Simple Sixes

A Basic Role Playing Mechanic
Developed For
Keck Publishing's
One Shot Adventures!

Table of Contents

Credits

One Shot Adventures
Simple Sixes

By James F Keck

Simple Sixes Role Playing System for One Shot Adventures!

One Shot Adventures are designed for quick startup with pre-generated characters, an easy-to-follow scenario and a lite rules system that is simple to learn and teach to new comers. One Shot Adventures are a perfect way to introduce new players to the role playing hobby and can be used as a quick pick-up game between regular campaign sessions when a few players can't make game night.

The lite rules included with each adventure, and presented here in this document, are called *Simple Sixes*. These rules are presented in a simple format, and should be easy to understand, and teach to new players. Please feel free to use these rules for any of your gaming ventures. Print them out to give to new players to study, or to use as a quick reference during a gaming session.

What is a Role Playing Game?

Role Playing is pretending to be something or someone you are not. A role playing game is like play-pretend, only with certain rules involved to keep everything in order. Kind of like playing cops and robbers or army when you were a kid, only here we use dice and keep track of what our characters can do on a piece of paper called a character sheet. You tell the Game Master (GM) what you want your character to do and some dice are rolled to see whether you succeed or not.

The GM is sort of like a referee or the director of a play. He or she will narrate a story in which the other players get to act in. The GM will tell you what your characters see, hear, taste, smell and feel, and will play the parts of other characters that are not controlled by a player. These characters are called Non-Player Characters (NPCs). Oh, and for future reference, the Players Characters will be called PCs. The actions of your characters will determine the final outcome of the adventures you will be playing in.

What do I need to play?

To play a One Shot Adventure, you need copies or printouts of the character templates found in Appendix A, a copy of these rules, which are included in each adventure and can be downloaded for free from www.KeckPublishing.com, some six-sided dice, and a nice, comfortable place to sit and game with your friends.

You might want to copy or print out the Tables & Charts found in Appendix C to have on hand for quick reference during the adventure, and if your players don't like the character templates that are offered or would simply like to create their own copy or print out the Character Sheet that is found at the end of the adventure.
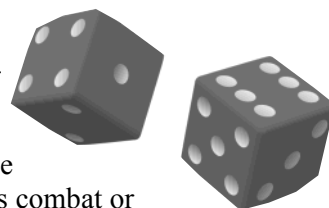
Basic Rules

Getting Started

The *Game* part of a role playing game has some basic rules and concepts you need to know about before we go into anymore detail. Dice and how to roll them and what the rolls mean and do all will be explained on the next few pages. Other important concepts will follow shortly after. You don't have to memorize all of this, but it is important that both player and GM get familiar with the system in order for a game to proceed as smoothly as possible.

Dice

Each player will need a pair of regular six-sided dice like those found in most board games. You will often see them referred to as 2d6 throughout these rules. The number listed before the **d** represents the number of dice to be rolled for the task at hand so 2d6 means that you roll two dice. You might have to roll higher or lower numbers of dice on occasion. The dice will be used whenever the PC is attempting to perform an action that has an element of chance, such as combat or slipping up on a guard in an enemy installation.

The Action Roll

When attempting a task, the player rolls 2d6 and adds the two dice together. If you roll doubles, roll the dice again and add the second roll to the total of the previous one. If you roll doubles again, keep rolling and adding until doubles do not come up. The final total is added to the character's relevant skill score and any other modifiers gained from special gear or abilities. The modified total is then compared to a Moderate Difficulty Number, or Task Rating of 10, which is modified up or down by the level of difficulty of the task.

Several actions, such as certain skills or abilities, will have specific modifiers listed in their descriptions. Of course, the GM has the final say as to how easy or difficult a task may be. Use the table below to assist in setting the Difficulty Modifier for any action. The action succeeds if the character's total is equal to or higher than this number.

Table 1; Task Rating Modifiers

Task	Difficulty Modifier
Simple	-5
Easy	-3
Moderate	0
Hard	+5
Very Hard	+10

Standard Actions

Standard Actions are those that must be rolled for in nearly all situations. They are actions that have a probable chance of failure. Examples of Standard Actions are firing a weapon, or searching a room for important documents or a secret compartment.

Free Actions

Some actions may not require a roll of the dice, but they will still take time to perform. Movement, reloading a weapon, or checking on a fallen comrade are called "Free Actions," and do not require you to roll the dice to check for success. In some extreme circumstances a Free Action must be rolled (character is trying to run across a frozen pond to get to cover), and is treated as a Standard Action.

Now to explain the various Task Ratings:

Simple - A Simple Task is an action that is so easy that you could almost do it blindfolded-almost! This could include anything from bailing out of a shot-up aircraft or climbing over a low wall or fence. Sound easy? Most of the time these actions won't require a dice roll, but there will be situations where you'll have to roll because of some other circumstance that may be distracting you. For example, the cockpit could be on fire when you're trying to bail, or the enemy could be peppering that wall or fence with machine gun fire as you try to cross.

Easy - An Easy Task is similar to a Simple Task, but just a bit harder. Again, many Easy Tasks won't require you to roll dice to accomplish. Examples of Easy Tasks include driving a Jeep down an old country road, riding your horse across an open plain, etc. A roll becomes necessary when things get a bit hectic; the bad guys are shelling the road you're driving down, or you're set upon by bandits firing their weapons at you as you are riding.

Moderate - Moderate Tasks are mildly difficult and are at a level where you will have to roll the dice even when you're not distracted. Picking a lock or climbing a cliff face would start out with a Moderate Task rating.

Hard - Okay, a Hard Task is just what it says, hard. You might have to rebuild your engine with scavenged parts or trying to disarm an ingeniously crafted explosive or something.

Very Hard - Yeah, these are the things that can give a good man or woman a serious headache. A Very Hard Task is one that you have to grunt and strain to accomplish. Very Hard Tasks can include having to repair a sailing ship while stranded on an island with no trees, or jumping across a ravine to grab a dangling vine while holding a valuable treasure that you just can't let go of.

Quality Result

Table 2; Quality Results

Die Roll Is	Result
Equal to or 5 points over Task Rating	Success
6-10 points over Task Rating	Good Success
11+ points over Task Rating	Superb Success

Some skills and combat effects not only rely upon whether you succeed or fail, but also on how good or bad the attempt was. Your total Action Roll will either be higher, lower, or equal to the Task Rating (TR). The number of points over or under the TR determines how well or poorly you performed. This is called the Quality Result.

As a general rule of thumb, beating the Task Rating by five points or less is considered a Success. If you beat the TR by six to ten points it is a Good success. If the TR is beaten by eleven points or higher it is a Superb success.

In some situations, these three ratings will be used to modify the outcome of a task damage values may be modified, or the length of time taken to perform a given task is reduced.

"Snake Eyes"

If you roll "Snake Eyes" (a pair of 1s) on the initial Action Roll, a mishap of some sort occurs. A mishap can be anything from a gun jamming or the character literally falling into the enemy's clutches by tripping over an obstacle, anything that causes some tension during the course of an encounter. Roll the dice again, ignoring further doubles, and compare this die roll to the Mishap Table . The character will spend the remainder of the round attempting to fix the problem.

Table 3; Mishaps

Die Roll	Mishap
2 – 6	Minor Mishap (gun jams, drops weapon)
7 – 10	Medium Mishap (firing pin shears, weapon falls over a cliff)
11 – 12	Major Mishap (ammo explodes in weapon, weapon breaks, etc.)

"Box Cars" and Valor Points

Any time you roll a pair of sixes (Box Cars) during a Task roll you gain a Valor Point. Valor Points are special points you can use to enhance your rolls during game play. You can spend a Valor Point at any time during your turn to get an extra roll of the dice just as if you'd rolled doubles. You can even spend one Valor Point to negate a "Snake Eyes" result, making it as if the roll had never occurred. Simply inform the GM that you are spending a Valor Point, pick up the dice and roll them again. The Snake Eyes roll is not counted in the final total.

Example: Sir Heinrich has entered the castle of the wicked knight, Sir Nevil. He must sneak across an open court-yard to reach the castle's main hall. As he proceeds, the GM tells his player to roll Sir Heinrich's Stealth skill. The player rolls and gets Snake Eyes! Deciding that he doesn't want his character to get captured, Sir Heinrich's player spends a Valor Point and rolls the dice again. This time he succeeds and makes it safely to the main hall.

The GM will hand out Valor Points for various reasons from time to time. Reasons could be that a player came up with a unique way of handling a situation, or showed certain heroic tendencies during a dangerous encounter. The GM might even give out Valor Points at the beginning of each scene for strategic purposes, requiring that they be spent before moving on to the next scene. There is no limit to the number of Valor Points a character may have at one time.

Opposed Rolls

In some cases two characters or a character and a NPC will face off against one another in a test of strength or skill. Each player makes a regular Action Roll as described above, and then compares the modified total against their opponent's die roll total. The PC or NPC with the highest total wins the contest. If it is a case of Player Character versus NPC, the PC must roll equal to or higher than the NPC.

