to building your character: generalist, or all-or-nothing.

An all-or-nothing character, the result of that traditional RPG pastime min-maxing, has all her character points in a handful of skills, raising them to as high a level as possible. She is exceptional at her focus skills, but not at all useful outside of them.

A generalist character spreads his character points around a bit more broadly. He still has more levels in his class skills than elsewhere, but is able to make meaningful contributions on assisted skill checks, and even handle tasks of moderate difficulty on his own.

Both are valid options. RPJ's design slightly favors generalist characters, however. For one, it is cheaper to buy a large number of skills at low levels than it is to buy a small number of skills at high levels. With 60 character points, you can buy about three skills to level 6, or about six skills to level 4.

For another, the curve generated by 2d6 rolls means that your skill level need not exceed the difficulty of a skill check by very much before success is nearly assured.

Whatever route you take, however, be aware that combat is no exception to the rule that your skills define your character. If you expect to face combat, or at least if you want to be effective in combat, you should dedicate some points to take a few levels in combat skills.

Attributes cannot be raised by character points in ordinary circumstances. Gamemasters should make allowances, however, to allow players to adventure for attribute improvements. Only when sufficient roleplaying has occurred to justify raising an attribute may players spend character points to improve an attribute.

Attribute improvements occur one point at a time and cost character points. For attributes inside your primary attribute category, the cost is the desired level. For attributes outside your primary category, the cost is doubled.

> *Fred has been guiding Ug on adventures for five sessions, receiving 16 character points. His Total Character Points value is now 66, and his Available Character Points total is 22. Ug has had to negotiate by means of sign language, and recently quested after the Codex Influentia, a manual on winning friends. He gets his gamemaster's permission to raise his Charisma from level 3 to level 4. Charisma is a Shifty attribute, and is therefore outside his primary attribute category. The base cost to raise a non-primary attribute is double the cost to raise a skill to the same level: twice 4, for 8. (If he had been raising Intelligence or Willpower, his primary attributes, the cost would be 4.)*
>
> *He has 14 points remaining to spend. He uses 6 to raise his Primitive Magic to 6, now that his character tier permits it, then spends 9 points to raise his Club Use to level 5. (It was at level 3; he spends 4 points for level 4 and 5 points for level 5.)*
>
> *He has 5 points remaining, but decides to keep them for a rainy day.*

For Gamemasters and Module Authors

Character Advancement Pace

For a long campaign, a good starting point is to award 2 to 4 character points per session, yielding 25 to 50 sessions to about 150 character points. By this time, the characters should have their class skills at or near maximum level, along with some side skills for flavor and fun.

It takes 21 character points to take a skill from level 0 to level 6, so a character with 150 character points can take seven skills to the maximum level, or 15 to level 4.

There is no hard maximum character point total, but once players start to get their second- and third-tier skills to high levels and the party's high-level skills begin to overlap more and more, consider finding a point to end the campaign's story. A party with many high-level skills becomes difficult to reasonably challenge.

Designing Skill Lists

Characters are balanced for modules with a fairly large number of skills, in the range of 25 to 35. A 45-point start permits a character to raise four skills to level 4 (the maximum permitted by the character tier), with a few points left over for ranks in other skills.

If you have fewer skills, consider reducing the number of starting character points you grant.

Some example skill lists can be found in the back of this rulebook for inspiration.

Gridless Combat

RPJ uses a flexible combat framework which requires an investment of similar size to the rest of the system—that is to say, dice, pocket change, and the nominal cost of pens and/or pencils and paper—called the **Gridless Combat System** (or GCS, when I'm in the mood for brevity).

The main purpose of a gridded combat system is to provide a system by which ranges can be decided and advanced movement, such as moving behind creatures, can be accomplished. In practice, however, most fights end up as big mobs in the middle of the map, with the ranged combatants further back. The Gridless Combat System embraces this.

Instead of allowing side-to-side movement, the Gridless Combat System reduces the space complexity of combat from $O(n^2)$ to a mere O(n). Put another way, the battlefield is one-dimensional, allowing motion only toward and away from the opponents[1]. Combat takes place on a battlefield with six (usually) regions, numbered from one to six (or more, if the battlefield is particularly large, or fewer, if the battlefield is particularly small).

The Gridless Combat System includes only rules for non-magical melee and ranged combat. Optional Core Mechanics are included further on in this rulebook for more complex situations such as modern ranged combat, including cover and suppressive fire.

Definitions

- **Entity**: something engaged in combat, be it player character or non-player character. To simplify the language, these rules will often use 'you' to mean a combat entity; non-player characters follow the same rules as player characters in those places.
- **Player** or **Character**: used interchangeably to mean an entity which is a player character, or the person rolling the dice at the table, in the spirit of the tabletop gamer's use of 'I' as a third-person pronoun. Character may also mean non-player character.
- **Region**: a Gridless Combat System Region, one of the areas in the battlefield where entities can be located.
    - **Adjacency Group**: a region contains adjacency groups, which are collections of entities close enough together for melee combat.
- **Distance**: the distance between two Gridless Combat System entities.
- **Round**: a slice of time of about one minute in length, into which combat is divided.
- **Turn**: your character's actions in a given round.
- **Action**: a slice of five to ten seconds of time, representing moments in combat when your character is free to act.

GCS Implementation Details

Modules which implement the Gridless Combat System may modify or enhance the rules, and must indicate which skills are used for combat. Look for the section in the module rulebook entitled 'GCS Implementation' for the details.

Rounds

A Gridless Combat System **round** has elapsed once each entity has taken a **turn**. A round represents about a minute's worth of real time, and all of the turns that take place therein happen more or less simultaneously—the combat order is simply a useful abstraction.

On your turn, your character takes a number of **actions** (most commonly, two or three). Actions represent five to ten seconds of time, those handful of moments in a minute of combat where you are free to act.

Modules may change the time a round represents (possibly as part of a larger change to the combat rules). Look for your module's GCS Implementation section to find out.

1 This is not strictly, necessarily true. Some battlefields may have a branching structure, and obstructions may still prevent movement or ranged attacks from one location to another. The point is, it isn't a grid.

Actions

You receive two GCS actions to start with. If your Dexterity is 4 or more, gain a third action. If your Dexterity is 7 or more, gain a fourth action. Each action may be used as a **Move** or an **Attack**[1], or on non-combat actions.

Move Actions

One Move action permits you to move to an adjacent region. Upon entering the new region, you may join an adjacency group of your choice.

Attack Actions

One Attack action permits you to make one melee or ranged attack.

Everything Else

Actions in combat *may* be spent on moves or attacks, which implies that you can do other things. The only limit, beyond your imagination and your gamemaster's patience, is time.

A single action allows you to spend five to ten seconds on a task. The task is resolved when you spend the action.

You may spend an entire turn to work on a task for up to a minute. You may not do so if you have been the target of an attack in the current round. The task is resolved at the end of your turn.

Switching Equipment

You may switch one piece of handheld equipment per turn for free, holstering or sheathing the old one and drawing the new one. Subsequent equipment switches on a given turn cost one action each.

Regions

A Gridless Combat System **region** is an area (whose shape is not important) about 30 yards across (heavy emphasis on the 'about'; ranges may be larger or smaller depending on the physical nature of the battlefield and the requirements of storytelling).

When combat begins, consider the size of the area in which the fight is taking place and pick a number of regions appropriate to the size of the battlefield. The prototypical GCS combat is 6 regions, for a total of about 180 yards from end to end. Larger combats are possible, but not commonly necessary. Smaller combats are much more frequent: fighting in areas smaller than 180 yards is very common in built-up areas. In particular, fighting in all but the largest of buildings will often occur inside a single Gridless Combat System region.

Regions need not be arranged in a linear fashion. A GCS battlefield may comprise, for instance, four regions along a main street, and two regions representing side streets which can't be seen from the main street[2]. A particularly large, open battlefield may have two columns of six regions each. Use common sense when determining if a ranged attack from one region can hit a different region.

Settings may, of course, fiddle with the definition of a GCS region. Look to the module rulebook for details.

Adjacency

Two entities in the same region are not necessarily close together. Regions, being some 30 yards across, leave plenty of room for ranged combat.

The Gridless Combat System therefore uses the concept of **adjacency** to determine if two entities are approximately close enough to touch. Entities in a region *always* belong to an **adjacency group**, or more prosaically, a clump: a group of entities, all of which are adjacent to one another. When arranging your miniatures, counters, or markers on a tabletop, place them so that entities in the same adjacency group are clumped together and distinctly separated from other adjacency groups.

As a Move action, instead of moving between regions, you may join an adjacency group in your current region, or leave your current adjacency group to form a new adjacency group in your current region.

When entering combat, you may elect to begin in the same adjacency group as any entity in your starting region.

Melee attacks may only be made against adjacent targets.

1 Some Optional Core Mechanics may define other kinds of actions, or sub-types of Move or Attack actions. See GCS Fire and Movement (page 39) for an example.

2 In general, if the battlefield doesn't impose constraints on visibility, gamemasters should avoid nonlinear GCS battlefields.

Distances

The **distance** from one region to an adjacent region is 1, and the distance from the first region to more distant regions counts up as you would expect, one per new region entered. The distance between two non-adjacent entities in one region is 0.

Two entities in the same adjacency group are separated by a distance of *. For the purposes of ranged weapons, * is less than 0. Ranged weapons may have a minimum range of 0. Such weapons may not be used against adjacent targets.

On non-linear battlefields, the distance between one region and another is the number of regions along the shortest path between the two, or whatever the gamemaster says it is, should the preceding rule seem wrong in her judgment.

The Combat Process

Congratulations, gamemaster! You've conned your players into engaging a vastly superior mob of monsters. This is admirable, and shows great cunning on your part. The following section describes, from beginning to end, how combat is supposed to go. Aiding us in the examples will be our friends Laeniel Relaiesh and Ug the Cave-Mage, and their players Dave and Fred.

Rolling For Initiative

All entities involved in a combat make an **initiative roll**. The initiative roll is either a Dexterity roll, or a setting-specific initiative skill roll.

Arrange the list of entities by initiative roll in descending order. In case of ties, players go before non-player characters. When two or more players tie, they choose the order themselves[1]. This is the **combat order**.

Any entity may choose to move itself down the combat order before combat begins (perhaps to consolidate turns, or to arrange the combat order in a synergistic way). Any such move lasts through the whole of the combat.

When a group or party is caught unawares but generally ready for combat, reduce their initiative rolls by 2. For ambushes where the group or party is *not* prepared for combat, the gamemaster determines the modifier.

If the party is well and truly gobsmacked by the attack, the gamemaster may arrange turns by fiat (presumably to put all the monsters first).

> *Laeniel and Ug, separated from their party one dark night, come across a pair of orcish guards standing watch along a forest path. One is clearly an older, more experienced orc, judging by his greater size and much nastier-looking axe. As a creature of the forest and an Elven Archer, skilled at silent movement, Laeniel catches the orcs unawares, which means that the orcs roll initiative at -2 on account of being surprised. Laeniel takes her Dexterity bonus (2) and Initiative skill (4), rolls 8 on a 2d6 roll, and wins the initiative roll with a final score of 14. She moves first. Ug, with a Dexterity bonus of 1 and an Initiative skill level of 2, rolls 7 on a 2d6 roll. His total of 10 is less than the gamemaster's rolls for the two orcs. Ug moves last, and the two orcs move in between the two player characters.*

Setting Up

The prototypical GCS battle occurs on a field made up of six regions arranged in a line and numbered from 1 to 6. Players are placed at Region 1 on the GCS battlefield, and their opponents are placed at Region 6.

In case of smaller battlefields or extenuating circumstances, the gamemaster should determine the size and shape of the battlefield and place the players and their opponents appropriately. Regions need not occur in a line; some battlefields may require more complicated structures. If the battlefield is nonlinear, the map should clearly indicate which regions are adjacent to one another. In the absence of explicit indications, any regions touching one another are adjacent.

In case of a battlefield of only one region, the player characters and their opponents should not begin in the same adjacency group, unless circumstances (a camp under attack, say) require it.

