

The Basic System

GAMING MADE EASY



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game system
for those who like
basic rules



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& go!

Not only a stand
alone system,
but a bridge system too!



Dilly Green
Bean Games



Blender Production

The Basic System Core

Gaming made easy

Version 2



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The Basic System Core

Welcome to **The Basic System**. This is a quick-start set of basic game rules usable for just about any setting. It was designed with EASY gameplay in mind. The rules are very simple, and there is a lot of room for player and Game Master creativity.

To use this system, you need the following:

- 1) Dice (at least one twenty-sided, four six-sided, twelve-sided, eight-sided, ten-sided, and a four-sided die)
- 2) Pencil and Paper
- 3) A GM with half a brain
- 4) The desire to have fun playing a game an elementary student could play.

Let's start with the seven basic attributes or stats for characters. Here, we call them the **Main Stats**. The Main Stats are seven basic attributes that every living human, or comparatively human-like fictional character, has. They comprise three mental stats and four physical ones. People have those at varying levels, and use them differently all the time, but the bottom line is that everybody has them.

The Main Stats are as follows:

Intelligence (INT)
Willpower (WILL)
Charisma (CHA)
Agility (AGI)
Strength (STR)
Endurance (END)
Speed (SPD)



Now, in the Basic System the average human Stat is given as 10. There are 3 different ways to create characters. Each is covered in this first section.

The first way to **determine your Main Stats by rolling 1d10 and adding that number to your Main Stat base number of 10**. Using this method, your player-character is guaranteed to receive stat values ranging from 11 to 20, with an average result of $10 + 5.5 = 15.5$, rounded up to 16. Each full number that you get over the base 10 serves as your **Main Stat Bonus**. So, if you have a **STR** of 13, then your **Main Stat Bonus** for Strength is $(13-10) = +3$. In case you have a stat lower than 10, then you have a **Main Stat Negative**. So if you have an **INT** of 7, then

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your **Main Stat Negative** for Intelligence is -3. (The rules for determining Main Stat Bonuses apply to ALL character creation forms)

Players may subtract points from their **Main Stats** and raise other **Main Stats**. If you are using a point value system then use the chart below. The points given are the total sum of points that you may divide among your seven Main Stats. Points are added straight to a base 10 stat.

You should write down all of your character's Main Stat values and the corresponding **Main Stat Bonuses (MSB)** and/or **Main Stat Negatives (MSN)** at the very beginning, as they will be used to figure out most of the other important things later on in the game. They will almost always determine you how well your character does at tasks - i.e., how good they are at driving a vehicle, leaping over a chasm, climbing a rock-wall, lifting weights, wielding a sword, or playing a musical instrument. The same raw numbers will also help to figure out your character's overall health, their chances of survival, their ability to regenerate and heal damage, the amount of damage that they can do themselves, and other fun things. —All this will be explained further under the section called **The Secondary**, and in the **Skills** chapter.

Read on!

Point-Based Games

Points	Game World	Description
6	Real World	This game is based in the realm of reality. —Nothing extraordinary about the people here.
12	Action World	This game is set in a movie-style world. Things are above the norm.
45	Super World	Here we get into the world of superheroes. Use this for games that require standards way above the norm.
75	Godly World	For the game of the super duper. Any higher than this and you'll be a demigod.

Rolling Characters

Below are tables to help create characters for specific campaign styles. TBS. Use these for character generation. Each setting has a label for the campaign style. In some TBS games you will also have templates that use specific tables. So a superhero would roll on the Super World chart while a police officer might roll on Real World or Action World. In GU: Deep Space you can see how these charts function, but for now use them for your campaign styles.

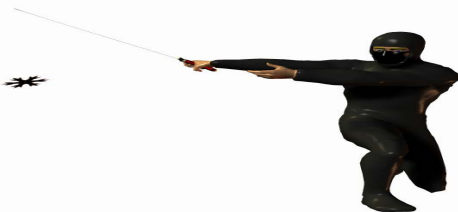
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Game Setting 1: Real World

Roll 1d100	Rank	#
1-30	Below Average	5
31-70	Average	10
71-85	Above Average	15
86-96	Excellent	20
97-100	Extraordinary	30



Game Setting 2: Action World



Roll 1d100	Rank	#
1-10	Below Average	5
11-60	Average	10
61-75	Above Average	15
76-88	Excellent	20
89-100	Extraordinary	30

Game Setting 3: Super World

Roll 1d100	Rank	#
1-5	Below Average	5
6-30	Average	10
31-51	Above Average	15
52-62	Excellent	20
63-73	Extraordinary	30
74-84	Incredible	40
85-95	Awesome	50
96-100	Mighty	70



Game Setting 4: Godly World



Roll 1d100	Rank	#
1-5	Below Average	5
6-25	Average	10
26-40	Above Average	15
41-51	Excellent	20
52-63	Extraordinary	30
64-75	Incredible	40
76-87	Awesome	50
87-100	Mighty	70

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Now let's look at the **Main Stats**. We've also included separate tables to explain the **Main Stats** in Ranks.

The Main Stats

INT	Intelligence: How smart you are. Use this Stat when using brain power.
WILL	Willpower: How well you can withstand psychological effects.
CHA	Charisma: How charming you are and how well you can interact with people.
AGI	Agility: How agile you are. Used for dodging, fighting, and other agile acts.
STR	Strength: As it says, how strong you are physically.
END	Endurance: How healthy you are. Your ability to resist disease, physical stress and how well built you are.
SPD	Speed: How fast you can move.

