

With every score having a range of 0-10

## Statistics

### Point Buy

Physical statistics:

Strength (STR)  
Dexterity (DEX)  
Constitution (CON)

Mental Statistics

Intelligence (INT)  
Wisdom (WIS)  
Presence (PRE) \*think charisma, personality, etc

### Derived Stats:

\*All scores are rounded up.

Physical derived statistics:

Dodge =  $(DEX+CON)/2$  \*you either "shake off" the damage or an attack misses altogether  
Hit points (HP) =  $(STR+DEX+CON)/3$  \*A successful attack does 1 damage (+Pdb or Mdb) to an entity  
Physical Damage Bonus (Pdb) =  $(STR+DEX)/10$  \*add this to the damage on a successful physical attack

Mental derived statistics:

Idea/Know/Education (IKE) =  $(INT+WIS)/2$  \*this allows your character to know things you do not  
Spot/Search =  $(WIS+PRE)/2$  \*how often you notice things, how aware you are of your surroundings  
Discipline =  $(WIS+CON)/2$  \*how resilient you are against stress and pressures

Mystical/Magic derived statistics:

Power =  $(PRE+CON)/2$  \*power is used to cast spells  
Mystical Damage Bonus (Mdb) =  $(INT+PRE)/10$  \*add this to the damage on a successful spell cast  
Grounding =  $(WIS+CON+PRE)/3$  \*how resilient you are to spells and mystical attacks

So let's make a quick character.

For the sake of demonstration, let's allocate 25 points to the point buy statistics

\*\*\* NOTE: All point pools demonstrating the creation of a character were chosen at random. \*\*\*

Character: Odie

Concept: Part Time Paranormal Investigator/Part Time Mechanic

STR: 3  
DEX: 4  
CON: 4  
INT: 5  
WIS: 4  
PRE: 5  
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= 25

Not a bad set of statistics – in fact, 25 might be too many points to allocate.  
Now, let's determine the derived stats.

Dodge: 4 \*not bad, Odie dodges non-opposed checks 40% of the time  
HP: 4  
Pdb: 1  
IKE: 5 \*wow! 50% of the time Odie will know/be educated on something, have an idea about something, etc.  
Spot/Search: 5 \*wow! 50% of the time Odie will "notice" things  
Discipline: 4  
Power: 5  
Mdb: 1  
Grounding: 5 \*wow! Odie must not believe in hokum and fairytales... Most likely he's a debunker

## **Skills:**

### Freebies

Every character is given his or her IKE score in their native language

\*\*\* NOTE: I'm game for increasing the list of freebie skills. \*\*\*

### Point buy

Skills include whatever you can think of. Specificity is preferred; though generality is allowed (i.e. Pilot would most likely not include Space Shuttle operation unless specified. However rifle would mean that the character is familiar with the safe use and handling of most rifles.)

Each skill is placed in one of 2 categories; physical or mental denoted with a P or an M

Examples of physical skills:

Drive (P), Lockpick (P), Stealth (P), Club (P) – the weapon, not the location, Dance (P)

Examples of mental skills:

Occult Lore (M), Mythology (M), Computer Programming (M), Quantum Physics (M), Astronomy (M), Foreign Language – Latin (M)

The maximum starting physical-linked skill points =  $(STR+DEX+CON)/3$

The maximum starting mental-linked skill points =  $(INT+WIS+PRE)/3$

This sets the maximum at character creation only; skills can be improved beyond this maximum by use

Let's return to creating Odie. We'll allocate 30 points to buy skills

Odie's initial physical skills can be a maximum of 4

Odie's initial mental skills can be a maximum of 5

Odie is given:

English (M): 5

Odie buys:

Occult Lore (M): 4

Repair Car (M): 5

Drive (P): 4

Locksmith (P): 4

Investigate (M): 4

Rifle (P): 2

Pistol (P): 2

Electronics (M): 3

Architecture (M): 2

\*\*\*Any skill not listed is assumed to be at skill level 1 if it is reasonable the character can at least perform it.

For instance; Odie's character sheet doesn't include gardening. Since gardening is a skill he would at least be familiar with, Odie's gardening skill is assumed to be 1

However, Odie's character sheet also doesn't include Pilot Space Shuttle or Foreign Language - Iranian. Since these skills are probably beyond his abilities, Odie's Pilot Space Shuttle and Foreign Language – Iranian skills are assumed to be 0

## Conflict Resolution:

### Non-opposed checks:

When trying to determine if a skill check is successful, simply roll a d10. If the value is below the skill score, then success is realized.

Unlike opposed checks, lower rolls are better for non-opposed checks.

Some tasks might be more difficult than others and may have modifiers to perform them.

Rules of thumb for modifiers:

+1 = difficult task

- Picking a rusted lock
- Reading an arcane dialect

+3 = very difficult task

- Picking a rusted and broken lock
- Reading an arcane dialect on an ill preserved parchment

+5 = exceedingly difficult task

- Picking a rusted and broken lock with a makeshift lockpick set
- Reading an arcane dialect on an ill preserved parchment in poor light

+7 = extremely difficult task

- Picking a rusted and broken lock quickly with a makeshift lockpick set
- Reading an arcane dialect on an ill preserved parchment in poor light while running away from something nasty

+10 = impossible task

- Picking a rusted and broken lock immediately with a makeshift lockpick set while shooting a gun at something nasty
- Reading an arcane dialect on an ill preserved parchment in complete darkness while running away from something nasty

Conversely, some tasks might be easier to perform due to conditions. These would result in negative modifiers.