> *Combat begins, and the grid is set: Laeniel and Ug are in region 1, and the orcs in region 6. Ug chooses to begin in the same adjacency group as Laeniel.*

1 If they don't care who goes first, they can use d6 rolls to break the tie.

The Turn

After setup, each entity takes a turn in initiative order. At the start of its turn, an entity receives two actions if its Dexterity is less than 4, three actions if its Dexterity is between 4 and 6 inclusive, and four actions if its Dexterity is 7 or more.

> *It's Laeniel's turn to start with. Her Dexterity score is 6, so she has three actions to work with (her two base actions, plus one extra action for her Dexterity score of 6). She has a longbow with a maximum range of 4, which means she'll need to move at least one region closer. Dave elects to move her two regions closer to the enemies, to reduce the penalty for long-range shooting.*

Moving

On your turn, you may move one region per Move action spent. (When moving into a new region, you may join an adjacency group of your choice, or form a new adjacency group.) You may also spend a Move action to join an adjacency group or to form a new adjacency group without moving to a different region.

> *Dave spends two of Laeniel's actions to move her from GCS Region 1 to GCS Region 3.*

Defending

When defending against an attack, entities do not roll. Rather, they have a **defense modifier**, which is added to 7+ to determine their **defense value**, which is the target number for the attack roll. Your defense value may be determined in one of two ways[1]. You may pick which method to use when you are attacked.

If the you wish to **dodge**, moving out of the path of an attack altogether, add your module-specific melee defense skill level and Dexterity bonus to determine your defense modifier. Heavy armors may reduce the effectiveness of dodging.

> *An orc wishes to dodge one of Laeniel's arrows. The base target number is 7+. The orc's Dodge skill level is 4 and his Dexterity bonus is 1. Adding both to the target number, the final attack roll target number is 12+.*

If you wish to **absorb**, taking a blow on your armor so that it deals no damage, add your module-specific melee defense base skill level and Constitution bonus to determine your defense modifier. Light armors may reduce the effectiveness of absorbing.

> *An orc wishes to absorb one of Laeniel's arrows. The base target number is 7+. The orc's Dodge skill level is 5 and his Constitution bonus is 1. Adding the total modifier of 6 to the base target number 7, the end result is 13+.*

Certain armor items may require you to use the absorb defense, or require you to use the absorb defense and a special-purpose armor use skill.

> *An orc wishes to absorb one of Laeniel's arrows with his heavy armor, which requires him to absorb using the Spiky Armor skill. The base target number is 7+. His Spiky Armor skill level is 5, and his Constitution bonus is 2. Adding the total modifier of 7 to 7+, the end result is 14+.*

Attacking

To make an attack, you must make an attack roll against your target's defense value.

Add your weapon's linked skill to your weapon's linked attribute bonus. This number is your **base attack modifier**. For ranged weapons, apply any range modifiers from your weapon. For all weapons, apply any other weapon-based bonuses or penalties to your roll. The sum of these bonuses is your **effective attack modifier**.

Add 2d6 to your effective attack modifier to obtain your attack roll result. If it matches or exceeds your target's defense value, you hit. On a critical success, your target does not roll a damage save, instead simply losing his best damage save.

> *Laeniel has a longbow and an Elvish sword, both Dexterity-linked weapons. When making skill rolls for attacks, she adds her base skill level in Archery and Swordselfship, the weapons' linked attribute bonuses (both Dexterity), and any bonuses or penalties for range or weapon quality to determine her attack modifier.*
>
> *The longbow attacks at a -2 penalty at range 4, a -1 penalty at range 3, and no bonus or penalties*

1 Your character sheet should have a place to write down precalculated values.

at ranges 0 through 2. At a range of 0 to 2, her attack modifier is 7: her Archery skill (5) plus her Dexterity bonus (2).

Her Elvish sword is enchanted, and always applies a +1 bonus to melee attacks rolls. Her attack modifier is 6: her Swordselfship skill (3), her Dexterity bonus (+2), and the innate +1 from her sword.

Laeniel, at this juncture, has two GCS Actions remaining. Each of these actions may be used to make an attack. Dave chooses to have her attack the smaller, less ugly orc first, which the gamemaster confirms is an orcish headhunter, with her sword.

The orcish headhunter is a mook, a concept which will be described in detail later. For now, it suffices to say that the headhunter has a single defense value (10+) and receives no bonuses or penalties.

Dave rolls 2d6 and gets a 3. He adds the attack modifier of 6 for Laeniel's sword for a 9. Miss.

Fortunately, Laeniel has a second attack. Her attack modifier remains the same.

Dave rolls 4, scarcely better. Adding the bonus of 6, the result is 10. Since the target number is 10+, however, it's a hit!

Resolving Damage

For convenience, this section sums up the relevant rules from RPJ Health. The original rules are located on page 20.

When an attack hits you, consult the list of damage saves for your outermost layer of defense. Take the save with the lowest target number, then add the attack's damage to determine the final target number.

If the save roll is successful, continue with combat.

If the save roll is unsuccessful, cross out the save you rolled.

If, after resolving damage, no damage saves remain for a layer of defense, that layer of defense is broken. Broken defenses no longer have any positive effect. Future hits will strike the next innermost layer of defense.

If none of an entity's base damage saves remain after resolving damage, the entity is incapacitated.

An orc warrior is wearing Heavy Orcish Armor. Its damage saves are 4+, 5+, 6+, and 7+. Laeniel hits it with a longbow attack. The bow fires arrows with a damage of 1. The orc must roll his lowest save first, so the target number is 5+: the orc's lowest save, plus the weapon's damage. The gamemaster rolls, and the result is 4. Unluckily, the arrow penetrates the orc's armor. The gamemaster crosses out the Heavy Orcish Armor's first damage save.

Turn End

After moving, then making and resolving any attacks, an entity's turn is over. (Entities are not required to spend all their actions each turn. Actions not spent are lost.)

Laeniel has spent all her actions and resolved all their consequences. She yields to the orcs.

Incapacitation

When an entity has no base damage saves remaining, that entity is **incapacitated**. Incapacitated entities may neither attack nor move.

Some time later, Ug the Cave-Mage casts Teleport at a cost of one action. He moves for free to Region 6, and per Teleport's description, places himself in the adjacency group of his choice.

Fred elects to put Ug next to the orc warrior. He hits the orc warrior with his Club of Greater Smacking, which does a damage of 2. The orc's lone base damage save is at 6+, for a final target of 8+. The hapless orc rolls a 7, and is incapacitated.

When incapacitated, you are bleeding out. Every minute (or on your turn every combat round), roll 2d6 against 9+. On success, you are **stabilized**. You remain unconscious, but are at no risk of dying. If you fail five times in a row, however, you die.

Nonlethal Damage

Some weapons may deal **nonlethal** damage.

If you are incapacitated by nonlethal damage, you are knocked unconscious for five minutes. After five minutes have passed, roll your effective Constitution against 12+ to wake up. Roll again every five minutes, reducing the difficulty by 1 for each failed roll.

Coups de Grace

In lieu of using any Attack actions on your turn, you may attempt a **coup de grace** on an adjacent incapacitated entity. Roll 2d6 against 7+ plus the incapacitated entity's Constitution bonus. On a successful roll, the incapacitated entity is killed. Only one coup de grace may be attempted per turn, at a cost of one action.

> *At region 3, Dave notes that it will take three moves for Laeniel to reach the adjacency group containing Ug and the incapacitated orc warrior, plus one action to execute the coup de grace.*
>
> *She can just manage it this turn. The orc warrior's Constitution bonus of 2 sets the coup de grace target at 9+. Dave rolls 9, and Laeniel plunges her sword through the orc's heart.*

Helping Hands

In lieu of using any Attack actions on your turn, you may lend a **helping hand** to an adjacent incapacitated entity. Make a medical skill check at 9+. (Your module's rulebook will indicate which skill to use.) Appropriate equipment may reduce the difficulty. The incapacitated entity is no longer incapacitated, but suffers from **incapacitation penalties**. Until he receives medical attention, he may take only one action per turn, has only one damage save at 7+, and attacks at -1.

Medical Attention

Out of combat, with appropriate equipment, you may take one hour and make a medical skill check (your module rulebook will tell you what equipment is required and which skill to use) against 11+ to lend medical attention to a stabilized, unconscious, or recently-incapacitated entity suffering from incapacitation penalties.

On success, the target is no longer unconscious, and the incapacitation penalties are removed: he regains one base damage save and all his actions, and no longer attacks at a penalty.

Without treatment, incapacitation penalties go away on their own after 8 hours, after which healing proceeds as normal.

Recovering Damage Saves

A wounded character recovers one base damage save per two hours of rest.

Free Attacks

In addition to your ordinary actions, you receive one **free attack** per round, which may only be used in response to certain circumstances occurring outside of your turn.

When you leave an adjacency group with a Move action or use an Attack action with a ranged weapon, all entities adjacent to you may attempt free attacks against you.

When you attempt a coup de grace, all entities adjacent to you may attempt a free attack against you at a +2 bonus.

Cautious Movement

You may spend your whole turn to **move cautiously**, moving as though you had spent a single Move action. When moving cautiously, you do not provoke free attacks when leaving an adjacency group.

Mooks

Part of the joy of combat in settings designed around RPJ is that, even at relatively low character power levels, the player characters are still true heroes, standing head and shoulders above the crowd.

Mooks, collectively, are the crowd which the players are better than. They are the endless stream of goblins flooding forth from the dark fortress, the mafia boss's thugs, or the stormtroopers of the evil empire.

To simplify combat against large groups of wimpy enemies, RPJ uses some special rules for mooks. They have very simple sheets: a name, an attack modifier and damage value, and a defense value.

A mook making an attack simply rolls 2d6 plus his attack modifier.

Mooks do not roll for initiative. All mooks move after player characters and ordinary enemies. Mooks have two actions per turn, and may not lend helping hands.

Any attack which hits a mook kills it.

Gamemasters are encouraged to use mook swarms rather than swarms of regular enemies in cases of large combats. To further simplify things when mooks are present in large quantities, gamemasters are encouraged to make fewer 2d6 rolls than there are mooks and cycle among the results as attacks are resolved.

Gamemasters should also note that mooks are extremely wimpy, and their threat to the players comes in large part from their ability to overwhelm in large numbers.

Grappling

Grappling is a GCS interaction between exactly two entities. Once per turn, you may attempt to grapple another entity as an Attack action. To establish a grapple, you must be adjacent to your target, and you must pass a **touch check**. Starting with a base target number of 8+, add the target's Dexterity level to determine the final target number. Make a Dexterity roll against it. If the roll succeeds, you have established a grapple. You may proceed to make a grapple check.

Any melee attacks made against entities in a grapple receive a +1 bonus to the attack roll[1]. Any ranged attacks made against entities in a grapple receive a -1 penalty to the attack roll[2].

Entities engaged in a grapple may not move, neither between regions nor between adjacency groups in a region. Nor may entities engaged in a grapple make standard attacks. On his turns, an entity engaged in a grapple must make a **grapple check**.

A grapple check is an opposed roll between the grapplers' Strength bonuses, or a setting-specific grappling or unarmed combat skill, if present. (See your module rulebook for details.) If, on your turn, you win the grapple roll, you have two options. You may either **break** the grapple, spending all but one of your actions (but at least one action; if you only have one action, you lose it), or you may **do damage**, spending all of your actions.

If you elect to do damage, deal 0 damage to your target's base damage saves.

After you make a grapple check, your turn is over.

1 "You hold him, I'll punch!"
2 "I can't get a clear shot!"

Wrestling is a time-honored tradition in the Academy of Cave-Magi, and Ug has developed some skill in that field since character creation. He wants to wrestle an orc.

Ug's Dexterity score is 4. The orc's Dexterity score is 2. Ug's Grappling skill is 3, and the orc's Grappling skill is 3. Grappling is a Strength-linked skill, and Ug's Strength score is 4, while the orc's Strength score is 6.

To initiate a grapple, Ug must succeed at a touch check. He takes the base target number of 8+. The orc's Dexterity score is 2. The final target number is 10+. Fred rolls a 7 and adds his Dexterity score of 4. A final roll of 11 beats 10+, so Ug successfully establishes a grapple.

The only thing Ug may do now is make a grapple check. Fred adds the orc's effective Grappling level to the base target number to get 12+. After rolling his Grappling, he ends up with 13.

He elects to do damage, so he resolves a damage of 0 against the orc's base damage saves.