Intelligence

INT	Stat #	Description
Below Average	1-9	You're mentally challenged.
Average	10	You're the average Joe in the brain department.
Above Average	15	The type of mind that goes to college to learn.
Excellent	20	Very smart. So smart that it irritates people. Able to work small experiments.
Extraordinary	30	The brains of the brains, cream of the crop. These people are so smart that they can design or use just about anything.
Incredible	40	Memory upgrades or alien enhancements. This person is a freak of nature in the smarts department.
Awesome	50	So intelligent you could create life where there was none using science. Able to design artificial intelligence.
Mighty	70	Demi-gods or super alien minds are this smart. Able to create sentient organic life using science.
Supreme	90	So darn smart they know just about everything there is to know about everything.
Cosmic 1	110	Knows about things before they happen. Can predict cosmic events.
Cosmic 2	500	As one with the Universe. See all know all.
Cosmic 3	1,000	As one with everything. Sees all and knows all in multi-dimensions
Infinity	2,000+	You are God

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Willpower

WILL	Stat #	Description
Below Average	1-9	You break easily or fall for jokes with ease. Subject to jumping off the bridge if someone tells you to.
Average	10	You can bend and break, but overall you're in control.
Above Average	15	You can withstand certain stresses that the normal gal or guy can't.
Excellent	20	You are very strong willed. It takes serious effort to break you.
Extraordinary	30	Mind control? Ha! Not on you. This mind is almost immune to such things.
Incredible	40	You are your own master. Your mind is more than strong. You've had some serious training.
Awesome	50	No one can mess with your mind. Unbreakable.
Mighty	70	The WILL of this person is so strong they can resist the most power Psionic and magical powers.
Supreme	90	Only the most powerful humans have a WILL like this. They are the masters of their mind.
Cosmic 1	110	The cosmic WILL makes them almost immune to anything involving WILL unless the attacker has a higher rank.
Cosmic 2	500	The cosmic WILL makes them almost immune to anything involving WILL unless the attacker has a higher rank.
Cosmic 3	1,000	The cosmic WILL makes them almost immune to anything involving WILL unless the attacker has a higher rank.
Infinity	2,000+	God, good luck trying to convince them do to anything.

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Charisma

CHA	Stat #	Description
Below Average	1-9	You smell like cabbage.
Average	10	The average charmer.
Above Average	15	Maybe a player.
Excellent	20	The Mack-daddy of them all.
Extraordinary	30	You could charm a nun.
Incredible	40	People flock to you.
Awesome	50	You could run for president and have your opponent vote for you.
Mighty	70	Worshipped worldwide.
Supreme	90	Everyone loves you. Even off-world.
Cosmic 1	110	The god of charm.
Cosmic 2	500	The father of the god of charm.
Cosmic 3	1,000	The grandfather of the god of charm.
Infinity	1,500+	God.

Agility

AGI	Stat #	Description
Below Average	1-9	Umm.... Limited mobility.
Average	10	Average
Above Average	15	Some training.
Excellent	20	Olympic style AGI.
Extraordinary	30	Great natural ability, able to do complex maneuvers.
Incredible	40	Able to test the limits of balance and dodge gunfire.
Awesome	50	Perfect sense of AGI and able to dodge intense gunfire.
Mighty	70	Not much can hit you and you can hit just about anything.
Supreme	90	Lasers, ha! I can dodge them with my eyes closed.
Cosmic 1	110	So agile that they can dodge dust particles while traveling at lightspeed.
Cosmic 2	500	Cosmic 2, need I say more?
Cosmic 3	1,000	Cosmic 3, need I say more?
Infinity	1,500+	God

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Strength

STR	Stat #	Description
Below Average	1-9	This is your person with some type of disability, or they are elderly or maybe even a child.
Average	10	Your typical adult stat. Most people are average.
Above Average	15	These are your people that work to improve themselves and their work shows.
Excellent	20	This surpasses the above person making them exceptionally outstanding.
Extraordinary	30	This is at the maximum limit of human capabilities. Even that is pushing it.
Incredible	40	This belongs to those who have been augmented or were born with special abilities that make them this powerful.
Awesome	50	You are now passing the limits of mortality and heading into the ranges for anything but human.
Mighty	70	These stats are reserved for demi-gods and cosmic servants. This is beyond human.
Supreme	90	The last light of human comprehension ends here. Anyone with a stat this high is a God like those of mythology.
Cosmic 1	110	These stats are reserved for the Old Ones and cosmic entities that are in the same boat.
Cosmic 2	500	These stats are reserved for the ones who created worlds or destroyed them.
Cosmic 3	1,000	These stats are for those who can bend reality or crush entire solar systems.
Infinity	2,000+	You are now in the realm of God almighty.

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Endurance

END	Stat #	Description
Below Average	1-9	Needs to take several breaks after maybe 2 minutes of work.
Average	10	The average person. Needs to take a breather every ten minutes or so.
Above Average	15	Can go for about 30 minutes and then needs a quick breather.
Excellent	20	This person can work for an hour before needing rest.
Extraordinary	30	Just needs sleep, no breaks needed.
Incredible	40	Just needs sleep.
Awesome	50	Just needs sleep.
Mighty	70	Able to function in hostile environments for short periods of time. This includes the vacuum of space.
Supreme	90	Can survive in the vacuum of space for long periods. Doesn't need any sleep.
Cosmic 1	110	Can live in the vacuum of space or any other hostile environment for years on end.
Cosmic 2	500	Can function in ANY environment for decades.
Cosmic 3	1,000	Can function in ANY environment for centuries.
Infinity	1,500+	God, like you need to ask.

Speed

SPD	Stat #	Description
Below Average	1-9	Slow.
Average	10	Average
Above Average	15	Above Average.
Excellent	20	A professional runner.
Extraordinary	30	A mega runner.
Incredible	40	Bloody super fast.
Awesome	50	Really bloody super fast.
Mighty	70	Godly super fast.
Supreme	90	Can move so fast they are hard to see.
Cosmic 1	110	Gone in the blink of an eye.
Cosmic 2	500	Moves so fast they can move through walls.
Cosmic 3	1,000	Ummm what can I say?
Infinity	2,000+	God

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Now let's take a look at your **Secondary**. These are the results of your Main Stats. It helps round out the character. You learn how much damage you can take, how quick you are and a few other basics.

The Secondary

HP	Hit Points: END times 2. How much damage you can take before death.
SP	Stun Points: END times 2. How much light damage you can take before it starts to cause bleeding or break bones.
IN	Initiative: AGI MSB + SPD MSB . How well you get the jump on the other guy or gal.
LFT	Lift: STR times STR . This is how many pounds you can lift.
Punch	Damage for punch is equal to your STR and only does light damage.
Kick	Damage for kick is equal to your STR +2 and only does light damage.
RUN	This is equal to your SPD times 2 . This is how fast you can move in MPH.
Jump	STR+SPD/2 : How many feet you can leap with a running start.

