

D100 (SYSTEM CORE)

Stats

There are 3 stats: **MIND**, **BODY** and **SPIRIT**. Distribute the GM-approved amount of points among the 3 stats (standard amount is 75, high-powered would be 100, supers at 125+).

Roles

The roles are **Fighter**, **Expert**, and **Adept**.

- **Fighters** wear any kind of armour and use any type of weapon. They have a +20 bonus to **Combat** and add +10 to all attack rolls. If using a light weapon in each hand, a Fighter can make 2 attacks in the same turn.
- **Experts** can use light armour and use light weapons. They have a +10 bonus to **all skills**. If they successfully sneak up on a foe (usually **Subterfuge+BODY**), they can add their **Subterfuge** skill to the damage of their first attack of the encounter.
- **Adepts** wear no armour and use only light weapons. They can cast spells, use Spirit in combat as an extra magical/psychic action in addition to their normal attack action, and gain a +20 bonus to **Knowledge** rolls and +20 bonus to **Communication** rolls.

Gestalt characters are multi-classed characters, but only take the better of the 2 bonuses as determined jointly by the player and GM. For example, an Expert Adept would have a +10 bonus to Combat and Subterfuge, but the bonus wouldn't stack for Knowledge and Communication. Sneak attacks would still be possible. A GM may or may not choose to disallow armour for Fighter Adepts, or may also choose to disallow combining magic to attack bonus rolls.

Skills

There are 4 skills: **Combat**, **Subterfuge**, **Knowledge** and **Communication**. Distribute the same amount of points used for the 3 Stats (**MIND**, **BODY**, **SPIRIT**) among the 4 skills. Add any bonuses from Roles.

Once a skill goes over 30, certain benefits apply. When **Combat** exceeds 30, damage locations can be "pushed" +/- 1 hit location, optimizing damage done by a successful attack. Also, melee attacks gain the advantage of **cleaving** – if the attack kills a target, the attack continues against a second target that's also within melee range. When **Subterfuge** exceeds 30, attempts to determine deception/to deceive can be rerolled. When **Knowledge** exceeds 30, "lore" checks can be rerolled. When **Communication** exceeds 30, it is very difficult to be deceived – any attempts to do so are penalized by the target's **SPIRIT** stat.

Making Action Rolls

A character makes Action rolls with a d100, adding both the value of the Stat and the Skill to the number rolled, which generates a number between 0 and 199 (zeroes are read as zero). This Action Total determines both failure or success, and the degree of success.

Stat	+	Skill	+	D100 Roll	=	Action Total
35	+	28	+	70	=	123

Reading the results:

- **First digit: Success or Failure** (1/0)
- **Second digit: Rank of success** (0-9)
- **Third digit: Hit location** (0-9)

As shown above, each digit of the Action Total represents some aspect of the attempted action. The first digit is like a binary number - either zero or one - and represents basic success or failure. A one (1) is positive, and is successful. A zero (0) is negative, and the action has failed. When successful, the second digit determines the Rank of success - the higher the Rank, the more successful the action. And in combat situations, the third digit is used to determine the hit location. In this example, the roll is successful, has 2 successes on location 3.

Combat

Hit Points = **BODY** stat. If HP reaches 0, unconscious, incapacitated and near death. Damage directly reduces **BODY**. If that reaches **-BODY**, death occurs.

Roll d100 + Combat for initiative order. Everyone can do one thing each turn: move, attack, cast a spell, etc. Adepts can use an extra Magic attack. Fighters using light weapons can make 2 attacks.

- **Melee** attacks = **BODY** + **Combat**
- **Missile** attacks = **MIND** + **Combat**
- **Magic/Psychic** attacks = **SPIRIT** + **Combat**

A successful attack does damage, but armour absorbs that damage on a point-for-point basis (often at different rates for different types of attacks) – any excess not absorbed are subtracted from **BODY**. **Damage inflicted** = **second digit** of the attack roll X **Weapon Damage** X **Hit Location Damage Modifier**. In the roll example and assuming a weapon with a damage rank of 5, the attack was successful, hit the Target's left arm and disabled it and inflicted 10 points of damage to the Target's **BODY** score – 2 handed attacks or actions would be impossible and future melee attacks (**BODY** + **Combat**) are penalized. If the Target were wearing some sort of armour that protected the arm at 20 points, no damage would be received and the arm would still be usable.

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Magic

Adepts can cast any arcane spell as a normal action or as an additional action to a weapon attack. A number of **SPiRiT** points are declared for the attack at a rate of 1 point per 1 affected score:

- +/- 1 target
- +/- 1 rank of damage
- +/- 1 distance range
- +/- 1 hit location
- +/- 1 point on next roll
- +/- 1 point of damage to target **SPiRiT**

Magical attacks bypass normal armour directly, but attacks against a target's **SPiRiT** can be countered by a Magical attack roll. Even if the Magical Attack roll isn't successful, the points declared are lost.