At this point, Ug's turn is over. Melee attacks against either Ug or the orc receive a +1 bonus; ranged attacks receive a -1 penalty.

The orc comes up in the turn order. Being involved in a grapple, he is required to make an opposed Grappling check. Starting with the base opposed target number of 7+, the gamemaster adds Ug's effective Grappling skill level (a base level of 3 and a +1 Strength bonus) to get a target number of 11+. Making a Grappling roll for the orc (an effective level of 5, from a base Grappling of 3 and a Strength bonus of +2), the gamemaster ends up with 10. Insufficient.

Ug fails his next grapple check. On the orc's next turn, the gamemaster rolls him a 15, sufficient to win the grapple roll. The orc elects to leave the grapple, making a normal melee attack against Ug with his remaining action.

Unarmed Attacks

Unarmed attacks require an unarmed combat skill. Unarmed attacks are rolled in the same manner as

ordinary, armed attacks, using the unarmed combat skill and its linked attribute bonus. Unarmed attacks deal 0 nonlethal damage.

Weapons and Armor

Weapons can be either one-hand, main hand, or two-hand. Main hand weapons may not be wielded with another weapon, but a non-weapon off-hand item may be wielded (for example, a sword and a shield).

Armor simply has a list of damage saves. It may reduce the damage value of attacks which hit it prior to the damage saving throw. It may add a bonus or penalty to one or both defense values. A character may wear and benefit from only one set of armor at once, treating it as a layer of defense above his base damage saves.

Multi-Weapon Attacks

You may wield a one-handed weapons in each hand. You may attack with any of your wielded weapons singly, spending one attack action to make one attack roll.

Alternately, you may spend an attack action to make a **multi-weapon attack**. A multi-weapon attack uses one primary weapon and one extra weapon, which must be declared prior to the attack. Make an attack roll for the primary weapon. If it hits, do not deal damage yet. Roll an attack with your extra weapon at a -1 penalty. If you succeed, increase the primary weapon's damage by 1, then apply damage.

If you have more than two hands and are therefore able to use more than one extra weapon, or a two-handed extra weapon, increase the primary weapon's damage by 1 *per hand* required to wield the extra weapon or weapons.

After rolling for all extra weapons, apply the total damage to the target, once only.

> *Sk'stsrrkh, the playtest character for whom the preceding paragraph was written, is a mantis-like alien with four arms. He wields two two-handed swords and makes a multi-weapon attack, with one sword as a primary weapon and one sword as an extra weapon.*
>
> *His primary sword has a damage of 3. He hits with it, does not deal damage yet, and rolls for his extra weapon at -1. It hits as well, and he adds 2 damage to the result, one per hand required to wield the extra weapon.*

Variant: Maneuvers

These **maneuvers** provide melee combatants more options to control the battlefield.

Modules may provide access to these rules by class, by gift, or in some other fashion. Consult your rulebook's GCS Implementation section to see how to gain access to them.

Prepare

On your turn, spend one action to gain **Prepare charges**. If your Dexterity is 3 or less, gain 1 Prepare charge. If your Dexterity is 4 or more, gain 2 Prepare charges.

Outside of your turn, you may spend a Prepare charge at any time to gain an extra free attack.

Alternately, you may spend *all* your remaining Prepare charges (you must have at least one remaining) to make a free attack against an enemy leaving your adjacency group by Cautious Movement.

At the start of your turn, you lose any unspent Prepare charges.

Watchful Strike

When an entity moves adjacent to you, you may make a free attack against him. If you hit, you may leave your current adjacency group and bring your target (and only your target) with you to form a new adjacency group.

Holding Strike

If you hit an entity with a free attack while he is attempting to leave your adjacency group[1], he remains in your adjacency group and may not move for the remainder of his turn.

Guarding Strike

When an entity moves adjacent to you, you may make a free attack against him. If the attack hits, the target is removed from your adjacency group and may not move adjacent to you again until his next turn.

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1 You may not attack an entity leaving your adjacency group by Cautious Movement unless you spend Prepare charges according to the rules for the Prepare maneuver.

For Module Authors

You have a fair bit of work to do to integrate the Gridless Combat System into your module. You will need, at a minimum:

- **Weapon skills**, either unitary ("Martial Weapons") or divided by weapon category ("Swords") according to your preferences.
- **Defensive skills**, according to your preferences: one for all purposes, one each for dodging and absorbing, or one of the above plus skills for using particular categories of armor.
- **Equipment**, designed with the help of the Weapon and Armor Math section below.

You may also want:

- A **Grappling** skill, for use in grappling.
- An **Unarmed Combat** skill, to enable unarmed attacks.
- A selection of combat-related **Traits**. Some examples: a Swordsman gift to allow characters to make a free riposte attack after defending against a melee attack, or a Combat Agility to allow an entity to move further when leaving an adjacency group after using the cautious movement action.
- A method to gain maneuvers. If gating maneuvers behind gifts, use a cost of 5 Character Points per maneuver.

Weapon and Armor Math

Ultimately, module author, you can do whatever you like, but the Gridless Combat System is tested according to the following table and rules of thumb.

Weapons first: they have damage values between 0 and about 4, though extra-special weapons may push the damage value to higher values. Average damage is about 2.

A middling armor damage save is 5+. When combined with average damage, you end up with the standard 7+ target number. Because 2d6 is an approximate bell curve, lower damage save target numbers rapidly improve in success chance, while higher damage save target numbers rapidly approach 0% success chance.

As such, damage saves should range from between 4+ to 7+, approximately. Damage saves above 7+ are of limited use, and are usually an automatic failure. Damage saves below 4+ are extremely strong, and will rarely be broken except by very high damage.

The table below indicates how many hits with a given damage will, on average, be required to break a damage save at a given target number.

Dmg.	4+	5+	6+	7+
0	12.0	6.0	3.6	2.4
2	3.6	2.4	1.7	1.4
4	1.7	1.4	1.2	1.0

A character with the minimum two base damage save at 7+ will survive 2.8 hits from 2 damage in the average case. A character with the maximum four base damage saves at 7+ will survive 5.6 hits.

Bear in mind that the RPJ Health rules imply that armor, once broken, must be repaired, and that damage saves take significant periods of rest to recover. Over the course of a long adventuring day, damage from fights which do not challenge a party of characters individually may, when taken in sum, weaken them enough to make a hard fight at the end of the day untenable.

Optional Core Mechanics

RPJ is a system devised to allow for a wild variety of settings, ranging from modern to science fiction to fantasy to whatever else creative minds can come up with. However, to make those who create campaigns do ridiculous amounts of design work for systems that many settings will share would be sadistic of me. As such, RPJ comes with a number of Optional Core Mechanics that can be used for common roleplaying game tasks, leaving much of the mind-bending design work (that is to say, making things up) to me.

Each Optional Core Mechanic will note the requirements for using it—some may require adding certain skills to your skill list, while others will require other Optional Core Mechanics to use.

RPJ Immobilization

The motivation for this additional Optional Core Mechanic as opposed to a set of rules native to the Gridless Combat System itself is simply this—I had written some 40 pages of RPJ Fantasy before I realized that I had forgotten a mechanism for preventing a target from taking action in the time-honored tradition of stuns, freezes, knockdowns, and other incapacitation effects.

Since this reason makes me look bad, the reason I will give officially is that splitting up the mechanics makes it easier for you, the end user, to modify the rules if you find them wanting.

How It Works

RPJ Immobilization defines three types of incapacitation effects, given in ascending order of severity: immobilization, paralysis, and unconsciousness, each with its own set of restrictions.

Immobilization is a simple inability to move to a new location (for example, a character who nearly dodged a tangle grenade, or who has had his feet frozen to the ground by magic). An immobilized character cannot move from region to region or within his current region, but in all other ways he is still mobile—he may move his arms, and perhaps to a limited extent his legs.

Paralysis is an inability to move at all—a character tightly bound with rope or otherwise prevented from moving his arms and legs. A paralyzed character may not move, attack, or defend against attacks, but he is still aware of his surroundings and able to speak.

Unconsciousness is the worst of the three. An unconscious character may not move or speak, may not defend against attacks, and is not aware of his surroundings. A sleeping character, or one who has been knocked out, is unconscious.

Escaping

In case of physical restraints, make an effective Strength or Dexterity check against 11+, or an appropriate target number for stronger or shoddier restraints. In combat, doing so takes a full turn.

For mental or magical restraints, use the same mechanism, substituting the higher of the victim's Charisma or Willpower. Again, doing so in combat takes a full turn.

Gamemasters are encouraged to use their discretion here: a Lockpicking skill check against an appropriate target number is a much more sensible way to escape shackles and handcuffs than a Dexterity bonus check against 11+.

Unconscious characters may not attempt to escape, given that they are entirely unaware.

> *Ug the Cave-Mage is tied to a chair. In RPJ Immobilization terms, he is partially paralyzed. Since his restraints are physical, he rolls the higher of his Strength and Dexterity against 11+. His Strength and Dexterity are the same, 5. Adding 5 to his 2d6 roll of 6, he ends up with 11, and frees himself. Matching the difficulty exactly, he suffers a complication, knocking the chair over as he struggles to escape.*
>
> *Laeniel has been locked in place by a dark magus' spell, but can still move her arms. She is, in RPJ Immobilization terms, simply immobilized. Since her restraints are magical, she rolls the higher of her Charisma and Willpower. The spell is particularly strong, so the gamemaster sets the base target number at 13+. Laeniel, a beautiful and charismatic elf, has a Charisma of 6. Adding that to her 2d6 roll of 6, she unfortunately does not beat the target number, and remains immobilized.*

GCS Damage Scales

The Gridless Combat System can be easily modified to support vehicular and spacecraft combat (see RPJ Sci-Fi for one approach). In doing that modification, I realized it would be nice to allow interaction between different sorts of entities: unaugmented humans with power armor, small spacecraft with large spacecraft, and the like.

That presented me with a problem: the weapons mounted on power armor are simply more powerful than the weapons carried by unaugmented humans. A power armor-mounted plasma cannon should just about vaporize a guy in a flak vest, and Mr. Flak Vest's rifle should do very little to the power armor in return. Enter **damage scales**.

Damage Scales

Damage comes in three flavors, with three corresponding categories of damage saves.

First, **normal damage**. This is the damage done by regular, everyday handheld weapons: swords, assault rifles, electrified whips, and so on. It is opposed by **normal damage saves**.

Second, **mega-damage**. Mega-damage is the damage done by anti-vehicle weapons and vehicle armaments, by small spacecraft, and perhaps by powerful magic. It corresponds to **mega-damage saves**.

Finally, **giga-damage**. Giga-damage is the damage done by large spacecraft, atomic weapons, and titanic magical energies. It is opposed by **giga-damage saves**.

Each category of damage, when applied against its own category of damage save, is resolved according to the rules in the Health Core Mechanic on page 20. For other cases (a lower category of damage attacking a higher category of damage saves, or a higher category of damage attacking a lower category of damage saves), read on.

> *Dave and Fred roll up some RPJ Sci-Fi characters to aid in the next few examples.*
>
> *Dave's character, Andrastos Proto-Paradeigma[1], is a soldier retired from the Imperial Army. He has normal damage saves and weapons which ordinarily do normal damage; he also has access to an armored personnel carrier which has mega-damage saves and a missile launcher which does mega-damage.*
>
> *Fred's character, Basilus Deutero-Paradeigma[2], is an amplified psion: a human with inborn psionic talent and a psi amplification device. The latter enables him to make psionic attacks which do mega-damage, but Basilus is otherwise an ordinary human with normal damage saves.*

Doing Damage Upward

Weapons doing normal damage may attack mega-damage saves, and weapons doing mega-damage may attack giga-damage saves. When an attack doing one damage category hits a defense layer with damage saves one category higher, reduce the damage by 4.

Damage cannot stretch two categories higher: normal damage has no effect against giga-damage saves.