Skill Checks

Most of a character's actions will require the player to make a Skill Check to determine whether or not he or she succeeds. To make a skill check, the player rolls 2d6, re-rolling doubles, and adds the total of the final roll to the Skill Score. The Skill Score is made up of the skill's base Statistic plus the skill's level. So a character with a Reflexes score of 5 and a Firearms skill at third level would have a Firearms Skill Score of 8.

Stat Checks

Some situations will require a check against the character's base Statistics to overcome. In this case, the player will simply roll 2d6, re-rolling doubles, and add the total to the relevant Stat. The Task Rating of the action is either listed in the adventure or determined by the GM.

Example: Sir Heinrich has been chased up to the top of the castle wall by Sir Nevil's guards and there appears to be no way of escaping. Glancing over the parapet, Sir Heinrich sees the moat far below. His player announces that he will attempt to jump from the castle wall into the moat. The GM determines that to land safely in the moat without taking any damage, Sir Heinrich's player must beat a fifteen on a Reflexes check. Sir Heinrich's Reflexes score is 4. His player rolls the dice and gets a pair of fours giving him a total of twelve, plus another roll of the dice. He rolls again and gets a seven. Adding it to his previous total, he gets a nineteen, more than enough to land safely in the moat and get away to fight another day!

Other Game Concepts

Time

Time in the game runs fairly the same as it does in the real world except when the characters are attempting to perform actions or enter combat. Some actions that might take several moments or even a few hours in the real world will be finished in a matter of seconds with a simple roll of the dice. While in combat, a few seconds may take several minutes in real time to describe a character's actions and make the necessary Action rolls. To handle these hiccups in time we break things down into *Rounds* and *Turns*.

Rounds

A Round represents a six-second block of time in the real world. Some actions may take several Rounds to complete while others can be done in a fraction of the time. Most combat actions are handled in Rounds.

Turns

A Turn is equal to 1 minute of real world time and is composed of ten six-second *Rounds*. Actions requiring several minutes to perform will be measured in Turns.

Some things that happen during an adventure might take several days or even months to complete, in which nothing important needs to be rolled for or acted out. In these cases, the GM will simply skip ahead in the timeline to a point where things begin getting interesting again. These lengthy periods can be used by the players to study or train for a skill, or may be nothing more than travel time.

There are many other rules in following pages to cover other aspects of the game. Many of the rules are based on what you have learned here while some will be completely new to you. Never fear, they aren't hard to learn, and some of them may be optional, so you won't have to use them if you don't want to. However, if you intend to be the GM of the game it is suggested that you make yourself familiar with all the rules, or at least know where to look for them if you need to. The main rule you need to keep in mind is that this is just a game and everyone should be having a good time with it. If some of the rules don't suit your playing style, drop 'em and keep on playing! Don't fuss or fret over what you consider a silly rule.

Movement

The primary means of movement for a man, woman, or child is walking. An average adult can walk at a pace of up to 3.5 miles per hour. As most actions in the game are broken down into Rounds and Turns, we need to translate the mileage into a measure that works with these mechanics. To get the base movement rate for an individual character or creature, simply multiply its Reflexes score by 3. The total equals the distance in meters the creature or character can move in one six-second Round. To get a character or creatures movement rate in Turns, multiply the base rate by 10.

Example: *Jonathan's Reflexes score is 5. He multiplies this score by 3 to get a base movement rate of 15 meters per Round. He then multiplies the base move rate by 10 for a total of 150 meters to get his base move rate for a Turn.*

The base rate is the character's or creature's walking speed. When running, the base rate of the character or creature is doubled. Similarly, if a character is crawling, climbing, swimming, or moving cautiously, divide the base rate in half. Some creatures' bodies are designed to move faster in water than on land, so their movement rates for swimming will be different.

Example: *Jonathan (base move rate of 15) is running an obstacle course during training. His first obstacle requires him to run to a wooden wall approximately 50 meters away. It should take him less than two rounds to reach the wall. The wall is just 8 meters tall, so to climb over it should take him approximately one Round. The rest of the obstacle course is more of the same.*

Vehicles

Vehicle movement rates differ greatly. Most mechanically powered vehicles will have a base move rate determined by their engine type or size. Vehicles using alternate modes of locomotion, such as wind or animal power will have variable move rates and will be described individually.

Chases & Races

There will be some instances during an adventure when the characters are involved in a chase, or possibly even a race. Each usually begins in a different manner, but the method of calculating who is gaining or losing ground is the same for both.

A chase begins with one character or creature, or group thereof, attempting to outrun pursuers. For the sake of measurement, we'll use combat ranges to determine the distance between the one chasing and the one being chased, as there will sometimes be weapons used to slow down or stop the chase. To keep things simple, all chases begin at no less than or greater than Short range, and races begin at Point Blank range.

The object of the one being chased is to get as much distance between oneself and the pursuers as possible and eventually losing them altogether. In order to lose the pursuers, the chased character must outrun them to a point beyond Long range. If the chased party falls within Point Blank range, the pursuers may make an attempt to grab and pull him or her down.

The skills used during a chase or race are based on whether it is taking place on foot, while riding a creature, or in a vehicle. For characters on foot, the skill to use is Athletics. For chases while riding a creature, use the Riding skill, and while in a vehicle you would use either Driving or Piloting depending on the vehicle being used. To keep things simple, we'll use a chase or race on foot to describe the process.

During a chase, each party rolls an Athletics or Strength check against a standard TR of 10. If there are obstacles in the path, or the ground is slick or uneven, modifiers will be applied by the GM. A failed roll by either party means that no ground has been gained. Rolling equal to or up to five points over the adjusted TR means that the runner has gained one range category and a roll of six points or more over the adjusted TR advances the runner two range categories. A 'Snake Eyes' result means the character has fallen and must spend the next round getting back to his or her feet.

Example: *Tom is being chased by the Police. The chase begins at Short range. Tom has an Athletics score of 8 and the Police have a score of 6. At the start of the chase, Tom's player rolls his dice and gets a 9 for a total score of 17. The GM rolls the dice for the Police and gets a 5, giving them a total of 11. Both Tom and the Police have beaten the TR, but Tom's total is higher than the Police's and his score is seven points higher than the TR. Tom increases the distance between himself and the Police from Short to Medium range.*

For the purposes of a race, the runners use a modified version of the Opposed Roll to determine their place in the contest. Each runner makes an Athletics skill or Strength check and compares the result to a standard TR of 10, modified by terrain. Those runners that fail the check do not gain any range. Those that succeed must then compare their scores against one another's. The runner with the highest total score is in first place, the runner with the second highest is second, and so on. If two or more runners' scores are tied, they are running neck and neck for whatever position their score has placed them. A typical race takes at least four skill or stat checks to complete.

Example: *Henry, George and Sue are racing each other to the car. Henry's Athletics skill score is 6, George uses his Strength score of 5 and Sue's Athletics score is 8. All three roll their dice and add the result to their scores. Henry gets a 5 for a total of 11. George rolls a hefty 9 giving him a total of 14. Sue rolls a 6, also giving her a total of 14. Henry currently holds last place, while George and Sue are tied for first.*

Character Information

Templates

There are ten pre-generated character templates located in from which players may choose their character. Print out these templates and have them ready for the players to look through. To keep things fair, have each player roll 2d6 and have the player with the highest roll choose his or her character first, next lowest roller goes second and so on. If any of the players rolls are ties, have those players re-roll and go in order from there.

Statistics

Each character has four statistics or Stats defined by a numbered ranking system that tells you how strong or weak the character is in each. These numbers are used in the game as the basis for the skills that are governed by each Stat. The four Stats are *Strength, Reflexes, Brains,* and *Willpower.* The rankings (Ranks) range from 1 (very weak) to 6 (very strong). The average Rank for a citizen of most societies or cultures is 2. More elite individuals, such as warriors or other specially trained individuals, have an average rank of 3. Those holding positions of authority, or who are major individuals in the society will have scores similar to the Player Characters. Some One Shot Adventures may also have special magical items or mechanical gear that will allow the characters to have higher stats.

Strength – This is a measure of the character's overall physical power and health.
Reflexes – This is the character's balance or agility.
Mind – This determines how intelligent and perceptive the character is.
Awareness – This is the character's inner strength or perception, used when interacting with NPCs or relying on one's sixth sense.

Skills

Table 4; Skills

Skill	Base Attribute	Skill	Base Attribute
Acrobatics	Reflexes	Hand to Hand Combat	Strength
Alchemy	Mind	Herbalism	Mind
Animal Handling	Mind	Heavy Weapons	Mind
Archery	Reflexes	Hide	Awareness
Astrology	Mind	Interrogation / Intimidation	Mind
Athletics	Strength	Lock Picking / Safecracking	Reflexes
Barter	Awareness	Melee Combat	Strength
Bluff	Awareness	Mythology	Awareness
Climbing	Strength	Navigation	Mind
Command	Mind	Piloting	Mind
Computer Operations	Mind	Repair	Mind
Demolitions	Mind	Riding	Reflexes
Diplomacy	Awareness	Savvy	Awareness
Disguise	Awareness	Search	Awareness
Driving	Reflexes	Sleight of Hand	Reflexes
Endurance	Strength	Sorcery	Mind
Firearms	Reflexes	Stealth	Reflexes
First Aid	Mind	Survival	Mind
Foraging	Mind	Thrown Weapons	Reflexes
Gambling	Awareness	Tracking	Awareness

Skills are the abilities a character has learned either through direct experience or special training. They are what the character uses to interact with their surroundings. Each skill falls under one of the four character statistics, (*Strength, Reflexes, Mind,* and *Awareness*).