SPiRiT loss is only recovered after 8 hours rest. If **SPiRiT** reaches 0, the character is unconscious, incapacitated and near death. If that reaches **-SPiRiT**, death occurs.

Just because a character can cast any spell, doesn't mean that they should. Choose spell effects that suit the character. Select one 'signature' spell that the character prefers to use over any other. These spells are easier to cast due to familiarity, costing 1 point less to use.

Advancement

Advancement is a continuous process – whenever a

character has 10 successful encounters, 1 point can be added to any score – preferably in a stat or skill that matches what was used to survive those encounters.

Example

The characters have just completed an adventure, and defeated 7 encounters, a double trap and the leader. That's a total of 10, so they all advance 1 point each. **BODY, Combat, Knowledge, or Subterfuge** would be appropriate to advance, but **SPiRiT** and **Communication** wouldn't be.

Antagonists

Strife: All opponents have a value known as **strife**. The total **Strife** available to a GM for an adventure follows a fairly simple formula: number of contests planned per adventure X the sum of all character **STATs** X number of contests. This total can be distributed across any number of opponents: 100 minions worth only 1 Strife or 4 25-Strife lieutenants are still 100 **Strife** total. However, 100 minions will be worth 100 points towards advancement while the lieutenants deliver only 4 points toward the advancement total...

Strife is spent on character creation (1 Strife = 5 character creation points) and trap/device challenges (1 Strife = 10 points towards opposed rolls against player characters).

ROLL	HIT LOCATION	DAMAGE MODIFIER
0	Attacker's Choice	<i>per new location</i>
1	Head	2x Damage
2	Right Arm	---, disables arm
3	Left Arm	---, disables arm
4-6	Torso	1.5x Damage
7	Abdomen	---
8	Right Leg	0.5x Damage, disables leg
9	Left Leg	0.5x Damage, disables leg

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Example Weapons

Weapon Type	Damage	Type	RoF	Ammo	Ranges
Holdout Pistol	2	A	1	5	1-2 (0)/3-5 (-20)/5+ (-40)
Pistol	4	A	1	20	1-2 (0)/3-7 (-10)/8+ (-20)
Rifle	6	A	1	12	1 (-10)/2-7 (0)/8+ (-10)
SMG	4	A	3	30	1-4 (0)/5+ (-10)
Assault Rifle	6	A	5	50	1-4 (0)/5+ (-10)
Shotgun	8	A	1	8	1-8 (0)/9+ (-10)
Holdout Tazer	4	C	1	--	1-2 (0)/3+ (unusable)
Tazer Pistol	8	C	1	--	1-2 (0)/3-7 (-10)/8+ (-20)
Laser Rifle	16	A	1	10	Unlimited
Survival Knife	(BODY/10)+1	A/B	--	--	1
Longsword	(BODY/10)+2	A/B	--	--	1-2
Katana	(BODY/10)+3	A/B	--	--	1-2
Kana Blade	(BODY/10)+2	A/B	--	--	1
Cutlass	(BODY/10)+4	A/B	--	--	1-2
Stiletto	(BODY/10)+3	A/B	--	--	1
Rapier	(BODY/10)+5	A/B	--	--	1-2
Fist	(BODY/10)	B	--	--	1
Kick	(BODY/10)+1	B	--	--	1-2
Sap	(BODY/10)+1	B	--	--	1
Club	(BODY/10)+4	B	--	--	1-2
Staff	(BODY/10)+6	B	--	--	1-2

Damage Total = (Success Rank X Weapon Damage) – Armour Reduction. A/B Damage is split equally between types A and B.

Example Armour

Armour Type	A	B	C	Special
Heavy Clothing	2	2	2	
Light Ballistic Cloth	5	2	0	Concealable
Medium Ballistic Cloth	10	5	0	
Heavy Ballistic Cloth	15	8	0	Non-concealable
I-D Under-armour	0	5	2	Cumulative with other armour, concealable
EM Weave (light)	2	0	5	Disrupts electrical & taser attacks, concealable
EM Weave (medium)	0	0	10	Disrupts electrical & taser attacks
EM Plate (heavy)	15	10	10	Disrupts electrical & taser attacks, cumulative, non-concealable
Ops Armour	20	10	5	Non-concealable, -15 to initiative rolls
Tactical Shield (light)	10	10	0	
Tactical Shield (medium)	20	20	5	
Tactical Shield (heavy)	30	30	10	

A = Assault/Ballistic Damage, B = Blunt/Impact Damage, C = Concussive Damage