> *Andrastos' plasma rifle has a damage value of 2. He fires at a rogue suit of kataphraktos power armor, which has mega-damage saves. He hits the suit and must resolve damage.*
>
> *He begins by reducing his rifle's damage by 4, for a new value of -2. The rogue kataphraktos' first damage save is 5+. Adding the modified damage yields 3+. The power armor rolls 6. Nothing further happens.*
>
> *Andrastos fires again next round, hitting again. Once again, the kataphraktos rolls its first damage save plus Andrastos' reduced damage; the target number is once again 3+. This time, though, the kataphraktos armor rolls a 2, a critical failure. The gamemaster crosses the 3+ save off of the kataphraktos' damage save list.*

Doing Damage Downward

Weapons doing giga-damage do not automatically defeat mega-damage saves, and mega-damage does not automatically defeat normal damage saves. When an attack hits a defense layer with damage saves one category lower, increase the weapon's damage by 4.

1 Mr. A. First-Example.

2 Mr. B. Second-Example.

If the save succeeds, cross off the rolled save.

If the save fails, cross off all damage saves for the layer of defense which took the hit.

Giga-damage, if applied against a layer of defense with normal damage saves, automatically and immediately defeats all layers of defense with normal damage saves.

> *A rebel soldier with a rocket launcher doing a damage of 4 is fighting Basilus. The rocket launcher can do mega-damage. Basilus has a psionic shield as his outermost layer of defense with normal damage saves of 4+ and 4+. He is also wearing a suit of nanomesh armor, which has a first damage save of 3+, and has personal damage saves starting at 7+.*
>
> *The rebel scum hits Basilus with a rocket. Basilus' psionic shield is first up, and its first save is 4+. Adding the rocket launcher's damage (4) and the penalty for taking damage from a higher category (+4), the final target number is 12+. Basilus rolls an 8.*
>
> *He crosses off all damage saves for his psionic shield, rendering it useless.*
>
> *The rebel scum fires again, hitting Basilus' nanomesh armor. He adds the rocket launcher's damage and the penalty for taking damage from a higher category to get 8, then adds 8 to 3+ for a final 11+.*
>
> *He succeeds, but must still cross out the 3+ damage save.*

Surviving Giga-Damage

If you are a kind and understanding gamemaster, you will not subject your players to the threat of giga-damage very often. It is, after all, effectively a death sentence.

Sometimes, however, what must happen must happen, and your players will get themselves into a situation in which they cannot avoid taking a good solid hit from a capital ship's laser batteries. In this instance, players may permanently trade a Lucky Break for survival, provided they have at least one Lucky Break per session. (Even if they've spent it already in the current session, they may trade it for survival.)

This is a permanent trade: note it on their sheet.

> *Andrastos refused to move when an NPC informed him that an orbital bombardment would soon commence. He was struck by a missile fired from a battleship's strike bay, which does giga-damage.*
>
> *He has one Lucky Break per session; although he already spent it, he may permanently lose it in exchange for surviving the attack. Dave gladly does so. Later, Andrastos is discovered in the rubble, somehow still breathing.*

Other Random Rules Interactions

Two characters with different damage save categories may not grapple with one another.

GCS Fire and Movement

The basic Gridless Combat System ranged combat rules are plenty functional for fantasy settings, but leave a little to be desired in campaigns in a modern or science fiction setting. In those genres, characters might want to take cover behind a burned-out car or a concrete wall, and bullets are generally speaking very hard to dodge.

GCS Fire and Movement attempts to rectify this failing. It is a drop-in replacement for the Gridless Combat System ranged combat rules, and should be consulted in their stead whenever ranged attacks are made.

Ammunition

Some ranged weapons require **ammunition**. A weapon's ammunition capacity is expressed in terms of the number of rounds it may be used in before it must be reloaded.

If you use an ammo-consuming weapon in a round, reduce its current ammunition by 1.

Reloading

Reloading a weapon costs one action by default. Some weapons may take longer to reload. Their item descriptions will note when this is so. If a weapon takes more actions to reload than you have, you may reload it by spending a full turn.

> *Andrastos' plasma rifle has a listed magazine capacity of 3: it can be used in three rounds before reloading is required. Andrastos finds himself in a heavy firefight, and after three rounds, he finds his rifle is empty.*
>
> *He spends an action to drop the power cell and slam a new one home. With his second action, he attacks.*

Carrying Ammo

Characters always start with enough ammunition for a few firefights.

The quantity of ammunition you have on your person is abstracted: you can have Lots, Some, A Little, or None[1], for each weapon you carry (even if they share an ammunition type, track them separately). You start with Lots for each weapon. If you have No ammunition[2] remaining for a weapon, you cannot use it in combat.

If you use a weapon more than once in a combat, reduce its ammo by one step. If you use a weapon zero or one times in a combat, do nothing.

If you have weapons which share the same ammo type, you may swap their ammo quantities. (That is, if you have a laser pistol with A Little ammo and a vibrosword with Lots of ammo, both of which consume power cells, you may swap the quantities so that the laser pistol has Lots of ammo and the vibrosword has A Little ammo.)

You may start with more ammunition (Lots +1, Lots +2…) or less ammunition in special circumstances.

> *Basilus landed on Nicomedia Proti for a diplomatic mission, carrying his laser pistol but otherwise not specially prepared for combat. Rebels attack the governor's palace, and after three fights, he finds himself with No ammunition remaining.*
>
> *Andrastos comes to the rescue, landing in the palace gardens with a shuttle from the jump ship high overhead. He knew he would be going into a fight, and is carrying some extra ammo: Lots +1. Even better, he put on an assault pack before the drop, and used it to bring a few extra power cells for Basilus, who he resupplies up to Lots of ammunition.*

Ranged Defense Value

To determine your **ranged defense modifier**, take a dodging or armor-using melee defense skill of your choice, add your Dexterity bonus, and subtract 2. To determine your **ranged defense value**, add your ranged defense modifier to 7+.

Your ranged defense value is used to defend against all ranged attacks.

Ranged Attack Modifiers

Attack modifiers function as in the Gridless Combat System. To determine your base attack modifier, add your base level in the weapon's linked skill and your bonus in the weapon's linked attribute. Add any inherent

1 Or No, in cases where it's followed immediately by the word 'ammunition'.

2 See? Like this.

weapon bonuses or penalties and any range bonuses or penalties to find your effective attack modifier.

Ranged Attack Rolls

The attacker rolls 2d6 plus his ranged attack modifier against the defender's ranged defense value. On success, he hits. The attack roll, target number, and effects of a hit may be further modified by cover, advanced attacks, and cautious movement. Read on for more detail.

> *Basilus and Andrastos are escorting the governor of Nicomedia Proti to the shuttleport, hoping to escape the rebel uprising. They encounter a pair of treacherous guards, who surprise them and move first in the ensuing combat.*
>
> *The first guard shoots at Basilus. The guard's attack modifier totals 4, between his base weapon skill level and his weapon's linked attribute bonus. Basilus' Armor Use skill is 4, and his Dexterity bonus is +1. He adds the two together and subtracts 2 to get a ranged defense modifier of 3, for a ranged defense value of 10+.*
>
> *The guard's dice show 5; adding his attack modifier of 4, he ends up with 9. Basilus dives out of the way as the guard's gun swings in his direction.*
>
> *The second guard shoots at the governor, a fat and ponderous man who has never had to dive out of the way of anything in his life.*
>
> *The governor's Dodge skill is 0, and his Dexterity bonus is only 1. He subtracts 2 to get his ranged defense modifier, -1. He adds that to 7+ to determine his ranged defense value, 6+. The guard's attack roll of 9 is enough. He shoots the governor in the chest.*

Cover

Cover in GCS Fire and Movement is a feature on the GCS battlefield which has an associated adjacency group[1]. Any entities in the cover's associated adjacency group are said to be **in cover**. When you are in cover, you gain a **cover bonus** to your ranged defense value.

When playing with the GCS Damage Scales Optional Core Mechanic, entities with mega-damage or giga-damage saves may not use cover.

> *After dispatching the traitorous guards, Andrastos and Basilus drag the unconscious governor out of the palace and to the front garden. There, they encounter three rebel soldiers watching the gate from the building across the street. Andrastos and Basilus head for cover, the governor bouncing along in the dirt behind them.*

Unconscious or immobilized entities, when behind good cover[2], may defend against attacks at no penalty.

Cover has two associated numbers: quality and flanking distance. Use this shorthand notation: +2/1f, to indicate a cover quality of +2 and a flanking distance of 1.

Quality

Cover quality is expressed as a positive number, which is added to the ranged defense value of entities in cover. Bigger numbers are better. Cover almost always provides a bonus of at least +2, and should ordinarily go no higher than about +6.

There are two aspects to consider in assigning quality to cover: coverage and hardness. Coverage expresses the amount of room for hunkering down. Cover which requires contortion to hide behind, such as a low wall or the engine block of an automobile, should receive a lower quality score than cover behind which a character can stand.

Hardness expresses the toughness of the cover. A steel-reinforced blockhouse should have a higher quality than an opaque plate glass window.

A character taking cover behind a bush, masked only from sight and not from weapons fire, should therefore receive the ordinary minimum cover quality of +2, or perhaps even +1. A character hiding behind a chest-height stone wall should receive the ordinary maximum +6.

> *Andrastos pulls the governor behind a sturdy concrete fountain's waist-high base. The*

1 Cover may be large enough to fit more than one adjacency group, too; the simplification in the text is for ease of writing and reading.

2 Any cover with a quality of +3 or greater is most likely good enough. Poorer cover, if it is sufficient to conceal the unconscious entity, may also suffice.

fountain is solid and fully disguises his outline. The gamemaster assigns it a cover quality of +6.

Basilus ducks behind the trunk of an ancient Homeworld oak. It hides his outline, and is thick enough to stop a good deal of fire. The gamemaster assigns it a cover quality of +4.

The rebel soldiers attack both our heroes. Andrastos' ranged defense is only 8+ (7+, plus a Dexterity bonus of +1 and 2 levels in the Dodge skill, minus 2), but his cover is good. Adding his cover quality of +6, his ranged defense value is 14+. The attacker fails the check.

A second soldier shoots at Basilus. His ranged defense value is 10+ (base 7+, plus his Armor Use skill of 4 and Dexterity bonus of +1, minus 2) and his cover quality is +4, for a target number of 14+. The attacker fails the check.

Flanking

Cover is very powerful. Even at its weakest, it turns a ranged attack on a target of equal defensive skill from nearly a sure thing into a coin toss. Cover is not perfect, however. It is usually possible to dislodge an entity from cover by making a flanking maneuver. Since the Gridless Combat System has no strong conception of sideways movement, we must fudge it.

All cover has a **flanking distance**. At ranges greater than its flanking distance, the cover provides its full benefit. At a range equal to its flanking distance, the cover provides half its benefit. At ranges less than its flanking distance, it provides no benefit.

Cover with a flanking distance of 0 provides half protection from enemies in the same GCS Region, rounded down. Cover with a flanking distance of * provides half protection, rounded down, even against adjacent enemies.

This is the palace of the planetary governor, so the fountain Andrastos is hiding behind is suitably impressive. It stretches ten cubits in either direction, very difficult to get around. The gamemaster assigns it a flanking distance of 0.

Basilus' cover, by contrast, is only a tree trunk. The gamemaster charitably assigns it a flanking distance of 1, though 2 would also be appropriate.

A rebel soldier moves from the building across the street (in Region 3) to a parked car on this side of the street (in Region 2). The parked car grants a cover bonus of +3 with a flanking distance of 1. He is now at a distance of 1 from our heroes.

Another rebel soldier moves from the building across the street to open ground in the same region as our heroes, Region 1. He is now at a distance of 0 from our heroes.

The rebel soldier in the building across the street at distance 2 still must overcome both Andrastos' and Basilus' full cover bonuses, being at a distance greater than the flanking distances associated with our heroes' cover (0 and 1, respectively). The target numbers for the two remain 14+.

The rebel soldier behind the parked car is a distance of 1 away from Andrastos and Basilus, greater than Andrastos' flanking distance but equal to Basilus' flanking distance. Andrastos' cover is fully effective, so the target number to hit him is still 14+.

The rebel is, however, at a distance equal to the flanking distance of Basilus' cover. Basilus' cover is therefore only half as effective. The rebel chooses to attack Basilus. Basilus adds his ranged defense modifier of 3 to 7+ and halves his cover bonus to get +2, for a final 12+. The attack fails.

The rebel soldier on open ground at distance 0 is within Basilus' flanking distance 1, and ignores Basilus' cover altogether, for a final 10+ (the sum of the base 7+ and Basilus' ranged defense modifier of 3).