Some characters will know how to perform some skills better than others. This is reflected by the character's skill level. The higher the skill level, the better the character is at performing it. Most skills can be attempted by a character even if they do not have levels in them by falling back on the skill's base Stat.

Each pre-generated character will have several skills listed at various levels of ability. These levels are added to the skill's base attribute and are recorded on the character template as the skill's score. Whenever a character performs an action during the adventure that corresponds to a specific skill, the player will roll 2d6 and add the skill's score to the result. If the total is equal to or higher than the target number assigned by the GM, then the skill attempt succeeds.

Here we have a list of skills used in One Shot Adventures. Obviously, some skills won't be available for certain genres; Firearms would be useless in a mediaeval adventure, as would Computer Operations. You won't see these skills listed on the character templates if they are not available for the adventure. In addition, future installments of One Shot Adventures may introduce newer skills that are not listed here.

Skill Descriptions

Acrobatics – The character is proficient in tumbling and balance. Acrobatics may be used to reduce damage from falling by half the total amount taken. The difficulty modifier for this aspect of the skill is +1 for every 5 feet fallen.

Alchemy – Alchemy is the science of transmutation (converting one material to another). The alchemist uses the various potions and elixirs created by her / him for healing, transformation, destruction, and anything in between. This skill must be taught by another character with at least five levels higher than the learning character's Mind score.

Animal Handling – The character knows how to train and maintain animals. A specific type of animal must be chosen at creation. The difficulty modifier for this skill is the animal's Tenacity score.

Archery – The character is skilled in the use of bows and crossbows. The skill is also used when making repairs to such weapons.

Astrology – This skill allows the character to make projections of the future by studying the positions of planets and stars in the night sky. The character must be able to see the heavenly bodies to use this skill. The GM will answer general questions asked by the player with details based on the Success Rating of the skill roll. This skill can also be used for navigation.

Athletics - Athletics is used to gauge a characters progress when running or swimming, or when performing any other strenuous activity requiring physical strength. This skill represents a characters physical training in these areas and is used whenever he or she is competing against others.

Barter – The character may make good trades with merchants or other NPCs by haggling with them. The difficulty modifier for this skill is the NPC's Barter skill or their Awareness attribute score.

Bluff – The character may talk his or her way out of a sticky situation by twisting the truth, or he or she can get someone to think he or she has an advantage over them. The difficulty modifier for this skill is the opponent's Bluff score or Awareness attribute.

Climbing – The character is versed in scaling walls and cliffs both free-handed and with ropes and harnesses. The difficulty modifier for Climbing depends on the height of the surface to be scaled, what it is composed of, and how steep of an incline it is.

Command – This skill allows the character to take control of a situation. He or she can give orders to PCs and NPCs working with him or her. The characters being Commanded receive a bonus to the task being attempted of +1 per every 2 points the Commanding character rolls over the Target Number. The target number for this skill is modified by the highest PC or NPC Command skill or Mind attribute score.

Computer Operations - A character can use Computer Operations to retrieve data files from computers. This skill can also be used to "hack" into an encrypted system. The TN for successfully hacking a secured system is the Success Rating of the Computer Operations roll of the character or NPC who initiated the program.

Demolition – The character knows how to set up explosive charges for their greatest effect. He or she may also be able to disable explosives left by another character. The TN to disable explosives is the total skill roll of the character or NPC that originally set them. The TN for setting explosives is determined by the GM and is dependent upon the amount of explosives needed to affect the target.

Diplomacy – The character is versed in the art of bureaucracy and etiquette and may use these talents to settle disputes between opposing parties. The difficulty modifier for this skill is the NPC's Diplomacy skill or Awareness attribute score.

Disguise – Disguise allows the character to conceal his or her identity by dressing in clothing that will help him or her blend in with the people of an area. He or she may also use cosmetic enhancements (false beards, moustach-

Table 5; Climbing Modifiers

Surface Is	Difficulty Modifier
Smooth	+8
Cracked	+3
Rocky	+2
Crumbling	+5
Overhang	+8
90 degrees	+5
60 to 45 degrees	+2

es, wigs, etc.) to aid in the Disguise. The difficulty modifier for this skill is the observer's Awareness attribute score.

Driving - This skill is used whenever a character encounters trouble while driving a modern or animal drawn-vehicle.

Endurance - The character has trained his or her body to exceed its normal limits. This skill is used whenever the character is physically or mentally exerting himself or herself, allowing him or her to push forward even though the body or mind is exhausted. Characters must get one and a half times the normal rest needed to recoup Damage and Fatigue points after using this skill.

Firearms – This skill is a catchall for various types of personal weapons, from pistols to shot guns to rifles and sub-machine guns. A character may specialize in a specific weapon to gain a +2 skill bonus when using the selected weapon.

First Aid – Using First Aid on a wounded character heals him or her for 5 points plus, 1 point per success over the Target Number. The Task Rating modifier for this skill is based upon the level of damage of the wounded character. A character that has recently died can be revived through the successful application of First Aid, which may be at-

Table 6; First Aid Task Rating Modifiers

Wound Level	TR Modifier
Light 75% or higher	+2
Moderate 50%-75%	+3
Heavy 25%-50%	+5
Severe 10%-25%	+7
Incapacitated 0-10%	+9
Dead -10% or lower	+12

tempted only two times by the same character.

Foraging – The character may search an area for edible foodstuffs and supplies in any environment. The GM will determine the TN for this skill.

Gambling – Gambling is used to determine a winner in any type of game of chance. If the contestants are player characters, each player rolls for his or her character. The player with the highest roll wins the game. Characters playing against NPCs must roll equal to or higher to win.

Hand to Hand Combat – Hand to Hand Combat is a standard punching and kicking style of battle. Some settings may have certain fighting styles that a character may specialize in to get bonuses to attack scores and damage.

Heavy Weapons - This skill covers the operation of large weapons requiring calculations and plotting to fire with accuracy. Weapons of this category are typically mounted to or must be towed by vehicles and cannot be carried by hand. This skill works for ancient siege weapons such as catapults and ballistas as well as modern cannons and futuristic starship weapons.

Herbalism – The character knows which plants are edible, and how to administer them for medicinal purposes.

Hide – This skill allows the character to hide, and hide other characters or items. Characters searching for the hidden object/person must roll equal to or greater than the Hiding character's skill roll.

Interrogation / Intimidation – The character knows how to extract information from another through the use of threats of physical injury, verbal intimidation, or negotiation. The character may also Intimidate an opponent into submission. The target of this skill must make a successful Awareness attribute roll versus the Success Rating of the Interrogator.

Lock Picking / Safecracking - This skill is used to open locks of various kinds, from standard pad locks to combination locks. The difficulty modifier of this skill is the security level of the safe or lock, which is determined by the GM. Certain tools can be used to increase the characters chances of success.

Melee Combat - The character uses this skill whenever he or she is fighting an opponent while wielding a hand held-weapon like a club, knife, sword, or similar weapon.

Mythology – The character has studied the myths and legends of the world and may be able to recall certain information about creatures encountered that would be useful in combat.

Navigation - Navigation is used to plot courses for traveling long distances, whether over an ocean, or from one planet to another, using charts and maps, or a navigation computer system.

Piloting – The piloting skill is used for either aircraft or boats; the player must choose one or the other upon taking the skill. The Piloting skill comes into play whenever conditions could cause loss of control, or when attempting to gain ground during a chase.

Repair - The Repair skill is used to fix broken items such as vehicle engines, weapons, electrical equipment, etc. The skill can be used generally or the character may specialize in a specific type of item or vehicle to gain an additional +1 to their skill check when working on the chosen type.

Riding - The Riding skill is used when a character encounters trouble when riding an animal. The difficulty modifier for this skill is one half of the creature's Tenacity score.

Savvy - This skill gives the character an understanding of how things operate in the streets. With it, a character can figure out where to find the best deals on merchandise, legal or otherwise. He or she can also get word to the criminal element of an area through the grapevine.

Search - A character can use this skill to search an area for hidden objects or pat down another character to find concealed weapons.

Sleight of Hand – The character can manipulate objects with his or her hands and make the items seemingly disappear. This skill may also be used to pick the pockets of an unsuspecting target. The difficulty modifier of this skill is the Awareness score of the mark.

Sorcery - Sorcery is the art of casting magical spells and performing rituals for various reasons. The character is free to determine the effect his or her spell will have upon a target, but those effects are limited by the caster's level in Sorcery. Spells that do any form of damage only do up to 10 points per level of the caster. Damage effects vary by the type of spell being cast. For instance, if a sorcerer casts a ball of fire at a target, its flames will do 10 points of damage to those it comes into contact with and will ignite any flammable objects it touches as well. A spell of lightning could affect more than one target by arcing from one body to the next, especially if they are wearing metallic armor.

Dimensions affected by a spell, such as size, weight space, or time, are likewise limited by the caster's skill level in Sorcery in increments of 10. The ball of fire mentioned above, for instance, would only be able to affect an area of up to ten feet in diameter per skill level and could be cast at a target up to ten yards away per level.