* To determine Lift in tons divide Lift by 2,000



Natural Abilities

Here we have the Natural Abilities. People are born with these and they come in handy in the real world. How do you gain Natural Abilities? For each point above **10** in the Main Stats, you gain Natural Ability Points or **NAP**. Each Natural Ability costs **12 NAP**. While most players might only be able to buy one or two Natural Abilities, that is ok. There are others ways to make up for it in **The Basic System**.

***Natural Abilities with a * next to them are for more high ranking games. Games must be of Awesome rank or higher in order to use these specific Natural Abilities.**

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Natural Abilities

Ambidexterity	Your ability to use both hands equally. You suffer no penalty for using either hand.
*Cosmic Sense	This player is in tune with the Universe. They gain a +30 to all Perception rolls.
Immune	This person is immune to disease or toxins. May be bought multiple times to cover different things.
Expertise	This is an area you are best at. Choose a specific skill that you are naturally an expert at. It must be a skill you have already purchased. Players gain a +4 to that one skill.
*Life Support	Does not need food or water and can exist in the vacuum of space.
*Long Life	You can live for decades longer than most people. If this is used for cosmic characters than it counts for centuries instead of decades.
Marksman	You have the natural ability to hit the target. You gain a +5 when trying to hit something with a projectile or thrown object.
Photographic Memory	If you see it you don't forget it. Great for detective characters and such.
Speed Reading	You can read really fast and retain 95% of what you have read.
Superb Agility	You are extra agile. You gain a +4 to any actions involving AGI .
Superb END	You are physically all there. Buff and rough. You gain +15 to your HP and +4 to any rolls involving your END .
Superb Immunity	Your body is just naturally immune to disease and toxins. Anytime you are exposed to these, you gain a +4 to resist.
Superb Senses	You are in tune with your senses. Most GMs will want you to pick a specific sense. Anytime you are using those senses you gain a +4 to any rolls involving them.

Skills

Everyone has skills. They help us live our day-to-day lives. Some are very obvious and others are not. The Basic System uses **Skill Headers** to help players and GMs create characters and they also offer direction as well. To determine how many **Skill Points (SP)** you get at the beginning of a new game, **just multiply your INT times 2**. This is how much a character automatically gets for Skills at the beginning of their adventuring career. Each skill costs one **SP** per level. So if you were to buy a **Sword** skill at level two, it would cost you two **SP**.

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Please note that people also have some **Common Skills**. These skills automatically start at level one free of cost. Even a handicapped person could try to dodge an attack. Use this formula when using skills:

$$\text{Main Stat Bonus/Main Stat Negative} + \text{Skill Level} + 1d20$$



*Skills in the Superhero Games

Skills, too, have benchmarks, but not like the Stats. Theirs are a little different. The average level for a skill is always 2.

Here is how it works:

Rank Name	Skill #	Description
Below Average	0-1	Absolutely NO training at all.
Average	2-4	Average training.
Above Average	6-10	More intense training.
Excellent	11-20	This person has become an expert in these skills.
Extraordinary	21-30	This rank fits those who have mastered their skills. This is the limit of normal humanity.
Incredible	31-40	This belongs to those who have been augmented or were born with special abilities that make them this skillful.
Awesome	41-50	You are now passing the limits of mortality and heading into the ranges for anything but human.
Mighty	51-70	Demi-Gods and cosmic servants have skills this high.
Supreme	71-90	Gods have skills this high.
Cosmic 1	110	Old Ones and cosmic entities are this skillful.
Cosmic 2	500	Ones who created worlds or destroyed them have skills this high.
Cosmic 3	1,000	These skill levels are for those who can bend reality or crush entire solar systems.
Infinity	2,000+	You are now in the realm of God almighty.

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Here are the Common Skills:

Common Skills

Basic Fight	This is your raw fighting ability in unarmed combat. Everyone can scrap when they need to.	AGI
Dodge	This is the ability to get out of the way when someone or something is about to hit you.	AGI
Perception	This skill helps you notice the obvious and not so obvious. Use this skill for spot, listen and other checks.	INT
Basic Education	This covers basic math, science, English, and artistic skills. Stuff you learn from common knowledge and well as slight formal schooling.	INT

Skill Headers

What is a Skill Header?

—The Skill Headers are main skill areas. They define what category skills fit into. In some cases there are no Skill Headers because the skills don't have them. Below is the list of Basic Skill Headers for the Basic System.

You may not buy a generic Skill Header. Players must pick specific skills that fit their character. We have provided examples of skills, but it's up to the player to be creative. If you want a Drug Chemistry skill so you can make Crack, it fits underneath the Advanced Education Skill Header.



If a Skill Header has an **AGI/STR**, **AGI/INT** or **Varied** listed next to it that means that the player needs to draw from one of those Main Stats, but not use two or more Main Stats at the same time. Driving requires smarts, like how to hotwire it, but also **AGI** to maneuver it.

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Skill Headers

Advanced Fight	Choose a fighting style for unarmed combat. This includes: Boxing, Karate, Judo, Kung Fu and other styles.	AGI
Melee/Firearms Combat	Choose a melee weapon that you are proficient in. This can be anything from swords to baseball bats. Or choose a firearm or projectile weapon that you are proficient with. This can be anything from laser pistols, regular pistols, bows and others.	AGI
Physical	Choose a physical activity that your character is good at. This can include sports or other body exercises.	AGI/STR
Advanced Education	Here is where you get your high education and trade skills. This includes First aid, Mechanics, sciences and such.	INT
Social Interaction	Choose skills that help you in the social arena. This includes: Leadership, Conversation, Streetwise, Interrogation and such.	CHA
Extra-Curricular	Does your character like to cook, paint, sew or do artsy things? This includes musical skills as well.	Varied

Operation Skills

Driving	Pick a vehicle you are good at driving. This includes bikes as well.	AGI/INT
Pilot	Pick a flying machine that you are good at piloting. This includes: Helicopters, Planes, and such.	AGI/INT
Boating	Pick a watercraft you are proficient in piloting. This includes: speed boats, sail boats and others.	AGI/INT
Riding	Pick an animal you are good at riding. This includes: Horses, cows, dragons and other creatures.	AGI