He is at exactly the flanking distance of Andrastos' cover, and so Andrastos' cover is only half effective. He can attack Andrastos at 11+ (the sum of the base 7+, Andrastos' ranged defense modifier of 1, and Andrastos' halved cover bonus of +3).

Reorientation

An entity behind cover may **reorient** as a Move action on his turn once per turn. By reorienting, he inverts the definition of flanking distance. A reoriented entity receives full protection from cover against enemies at distances *less than* the cover's flanking distance, half protection from enemies at his cover's flanking distance, and no protection from enemies at distances *greater than* the cover's flanking distance.

An entity who is already reoriented may use the reorient action again to return to an un-reoriented state; his cover will once again protect him at long range but not at short range.

> *Basilus' turn comes up, and he chooses to reorient. This has the following effects: the rebel soldier on open ground at distance 0, less than Basilus' flanking distance, now must overcome the full cover bonus of +4, added to Basilus' ranged defense modifier of 3. His new target number is 14+.*
>
> *The rebel soldier behind the car at distance 1, equal to Basilus' flanking distance, still must only overcome half of Basilus' cover bonus. His target number remains 12+ (the sum of the base 7+, Basilus' ranged defense modifier of 3, and Basilus' halved cover bonus of +2).*
>
> *The rebel soldier across the street at distance 2, greater than Basilus' flanking distance, now ignores Basilus' cover, and must only overcome Basilus' ranged defense value. His target number is 10+.*
>
> *If, on Basilus' next turn, he reorients again, his cover will once again fully shield him from the rebel soldier across the street, but provide no protection against the soldier on open ground at distance 0.*

Cowering

If you neither move nor attack on your turn while in cover, double the cover quality when determining your ranged defense value until the start of your next turn.

You may still use your actions to do non-combat tasks while cowering.

> *The governor remains unconscious, and by definition can take no actions on his turn. If the enemy soldier across the street wishes to attack him, he receives a cover bonus of +12, twice the cover quality of +6.*

Destroying Cover

When playing with the GCS Damage Scales Optional Core Mechanic, mega-damage and giga-damage may destroy cover. Giga-damage succeeds on a 2d6 roll of 6 or greater, fully removing the cover from the battlefield.

To attack cover with mega-damage, make an attack roll against a target number of 10+. The cover's quality is reduced by 1 on successful attacks.

> *Andrastos throws a mega-damage grenade at the parked car behind which the rebel soldier is hiding. He adds his Throwing skill (2) and his grenade's linked attribute bonus (Strength, +2) to his roll of 9, against the target number of 10+. He succeeds. The grenade goes off, reducing the parked car's cover quality from +4 to +3.*

Advanced Attacks

In the GCS Fire and Movement system, characters may spend additional actions on attacks, or accept various constraints on their behavior, for special bonuses.

Aimed Fire

To make an **Aimed Fire attack**, spend two actions on an attack to add a bonus of +1 to your attack roll.

> *Basilus elects to make an Aimed Fire attack against the rebel behind the parked car. His laser pistol has an inherent +1 bonus to attack rolls, and uses the Pistols skill (Basilus' level is 2) and is Dexterity-linked (Basilus' Dexterity bonus is 2). Basilus spends his two on an Aimed Fire attack, adding a further +1 bonus to the target number. His attack modifier this turn is therefore 6.*
>
> *The rebel's ranged defense value is 10+. He is behind cover with a quality of +3 and a flanking distance of 1. Basilus is at distance 1, exactly equal to the flanking distance, so he must only*

overcome half the cover bonus; half of 3 is 1, so the target is 11+.

Basilus rolls 7, adds his modifier of 6, and gets 13. His attack hits, and the rebel is incapacitated.

Suppressive Fire

Spend two actions on an attack to make a **Suppressive Fire attack**.

A Suppressive Fire attack targets an adjacency group. Roll once, but consider each target's ranged defense value separately. Halve each target's ranged defense modifier.

Suppressive Fire ignores cover, but does no damage if it hits. Instead, it **suppresses** the target. When making attacks, a suppressed entity halves his base attack modifier and may not make Aimed Fire attacks.

For weapons with ammunition, making a Suppressive Fire attack costs two rounds' worth of ammunition. For weapons with two or fewer rounds of ammunition loaded, making a Suppressive Fire attack consumes all the remaining loaded ammunition.

The first time a suppressed entity moves on his turn, either between regions or within a region, all entities which made successful Suppressive Fire attacks against him since the end of his last turn may elect to use their free attacks to make ranged attacks against him; he receives no cover bonus.

A suppressed entity remains suppressed until the end of his next turn.

The rebel across the street seems to think Basilus is the bigger threat, and decides to make a Suppressive Fire attack against him.

The Suppressive Fire attack empties the rebel's plasma rifle, but ignores Basilus' cover. Basilus' ranged defense modifier of 3 is halved to 1, and his ranged defense value for suppressive fire (8+) is not enough to protect him. He is suppressed.

While suppressed, he attacks the rebel on open ground at the same range. His base attack modifier is 4 (his Pistols skill level of 2 plus his Dexterity bonus of +2). Half of that is 2, and he may not make an Aimed Fire attack. His pistol still adds a +1 to attacks, so his final attack modifier is 3.

The rebel's ranged defense is the same, 11+. Basilus' attack roll ends up at 11, sufficient to dispatch the perfidious guard.

Basilus remains stationary this turn. Were he to move, the rebel in the building across the street would be entitled to a free attack.

Overwatch

On your turn, you may spend an action to establish an **overwatch**. You may not move after doing so. Target one region. Whenever an entity enters that region, you may elect to make an attack at no penalty against that entity; the target receives no cover bonus. Once you have made an overwatch attack, your overwatch ends.

The overwatch attack *does not* consume your ordinary free attack. If you have established an overwatch and suppressed a target, for instance, you may make one overwatch attack (ending your overwatch) and one suppressive fire free attack (which consumes your ordinary free attack).

Combat for Noncombatants

With Fire and Movement, your character can be useful and survivable in combat even without much investment in combat skills.

The first thing to do is to make use of cover. Even poor cover can dramatically reduce the chance enemies have to hit your character. If you neither move nor attack, remember that you double your cover bonus. Behind solid cover, using your turn to attempt to influence the fighting with one of your non-combat skills can make it nearly impossible for enemies to hit you.

The second thing to do is to make use of special attacks. Suppressive Fire in particular is a good choice: it ignores cover, is defended by a reduced ranged defense modifier, and hits an adjacency group. It doesn't deal damage, but it does reduce the threat to the rest of your party by hampering your targets' attack rolls, and also grants you the option to make free attacks when your targets move.

Cautious Movement

Cautious movement functions as it does in the Gridless Combat System (see page 30), with three extra benefits.

First, if you do not end your turn in cover, you are treated as though you ended your turn in cover with a quality of +1 and a flanking distance of 0.

Second, if you are currently suppressed, other entities making suppressive fire free attacks against you halve their base attack modifiers, rounding down. If an entity who is herself suppressed makes a free attack against a cautious move, she need not halve her attack modifier twice; apply the penalty once only.

Third, cautious movement does not trigger overwatch free attacks.

When moving cautiously, you *do not* receive the benefit of any cover you are moving into (whether actual cover, or the free +1 cover for moving cautiously) when defending against suppressive fire free attacks.

> *Basilus and Andrastos are attempting to escape down the street. Basilus is still suppressed, so to maximize his chances, he decides to move cautiously.*
>
> *When he moves, the rebel gets a free attack. The rebel has a weapon skill of 3 and a weapon linked attribute bonus of +1 for a base attack modifier of 5. He must halve his base attack modifier, rounding down, for a final 2. Basilus receives no protection from his cover, but his ranged defense modifier of 3 is sufficient for a moderately difficult 10+. The defender misses.*
>
> *Attacks against Basilus after suppressive fire free attacks are resolved must now be made against 11+: his ranged defense value of 10+, plus a +1 cover bonus from cautious movement.*
>
> *Basilus and Andrastos eventually escape and manage to resuscitate the governor.*

Multi-Weapon Attacks

You may attack with multiple one-handed ranged weapons using one attack, as described in the Gridless Combat System rules on page 32. Consider each weapon's range bonuses or penalties separately, and deduct ammunition from all weapons used to make a multi-weapon attack.

When making a Suppressive Fire attack with multiple weapons, spend two actions as usual, but roll only once. Deduct ammunition from all weapons used to make a multi-weapon Suppressive Fire attack. Rather than dealing damage, add 1 to your attack roll for each weapon used.

You may not make Aimed Fire attacks with multiple weapons.

GCS Mass Combat

Large combats are slow. Such is the nature of roleplaying games. It is also in the nature of roleplaying games[1] to provide mass combat systems[2] to aid in resolving fights between big groups.

Setting Up

Take ten **markers**. These represent the strength of the more powerful force. To determine which force is more powerful, consider numbers and equipment only. Commanders, terrain, and player character aid are considered separately.

Next, set aside a number of markers to represent the less powerful force proportional to the strength of the more powerful force, rounding up if necessary[3].

> *During the reconquest, Andrastos and Basilus, along with a platoon of 40 loyal Imperial soldiers, come across 60 rebel troopers. They are roughly evenly matched in terms of equipment.*
>
> *That leaves numbers as the deciding factor. The gamemaster assigns 10 tokens to the rebel troopers, and 7 (two-thirds, rounded up) to the Imperial soldiers.*

The Combat Process

In GCS Mass Combat, each side makes a 2d6 roll against 7+, with modifiers to the roll based on the situation and player actions. The degree of success a side rolls against the target number yields the number of tokens the enemy loses.

Determining Mass Combat Modifier

A side's **Mass Combat modifier** starts at 0 and depends upon four things: numerical advantage, command quality, terrain and defenses, and player character contributions.

1 For example, Savage Worlds. No, there's no particular reason why I chose to name that one.
2 Savage Worlds has a nice one, for instance.
3 Within reason, anyway. If you are finding it difficult to justify assigning the smaller force even one token, you may wish to consider either a surrender or demanding a surrender, depending on which side you are on.

Numerical Advantage

Take the number of markers you have and subtract the number of markers the opponent has. This is the **numerical advantage** modifier. Add it to your Mass Combat modifier.

> *Andrastos and Basilus have 7 tokens, and the enemy has 10. 7 minus 10 is -3. Our heroes must add -3 to the Mass Combat modifier, which is now -3.*
>
> *For the rebels, the calculation is flipped: their 10 tokens minus our heroes' 7, yielding 3. Adding this to their Mass Combat modifier, they move on with +3.*

Command Quality

One character or NPC on your side may make a command skill check against a target number of 10+.

If a character succeeds on the command check, his side adds the degree of success to their Mass Combat modifier.

> *Andrastos has ranks in Command, and decides to make a command roll. His Command skill level is 3, and its linked attribute is Charisma. Andrastos' Charisma bonus is +1, for an effective skill level of 4. He rolls 2d6 and gets a final result of 12 against 10+.*
>
> *The degree of success is 2, so our heroes add 2 to their Mass Combat modifier, moving forward with a -1.*
>
> *The rebels have no command; their Mass Combat modifier remains at +3.*

Terrain and Defense

If you are attacking fortifications, add a penalty to your modifier. The fortifications penalty should range from between -1 for makeshift defenses and -6 for the most heavily-prepared permanent positions.

If you are defending fortifications, add a bonus to your modifier of half the size of the penalty imposed on the attackers.

> *The rebels have erected some hasty fortifications, adding a penalty of -1 to our heroes' Mass Combat modifier, which is now -2.*

Half of -1 rounded down is 0, so the rebels receive no bonus for defending their position. Their Mass Combat Target Number is still +3.

If the rebel fortifications had imposed a penalty of -2, the rebels would receive a bonus of 1: half of the size of the penalty imposed.

Player Character Contributions

In small mass combats with non-mook enemies, players can contribute by simply playing out their turns and defeating enemies.

In large mass combats, where the above method is unlikely to tip the balance, players may make **Mass Combat Contribution checks**, which provide a modifier to the mass combat roll rather than directly killing mooks.

To make a Mass Combat Contribution check, make a check of a combat skill you can justify to your gamemaster against a target number of 10+. If your side is outnumbered, add the difference between your opponents' marker count and your own to the target number.

On a success, add the degree of success to your side's Mass Combat modifier, *or* subtract the degree of success from your opponents' Mass Combat modifier.