Stealth – The character is trained to move silently through an area and to use the shadows and natural cover to avoid detection by observers. The Success Rating of this skill is added to the skill's level and the total is used as the TN for any observers attempting to detect the character.

Survival – The character knows how to stay alive in harsh environments. The player should choose a specific environment (arctic, desert, jungle, urban, etc.) for this skill at character creation.

Tracking – This skill is used to follow targets by looking for nearly imperceptible traces of their passing. A bent twig or bruised moss can be used by a character to follow his or her prey. This skill can also be used to cover one's own tracks making the total skill roll the TN for others attempting to follow him or her.

Combat

Order of Battle

Combat follows a simple three-step process for each round of the encounter. These steps are *Declaration*, *Commitment*, and, finally, *Consequences*. Before a battle begins, there is a possibility that one side or the other is caught off-guard and doesn't react as quickly as they should. This is called *surprise*, and it happens either spontaneously, when neither side knows the other is coming 'round the bend, or when one side has set up an ambush for enemies passing through the area. Both are covered below.

Surprise

When the characters are moving around behind enemy lines, they should always keep an eye, and even an ear, out for trouble. The GM will constantly be calling for Awareness checks while the characters are trying to sneak around an area, no matter if an enemy is nearby or not. The GM will also be making rolls for the enemy, unless they know that the characters are coming or are set up to ambush anyone passing through an area. Anyone failing the check is caught off-guard and can do nothing during the first round of combat.

The base Target Number for the Awareness check is 10. If either side is using Stealth while moving about then the TN is modified by the Quality Result of the lowest successful die roll of the group's attempt. Other things can modify the TR for better or worse, such as moving through an area strewn with leaves or other noisy impediments, or heavy winds blowing that could cover excess noises. The GM will assign the various modifiers as needed.

Ambush!

Whenever one side sets up to ambush any enemy troops passing through an area, the lowest Hide skill roll of the ambushing party becomes the Target Number for an opponents' Surprise checks. Any characters failing their Awareness check can take no actions on the first round of an ambush and suffer a -5 penalty on the second round's Initiative check.

Declaration

During the Declaration phase, each player tells the GM what his or her character is doing for the round. The GM will then describe what the visible NPCs are up to. Some NPCs may have actions taking place that will affect the PCs even if they don't see them at the start of the round. An enemy may be waiting for the characters to reach a certain spot in the battlefield to trip a lever that releases a snare to net the PCs, or to detonate an explosive charge.

Initiative

Once all actions have been declared, each player and the GM roll for *Initiative*. Initiative is the order in which everyone's actions will take place during the round. To determine Initiative, each player rolls 2d6, re-rolling doubles and adds the total to his or her character's Reflexes score. If the player rolls a Snake Eyes result on the first roll of Initiative, he or she has had a mishap at the beginning of the round and spends the remainder of it trying to recover (tries to un-jam their weapon or picks up a dropped weapon, etc.) The GM will roll once for all NPCs involved in the encounter for the round.

Commitment

During this step of combat, the players and the GM will roll the dice for the characters' attacks in order of initiative. The character or NPC with the highest Initiative roll gets to perform his or her action first. The character with the next highest Initiative goes second and so on until all actions have been resolved.

Consequences

Once all actions have been resolved, any actions causing damage are then tallied up. Wounded characters must make a successful Strength check modified by their current Condition Monitor in order to remain in the battle (see *Strength Check* in the Damage and Healing chapter). Once the Consequences have been resolved, the Declaration phase takes place again and a new combat round begins.

Personal Combat

Guns are blazing, knives are flying, punches and kicks are being thrown, and the outcome of a battle depends upon how quick, cool, and collected each combatant is. Personal combat comes in three different forms: Hand to Hand, Melee, and Ranged. Let's take a look at each of these categories separately.

Defense Total

The Defense Total is the base Task Rating or target number that must be rolled over in order to hit a character during combat. Each character, NPC, and creature will have its basic Defense Total listed with its stats for quick reference during combat. The Defense Total is made up from the base Task Rating of 10 plus the character's Reflexes score. Other modifiers from shields (see below) or cover/concealment are added to the Defense Total when applicable.

Armor & Shields

Characters may employ personal armor and shields during combat. Armor absorbs damage caused by a successful hit on the character, while a shield actually helps to deflect attacks. Armor will be discussed further in the Damage & Healing chapter.

Shields

Shields have been utilized in melee combat for centuries. Even in modern times shields are used by law enforcement during riot control situations. Futuristic settings may even incorporate "force" shields that would be used in a similar manner.

A shield is used to deflect an attack rather than absorb damage. The modifier listed for a shield is applied to the character's Defense Total, increasing an attackers TR to hit while the character is using a shield. Each hit deflected by a shield causes half of the weapon's listed base damage to the shield itself. Upon reaching 0 on its Condition Monitor, a shield becomes useless.

Hand to Hand Combat

This type of combat pits one person against another with nothing but their bare hands or feet to pummel or wrestle an opponent into submission. Hand to Hand Combat is the basest form of combat known to man. It can last for a handful of moments or hours at a time depending upon the techniques used and the endurance of the combatants.

During the Declaration phase of combat, the player must decide whether his/her character is going to make a standard attack action for the round, or perform a full defense. A standard attack action allows the character to make whatever attacks are available during the round while relying on instincts to avoid getting hit by an opponent. In this case, the TR modifier for others to hit the character is equal to his or her Reflexes or Hand to Hand Combat skill score alone.

If the character chooses to concentrate completely on avoiding taking a hit, he or she makes a Defense roll using the Reflexes or Hand to Hand Combat skill score. The total of this roll is then added to the TR for all attacks made against the character for the whole round. Rolling double ones on a Defense roll is treated as a normal roll, not as a "Snake Eyes" result.

You can make a called shot to target a specific area of your opponent's body (eyes, kidneys, groin, etc.) at a +5 penalty to your Target Number. This can have positive effects on the outcome of a fight if you hit the target area effectively enough to cause the opponent to fall unconscious or go down due to intense pain. Certain areas such as the head or groin are specific targets that end a fight quickly.

Wrestling

Wrestling or grappling takes place when one or both combatants grab each other in an attempt to take the other down to the ground and immobilize him or her, or knock the opponent unconscious by choking him or her out.

It takes three successful skill checks in a row to completely immobilize or choke out an opponent when wrestling. The first successful Hand to Hand Combat skill roll means that the character has succeeded in bringing his or her opponent down to the ground. The second roll means that the opponent has been "pinned," or held in a position that is almost too difficult to escape from. The third successful roll means that the opponent cannot escape or has been rendered unconscious.

The opponent has a chance to escape each of the first two holds by making an opposed Strength or Hand to Hand Combat roll against the attacker's rolls. The third successful hold is the end of the fight for the opponent. If the attacker fails his or her third skill check, then the opponent may attempt to break free.

Melee Combat

Whenever someone draws a sword, a knife, or club, or picks up a broken bottle or a chair, the fight changes from Hand to Hand to Melee Combat. Melee combat is slightly more dangerous as some weapons can cause serious damage to an opponent. Appendages can be smashed or cut off, and death itself can come quickly.

As with Hand to Hand Combat, the player must declare whether the character is making a standard attack or a full defense. The character's Melee Combat score is the TR modifier for an opponent if he or she intends to attack during the round. If the character is fully defending, he or she makes a Defense roll with the Reflexes or Melee Combat skill

score. The total of the roll becomes the TR modifier for all Hand to Hand and Melee Combat attacks made against the character for the whole round. Double ones are treated as a normal roll, not as a "Snake Eyes" result, when rolling for Defense.

When making an attack, characters call where they are aiming their weapon (stab at midsection, swing at his head, etc.) This does not count as a called shot unless it is directed at a specific point, or has a specifically intended outcome (I gouge out his eye, or I try to disarm him). Any special attack that would disarm, seriously injure (stabbing them in the eye), or instantly kill an opponent (stabbing them in the heart) is subject to a +10 Target Number penalty. If the attack roll isn't high enough to successfully hit such a precise target, but is high enough to hit the overall target, count it as a hit to the area closest to the intended area of attack.

Ranged Combat

Many weapons throughout history have been created to kill a target from a distance. Bows, spears and javelins, pistols, rifles and machine guns-all of these weapons can damage or kill an opponent from anywhere between three feet and a mile or more away.

The base Difficulty number for ranged attacks begins at 10 and is modified by the range from the target. Anything under a weapon's Short range is considered Point Blank and receives a -5 TR modifier. Firing from Short range is a Moderate difficulty and doesn't add a modifier to the TR. Long range is considered a Hard task and adds +5 to the TR. Anything attempted beyond a weapon's Long range is a Very Hard task and adds +10 or more to the TR, at the GM's discretion. Other modifiers may come into play if the target is moving or lying in a prone position or kneeling. See the table below for additional Ranged Combat modifiers.