The Extras

In every game you have to have extras. The ally, friend, sidekick and such. You also have to have certain uppers as well. Wealth, contacts, memberships and maybe that license to thrill. Below is the chart players roll on to see if they get any of these Extras. **Roll 1d8 once:**

Roll 1d8	Name of Extra	Meaning of Extra in the Game
1	Contacts	Roll 1d4. This is how many contacts you have. When you need information these are the people to go to. Players must specify who the contact is. This may include: police, military, librarian, janitors and more.
2	Friends	Roll 1d4. These is how many close friends one has. These are people that can help you or be victims of your enemies.
3	Sidekick	This is the sucker who thinks that your character is "the one" —the person who can do something so fantastic that they (the sidekick) want to be there when it happens. Sidekicks are rolled up like normal characters, but may never be as powerful as the main character.
4	Wealth	Roll 1d12 times 1000. This is how much money you have on hand (in contemporary Dollars!). Roll 1d10 times 100 thousand. This is how much money you have saved up. It may be liquidated over a few months as needed. <i>If you are using the optional rules add-on of Resource Ranks below, do not roll for an amount in US\$, just add 1d6 to a Resource Rank of Average (AV). This will give you an average result of Extraordinary (EY).</i>
5	Ally	This is someone who will work with you for a common cause. The Ally is created by the GM and will assist in times of great need.
6	Membership	Roll 1d10 for rank. You belong to some organization. The higher the rank the better you are. Rank one is equal to the mailroom boy. Rank ten is the head of command.
7	License to Thrill	With this license you can get away with the most insane stunts. Skydiving off of office buildings, or skiing down the highway. There are no limits. The authorities would like to bust you, but for some reason they cannot. All they can do is pray that you die a slow and painful death.
8	Not a Bloody Thing	"You stink!"

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Resource Ranks

Everyone needs cash or some form of currency. In **The Basic System (TBS)** we have created something easy for people to use. This is what we call the Resource Ranks. **Resource Ranks** are used throughout the game and allow you to play in any game setting, in any era and any environment without having to calculate prices in the local currency which may go with your setting. Thus, a Resource Rank will be valid no matter which currency you are actually using in your imagination. It will be the same chart in a game that uses dollars (\$), Euros, Yen, copper farthings, Roman sesterces, silver pieces, or the barter system. Just check the chart below.

Each rank represents how much net cash/credit/gold/etc. a person can muster per year. Players roll for their Resource Ranks.

You may buy up to 10 items in your Resource Rank before you are broke. If you are buying items that are in a lower ranking than yours, you may buy up to 10 more additional items of that ranking. This works as a column shift, not by the numbers. Players who wish to buy from higher ranks must save (or steal?) enough to hit the next rank.

Let's get started:

Roll 1d100	Resource Rank	Rank Abbr.	Stat #	Description
1-20	Below Average	BA	1-9	Poor, possibly on welfare
21-40	Average	AV	10	This is your average paid employee.
41-61	Above Average	AA	15	This person hold a manager position in a low paying field (like a restaurant or fast food establishment, maybe a mall shop manager)
62-78	Excellent	ET	20	This person works in a comfortable Fortune 500 company job or has a trust fund.
79-89	Extraordinary	EY	30	Small Corporation
90-97	Incredible	IE	40	Large Corporation
98	Awesome	AE	50	Small independent country.
99	Mighty	MY	70	Large Country (such as Russia, Japan or the United States)
00	Supreme	SE	90	You want it, you have it. Multi-billionaire.

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The Aging Rule:

As player grow older of course they will become more skilled, but they will also begin to fail in health. Below is the new Age Rules table which tells the benefits and problems that come with age. For every year if age over 20, players gain 1 **Skill Point** per year in addition to regular **Skill Points**.

Age	Benefit	Problem
25	5 Skill Points	None
30	10 Skill Points	None
35	15 Skill Points	-1 to one Main Stat
40	20 Skill Points	-2 to two Main Stats
45	25 Skill Points	-2 to three Main Stats
50	30 Skill Points	-2 to four Main Stats
55	35 Skill Points	-4 to ALL Main Stats
60	40 Skill Points	-5 to All Main Stats
65	45 Skill Points	-5 to All Main Stats
70	50 Skill Points	-7 to all Main Stats
75	55 Skill Points	-8 to all Main Stats

How the system works

The Basic System (TBS) is truly basic. Whenever you take an action, that is called a turn. Each turn lasts about five seconds in the game world. When doing something that is either difficult enough to warrant a die roll, or if someone is acting against you, the player needs to roll their twenty-sided die. If they are taking an action against someone or if they are dodging they use this formula:

Main Stat Bonus/Main Stat Negative + Skill Level + 1d20

vs.

opposing character's Main Stat Bonus/Main Stat Negative + Skill Level + 1d20

Whoever rolls higher emerges victorious for that turn. Now, if you are just making a skill check against an abstract resistance, GMs can use the chart below:

Difficulty Chart

Difficulty Levels	
10	Easy (this is a task that you might not be able to do on the first try)
15	Challenge (you might not be able to easily do this task)
20	Difficult (this means you might not be cut out to do this action)
25	Very Difficult (ok, you're now getting into the miracle stage of things, good training will pull you through)
30	Heroic (only a hero can pull this off)
35	Legendary (OK, we're heading out of the normal range of man or woman)
40	Insane (good luck, you'll need it)

If a player has a total of a **Main Stat Bonus** and **Skill Level** that is already above the Difficulty Level, they do not need to roll for it.



It is assumed that it just happens. For GMs who would like to see whether a player-character royally screws up, have them roll a d20 and if they roll a "one" (1), then they fail nevertheless. Other than that you just follow the standard TBS rules.

Material Strengths and ACs

To give people a better understanding of material strengths we have thrown together this quick table with ranking to make it basic. The **AC** for each material is given. To determine the Hits for these materials multiply the **AC** times the **AC**.

So if a brick has an AC of 10, then a brick wall has 10x10 = 100 Hits.