On a failure, cross off one damage save from your outermost layer of defense.

In both cases, if you're using a weapon that requires ammunition, use two attacks' worth.

Andrastos and Basilus both decide to make Player Character Contribution checks. They are outnumbered by 3 markers, so the base target number of 10+ becomes 13+.

Basilus chooses to roll his Psi Attack skill. He has it at level 6, and has a bonus of +2 in Intelligence, its linked attribute. He adds the result of a 2d6 roll to 8, his effective skill level, and gets a 16, which exceeds the target number by 3. He elects to penalize the rebels, subtracting 3 from their Mass Combat modifier.

After Basilus' contribution, the target numbers stand at -2 for our heroes, and 0 for the rebels.

Andrastos rolls his Hand Weapons skill, with an effective level of 6, using two attacks of ammunition from his plasma rifle's power cell. The final result of the skill roll is 14, exceeding the target number by 1 for 1 degree of success. He elects to aid his allies, adding +1 to their Mass Combat modifier.

After Andrastos' contribution, the target numbers stand at -1 for our heroes, and 0 for the rebels.

Mass Combat Rolls

For each side, roll 2d6 plus the Mass Combat modifier against 7+. For each degree of success, remove one marker from the opposing side.

The rebels roll 6 and add 0, which is below the target number of 7+. They remove no markers from the Imperial forces. Our heroes roll 9 and subtract 1 for a final 8, exceeding the target number by 1 for 1 degree of success. They remove one marker from the rebel side.

Next round, the rebels' numerical advantage will only be 2: they have 9 markers to the Imperials' 7.

Morale

After losing a marker, a side must make a **morale** check. Starting with a target number of 3+, add the number of markers lost since the start of the battle. On failure, the side routs (see below).

The rebels lost a marker; the only one they've lost in the battle so far. They add 1 to the target number of 3+ for a total of 4+ and roll a 3. They rout.

Leaving Combat

In the event that one side loses all its markers, the remaining side is obviously the victor. In the event that both sides lose all their markers, both sides lose. Sides may leave combat by two other means.

Retreating

Instead of making a Mass Combat roll, a side may elect to **retreat** from battle. After taking casualties, the side leaves combat without making a morale check.

Routing

If a side fails a morale check, it loses one extra marker and **routs**, immediately leaving combat.

> *The rebels lose a second marker because they routed, then flee the field. They lose two markers total.*

Wounded and Damaged

Some lost markers may be recovered as **wounded** men or **damaged** equipment following a mass combat. For each lost marker, roll 2d6 against a target number of 8+ for a victorious side, 9+ for a retreated side, or 10+ for a routed side. On successful rolls, the men and material represented by the token are wounded or damaged. On failed rolls, they are lost or captured.

You may obtain the number of men and/or pieces of material represented by each marker by dividing the side's starting strength by the number of markers it began with.

> *For each marker lost, the rebels roll against 10+. They roll a 5 and an 11, losing one marker's worth of forces for good and recovering one marker's worth of wounded men or damaged equipment.*
>
> *Given the rebels' starting force of 60 men and their starting marker count of 10, each marker represents six men. Six men are killed in combat, and six wounded men rout.*

Integrating Mass Combat and Normal Combat

As alluded to earlier in this chapter, Mass Combat may occur concurrently with ordinary combat, or as an independent event.

The former case should only come up when both sides in a combat have mooks and full combat entities (player characters or NPCs with full sheets), and additionally when the combat is not so large that playing a section of it feels unwieldy.

In general, though the Mass Combat rules are simple to use, they are nevertheless to be avoided when possible: if used in their independent form, they risk bringing players out of the spotlight, and if used in their combat-integrated form, they slow things down and complicate matters considerably. As a rule, only use the Mass Combat system if there is a need for lots of mooks to fight lots of mooks. If mooks can fight full Gridless Combat System entities, be they friend or foe, and if there aren't enough enemies to dramatically slow down combat, skip Mass Combat.

RPJ Cinematic Combat

Besides the Gridless Combat System, RPJ also provides a system for **cinematic combat**—that is, less rule-based combat which allows for a greater degree of player improvisation. It may be employed in games using the Gridless Combat System to provide for entertaining combat against legendary foes[1], or even in place of the Gridless Combat System altogether[2].

Dependencies

The Cinematic Combat system depends on some aspects of the Gridless Combat System and RPJ Health, and depends fully on RPJ Skills.

Character Qualities

Though the Cinematic Combat system simplifies the combat rules, much of the bookkeeping carries over from the Gridless Combat System. Characters track several pieces of information: their damage saves, including those from armor; the damage their weapons and special attacks do; the number of actions they receive; and their initiative.

Setting Up

The gamemaster should provide a proper map of the combat area. There is no need to divide it into GCS Regions. Draw a 30-yard scale on the map.

Characters roll for initiative according to the Gridless Combat System rules on page 27. Make a note of the turn order.

Place markers for each entity involved in combat on the map[3].

> *Laeniel and Ug join us once again! They have encountered a massive War-Oliphaunt. The gamemaster decides that the War-Oliphaunt, with its heavy armor and magical resistance, is a foe too powerful for ordinary combat.*
>
> *He draws a map of the area: a steep-sided valley fifty feet deep, five hundred yards long. Laeniel and Ug start on the rim of the valley, while the War-Oliphaunt starts below.*
>
> *Rolling for initiative, they set the turn order: Laeniel, the Oliphaunt, and finally, Ug.*

Health, Death, and Dying

For players and ordinary enemies, follow the rules in the Gridless Combat System for applying damage on page 29, and the rules for incapacitation, coups de grace, and helping hands starting on page 29.

The gamemaster may decide to give certain large or **legendary** enemies unlimited damage saves, or a large amount of mega- or giga-damage saves. These enemies may be defeated by dealing critical damage—that is, making attacks to weaken or cripple such a foe, then delivering the final blow when the foe is staggered[4].

The Round

Each round, players have the option to take their turn in its ordinary place, or move down the turn order. Any time two or more players have subsequent turns, they may take a **cooperative turn** instead (see below for more detail).

> *Laeniel defers her turn to happen after the Oliphaunt's and before Ug's.*

Movement

Characters may move 30 yards per action. (Precise measurement is not required, just keep it reasonable.) Exciting acrobatics are encouraged, although they may take extra skill rolls.

> *The Oliphaunt moves first. It has one action only; it moves 30 yards down the valley.*

1 In this circumstance, ordinary combat is a lot like standing in a circle around a dragon, bashing its toes until it dies.

2 Recommended only for gamemasters with a good sense for target numbers, comfortable with setting difficulties on the fly. Even if you aren't using the Gridless Combat System, I encourage you to crib from it.

3 Putting them, at the risk of sounding trite, where they are.

4 You may have noticed that these terms (critical damage, weakened, crippled, staggered) do not appear in bold text. As such, they have no precise mechanical meaning. They merely provide a narrative structure for cinematic combats against legendary foes. The players are outclassed at first; they must use their skills to bring the enemy down a few pegs to reveal vulnerabilities. After they do, they may attack those weak spots to defeat the foe.

Attacks

Characters may make one attack per action. Gamemasters can reference the Gridless Combat System for a way to generate approximately fair target numbers for attacks.

> *The Oliphaunt may only have one action, but the mooks atop it have more. They fire a hail of arrows at Ug and Laeniel, which all miss.*

Cooperative Turns

On a cooperative turn, the players involved may interleave their actions in any way they like to aid one another. There are no strict limits on how this may be done; cooperative turns provide players the most improvisational opportunity in the Cinematic Combat system, and gamemasters should give them wide latitude to do awesome things.

> *Dave and Fred elect to take a cooperative turn. In this combat, Ug has three actions and Laeniel has five; both have one extra action over their base number thanks to the Potion of Speed the author determined they should drink for the purposes of this example.*
>
> *Ug kicks things off by using his Landslide spell, at the cost of one action, to move himself and Laeniel. The spell's effect allows one adjacency group to move as though each member had spent two actions. Laeniel and Ug move 60 yards up the valley and down the valley wall, to put them next to the Oliphaunt.*
>
> *Next, Laeniel takes two actions, making an attack against the Oliphaunt's front leg to cut a tendon (9+; she succeeds), and quickly climbing the ancient arrows embedded in the Oliphaunt's flank (Acrobatics at 11+; again, she succeeds). The beast roars in pain.*
>
> *Ug takes his final action, casting Cave-In to collapse the valley walls ahead and block the Oliphaunt's retreat.*
>
> *Laeniel takes her last action to cut the ropes securing the Oliphaunt's war-tower to its back. It topples off and breaks apart as it hits the ground.*

RPJ Structured Magic

Characters frequently have access to certain special powers: magic spells, perhaps, or psionic abilities. The Structured Magic mechanic provides one option for modeling those powers.

Spells and Spell Slots

Special powers in Structured Magic are known as **spells** or **abilities**. This rulebook uses the term spell to simplify the language, but the two terms have identical rules meaning. Spells have a level between 0 and 6. For instance, a spell of level 5 is referred to as a 5th-level spell.

Characters who can use special powers have **spell slots** or **ability slots**. (Again, this rulebook will use the term 'spell slot' for simplicity, but a spell slot and an ability slot are identical under these rules.) Spell slots also have a level between 0 and 5. A spell slot of level 5 is referred to as a 5th-level spell slot.

To use a spell, you must **expend** a spell slot whose level is greater than or equal to the spell's level. An expended spell slot may not be used again until it is **recovered**.

Spells and spell slots are associated with skills. A skill which grants spells and spell slots is known as a **magic skill**. Magic skills determine how you gain spells and spell slots, how you use spells, and how you recover spell slots.

Your effective level in a magic skill is also used to determine how effective your spells are: how easily they hit their targets, and how hard they are to avoid or resist. If a spell requires an attack roll, use its magic skill and linked attribute bonus. If a spell calls for a saving throw, the difficulty is your base level in its magic skill.

The sections below provide the standard rules. Particular magic skills may function differently. If so, your module rulebook will explain how.

0th-Level Spells and Slots

0th-level spells and slots function differently. A 0th-level spell slot contains an at-will spell, which may be used, as the name suggests, at will, as many times as you like, without expending the spell slot.

Gaining Spell Slots

A magic skill which does not describe its own mechanism for spell slot gain uses these rules.

There are two quantities which determine the number and level of spell slots you obtain: your base level in a magic skill, and its linked attribute bonus. Your base level in the skill is your **maximum spell level** for that skill, and its linked attribute bonus plus 1 is your **maximum slot count**.

To determine how many spell slots of a given level you have, look at your maximum spell level. If the given level is higher than your maximum spell level, you have 0 spell slots at that level. If the given level is equal to your maximum spell level, you have 1 spell slot at that level.

If the given level is lower than your maximum spell level, subtract it from your maximum spell level and add 1 to the result. You have that many spell slots at the given level, up to your maximum slot count.

> *Ug the Cave-Mage has the Primitive Magic skill at level 5, which grants access to primitive magic spells and spell slots. It is a Willpower-linked skill, and Ug's Willpower bonus is +1.*
>
> *Ug's maximum spell level is the same as his base Primitive Magic level: 5. His maximum slot count is his Willpower bonus plus 1: 2.*
>
> *Ug has no spell slots of 6th level, because his maximum spell level is 5. At his maximum spell level, he has one 5th-level spell slot.*
>
> *To determine how many 4th-level spell slots he has, Ug subtracts 4 from his maximum spell level of 5 to get 1. He repeats the process for his 3th-level spell slots, and finds he has 2.*
>
> *For his 2nd-level slots, he subtracts 2 from 5 to get 3. His maximum slot count is 2, however, so he has only two 2nd-level spell slots, as well as two slots each at 0th level and 1st level.*

Innate Spell Slots

Classes or traits may provide **innate spell slots**, which permit you to use spells without levels in a magic skill. Such traits and classes will indicate how to use those spell slots, and which skill or attribute (if any) to use in

place of the magic skill when the magic skill is called for.

> *As an elf, Laeniel has the Elfish Glamour racial quirk. It grants her two innate 1st-level spell slots, into which she can place minor illusion spells. It further indicates that she should use Charisma to determine saving throw difficulties in place of the Refined Magic skill.*

Known and Prepared Spells

Some magic skills may require you to prepare spells ahead of time according to one of the following systems. If a magic skill does not require you to prepare spells, you may use any spell available to you when expending a spell slot.