Table 7; Ranged Combat Modifiers

Condition		Modifier
Range	Point Blank	-5
	Short	0
	Medium	+5
	Long	+10
Target is	Moving	+target's Reflexes
	Laying Prone	+5
	Kneeling	+3
	Concealed Partial / Mostly	+3 / +5

Ranged Combat Modifiers

A target can create certain hindrances for an attacker by doing several different things. Moving around, either running or diving for cover, adds the target's Reflexes score to the TR. Kneeling and laying prone gives the target a smaller profile to take aim on. Taking cover behind brush, trees, or the wall of a building not only makes the character harder to hit, but he or she also receives the added protection of dense cover to reduce damage taken even if he or she does get hit. The GM may devise other modifiers as situations present themselves in different settings. The list provided here is more of a sample of ideas from which to work.

Called Shots

Since most firearms training focuses on aiming at the center mass of a target, the torso of your opponent is likely to be the main body part that will take the majority of the damage. If the attacker wishes to hit a specific area on a target, he or she must declare a Called Shot during the Declaration phase of combat. A called shot increases the attacker's difficulty to hit the specific target by +5 for the basic areas (head, upper or lower torso, right or left arm or leg, etc.) and by +10 to hit more specific areas (eyes, nose, throat, a specific joint, the groin, etc.)

Targeting Scale

Things that are larger are simply that much easier to hit, and things that are smaller are that much harder. Each creature or object is scaled based upon its size. For each step up the scale between an attacker's or a weapon's listed scale and the target's size, decrease the Task Rating difficulty by -2. For each step down the scale from attacker to target, increase the TR by +2 points.

Tiny	Small	Medium	Large	Huge	Super

A *Tiny* target is anything measuring up to one foot in height, length, and/or depth. Anything the size of a common house cat or smaller falls into the Tiny category.

Small targets are anywhere from over one foot to four feet in height, length, and/or depth. Things like small dogs and children fit this category.

Medium targets measure from over four feet up to ten feet in height, length, and/or depth. These targets are as small as a motorcycle and range up to a passenger car or light truck. Most adult human beings fit into the Medium category.

Large targets run from over ten feet up to eighty feet in height, length, and/or depth. Large trucks, fighter and light/medium bomber aircraft, and mid-sized buildings like standard houses or small aircraft hangars are examples of Large targets.

Huge targets range in size from over eighty feet up to five hundred feet in height, length, and or depth. Targets of this size are typically heavy bombers and smaller warships or large buildings (the Parliament building).

Super targets cover everything over five hundred feet. These are mostly larger vessels like light cruisers, battleships, and aircraft carriers and very large buildings (skyscrapers).

Example: Harley is attacking a tank using an acquired AK-47. The weapon is scaled for Medium targets and the tank is Large. The standard Task Rating for Harley to hit the tank is 10, but since it is larger than his weapon's scale, it is easier to hit and gives him a -2 modifier. This brings the TR down to 8.

Example: Harley is now being pursued by a small robotic combat drone. He needs to take out the drone so he can get to his safe house without revealing its location. He pulls out his pistol and takes a couple of shots at the drone. Harley's TR to hit is modified by +2 because the drone is scaled as a Small object. This makes his base TR a 12, which is further modified by the drone's Reflexes score of 5, bringing his total TR to hit the drone to 17. It's a tough shot, but he still has a chance.

Damage & Healing

When the bullets have flown and the smoke clears, it is likely that someone has been wounded. Some people are luckier than others, but inevitably they will take a hit someday. Whenever someone does bite the bullet they will take an amount of damage equal to the weapon's base damage code adjusted by the quality result of the attacker's dice roll. The better you hit your opponent, the more damage you will do.

Condition Monitor

Everything in One Shot Adventures has a Condition Monitor. This is a percentage rating of a person's or thing's health or structural integrity. All new or well-maintained items and a healthy character or creature begin at 100%. Each time damage is taken, it is subtracted from this percentage.

Once the character reaches zero or less, he or she falls unconscious and cannot be revived unless attended to by another character using First Aid. If the character does not receive this help within five combat rounds of becoming unconscious, he or she will continue to take one point of damage per round until he or she reaches negative ten (-10). At that point, the character is dead due to bleed-out and cannot be revived without proper medical attention.

Physical Wounds & Fatigue

The Condition Monitor is used to measure both a character's physical wounds and his or her fatigue level. Physical wounds are received through combat, falls, fire, and other sources of damage and usually leave an outward sign that the character has been hurt. Fatigue is an internal wound, of sorts, affecting the character's Strength and mental functioning. Physical wounds and fatigue often go hand in hand, though when the adrenaline is pumping, the signs of fatigue are more often felt after the stressful situation is over, so there is no need to keep up with it as wounds are received. Fatigue is noted, however, whenever the character is pushing himself or herself beyond normal limits, such as running long distances or through the mental exertion of spell casting.

As with physical damage, a character begins wearing down as his or her fatigue increases. Things begin to get harder to accomplish as you get weaker and weaker. Any actions performed by a character that is fatigued are penalized just as if they had taken physical wounds. Use the Condition Monitor's modifier list to adjust a fatigued character's actions.

Weapon Damage

Every weapon has a set amount of damage it causes upon successfully hitting an opponent. A long sword does 15 points of damage, a .38 Special revolver does 10 points per shot and a standard laser rifle does 20 points of damage. These aren't the full and total amount of damages the weapons can do, just the standard damage based on a solid hit when used successfully.

The Quality Result of the attacker's dice roll determines whether the hit does more or less damage to the target. If the dice roll is equal to the Target Number (TN) it is considered a graze and the listed damage for the weapon used is halved. If the TN is beaten by from one to five points, it is a Solid Hit and the weapon's listed damage is applied to the target. Six points over the TN and higher makes it an Excellent Hit and the weapon's damage is doubled.

Melee weapon damage is enhanced by the character's Strength score. Damages listed for Melee weapons are presented with a plus sign (+10).

Table 8: QR Damage Modifier

QR of Attack	Damage Modifier
Equal to TR	X½
1-5 points over TR	-
6+ points over TR	X2

Hand to Hand Combat Damage

Hand to Hand Combat damage is based on the attacking character's Strength score. Punch damage is equal to his or her base Strength score, while kicking damage is equal to two times the Strength score.

Certain genres may have special items that can enhance a character's Strength or simply modify the damage done. Magical items in fantasy adventures could easily offer both options to a character, while cybernetic implants could increase the character's Strength score in a sci-fi setting. Even a modern setting might have special drugs that will give a character a short-lived boost of strength by increasing his or her adrenaline levels, and martial arts styles may have special attack forms that cause more damage than normal.

As with weapon damage listed above, the Quality Result of the attack roll affects the amount of damage caused by a character's punch or kick. If the roll is only equal to the TN, then the damage from a punch or kick is halved. If the roll is from one to five points over the TN, the damage is as listed. If the roll is six points or higher than the TN, then the damage is doubled.

Damage Scales

Weapons are designed to affect certain types of targets better than others. Heavy machine guns are primarily used against vehicles, rifles and pistols against enemy personnel, bombs against buildings, etc. If these weapons are aimed at things other than their intended target, then the damage must be scaled accordingly.

The Scales are as follows (see Combat section for definition of sizes):

Tiny	Small	Medium	Large	Huge	Super

The Damage Scale is designed to be implemented in a quick and simple fashion. If the scale of the target is smaller than the scale of the weapon being used against it, you simply multiply the weapon's listed damage by the number of steps down the scale from the original target scale, counting the original scale as the first step. Likewise, if the target is larger than the weapon's scale, you divide its listed damage by the number of steps up from the original also counting the original scale of the weapon as the first step. Round all fractions up to the nearest whole number.

Example: Chan is facing an evil wind dragon (Huge) using his magical long sword. He strikes the dragon in its midsection. The long sword is scaled for Medium targets and does 15 points of damage when used against them. Counting up from Medium to Huge is three steps, so the damage caused by Chan's sword is divided by three for a total of 5 points.

Example: Chan has defeated the dragon and is now being attacked by a wicked giant scorpion (Small). He fires his trusted long bow at the creature and strikes it. It takes two steps to go from Medium to Small, so Chan's arrow that normally does 8 points of damage now causes 16 points of damage to the scorpion.

Structure Rating

Many vehicles and buildings are constructed with materials that can help to shrug off some of the damage they take. This is listed in their statistics as their Structure. This is a number of points of damage the vehicle or building will reduce when hit. It also represents the amount of damage a vehicle or building will protect a character from while using it for cover.

Armor Rating

Some vehicles, buildings, and even characters will be outfitted with extra protection. Steel plating can be placed around the engine compartment and cockpit of an aircraft or attached to the forward-facing sides of a tank to make it that much harder to cause damage to the vehicle or characters within. This adds to the Structure Rating of vehicles whenever those certain areas are hit by enemy fire. Characters wearing FLAK jackets and helmets gain a small amount of protection for their torso and heads. Characters wearing full suits of armor in mediaeval or sci-fi genres get even greater protection.

Healing

Once a battle is over, the survivors will need to heal from their wounds. The character's Strength score determines how many points of damage are recovered on a daily basis. If the character gets at least six hours of rest after being wounded, he or she will regain a number of points equal to their Strength score. A full day of moderate rest, consisting of nothing more than traveling at a normal pace will allow the character to recuperate two times the Strength score and for a full day of complete bed rest, the character regains a total of three times his or her Strength score.

