

**When character's actions might fail:**

- ⊙ GameMaster rates task's **difficulty**.
- ⊙ Player rolls die from **table**.
- ⊙ **RR = Roll results**
- ⊙ **Bonuses = values of all relevant attributes and skills**
- ⊙ **Outcome = RR - Bonuses**

| Difficulty     | Armor/Defense | Die |
|----------------|---------------|-----|
| Trivial        | Helpless      | d4  |
| Easy           | Unarmored     | d6  |
| Tricky         | Light         | d8  |
| Trickier       | Heavy         | d10 |
| Difficult      |               | d12 |
| Very difficult | Dragon hide   | d20 |

| Roll  | Outcome |
|-------|---------|
| 1 - 3 | Success |
| 4+    | Failure |

| Weapon | Damage |
|--------|--------|
| Light  | 1      |
| Medium | 2      |
| Heavy  | 3 & up |

**Leveling**  
GameMaster awards skill points, skills, and/or health at their discretion.

**Attacks:**

- ⊙ Difficulty Die = **Armor/Defense**
- ⊙ **Attack Value (AV) =**  
Strength (melee), *or*  
Dexterity (ranged), *or*  
Intelligence (occult)
- ⊙ **Outcome = RR - AV - Bonuses**
- ⊙ Subtract damage from life.
- ⊙ **Life = zero:** unconscious or dead
- ⊙ Rest to heal: GMaster's discretion.

**Contests:**

- ⊙ Difficulty decides **die** (from table).
- ⊙ **Both/all** parties roll.
- ⊙ **Outcome = RR - Bonuses**
- ⊙ **Low Result wins.**



## Character Creation

- ⊙ Divide 5 points between attributes (0-3 each):  
**Strength, Dexterity, Intelligence, Charm**
- ⊙ Write down **three skills**. Assign vales: **1, 2, 3**.  
(e.g. – pickpocket, laser, fireball)
- ⊙ **Life Points** = 3 + (strength x 2)
- ⊙ List your weapons and possessions.

## Skill suggestions:

- ⊙ **Fighter**: Swords, Bows, Brawl
- ⊙ **Thief**: Sneak, Pickpocket, Locksmith
- ⊙ **Mage**: Fireball, Familiar, Illusion
- ⊙ **Lawman**: Pistol, Authority, Investigate
- ⊙ **Parapsychologist**: Research, Occult, Hypnosis
- ⊙ **StarKnight**: EnergyBlade, Telekinesis, Persuade
- ⊙ **P.I.**: Streetsmarts, Law, Computers



## BESTIARY

|                | Def | AV | Dmg | Life | Notes                                    |
|----------------|-----|----|-----|------|--|
| Goblin         | d8  | 0  | 1   | 2    | In Groups of 2-5                         |
| Hired Gun      | d6  | 1  | 2/1 | 3    | Pistol/fists                             |
| Zombie         | d12 | 0  | 1   | 1    | 10% to infect on hit, hit to brain kills |
| Big Spider     | D8  | 2  | 2   | 6    | Poison, webbing                          |
| Tentacle Alien | D6  | 3  | 2   | 12   | Two attacks with laser pistols           |
| Frog-o-suarus  | D8  | 4  | 1/3 | 10   | Sticky tongue 1d<br>Pulled in mouth 3d   |
| Killer Gorilla | D6  | 2  | 2   | 5    | Super strong, climbs                     |
| Dopple-Bot     | D12 | 3  | 3   | 10   | Changes appearance at will               |

**EXAMPLE**  
character

**Gamma Jimbo**: *mutated survivor*

**STR:2 DEX:2 INT:0 CHA:1 Life:7**

**Skills**: Laser:2, Survival:3, Extra Arm:1

**Stuff**: Backpack, Laser pistol, Knife, Rope, Magnifying glass