In either case, your magic skill will indicate how to determine your **known spells**, those spells available to you to prepare or to use.

Slot Preparation

If a magic skill requires **slot preparation**, you must assign spells to each of your spell slots when preparing your spells. Each slot may *only* be expended to use the spell assigned to it. The same spell may appear in multiple slots.

List Preparation

If a magic skill requires **list preparation**, you must select a subset of your known spells when preparing your spells. You may only use spells you selected. The skill will describe how many spells you may prepare.

0th-Level Spells

If you are required to prepare spells, you may choose which 0th-level spells go into your 0th-level spell slots when you prepare spells.

If you do not prepare spells, you must choose which 0th-level spell goes into a 0th-level spell slot when you gain the slot. This is a permanent choice.

Recovering Slots

For each hour spent in concentration, recover spell slots whose levels sum to no more than 2 plus your effective magic skill level.

Concentration requires that you be conscious and largely free to focus. Making a skill check, using a spell, engaging in combat, or carrying on more than a simple conversation prevent you from recovering spell slots.

If your magic skill requires spell preparation, you may change your prepared spells upon completing two hours of concentration.

Spell Defense

Some characters may have natural resistance to spells. Characters with spell resistance have a **spell defense value**, which may be determined by a skill or attribute level, or may simply be a fixed number. When targeted by a spell, a character with spell resistance may roll his spell defense value against 7+ plus the spell user's effective level in the magic skill's linked attribute. On success, the spell has no effect.

> *Ug targets a Spell-Beast with a Primitive Magic spell. The Spell-Beast has a spell defense value of 4, so it can attempt to resist the spell.*
>
> *Primitive Magic is a Willpower-linked skill, so the Spell-Beast rolls 4 against a difficulty of Ug's effective Willpower level (5), for a target of 12+. The Spell-Beast's final roll is 10, insufficient to resist the spell.*

Multiple Magic Skills

If your module includes multiple magic skills, you may take levels in more than one of them. Use your highest effective magic skill level to determine how many spell slots you get and how many spell slots you recover when concentrating.

If your magic skills have different preparation rules, follow all of them simultaneously. For example, if you have magic skills which follow all three preparation rules, assign spells to individual spell slots for your slot preparation skill *and* select a subset of spells to prepare for your list preparation skill.

You may expend a given spell slot to use any spell from your no-preparation magic skill, any spell from your list preparation skill's prepared list, or the spell assigned to the slot from your slot preparation skill.

You may not prepare or use spells whose level exceeds your base level in their associated magic skill, even if you have higher-level spell slots.

> *Ug has one level in Refined Magic and six in Primitive Magic.*
>
> *He uses Primitive Magic to determine how many spell slots he gets, and at what level. He determines what spells he knows by following the rules given in the Primitive Magic and Refined Magic skill listings.*
>
> *Primitive Magic is a no-preparation magic skill. Refined Magic is a slot preparation magic skill. When preparing spells, Ug assigns a Refined Magic spell to each of his 1st-level spell slots. He may expend those slots to use either their assigned Refined Magic spell, or any Primitive Magic spell he knows.*
>
> *He may* not *assign any Refined Magic spells of 2nd level or higher to his spell slots, as his Refined Magic skill of 1 only permits him to prepare 1st-level Refined Magic spells.*

For Gamemasters and Module Authors

Magic skills are extremely valuable, and should be priced accordingly. If one magic skill suffices to unlock the full potential of a magic system, it should cost between two and four times what an ordinary skill costs.

If your module uses multiple magic skills (corresponding, say, to schools of magic), you need not charge extra for magic skills.

Optional: Slow Build Magic

The sum of your base levels in magic skills may not exceed your total character points divided by 10.

RPJ Wild Magic

When representing special powers available to characters, sometimes RPJ Structured Magic is too rigid and too inflexible[1]. Enter the RPJ Wild Magic core mechanic: a second option for modeling such powers.

Abilities and Ability Skills

At the center of Wild Magic are **ability skills**. An ability skill is a skill which grants you the ability to use Wild Magic abilities[2] pertaining to a certain **sphere** of endeavor. In a fantasy-flavored Wild Magic implementation, Fire Magic might be an ability skill. In a science fiction setting with psionics[3], Telepathy might be.

Your effective level in an ability skill is your **ability power** for that skill. (It may be further modified by items, traits, and circumstances.) By rolling your ability power, you can use an **ability**: a particular manifestation of your special powers.

The difficulty of the check is the **ability cost**, a measure of the difficulty of the ability. You can adjust the ability cost, and therefore the difficulty of the roll, by selecting more or less powerful effects.

Succeed on the roll, and the ability works as expected. Fail on the roll, and it does not. It may simply fizzle, or it may fail in more spectacular fashion.

Ability Defense

Abilities can be resisted in the same way as Structured Magic spells. See Spell Defense on page 52.

Stamina

Use of abilities takes a toll on your mind. Your **ability stamina** represents your capacity to withstand this strain. To calculate your ability stamina, take your highest base level in an ability skill and multiply by 2. Add the ability skill's linked attribute bonus and your Constitution bonus.

When you attempt to use an ability, whether you succeed or fail, deduct its ability cost from your ability stamina.

Whenever you use an ability which results in an ability stamina of 0 or lower, roll your Willpower against 6+ plus the distance by which your ability stamina is below 0. If you fail, you are incapacitated by nonlethal damage. If you critically fail, you are incapacitated by lethal damage.

Recovering Stamina

After one hour of rest during which you do not use any abilities, regain half of your ability stamina.

Rest need not be sleep, but should be marked by minimal activity.

Premade and Improvised Abilities

Abilities may be included in a module rulebook, or created on the fly by the player. In either case, this section provides guidelines for how to create an ability, and how to set its cost[4].

An ability's base cost is determined by its **magnitude**.

Cost	Magnitude
0	Trivial: magical lights, illusions
1	Weak: small buffs or debuffs, minimal damage
2	Moderate: uncanny agility, limited damage
4	Strong: flight, invisibility, average damage
6	Very Strong: mass teleporting, heavy damage
8+	Overwhelming: knockout damage and more

Trivial effects are limited to simple illusions and other effects with little mechanical benefit. A Trivial effect permits the user to perceive abilities and effects in their sphere, to understand phenomena related to it, and to weakly manipulate extant forces. With Fire Magic, you could discern whether a flame is natural or magical in nature or cause a candle to burn brighter. With Telepathy, you could discern whether a person is a telepath themselves, read his emotional state, or slightly amplify whatever emotion he is currently feeling.

1 Worse than that, it requires lots of design work done ahead of time.

2 As in RPJ Structured Magic, you may substitute 'spell' for 'ability'. The terms are mechanically synonymous. This rulebook uses 'spell' for Structured Magic and 'ability' for Wild Magic so that the two systems may be used together without overlapping terminology.

3 May I recommend RPJ Sci-Fi?

4 As always, the gamemaster has the final say.

Weak effects are the first which can deal damage, although in minimal quantities (0 only). Weak effects permit the user to exert stronger control over phenomena in their sphere, to bolster their own defenses and others, and to conceal or camouflage phenomena within their sphere. With Fire Magic, you could make enough of a spark to light a candle, wreath yourself in flame to burn arrows before they reach you, or darken a still-burning lantern to prevent it from casting light. With Telepathy, you could shield your ally's thoughts from a hostile telepath, read minds, or plant emotions.

Moderate effects deal more damage, in the range 1-2. They also allow the user to manipulate existing ability effects, refine or repair objects within their sphere, and alter or transform phenomena from their sphere. With Fire Magic, you could create heat or light from nothing, dispel or dissipate flames, or pull a fireball out of a candle's flame. With Telepathy, you could sooth or calm a fearful or damaged mind, plant thoughts, or gain control over most non-sentient minds.

Strong effects deal 2-3 damage. They also allow the user to transform or amplify phenomena or objects pertaining to their sphere. With Fire Magic, you could draw power for a fireball from the heat of the sun. With Telepathy, you could plant memories or gain control over weak-minded sentients.

Very Strong effects deal 4 or more damage. They also permit the user to create and destroy phenomena relating to their sphere *ex nihilo*. With Fire Magic, you could use abilities with no need for a special source of power at all, or outright silence a lesser Fire Magic user's abilities. With Telepathy, you could plant deeply-held convictions, or gain control over all but the strongest sentient minds.

Overwhelming effects are everything beyond: vast firestorms, mass domination of target minds, and the like. The sky is the limit, both for the ability's effect and for its cost.

Beyond the effects and examples above, a higher magnitude can also replicate the effects of a lower magnitude with greater strength. A Very Strong Fire Magic effect might, for instance, make a candle burn brighter. Ordinarily a Trivial effect, in this case the ability might cause the candle to burn in a pillar of flame fifty feel tall.

By default, abilities require 5 seconds (or 1 combat action) of concentration to use, affect a single target, and have a range of about 10 yards or, in combat, adjacent. Ability parameters may be modified according to the following table.

Certain abilities may not fit the paradigm implied by the defaults above or the table below. In this case, your module rulebook or gamemaster determines the cost for ability modifications and their end effects.

Cost	Effect
-2	Increase concentration time to 10 minutes, or by 2 steps
-1	Increase concentration time to 1 minute, or by 1 step
-1	Decrease range to physical touch[1]
+1	Increase range to 180 yards/6 combat regions
+2	Increase target area to 10 yards/1 adjacency group
+2	For area target abilities, choose which targets in the area are affected
+2	Increase range to within sight
+3	Decrease concentration time to instant
+3	Increase target area to 30 yards/1 combat region
+3	Increase the target area of an ability which already targets at least 30 yards/1 combat region by an additional 30 yards/1 combat region

Optional: Practiced Improvisation

Intensive study and practice of an improvised ability over the course of one month permanently reduces its cost by 1. You may only practice one ability at a time, and may not reduce the cost of any ability more than once or below zero.

1 In combat, to touch a target, make a Dexterity check against its Dexterity plus 2.

RPJ Money

Money is a feature of almost every time and place where a roleplaying game might be set, whether it be in the form of silver drachma, pounds sterling, Imperial credits, or replicator time allotments.

Rather than attempt to simulate all of these many and varied possibilities, RPJ Money abstracts many of the details, collapsing them to two resources: **Coin** and **Wealth**.

Coin

Coin is ready spending money, the liquid financial resources you can bring to bear on a purchase. It's in your pocket or in a bank account or loaded on your replicator time card, and you can spend it as you like.

1 Coin is a fairly large amount of money relative to the smallest amount which you might have reason to spend. Some things (a wooden sword, a drink and a meal at a bar, a night at a cheap inn) might cost 0 Coin.

Item Costs

Items cost an amount of Coin dependent upon their **rarity**. Rarity steps and their associated costs are shown below[1].

Rarity	Cost
Ubiquitous	1
Plentiful	3
Common	6
Uncommon	10
Rare	15
Relic	21

These costs are a baseline which holds in ordinary cases. Extraordinary items may have extraordinary costs. Item listings in your module rulebook will include their cost.

Making Purchases

To buy an item, spend Coin equal to its cost.

Availability Modifiers

Large markets may provide easier access to items, while small markets may make it more difficult to find them at a reasonable price.

Gamemasters may increase or decrease the cost of any item by up to 1 Coin per rarity step to represent this effect.

Haggling

Players may make a check of an appropriate haggling skill, opposed by the seller of the item. Reduce the total Coin cost of the acquisition by the degree of success, to a minimum of 1.

Quantities and Qualities

Buying items in quantity is easier than buying each one individually. Similarly, buying well-built or poorly-made items changes their cost.

Quantity

The Coin cost for an item is the cost for a single example. To make an acquisition check for up to 10 items, add 3 to the Coin cost. For up to 100 items, add 6. For up to 1000 items, add 9, and so on, adding 3 to the Coin cost per order of magnitude.

Quality

You may increase the quality of items you are acquiring at a cost in Coin, or decrease the cost by acquiring poorly-made items.

For each increase in quality, improve the item in some way and increase the item's cost by 2. For items with mechanical effects, improve one feature by 1[2]. You may not improve the same feature more than once, nor may you improve more than three features in all.