First Aid

The First Aid skill can be a literal lifesaver when someone is in need of medical attention. While it will not always completely mend a wound, First Aid can be used to stem the loss of blood and get the character back on the road to full recovery. A successful application of First Aid on a wounded character heals 5 points of damage plus one point for every point rolled over the TN. Items such as First Aid kits or a medieval healer's kit give an extra bonus of +5 to the skill check and increases the initial damage healed from 5 to 10 points.

Game Mastering

Running a One Shot Adventure is not a completely easy task, but it isn't very difficult either. Everything you need to run an adventure successfully is included within these rules and the adventure write-up itself. Here we will discuss some ideas about Game Mastering (GMing) that will help you during the adventure.

What's it all about?

Being a Game Master (GM) is like being a director for a movie or play. You set up each scene for the other players by describing everything their characters see, hear, feel, taste, and touch. You become the characters' senses. Going into detail on some things can add much needed depth and flavor to a scene and gives your players the right "feel" for what's going on around their characters.

Not only will you be describing the scenery that the characters are interacting with, but you are also in control of all the extras they encounter along the way, both human and non-human. The GM is responsible for describing the Non Player Characters (NPCs) and being their voices whenever the Player Characters (PCs) speak to them. One moment you might be speaking as a bartender giving some advice to a down-on-his-luck detective and in the next you'll be a frightened woman who's just had her purse stolen by a street thug.

Another way to look at Game Mastering is that you are a referee of sorts. Conflicts between the characters and NPCs or creatures, or between a number of the PCs themselves must be resolved in a fair and impartial manner. That is where the rules come into play. One thing a GM should not do is consider the game to be a competition between themselves and the PCs. If you want to compete with the other players, you should go play video games or a pick up game of basketball.

Be Expressive

In most every writing guideline you'll find the quote, "Show, don't tell." This is as true in role playing as it is in writing. Whenever you are describing a scene or area that the characters walk into, don't just say "*you're in a ten foot by twenty foot room, approximately eight feet in height with a bed in one corner and some pictures hanging on the wall.*" Be expressive, describe the room in as much detail as you can so that the players can visualize it in their own minds. It might take a bit longer to go into such detail, but your players will remember it and they will enjoy the game that much more.

Example: *The door creaks inward on its rusted hinges, cobwebs stretching to their limits before breaking against the pull. The darkened room beyond reeks with a musty odor like that of old books in a cellar. Through the shadows, you see an old bed in the corner to your left, its sheets crumpled from when its last occupant rushed out without making it up again....*"

Of course, you don't have to go into such detail for every room of a building your characters are exploring. If they enter several similar chambers, simply say so; "*the rest of the rooms you look into down the corridor are of similar fashion as the first, with an extra table here or another chair there.*" The only time you would mention anything different is if you want to give your PCs the idea that something important might be found within a certain room.

Keep the Players Interested

There is nothing more disheartening for a GM than to look up and see his or her players not paying attention to the adventure. As a rule, players that don't have anything to do during a specific scene are going to get bored. And when they get bored, they turn to other things to occupy their time, like reading a book or talking to other players. You must work to keep all the players busy with something in the adventure.

It is easy to get involved with an especially interesting bit of role playing with one or two characters who are involved in a particular scene. You can get so involved that you might simply forget about the other players who have gone off to another part of the dungeon, or a different floor of the office building to look for

clues or treasure. It is important that you do your best to balance your time between both groups.

If one group is involved in a battle, run a round of attacks and then switch over to the other group. Run a conversation with an important NPC to a point where the characters must think of what to say next and go back to the combat group. If you have to, break a non-combat encounter down into rounds so that everyone gets equal game time. Use whatever method works best for you and your group to ensure that everyone has fun.

Straggling Characters

Sometimes your players don't always want to follow the course of an adventure as planned. You'll have the majority of the group ready to charge off and save the Princess, and one or two who would rather go check out a reported goblin lair. Now what do you do?

First off, don't panic. If three out of five players want to go ahead with the adventure plot as scheduled, take them on the adventure. Run the scenario as you normally would, going from scene to scene until adventure's end. For the other two, you'll most likely have to improvise a little side adventure. This doesn't take a lot of doing really, but it can be a daunting task for any GM.

The main thing you have to remember about running a split group is to keep all the players busy doing something. If you're running a major battle with the main body of the group who followed the storyline, don't wait until the end of the encounter to check in on the other half. Put them into some sort of encounter themselves, or have them investigating something to keep them focused on the game. If your straggling players are left to the wind, they will most likely not be interested in playing another game in the future.

Example: While Sally, Joe, and Simon are busy fighting the giant goo slug from Mars, Tim and Rob are checking out an old warehouse on the other side of town. The GM describes the first round of combat with the first group and then turns to Tim and Rob to describe a clue they have stumbled upon. After that, he turns back to the main group and begins round two of the fight.

When running a side adventure, you have to come up with things on the fly. If the characters decide to wander into a tavern and ask questions about the surrounding area, give them information about a recent spate of attacks on the outlying farmlands or that recent caravans have been rolling into the village with reports of bandit attacks along the highway. If you have trouble coming up with things like this on the fly, there are several published materials that help you in this area, as well as many online communities you can turn to for wonderful ideas. Again, be creative and don't worry if the players aren't following the adventure as planned; run with whatever they want to do and have fun with it.

Choose Your Style

It has been noted that there are two distinct styles of GMing, the story-telling type and the "by the book" type. The story-telling GM likes to keep an adventure flowing, helping to tell a good story along with the other players. This GM will sometimes ignore a dice roll if it might cause the story to take a wrong turn by causing something to be destroyed or a character to die at an inopportune moment. Story telling GMs typically won't allow a PC to die at all during an adventure because the Player Characters are the heroes of the story and therefore are not supposed to die.

The "by the book" GM is just that, one who likes to follow the rules of the game to the letter. If your character dies early in the adventure, that's just the way it goes. The GM will usually allow the unfortunate player to roll up or choose another character to play for the remainder of the game.

Decide how you want to run the adventure, the rules are there to be played "by the book," but rules are merely guidelines to give a good story some structure *as needed*. If you don't like the way a certain rule does something, drop it or at least change it to where it works for you. The only real rule in a role playing game is to have fun.

For an excellent read on role playing styles, check out *A Quick Primer for Old School Gaming* by Matthew J. Finch and Mythmere Games.

NPCs & Creatures

Many of the major Non Player Characters of an adventure will have their stats presented within the text. Sometimes, however, you will need to come up with some for an NPC your characters want to interact with that wasn't intended to be encountered. In these situations, remember this simple rule; all common folk in a setting have a default stat rating of 2 for all their attributes. If you want to make a special type of character, say, a shopkeeper that the characters want to haggle

with, then give that NPC a bonus to his or her Barter skill. If the NPC is meant to be someone with more special training than a common citizen, then all his or her stats are defaulted at 3. Again, if you want to make the NPC a bit more specialized, boost up one or two of their skills to reflect their special training; a detective would have bonuses to his or her Firearms, Interrogation, and Search skills, while a standard soldier would have increased Endurance, Firearms, and Hand to Hand Combat skills. Give them bonuses you feel would be appropriate to the adventure at hand; try not to make them more powerful than the characters unless that is how it would be for the situation.

The stat block will be followed by a short description of the character unless he or she is described elsewhere in the text. This will usually describe the character's motivations within the adventure and any quirks or otherwise strange behaviors. If you see something you don't like in an NPC's write up, change it to your preference.

Creatures in an adventure are presented in a similar fashion. Each has its own set of statistics needed during an encounter with the characters. Below is the standard creature stat block as found within an adventure:

NPC's Name

Strength:		6
Climbing	+3	9
Hand to Hand Combat	+5	11
Melee Combat	+4	10
Reflexes:		4
Riding	+2	6
Thrown Weapons	+1	5
Mind:		3
Animal Handling (Horse)	+3	6
Command	+2	5
Intimidation	+4	7
Awareness:		2
Diplomacy	+1	3
Gambling	+3	5
Tracking	+2	4
Tenacity:		8
Defense Total:		14

Equipment:

Creature's Name

Reflex: 6
Armor: 20
Attacks: 2 (2 claws, bite, 1 breath, tail)
Damage: Claws 10, bite 20 , breath 15, tail 10
Size: L (60' in length)
Tenacity: 15

Reflex: The creature's Reflex score is used as its attack and defense score in all forms of combat.

Armor: This is the creature's natural Armor Rating if it has one.

Attacks: This lists the various attacks available to a creature. The number before the list indicates how many attacks the creature can use per round.

Damage: This lists the amount of damage caused by each attack form. The damage listed is scaled to the creature's Size.

Size: This is the creature's Scale in its largest dimension. A dragon may only stand fifteen feet tall, but it may be sixty feet in length. The length of the dragon determines its Scale.