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Rank	AC	Material
Below Average	1-9	Cloth, glass, paper, ice, crystal, rubber, soft metals
Average	10	Mortared brick, aluminum, light machinery
Above Average	15	Some types of armors, meshes
Excellent	20	Concrete, iron, bullet proof glass
Extraordinary	30	Reinforced concrete, steel
Incredible	40	Solid stone, advanced metals
Awesome	50	Steel alloys, granite
Mighty	70	Diamond and heavy super alloys
Supreme	90	Aliens metals, magical material
Cosmic 1	110	Light star matter
Cosmic 2	500	Medium star matter
Cosmic 3	1,000	Super heavy star matter
Infinity	2,000+	Duh.....Why bother?

Armor

Most games will allow players to use some type of armor. There are many different types of armor which cover specific areas of the body. Let's get the terms out of the way, shall we?

-Armor Class: How much damage the armor can take before you receive damage. Each time the damage goes over the **AC**, the Armor Class is reduced by that much. So if Tom gets shot with a rifle and he is wearing a vest that offers 10 **AC** and the damage is 13, then the **AC** is reduced to 7 (**AC (10)-Damage (13)=3 damage and AC reduced to 7**). Armor also has **Hit Points (HP)** and it is **HP** that is taken away which makes the **AC** drop. If something is Armor Piercing then you just take off the **HP** from the armor until it is gone.

-AGI Penalty: For every ten points of **AC** you get a -1 to your **AGI**. This only applies to Armor and not natural **ACs**.

-Location: What part of the body the armor protects.

-Special: Any special qualities that the weapon might have.

-Cost: How much an item costs. All prices below will be indicated in TBS Resource Ranks.

*) Armor costs are not listed because settings may vary and so will costs.

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Armor Examples

Type	AC	HP	AGI Penalty	Location	Special	Cost
Leather	13	13	-1			AV
Bullet Proof Vest	18	18	-2			AA
Flak Vest	21	21	-2			ET
Light Full	18	18	-2			EY
Medium Full	26	26	-3			IE
Heavy Full	34	34	-3			IE
Hardsuit	45	45	-5		Offers limited life support	MY



Weapons

Weapons are a common thing in most role-playing games. Let's jump right into the terms.

Melee Weapon Terms

- Damage:** As it says. Add your **STR MSB** to your damage. So if you have a **STR** of 13, then you'd gain a +3 to the final damage.
- Number of hands:** How many hands it takes to use this weapon.
- Special:** Any special qualities that the weapon might have.
- Cost:** How much an item costs. All prices below will be indicated in TBS Resource Ranks.

*) Weapons costs are not listed because settings may vary and so will costs.

Melee Weapon	Damage	# Hands	Special	Cost
Knife	1d6	1		BA
Short Sword	2d6	1		AA
Medium Sword	3d6	1		AA
Large Sword	5d6	2		AA
Hand Axe	2d6	1		AV
Medium Axe	3d6	2		AA
Large Axe	4d6	2		AA
Mace	4d6	1		AA
Whip	1d6	1		AV
Spear	3d6	2		ET
Staff	4d6	2		AV
Katana	5d6	2		AA



Shooting Weapon Terms



- Damage:** As it says.
- Range:** How far the weapon can shoot.
- Ammo:** How much ammunition the weapon has in a clip and such.
- Firing Rate (FR):** How many

rounds can be fired in one turn. When firing more than one round players roll the damage times the number of rounds fired. So if a rifle fires three rounds, then the damage would be 6d6 times three.

- Number of hands:** How many hands it takes to use the weapon.
- Special:** Any special qualities that the weapon might have.
- Cost:** How much an item costs. All prices below will be indicated in TBS Resource Ranks.

Weapon	Damage	Range	Ammo	FR	# Hands	Special	Cost
Light Revolver	2d6	50	6	2	1		AV
Medium Revolver	3d6	65	6	2	1		AA
Light Automatic Pistol	2d6	40	7	3	1		AA
Medium Automatic Pistol	3d6	70	6	2	1		AA
Heavy Automatic Pistol	4d6	75	6	2	2		ET
Light SMG	3d6	120	20/32	3/10/32	2		EY
Medium SMG	4d6	175	30	3/12/30	2		IE
Light Rifle	6d6	1000	10	3	2		AA
Medium Rifle	8d6	2000	4	2	2		ET
High Powered Rifle	10d6	2500	12	3	2		EY
Automatic Rifle	6d6	350	20/30	3/12/30	2		EY
Shotgun (slug)	8d6	20	10	2	2	Knock Down	AA
Light Machine Gun	6d6	450	30	15/45	2		IE
Medium Machine Gun	10d6	800	Belt	8/24	2		IE
RPG	1d6x50	500	1	1	2		IE
LAW	1d6x100	200	1	1	2		IE

Vehicle Rules

Vehicle rules are pretty simple.
Let's cover some terms.

-Maneuver: Vehicles can only react at certain rates. So just because you have a high Agility, doesn't mean that the vehicle can react as fast you. The number in the Maneuver box represents what the max **AGI** bonus, or in some cases the penalty on **AGI**.

-Passengers: How many people can safely fit inside.

-Speed: How fast the vehicle moves in MPH

-AC (Armor Class): Just like it works in the armor section.

-Body: The material toughness of the vehicle. How much damage it can take, works just like Hit Points.

-Weapons: Any weapons that might be built in.

-Extras: Other cool things that have been placed in the vehicle. Like radios, radar guns and so on.

-Cost: How much the vehicle costs. All prices below will be indicated in TBS Resource Ranks. (They also assume that it is the cost of a brand-new, perfect vehicle.)