For each decrease in quality, make the item worse in some way and decrease its cost by 1. For items with mechanical effects, diminish one feature by 1. You may diminish the same feature more than once, but you may not diminish more than three features in all.

You may mix and match improvements and diminishments. If you do so, you many not have more than three improvements and diminishments in total.

1 You may have noticed the pattern is the same as skill costs from level 0.

2 Improve doesn't necessarily mean increase: improving a damage save means reducing its target number.

Variant: Acquisition Checks

In some settings or situations, acquisitions may be more complicated than simply spending some money. In these cases, you may need to make an **acquisition check** to purchase an item.

The modifier for an acquisition check is your current Coin. The difficulty is the item's Coin cost. If you succeed on the acquisition check, you spend Coin equal to the item's Coin cost and obtain the item. If you fail, do nothing.

Wealth

Coin is your spending money. Wealth is your non-liquid assets, those which underpin your liquid fortunes. Over time, your Wealth *generates* Coin.

If, at the end of a month, your Coin is less than your Wealth, add 20% of your Wealth, rounded up, to your Coin. Your Wealth cannot generate Coin so that your total Coin ends up being greater than your Wealth.

If you gain Coin by some other means at the end of a month, your Wealth generates Coin first.

> *Andrastos has 9 Wealth. Dividing by 5 and rounding up, he finds his Wealth generates 2 Coin per month.*
>
> *He has 6 Coin, and the month end rolls around. He adds 2 Coin to his total for a new total of 8.*
>
> *At the end of the next month, a Navarch pays him 1 Coin for his services. First, though, his Wealth generates 2 Coin. 2 Coin would increase his Coin total to more than his Wealth, however, so he loses the excess and now has 9 Coin. Adding the Navarch's pay, he ends up with 10 Coin.*

Gaining Wealth

Wealth is acquired by acquiring properties, assets, and investments which generate money over time. This will frequently require roleplay and an expenditure of Coin. 10 Coin buys 1 Wealth.

Spending Wealth

In general, Wealth is not spent. It may be used in two ways beyond its passive Coin-generating function, however: you may earmark it to pay for ongoing expenses or upkeep costs, and you may burn it to generate Coin quickly at a long-term cost.

Earmarking

Earmarked Wealth is wealth assigned to some holding with an upkeep cost, or to some other ongoing expense. It does not passively generate Coin, but also pays for the ongoing expense in question.

You may change the allocation of earmarked Wealth at the end of a month.

Burning

You may burn Wealth to generate a short-term influx of Coin. Burn two points of Wealth, permanently losing them, to add one Coin to your current total.

Sharing Wealth and Coin

You may share both Wealth and Coin, transferring either asset type in any quantity to another character. Shared Wealth generates Coin for the recipient as though it were his own.

For Gamemasters and Module Authors

Exponential Coin

In RPJ Sci-Fi, the source of these rules, Coin is exponential rather than linear: adding 5 Coin to 20 existing Coin represents a larger gain in wealth than adding 5 Coin to 0 Coin.

This may be helpful in similar settings, where your rules might have to cover buying a gun as well as buying a spaceship, without making the numbers too big.

Higher Cost Categories

RPJ Sci-Fi introduces the idea of higher costs for larger items, such as vehicles and voidships. Costs for these items are not multiplied, but rather start further along the RPJ-standard series of triangular numbers[1]. RPJ Sci-Fi vehicle costs go 3, 6, 10, 15, 21, 28, starting at the second triangular number and going to the seventh. RPJ

1 As a refresher, the *n*th triangular number is the sum of all the natural numbers from 1 to *n*.

Sci-Fi shuttles and small voidships go 6, 10, 15, 21, 28, 36, starting at T(3) and going to T(8).

If your Coin is not exponential, you may get some benefit out of doubling or tripling costs instead, or applying some other multiplier.

RPJ Coin Flips

In the far reaches of the misty, all-but-forgotten past, RPJ had as one of its guiding principles the idea that you should be able to play with zero investment in any of the traditional tabletop RPG tools: dice sets, miniatures, constant new editions of expensive print books, and so on. As such, it used coins as a source of randomness.

While successful, this experiment demonstrated that such a source of randomness is remarkably inconvenient in practice, and so the rewrite to use 2d6 expunged almost all trace of it from the system.

That being said, RPJ is still playable with coins, if you're the historically-minded person who misses THAC0 and XP for gold. In fact, statistically, 2d6 and the old-time RPJ 5d±1 roll are almost equivalent[1]. The only major difference is that the 2d6 roll centers around 7, while the 5d±1 roll centers around 0. As such, the only thing you *need* to do to play RPJ with coins is substitute 5d±1 + 7 wherever a 2d6 roll is called for. You will still need a d6 or two for decision tables and random choice rolls.

The remainder of this Optional Core Mechanic provides further information on how to handle coin-based play, and some tips on how to minimize the still-substantial inconvenience thereof.

The 5d±1 Roll

A d±1 is simply a coin whose value is 1 when it shows heads and -1 when it shows tails.

To make a 10d±1 roll, roll 8d±1 and two **spoiler coins**, one positive and one negative. The positive spoiler coin is a d+2/-1 (that is, a value of 2 on heads and -1 on tails), and the negative spoiler coin is a d+1/-2 (that is, a value of 1 on heads and -2 on tails). The purpose of the spoiler coins is to add odd numbers to the possible range of outputs.

The spoiler coins may be visually distinctive (dimes in a field of pennies, say), or they may simply be based upon position (the leftmost two coins after a roll, for instance)[2].

Tips for Faster Play

First, do not waste your time flipping each coin individually. Get all five (or however many) in your hands, shake them, and throw them at some surface (for obvious reasons[3], I would suggest something padded).

Second, use small coins—dimes or pennies are ideal. Larger coins do not turn over as well when shaken. As a corollary, use coins with distinctive sides—I find that shiny pennies or dimes are better than most anything else, due to their size and the easy differentiation between heads and tails (state quarters, by the way, are just about the worst). If you find that you enjoy RPJ enough to play on a serious, regular basis, label your coins with scraps of paper. (Or buy a box of d6es, or raid the Monopoly set in your closet.)

Third, do not individually count every coin in a 5d±1 roll. Match up each spoiler heads with two tails(es?) (or spoiler tails with two regular heads(es?), as appropriate), then match up each remaining heads with a tails. Count the remaining coins.

1 Players using coins and 2d6en should be perfectly capable of playing side-by-side in the same campaign. Both 5d±1+7 and 2d6 center on 7. The former's standard deviation is 2.74, and the latter's is 2.42. Coins are biased toward even numbers, but not overwhelmingly so.

2 It is not necessary to keep track of which is which. If one shows heads and one shows tails, they cancel out; if both show heads, the result is 3, while if both show tails the result is -3.

3 In case you didn't realize, throwing five coins at a table is really loud.

Appendix A: Example Skills

This list of skills is provided primarily for inspiration. Consult your RPJ module rulebook for actual information on the skills system you will be using.

General Skills

- **Athleticism** (Strength, Constitution, or Dexterity): how fast a character can run, how high he can jump, how far he can throw things, and in general his capacity for athletic feats. Choose a linked attribute at character creation, or when adding the skill for the first time.
- **Command** (Charisma): a character's ability to command forces in battle.
- **Concealment** (Intelligence): a character's ability to hide, and to take actions without being seen.
- **Diplomacy** (Charisma): how reliably a character can talk others into agreement with himself, or how well he can lie.
- **Dodge** (Dexterity): a character's skill at eluding attacks.
- **Games** (Intelligence): how well a character plays board games and games of chance.
- **Heavy Armor Use** (Constitution): skill at defending against attacks with heavy armor.
- **Intimidate** (Strength or Constitution): a character's physical presence and ability to leverage said presence into forcing others to do things.
- **Knowledge** (Intelligence): how much a character knows about the world. Pick a focus topic as a specialty, receiving a +1 bonus to rolls concerning that topic; all other topics are rolled at no bonus or penalty.
- **Light Armor Use** (Dexterity): skill at defending against attacks with light armor.
- **Open Lock** (Dexterity or Intelligence): a character's ability to open locks without the required key. It may take different forms in different genre; Intelligence is more apt for science fiction and Dexterity is more apt for fantasy.
- **Perception** (Willpower): a character's ability to notice things in and about the world around them, and to conduct investigations into them.
- **Reaction** (Dexterity): a character's quickness on the draw. Use for ranged defense in GCS Movement and Fire, and also as the initiative skill in the ordinary Gridless Combat System.
- **Read Person** (Charisma): how well a character can glean information about a person from interacting with them.
- **Survival** (Willpower): a character's talent for surviving in a wide variety of situations without supplies or other outside aid.
- **Trade** (Charisma): a character's ability to haggle prices downward, or to assess prices in a large region to buy and sell profitably.

Fantasy Skills

- **Alchemy** (Intelligence): skill at brewing useful potions, tinctures, and poultices. And also booze.
- **Archery** (Dexterity): a character's talent with bow and arrow.
- **Armorcrafting** (Strength): how well a character can manufacture and repair armor.
- **Blunt Weapons** (Strength): a character's talent with blunt weapons of all sizes.
- **Crafting** (Dexterity): skill at one of many sorts of decorative or practical crafting not covered by Armorcrafting and Weaponsmithing, such as woodworking, stonecarving, soapmaking, and masonry. Pick one field and note it on your character sheet alongside Crafting.
- **Horsemanship** (Dexterity for actual skill, Charisma for horse-whispering): a character's ability to control a horse. Not required to simply ride, but precise control of direction, speed, and maneuver may require extra skill. Choose an attribute when adding the skill to your sheet.

- **Large Blades** (Strength): a character's talent with longswords and two-handed bladed weapons.
- **Small Blades** (Dexterity): a character's skill with small bladed weapons: daggers, hatches, short swords, and the like.
- **Weaponcrafting** (Dexterity): how well a character can manufacture and repair weapons.

Science Fiction Skills

- **Anti-Vehicle Weapons** (Strength): how well a character can use rocket launchers, recoilless rifles, heavy plasma guns, and other anti-vehicle weapons.
- **Vehicle Gunnery** (Dexterity): a character's skill at using weapons, whether fixed or turreted.
- **Hand Weapons** (Dexterity): a character's ability with rifles, pistols, machine guns, and other ordinary infantry arms.
- **Logistics** (Intelligence): a character's ability to organize and efficiently move men and material.
- **Melee Weapons** (Strength): how well a character can fight with weapons of various sorts.
- **Power Armor Use** (Strength): how well a character can operate and fight powered armor.
- **Combat Maneuvering** (Intelligence): a character's talent for maneuvering vehicles in combat.
- **Jury-Rig** (Intelligence): a character's skill at creating temporary or prototype devices to achieve a certain desired effect.
- **Manipulate Technology** (Willpower): how well a character can use both familiar and unfamiliar technology to achieve a desired effect.
- **Medicine** (Intelligence): a character's ability to diagnose and treat medical conditions.
- **Develop Technology** (Intelligence): a character's ability at both understanding the operating principles of unfamiliar devices, and at creating new technology based on known principles.
- **Navigation** (Intelligence): a character's navigational ability.
- **Pilot** (Dexterity): a character's piloting ability.
- **Repair** (Willpower): how well a character can repair technology.

Appendix B: Dice Tables

2d6

Result	Percent	At Least	At Most
2	2.78%	100.00%	2.78%
3	5.56%	97.22%	8.33%
4	8.33%	91.67%	16.67%
5	11.11%	83.33%	27.78%
6	13.89%	72.22%	41.67%
7	16.67%	58.33%	58.33%
8	13.89%	41.67%	72.22%
9	11.11%	27.78%	83.33%
10	8.33%	16.67%	91.67%
11	5.56%	8.33%	97.22%
12	2.78%	2.78%	100.00%

5d±1+7

Result	Percent	At Least	At Most
1	3.13%	100.00%	3.13%
3	9.38%	96.88%	12.50%
4	6.25%	87.50%	18.75%
5	9.38%	81.25%	28.13%
6	18.75%	71.88%	46.88%
7	6.25%	53.13%	53.13%
8	18.75%	46.88%	71.88%
9	9.38%	28.13%	81.25%
10	6.25%	18.75%	87.50%
11	9.38%	12.50%	96.88%
13	3.13%	3.13%	100.00%

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