Tenacity: Tenacity is a creature's or NPC's willingness to stick around and fight when conditions begin to go against it. Whenever a creature begins taking wounds or is outnumbered, roll 2d6 and add the Tenacity score to the total. If the total is less than the modified Target Number, the creature breaks and runs for safety. Tenacity modifiers are listed below:

Table 9; Tenacity Modifiers

Creature / NPC is:	TR Modifier
Moderately Wounded (50%)	+3
Heavily Wounded (75%)	+5
Outnumbered	+1 per additional combatant
Causing Little or No Damage	+2 per round after the third

Appendix A: Templates

The following pages contain ten pre-generated character templates that the players may choose from. Each template is fully statted with skills and equipment so all the players have to do is pick one and the game can begin. If you have less than ten players for the game, the extra templates can be used as Non Player Characters (NPCs) that can help the Player Characters (PCs) during the adventure. They can also be used by players whose characters get killed during the adventure so they can continue playing with the rest of the group.

If the group is familiar with role playing games, players may decide to build their own characters instead of playing any of the ones presented in the following pages. If so, print out the optional Character Creation rules found in Appendix B: Campaign Rules. This will allow the players to build a character they can be happy with and the game can be more fun.

The layout of the templates is as follows:

Character's Name

Strength:		**6**
Climbing	+3	9
Hand to Hand Combat	+5	11
Melee Combat	+4	10
Reflexes:		**4**
Riding	+2	6
Thrown Weapons	+1	5
Mind:		**3**
Animal Handling (Horse)	+3	6
Command	+2	5
Intimidation	+4	7
Awareness:		**2**
Diplomacy	+1	3
Gambling	+3	5
Tracking	+2	4
Base Move:		**12**
Defense Total:		**14**

The stats are listed in **Bold** type for easy recognition. As you can see, each of the character's stats is followed by the skills that are governed by them. Each skill's level is listed as a modifier (+3) and the skill's total score follows that. The rest of the template discusses a bit of the character's background and the equipment he or she is carrying.

Weapon stats are listed in a table below a description of the equipment, and display each weapon's base Damage score and its Range in meters if it is a ranged weapon.

Each character also has a short bio or history to give the player an idea of what the character is like and where he or she comes from.

Appendix B: Campaign Rules

So, your players enjoyed the adventure so much that they would like to play their characters again in other adventures within the setting. Now what? Well, it just so happens that there are rules for turning a One Shot Adventure into a complete campaign setting, and you're looking at them right now!

Making a One Shot Adventure into a long-running campaign is easy. Most everything a Game Master needs is already presented in the adventure itself: maps of the land, weapons, creatures, NPCs, vehicles, it's all there. Well, most of it anyway. Here we will discuss how to add the things that you might want to include in the setting and rules that haven't already been covered in the adventure.

Character Creation

Either your players didn't like their choices found in the templates, or they just want a character of their own design. Whatever the case, here are the rules for building a character from scratch. A blank character sheet is included after these rules.

Random Generation

Character stats are generated by rolling 2d6 and dividing the total of the roll by two to get an average for the roll. You then apply the average to the Stat of your choice. This will give your character Stats ranging from 1 to 6.

Point Buy

The player begins creating their character with 15 points, which they will use to "purchase" Stat Ranks for their character. This is a point-for-point purchase, so to give your character a Strength score of 5 would cost you 5 points, Reflexes of 6 would cost you 6 points, etc.

Skill Points

Regardless of which method you choose to get your character's stats, you must purchase his or her skill levels with Skill Points. Each character has 10 points to be spent on starting skills and no more than 2 points may be spent on a single skill. Each point spent on skills buys 1 skill level.

Statistics

Each character has four statistics or Stats defined by a numbered ranking system that tells you how strong or weak the character is in each. These numbers are used in the game as the basis for the skills that are governed by each Stat. The four Stats are *Strength, Reflexes, Mind,* and *Awareness*. The rankings (Ranks) range from 1 (very weak) to 6 (very strong). The average Rank for a citizen of most nations is 4 for adults, 3 for young adults, and 1-2 for children.

Skills

Skills have already been covered in the Character Information section, but the list is presented here again for players to choose from. Again, you have 10 Skill Points with which to purchase skill levels. You can purchase no more than two levels per skill. These rules can be hand-waved by the GM, however, if he or she wants the characters to be a bit tougher or more experienced.

Character Advancement

At the end of each adventure, the GM will hand out a number of Skill Points to each PC with which they can build up or purchase skills and stats.

Table 4; Skills

Skill	Base Attribute	Skill	Base Attribute
Acrobatics	Reflexes	Hand to Hand Combat	Strength
Alchemy	Mind	Herbalism	Mind
Animal Handling	Mind	Heavy Weapons	Mind
Archery	Reflexes	Hide	Awareness
Astrology	Mind	Interrogation / Intimidation	Mind
Athletics	Strength	Lock Picking / Safecracking	Reflexes
Barter	Awareness	Melee Combat	Strength
Bluff	Awareness	Mythology	Awareness
Climbing	Strength	Navigation	Mind
Command	Mind	Piloting	Mind
Computer Operations	Mind	Repair	Mind
Demolitions	Mind	Riding	Reflexes
Diplomacy	Awareness	Savvy	Awareness
Disguise	Awareness	Search	Awareness
Driving	Reflexes	Sleight of Hand	Reflexes
Endurance	Strength	Sorcery	Mind
Firearms	Reflexes	Stealth	Reflexes
First Aid	Mind	Survival	Mind
Foraging	Mind	Thrown Weapons	Reflexes
Gambling	Awareness	Tracking	Awareness

Skills

To raise a skill's level, the player spends 3 Skill Points if it was used during the adventure, or 5 points if the skill was unused but the player declared that his or her character was practicing it during the adventure. Each skill may only be raised one level at a time between adventures, or whenever the GM decides that the characters can advance.

If you have no levels in a skill, the initial purchase cost is 5 points if you have someone to train you, or 10 points if you are attempting to learn the skill on your own. The trainer must have a total Skill score of at least two points higher than the learning character's base attribute for the skill being learned.

Example: *Henry wants to learn Herbalism from Jen. His Mind score is 4 and Jen's total Herbalism skill score is an 8. Jen will make an excellent teacher for Henry.*

Stats

Increasing a character's Stat is more costly than raising a skill, as it requires more time and energy to increase one's Strength or Mind. The rewards for raising a stat are evident; not only will the stat itself increase, but so will all the skills it governs. Therefore, the cost of raising a stat by one point is 20 times the stat's current score.

Example: *Joe wants to raise his character's Strength stat from 4 to 5. The increase will cost him 80 Skill Points and Joe currently has 5. He'll have to save up over several adventures in order to raise the stat.*

Skill Point Awards

As the GM, you are responsible for handing out the Skill Points at the end of the adventure or whenever you deem it necessary for the characters to advance. Remember that the cost of increasing already known skills is pretty cheap, so don't give out too many points at one time. A good measure to follow when giving out points is listed below:

If the characters complete the major goal of the adventure or scene, give them 1 point.
If the characters found a unique method of defeating your major villain, give them 1 point.
If the characters discovered any special sideline aspects of the adventure, give them 1 point.
If an individual player performed in character in a very dramatic fashion, give that PC 1 point.

There are many other reasons for giving a PC or the whole group an extra Skill Point or two and they will present themselves during game play. Still, you should not give out more than five or six Skill Points to any one PC per adventure or session unless you have good reason to. This will keep the characters balanced and make each new adventure a more fun and exciting one than the last.

Appendix C: Charts & Tables

Listed below are all the important charts and tables posted in the rules section gathered for the GM's convenience. Simply print them out and put them in a folder for quick reference, or put them in a generic Game Master's screen you've purchased elsewhere. Most of these charts and tables are designed to work with any genre of One Shot Adventures, so you won't have to keep changing things around.

Table 1; Task Rating Modifiers

Task	Difficulty Modifier
Simple	-5
Easy	-3
Moderate	0
Hard	+5
Very Hard	+10

Table 2; Quality Results

Die Roll Is	Result
Equal to or 5 points over Task Rating	Success
6-10 points over Task Rating	Good Success
11+ points over Task Rating	Superb Success

Table 3; Mishaps

Die Roll	Mishap
2 – 6	Minor Mishap (gun jams, drops weapon)
7 – 10	Medium Mishap (firing pin shears, weapon falls over a cliff)
11 – 12	Major Mishap (ammo explodes in weapon, weapon breaks, etc.)