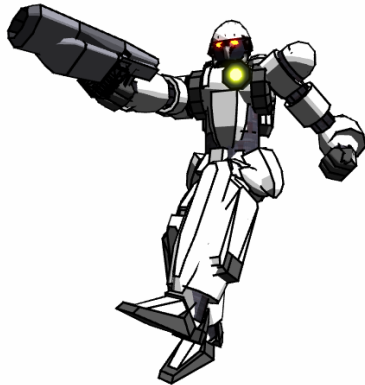
Basic Vehicles

Vehicle	Maneuver	Passengers	Speed	AC	Body	Cost
Medium Car	-4	5	110	7	70	AA
Sports Car	-3	2	120	7	70	ET
Van	-5	8	120	8	80	AA
Truck	-6	2/4	120	10	100	AA
Motorcycle	-2	1/2	100	5	50	AV
Sports Bike	-2	1	130	7	70	ET
Small Helicopter	-2	2/8	150	15	150	IE
Private Jet	-2	10	600	20	200	AE

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Random Vehicle Hit Chart

Roll	Location	DM	HD	Result
1	Right Front Tire	0	-5	Blowout, -2 Maneuver
2	Left Front Tire	0	-5	Blowout, -2 Maneuver
3	Right Back Tire	0	-5	Blowout, -2 Maneuver
4	Left Back Tire	0	-5	Blowout, -2 Maneuver
5-9	Front	X2	+2	No special effect.
10-12	Right Side	0	+2	No special effect.
13-15	Left Side	0	+2	No special effect.
16-19	Back	0	+2	No special effect.
20	Engine	X3	-3	Vehicle shuts down



Technology Levels

You know that someone is going to ask where they are technologically, so we have done up a small chart to help define tech levels for those who really want them.

Tech Levels

Tech Level	Description
1	No Technology
2	Cavemen (They had the wheel.)
3	Medieval
4	Ancient World / Pre-Industrial
5	Industrial
6	Modern Man
7	Near Future
8	Far Future
9	Technology so far advanced they don't need toilets...
10	Ummm, well.... Hmmmm... Magic Techno! — Let's dance!

The Location Table & Taking Damage

When locked in combat, you're not always going to hit where you want to. Sometimes if you hit them, it doesn't matter where. Let's look at some quick terms.

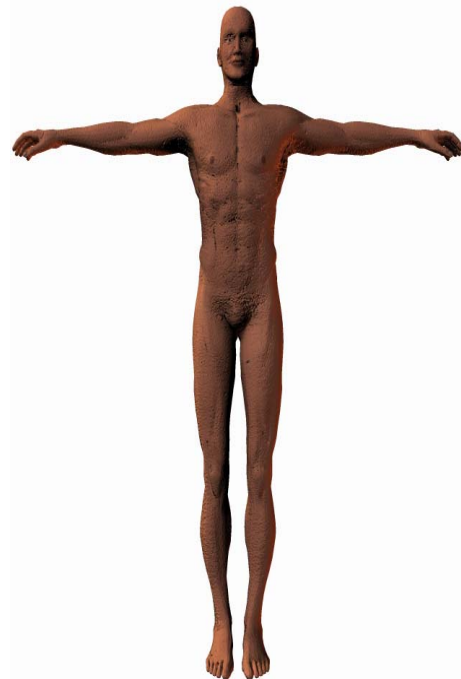
-Location: As it says.

-Damage Modifier (or DM): Does a hit to this location do more damage than other locations?

-Hit Modifier (HD): What penalties to you get when trying to hit there locations?

Here is a random hit location chart using a twenty-sided die.

Roll 1d20	Location	DM	HD
1	Head	X2	-6
2	Neck	X2	-6
3-5	Chest	X1	0
6-8	Torso	X1	0
9	Right Upper Arm		-3
10	Right Lower Arm		-3
11	Right Hand		-4
12	Left Upper Arm		-3
13	Left Lower Arm		-3
14	Left Hand		-4
15	Left Upper Leg		-3
16	Right Upper Leg		-3
17	Right Lower Leg		-3
18	Left Lower Leg		-3
19	Right Foot		-4
20	Left Foot		-4



Damage

In RPGs, at some point, you are bound to get hurt. Any damage

done by a fist or a fall less than ten feet only does **Stun Damage**. Any damage done by a weapon, vehicle, or a fall from more than ten feet does **Killing Damage**. When you run out of **Stun Points** or **S*P** you begin to take damage to your **Hit Points** or **HP**. When your **HP** reaches zero you are down for the count, but not dead. Once your **HP** reaches **-10** you die. At zero **HP** you are in need of serious medical care. Without treatment, players will take one point of damage each hour until they reach **-10**. Skills like First Aid and Paramedic can quickly put a stop to this. Only someone with a Paramedic skill or something higher can stabilize someone who is under zero **HP**. Anyone who is bleeding from an injury takes one point of damage

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each round until the bleeding has stopped. Anyone with the First Aid skill or higher can try to stop bleeding.

The Knockout Rules



When a player takes enough stun damage that it goes over their **S*P**, then they must make an **END** save to avoid being knocked out cold.

You calculate the save like this:

Roll 1d20 and add the number of points that you took over your current **S*P**! - If the result is at least +1 more than your **END** you are out cold for 1d6 rounds. (If the result is exactly equal to the **END**, you are still up and running.)

So, if Buster gets hit for 15 points of stun damage and he only has 10 **S*P** left, he would roll 1d20, add 5 to that and look at his **END**. Buster has an **END** of 12. He rolls a 16 plus 5, for a total of 21. That is a lot more than his **END** of 12 and it leaves him out cold. If he had rolled anything lower than an 8 he could still be standing. For example, if he had rolled a 6, plus the 5 points of damage that got over his **S*P**, that would be 6+5 = 11, still less than his **END**. No Knockout, yet.

$$1d20 + \text{damage over Stun Points} = \text{END save difficulty level.}$$

Healing

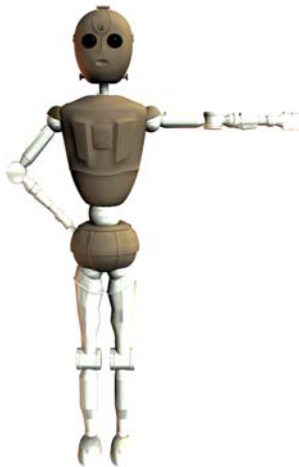
Healing is the most important part of any game. Sometimes you will have spell caster and other time you'll have super healing potions. For those of you who are playing real world games, there is down time. Players heal their **END** bonus per day (with everyone healing at least one **HP** per day regardless of their **END** unless poisoned). With medical attention (meaning in hospital stay) they gain their **END** bonus times two per day. Anytime damage is done to one area that goes over 15 points of damage there is a good chance of being scarred. For each day that an injury goes without medical care that area will become scarred and the player will lose -1 **CHA** per day until treated. Plastic surgery can fix up to 3 points of **CHA**.