-1 = easy task

- Breaking a rusted lock with a hammer or a rock

-3 = very easy task

- Breaking a rusted lock with a sledgehammer

-5 = exceeding easy task

- Taking candy from a baby

-7 = extremely easy task

- Shooting fish in a barrel

-10 = sure thing

- Hitting the Earth when jumping from a plane

### Example of a non-opposed check

Odie's been investigating something nasty presumably lurking in the cellar of an old abandoned lighthouse.

He comes upon a door that's locked. The lock is rusted with age.

Odie tries to pick the lock with his lockpick set that he bought on eBay.

Because of the rust, the lock is a difficult task to pick and so Odie takes a +1 modifier to his skill check

Odie rolls d10 and gets a 5

$5 + 1 = 6$  this is greater than his lockpick skill so Odie fails to pick the lock.

In frustration, Odie picks up a rock and beats the lock with it.

Odie rolls d10 and gets a 2

Because of the rust, the lock is easy to break so Odie gets a -1 modifier to his skill check

$2 - 1 = 1$  this is equal to his club skill so Odie checks for damage ( $1 + Pdb = 1 + 1 = 2$ ) and succeeds in breaking the lock

Opposed checks:

Opposed skill checks occur when trying to determine if an action or reaction is successful against another's action or reaction.

Unlike non-opposed checks, higher rolls are better for opposed checks.

Opposed skill checks are made against the most logical statistic.

Example of opposed check:

Locked behind the door was a creature of nightmares. Unfortunately, Odie has set it loose.

Something Nasty tries to strike Odie with its tentacles (assumed to be a Club attack.) Nasty's Club skill is 6.

Odie, not wanting to get clubbed with a tentacle, attempts to Dodge. Odie's Dodge stat is 4.

Nasty rolls d10 and gets a 3

Nasty's skill is  $3 + 6 = 9$

Odie rolls d10 and gets a 4

Odie's opposed score is  $4 + 4 = 8$

Since Odie's score is less than Nasty's, the evil thing strikes our hero, doing damage to him.

Nasty's Pdb is 2. Ouch!

Odie takes  $1 + Pdb = 1 + 2 = 3$  damage.

Since Odie only has 1 HP right now ( $4-3=1$ ) he changes gears and instead decides to run!

## **Improving:**

### Flash of Brilliance

If a character succeeds remarkably in a skill by rolling a 1 in a non-opposed check or a 10 in an opposed check, that skill has the possibility of improving immediately due to a flash of brilliance. To see if such an event has occurred, the player rolls an additional d10. If the roll is above the current skill score, then 1 point is added immediately to the skill.

#### Example of Flash of Brilliance:

Odie is fleeing from Something Nasty that is pursuing him out of the cellar of the lighthouse. Odie's player asks if a successful Occult Lore skill check would provide any help in determining how to defeat or subdue the Nasty thing behind him. The GM agrees and Odie rolls a d10 and gets a 1. Brilliance!

Odie rolls another d10 and gets a 6. Since 6 is greater than 4 (Odie's current Occult Lore skill), Occult Lore is increased to 5.

Odie recalls something he read in a dusty tome years ago and reaches into his pocket for the sprig of mistletoe he always carries. Praying that his gambit works, Odie turns and holds it directly in front of him...

### Trial and Error

Characters get better at skills by using them.

If a character succeeds in a skill check, regardless of opposition, he or she should put a check beside that skill. Once the scenario is over, the player will roll d10 for each skill that is "checked." If the d10 roll is above the current score, then 1 point is added to the skill. This simulates learning by success as well as making progress to high skills more and more difficult.

#### Example of Trial and Error:

Since Odie has survived the horror beneath the lighthouse and has returned home to rest and recuperate, he has a chance to learn from his mistakes and successes.

During the investigation the following skills were "checked."

Club (a new skill that was previously unlisted and assumed to have a skill of 1)

Occult Lore (currently at 5)

Architecture (currently at 2)

Investigate (currently at 4)

Odie rolls d10 for Club and gets a 3. Since 3 is greater than 1, Club is increased to 2.

Odie rolls d10 for Occult Lore and gets a 7. Since 7 is greater than 5, Occult Lore is increased to 6.

Odie rolls d10 for Architecture and gets a 1... bummer. Architecture is left at 2.

Odie rolls d10 for Investigate and gets a 4. Since 4 is not greater than 4, Investigate is left at 4.

### Learning from a buddy

Any character with a skill greater than 5 can teach that skill to another.

Learning takes 1 month for each point learned and can be raised in this fashion to a maximum of one-half the skill of the teacher (rounded down.) Learning and teaching are mutually exclusive events. One cannot teach and learn in the same month.

#### Example of Learning:

Thinking that perhaps there are easier ways to make a living, Odie calls his buddy Woz to teach him how to gamble effectively. Woz is a professional poker player with a gamble skill of 7. Since Woz's skill is greater than 5, he can teach Odie how to gamble more effectively than a normal slot-jockey. While Woz is arguably an excellent player, the most Woz can teach Odie the gamble skill is:  $7 / 2 = 3.5 = 3$ .

Odie and Woz are taken out of commission for 3 months as Woz takes Odie under his wing. After the 3 months, Odie now has a gamble skill of 3.