Table 4; Skills

Skill	Base Attribute	Skill	Base Attribute
Acrobatics	Reflexes	Hand to Hand Combat	Strength
Alchemy	Mind	Herbalism	Mind
Animal Handling	Mind	Heavy Weapons	Mind
Archery	Reflexes	Hide	Awareness
Astrology	Mind	Interrogation / Intimidation	Mind
Athletics	Strength	Lock Picking / Safecracking	Reflexes
Barter	Awareness	Melee Combat	Strength
Bluff	Awareness	Mythology	Awareness
Climbing	Strength	Navigation	Mind
Command	Mind	Piloting	Mind
Computer Operations	Mind	Repair	Mind
Demolitions	Mind	Riding	Reflexes
Diplomacy	Awareness	Savvy	Awareness
Disguise	Awareness	Search	Awareness
Driving	Reflexes	Sleight of Hand	Reflexes
Endurance	Strength	Sorcery	Mind
Firearms	Reflexes	Stealth	Reflexes
First Aid	Mind	Survival	Mind
Foraging	Mind	Thrown Weapons	Reflexes
Gambling	Awareness	Tracking	Awareness

Table 5; Climbing Modifiers

Surface Is	Difficulty Modifier
Smooth	+8
Cracked	+3
Rocky	+2
Crumbling	+5
Overhang	+8
90 degrees	+5
60 to 45 degrees	+2

Table 6; First Aid Task Rating Modifiers

Wound Level	TR Modifier
Light 75% or higher	+2
Moderate 50%-75%	+3
Heavy 25%-50%	+5
Severe 10%-25%	+7
Incapacitated 0-10%	+9
Dead -10% or lower	+12

Table 7; Ranged Combat Modifiers

Condition	Modifier
Range — Point Blank	-5
Short	0
Medium	+5
Long	+10
Target is — Moving	+target's Reflexes
Laying Prone	+5
Kneeling	+3
Concealed Partial / Mostly	+3 / +5

Table 8: QR Damage Modifier

QR of Attack	Damage Modifier
Equal to TR	X½
1-5 points over TR	-
6+ points over TR	X2

Table 9; Tenacity Modifiers

Creature / NPC is:	TR Modifier
Moderately Wounded (50%)	+3
Heavily Wounded (75%)	+5
Outnumbered	+1 per additional combatant
Causing Little or No Damage	+2 per round after the third

Scales

Tiny	Small	Medium	Large	Huge	Super

A *Tiny* target is anything measuring up to one foot in height, length and/or depth.
Small targets are anywhere from over one foot to four feet in height, length and/or depth.
Medium targets measure from over four feet up to ten feet in height, length and/or depth.
Large targets run from over ten feet up to eighty feet in height, length and/or depth.
Huge targets range in size from over eighty feet up to five hundred feet in height, length and or depth.
Super targets cover everything over five hundred feet.

Appendix D: Advice for New Players

Welcome to Role Playing

So, you've either heard about role playing through a friend, or saw something on a message board where folks were discussing last night's game and you wondered, "what could be so fun about playing pretend; that's a kids game isn't it?" To answer simply, yes...and no. Yes, play pretend is "kids play" where they all run around shouting "bang, bang you're dead," and they either fall to the ground clutching their chests or begin the never-ending argument of "no I'm not, you missed!" Now to explain no. A role playing *game* doesn't involve anyone running around making gun noises and shouting that they've killed someone (at least not always), and no one can argue that they didn't get hit because there are specific rules to determine what happened based on the roll of some dice.

So now that's out of the way, the next question you might have asked yourself is, "why would I want to play a role playing game?" This one doesn't have a simple answer. People play role playing games (from now on, I'm calling them RPGs) for many different reasons. Some like to create an interesting character to portray in an imaginary world where they can be someone they never could or would be; others simply like the genre that a game is set in (fantasy, sci-fi, horror); and still others just like hanging out with other people that share similar interests to their own. Some games currently on the market were created using popular television or movie themes as the basis for their settings and that has drawn many people into the hobby.

Imagine that your favorite film is *Casablanca* and you find out that one of your friends is playing a game based upon it. She/he tells you that three or four other folks get together on Friday night at somebody's house and play this game for a few hours. Knowing your interest in the film, your friend invites you to come and sit in on a session. You do, and this might be what you'll see while you're there:

GM: Alright everybody, last week we ended with Henry telling the Nazis that he didn't have any idea who was sneaking around outside his club last night, and I said "Is that so? Then how do you explain Miss Boudelet's report of seeing a young fair-haired woman kissing you in the doorway of your club's back alley at midnight, well after curfew?"

Your Friend (YF): That little old hag! I knew she was Vichy when you described her the first time we saw her.

Player 1 (P1): But I thought she was just a sweet old lady! A bit curious, but sweet.

YF: Yeah well, sweet or no, she's still an informer.

Player 2 (P2): So, what do we do?

Player 3 (P3, aka Henry): Well, I think I'm going to try to bluff my way out of this one. I tell the colonel that it was one of my waiting girls who fell asleep in the coat room before closing. She didn't wake up till almost midnight and just had to get home or her boyfriend would punish her.

GM: Hmm, that might work. I'll even give you a +3 to your roll since that sounds plausible to the colonel. Roll your dice.

P3: Ah! I rolled an eight! My Bluff skill score is eight also. That's sixteen plus the three bonus points you gave me for a total of nineteen! Did he buy it?

GM: Let's see, I rolled a measly five for the colonel, and his Awareness score is only a four. Even with a credible witness giving him a +3 to see through your bluff, that's only a twelve. He buys it, hook, line, and sinker.

YF: Awesome! With what you rolled, you could have told him that it was the Queen of England slipping out before morning tea!

GM: Okay, the colonel sits back in his chair and steeples his fingers in front of his chest. "I am inclined to believe you Herr Henry. You do tend to work your girls ragged over there. I will, of course, need to speak to your waitress for verification."

P3: Henry smiles and says, "It's your nickel, colonel, call whoever you want."

And so the night continues. You see each of the players relaxing casually around the dinner table, sometimes cracking jokes, most times talking in character and rolling their dice. The story they are telling almost seems like a sequel to *Casablanca* in your mind. And when the evening is over, your friend turns to you and says, "Well, what'd ya think?"

I know, the above example wasn't much to go on, but you can see that everyone is just having a good time trying to tell a fun and exciting story with each other. They're not doing anything too different from watching a movie or playing video games. The main difference is that an RPG requires you to think a little more than just watching a movie or playing a video game. Instead of watching a character going through the motions in order to save the girl on the screen, or clicking some buttons to make the character do the same maneuver it's done millions of times in the same place and time in the game, you must decide whether he or she jumps through the window sideways with guns blazing or rams the spy-tech sports car into the army truck full of soldiers firing down at you. In other words, you are in the action (at least in your imagination), not someone else.

Okay, so it sounds like it might be fun. What's with all the GM and NPC and 2d6 talk? There is some special lingo used in almost every role playing game on the market. If you've never heard it before it can become rather confusing. Here's a list of some common role playing slang and acronyms you'll hear:

GM	Game Master. This is the person running the game. He or she describes what your character sees, hears, feels, tastes, and touches. The GM also plays all of the other NPCs and creatures that your character might encounter during the adventure. The GM knows all the rules of the game, or at least should know where to find them quickly, and is the arbiter of those rules. In the end, the GM has the final word on what happens in the game.
NPC	Non Player Character. NPCs are all the other characters you will meet or see during an adventure. Some NPCs are good guys while others are the bad guys. They have stats and skills just like the PCs do.
PC	Player Characters. These are the characters being played by the people sitting around the dinner table, you and your friends. The PCs are imaginary persons who are the heroes of the story. They have statistics like Strength and Agility, and a list of skills written down on a Character Sheet for you to reference during the game to see what you need to add to your dice roll when the bullets are flying.
Character Sheet	This is a photocopied sheet, or one copied by hand onto some notebook paper, that holds all the necessary information about a PC used during an adventure. Stats, skills, equipment, wound information, even a description of the character and his or her background information, can be written down for future reference.
Stats	Statistics. These are the characters physical and mental abilities defined by a number between 1 and 6. A 1 is a weak score meaning that the character is almost as strong or smart as a young child, while a six is the highest level one can attain in a Stat, and is equivalent to the strengths of an Olympian sportsman or Einstein-like mental capabilities.
d6	Six-sided dice. This is usually preceded by a number like 1 or 2 and sometimes even higher. This represents how many of the six-sided dice you are to roll for a situation; 2d6 means to roll two six-sided dice while 5d6 means to roll five dice.

There are several other terms and acronyms you will encounter during a gaming session, but the above are quite common in almost every RPG you'll see. Don't worry if you don't get it; just ask another player what they mean and they'll gladly tell you.

Now, you sort of know what everyone is talking about, but you still don't know much about all those rules and whatnot that are written in those stacks of books the GM has sitting by his chair. Don't worry about this either. As a player, you won't be required to know many rules at all, unless you just want to learn them. In fact, the main rules you'll need to look at for now are those concerning building a character. Of course, unless the group wants to turn a One Shot Adventures scenario into a long-running campaign, you won't really even need to know about that. So all you need to know in order to play the game is when to roll your dice and what skill or stat you need to add to the total of the roll. That is covered in the Characters section of these rules.

Okay, so you've picked a character template and are ready to get started playing. What more do you need to know? Not much really. It is likely that you are sitting with some folks that have played role playing games for some time now, and they will be more than happy to help you along during the game. Ask them questions when you want to know about something; watch them to see how they play their characters, and try to play yours the way you envision it should be played. Have fun, that's what role playing games are all about!

For an excellent read on role playing styles, check out *A Quick Primer for Old School Gaming* by Matthew J. Finch and Mythmere Games.

ONE SHOT ADVENTURES

	Skill Level	Score
Strength		
Reflexes		
Mind		
Awareness		

Base Move:

Skill Points:

Valor Points:

Currency:

Notes:

Condition Monitor

Condition	Action Modifiers
100%	
75	-2 to all action rolls
50	-4 to all action rolls
25	-6 to all action rolls
10	-8 to all action rolls
0	Incapacitated
-10	Dead

Character Portrait

Physical Wounds:

Fatigue:

Weapons

Weapon	Damage	Range

Armor

Type	Coverage	Armor Rating

Other Gear