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Gaining Experience

Experience Points are usually based on the setting of the game. Some ways to determine **Experience Points or XP** are to divide the opponent's total Hit Points by two. This doesn't mean you have to kill them. A subdued adversary rewards **XP** the same way. In general for the Basic System, we determine **XP** in any of the following ways:

- Divide the foe's Hit Points by 2 = # of XP
- Scale XP with awesome actions with values 10 to 50. Award 10 to 50 XP.
- Award XP for teamwork. Hand out anywhere from 10 to 20 XP.
- Everyone who games really well and is not disruptive, hand out 10 XP.
- You can pretty much hand out XP for anything. It is always up to the GM.



Using Experience

In a point based system, Experience is used to upgrade characters. This allows more skills to be purchased and stats to be raised. Here's a simple way of doing it:

-To raise a **Main Stat**, multiply the **Stat** number desired by **15**. So if you have a **STR** of 14 and you want to raise it to 15, you multiply **15x15 = 225 = the number of XP needed**. You may not skip numbers. So, if you have a **STR 15** and you want to make it 17, you'll need to make it 16 first.

To go from **STR 15** to **STR 17** you would have to spend a total of **(16x15 XP) + (17x15 XP) = 495 XP**.

To go from **STR 15** to **STR 18** you would have to spend a total of **(16x15 XP) + (17x15 XP) + (18x15 XP) = 765 XP**.

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So, basically, you are often much better advised to spend your earned XP on Skill Levels, on Natural Abilities or Extras.

- For every 100 XP you gain 1 NAP.
- For every 100 XP you gain 1 SP
- For every 200 XP you may buy one Extra or level an Extra you already have up by one rank.



Optional Stuff

The next pages cover optional stuff. This is material that we didn't use for the TBS Core, but they are still very useful if you want to integrate your material.

The Character Class

Some GMs want their character classes and levels. SO we have included a quick Character Class Chart for GMs. It includes what Hit Dice to use and which classes go where.

- Class:** The occupation of the character.
- HD:** Hit Dice. What type of dice you roll for each

level.

-**Description:** This tells you what the Classes have to offer. It also provides some basic examples.

Here's the chart:

Class Chart

Class	HD	Description
Combat Class	1d10	These classes are one for people who are involved in combat. This includes: Fighters, Barbarians, Physical superheroes, and rough and tough street fighters.
Thought Class	1d4	These classes are for the educated. People who use their mind over muscle. This includes: Magic users, priests, scribes, bookies and such.
Trade Class	1d8	These classes are for those who have a trade that requires some physical and some mental demand. This includes: Rangers, bards, adventures, and agents.

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For GMs that want experience Tables here is a quick table. You may adjust it as you see fit.

Quick XP Chart

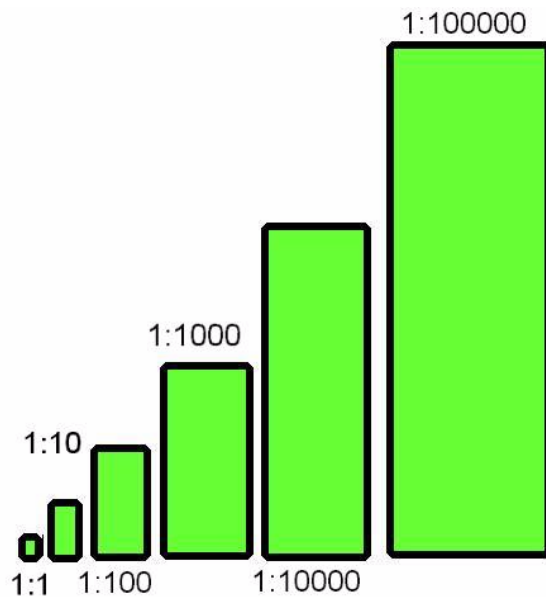
Level	Experience Points	Usual Level Up Bonus
1	1000	Gain SP=to INT Bonus+1, Roll Class HD
2	2000	Increase one stat by one, Gain SP=to INT Bonus+1, Roll Class HD
3	3000	Gain SP=to INT Bonus+1, Roll Class HD
4	4000	Increase one stat by one, Gain SP=to INT Bonus+1, Roll Class HD



The World of Giant Stuff

They say we will have giant robots running around kicking butt in the future. I swear. But how to create them in gaming terms? First there is the scaling process.

Scale	Size	Description
1:1	Human	This size is you average human height.
1:10	Vehicle/Small Mecha	This size fits your tanks and vehicle sized mecha.
1:100	Shuttles/Small Spacecraft	This size is for your shuttles and small spacecraft.
1:1000	Starships	This size if for starships of medium size.
1:10000	Large Ships	Those big ole' flag ships.
1:100000	Planet Killers	Giant sized planet munching beasts.



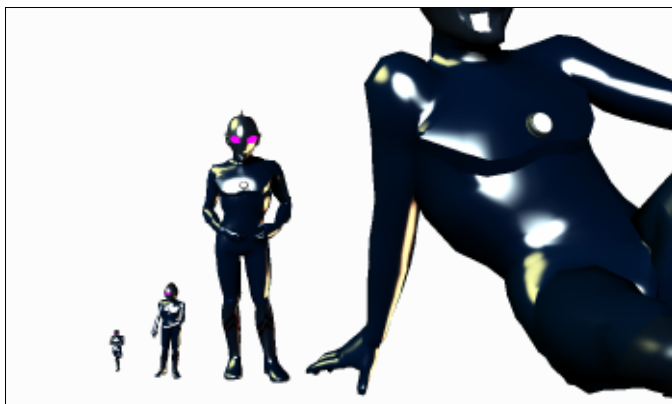
How the Scales Work

While this might be difficult at first, we'll try to make this as basic as possible. Scales works in many ways. Here's how:

-Increasing Damage: When something from a larger scale shoots at or attacks something from a smaller scale, the damage is multiplied by the attacker's scale. Example: Starship 1:1000 fires on mini-mecha 1:10. You'd multiply the damage times 1,000!

-Increasing Stats: For mecha you would just multiply **STR**, **END** and **SPD** times the scale. So if you are creating a robot in scale 1:100 then you'd multiply their **STR**, **END**, and **SPD** times 100.

