

Bethorm RPG Basics

Turn Sequence Notes-

One game round = six seconds of real-time

One inch (or grid square) = two meters in real-life

Init Roll = 1d10.

On a 1-2 use first listed init number on your sheet

On a 3-8 use second listed ""

On a 9-10 use the third listed ""

Highest init goes first. You can hold your turn as well.

Attribute Check - Take 2d10 and roll your attribute number or lower to be successful. GM will likely apply modifiers to your target number as the situation and rules suggest. Critical success on rolling doubles and passing the check. Fumble if you roll doubles on a failed roll.

Skill Check - Take 2d10 and roll your skill number or lower to be successful. GM will likely apply modifiers to your target number as the situation and rules suggest. Note: Each skill also has an unskilled modifier, for anyone that is not trained in that skill to apply to an alternative Attribute Check you would perform in lieu of having the skill. Critical success on rolling doubles and passing the check. Fumble if you roll doubles on a failed roll.

Combat Basics - To-Hit is your melee skill specialization associated with your weapon in hand (or hands as the case may be with larger weapons). For example, if you are wielding a Long Sword, you would use your Melee: Blades skill specialization (for the Melee skill you are required to specialize*). The weapon description itself will give you a TO-HIT modifier for when using that weapon. If you are committing unarmed combat, then you would add in your Punch or Kick skill bonuses to hit instead of a weapon's to hit modifier. Then situational modifiers will also be taken into account, including your target's melee, missile, or magical defense numbers. Situational issues may also affect your target number, but overall, you still roll 2d10, and try and get your target number or lower To-Hit. For Damage, similar to INIT rolls, you take a d10, and determine if you use the first, second or third listed damage as the hit points you score against your target. That resulting hit point damage is further reduced by any armor the target is wearing.

Sorcery Basics - Each spell has a listed NRG point cost. That is subtracted from your daily limit upon casting. To cast, you roll your Sorcery Skill as target number on a 2d10 roll. Similar to other 2d10 rolls used throughout Bethorm, you score doubles upon a success, something good additionally happens (there is a chart of good effects to use for the GM in the book). As expected, you roll doubles on a failed roll, and something nasty happens. Again Bethorm gives the gm a table of ill effects.

Cheat Sheet composed by Peter Robbins. *Bethorm*™ is the property of UNlgames (all rights reserved) This is an unofficial free product to aid players new to the system. You may purchase *Bethorm* from Drive Thru RPG or via http://bethorm.com/?page_id=182 It is a wonderful system for your Tekumel role-playing needs.