-Increased Chance to Hit: Everytime you attack something of a large scale then you get a bonus to hit. The bonus is the second scale #. So if a human was firing at a shuttle they'd get a +100 to hit. BUT remember,





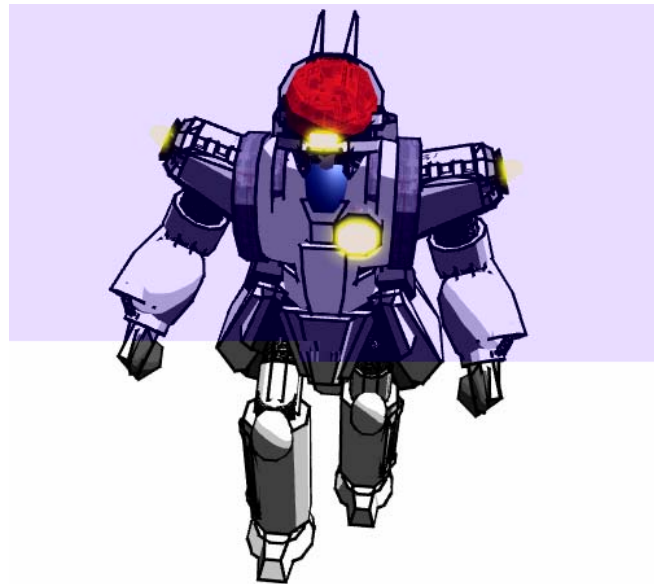
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even though this sounds all groovy, if you don't have a weapon that is going to hurt the shuttle the attack will just bounce off. Distance also plays a major factor into this rule. If you can't see the target, you obviously can't shoot at it. When attacking with weapons that use sensors there is no bonus if the target is out of sight.

-Determining Body: Multiply the **Armor Class** of your Mecha times the scale and that equals your **Body**. Players may do this for each specific area on their vehicle.

Giant Robot Games

Sometimes GMs want to run a giant robot game. Use the scaling system on the previous page to determine the size of your robot. Now onto the **Main Stats**.



-STR has an average base of 10. So when creating a Giant Robot character, multiply the stat by the scale. So if you are using **1:100**, you'd multiply **STR** times 100.

-END has an average base of 10. So when creating a Giant Robot character, multiply the stat by the scale. So if you are using **1:100**, you'd multiply **END** times 100.

-SPD has an average base of 10. So when creating a Giant Robot character, multiply the stat by the scale. So if you are using **1:100**, you'd multiply **Speed** times 100.

-Hit Points are known as **Body** for robotic characters.

-Game Masters are responsible for creating **Natural Abilities** for Giant Robot characters.

You can use the Material Strength and AC table from this PDF for Giant Robot games or just create your own. You can use the weapons list as well just multiply the **damage and range by the scale**.

Creating The Uncanny Ability



There is always a power, psionic ability and spell that haven't been touched on. So how does one go about creating their own uncanny abilities? This one is a little more than basic, but let's look at this as easy as we can.

Step 1: What Type of Power?

Players first need an idea as to what the uncanny ability is. Here are the basic categories:

Defensive: This includes natural armors, force fields, intangibility, invisibility, rubber flesh and so on.

Offensive: These include body

weapons, close range and long range attacks.

Movement: This includes flying, swimming, digging, wall-crawling and others.

Elemental: The ability to control, generate and transform into elemental forces like fire, wind, earth and air.

Mind: These are powers that affect the mind. These include mind control, mind attacks, telekinesis, illusionary powers and so on.

Things to remember when creating the uncanny:

- Some powers do collateral damage. Fire burns, cold freezes, gases ignite.
- Powers have a Nemesis. Fire and water, led and radiation, laser and mirrors.

Step 2: How Powerful is this Power?

Once you have chosen the power concept players then begin to build it. How powerful is this power going to be? There are three stages of powers, each with a cost:

Minor (Cost x1): These powers either do no damage or are very weak. X-Ray vision is one such power.

Major (Cost x5): These are the powers you see in comic books. The optic beams, sonic screams, and intangibility.

Super (Cost x10): Invulnerability, body transformation, space flight and other uncanny abilities.

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- Players apply the cost multiplier once they have generated the base power.

Step 3: Creating the Uncanny Ability

Here is the list of costs for creating the uncanny ability. These costs are paid for by using **Power Points** (END MSBx10).

Damage: One PP equals 1 point of damage.

- Damage from claws and similar weapons include **STR MSB** in the damage.
- The body weapons you must buy **Hits** for the weapons. One PP equals 1 point of **AC/Hits**. Body weapons may be used to parry so they do have **AC**

Defensive: One PP equals 1 **AC**. Or one PP equals one point for Regeneration (so if you spent 6 points on Regeneration then you may heal 6 points of damage).

Duration: How long does this power work? In most cases powers are instant and do not last. But if you wanted them to last longer here's how you do it. One PP equals 30 seconds.

Increasing Stats: One PP equals 1 point for a **Main Stat**.

Range: This can range from touch to long range. One PP equals 1 foot range.

Speed: For movement one PP equals 1 mph.

The Example:

*Krell wants a special claw. It's a **Minor** power. He spends 20 PP to create a sea claw that causes 10 points of damage +STR MSB and has an AC of 10. Krell also wants tough skin. He spends 10 points on tough skin as a **Major** ability. Multiply that by 5 and the total cost is 50 PP. So Krell has spent a total of 70 PP on a claw that does 10 + STR MSB worth of damage and a hard skin that gives him 10 AC.*

Step 4: How to Figure Out Level Costs

To determine the cost of power levels just divide the cost of the power by 10 and round up. Using the example above Krell wants to raise his armored skin up to level 2. The power cost 50 PP so each level up would cost 5 PP. While it seems like players will level up slowly, it will take longer for more powerful uncanny abilities to level up. This is good news for GMs and bad news for Power Gamers.



Learn more about The Basic System at:

www.dillygreenbeangames.com

Don't forget to check out the groovy downloads too! FREE.

If you have children there is even a TBS for Kids PDF. Good for ages 7 and up!

Parent-Approved!