

Roll	Skill Difficulty	Damage Dice	Damage	Damage Effect	Damage Condition
3	Easy Done it lots	1	0	No Effect	No Effect
6	Average Tried it once or done something similar	2	1	Dazed 1 turn	Memory 1 day; Command 1 turn; Limb 1d12 turns
12	Hard Seen it done or read about it	3	2	Stunned 1 turn	Memory 1d12 weeks; Command 1d12 turns; Limb 2d12 turns
18	Formidable Heard about it once	4	3	Stunned 1d12 turn	Memory 1d12 months; Command 2d12 turns; Limb 1 day
24	Heroic Never heard of it	5	4	Unconscious 1d12 turns	Memory 1d12 years; Command 1 day; Limb 1d12 days
30	Incredible That's just plain stupid	6	5	Unconscious 1d12 hours	Memory All; Command 1 week; Limb 1d12 weeks
36	Ridiculous You gotta be kidding me	7	6	Unconscious 1d12 days	Memory Alteration 1 Memory; Dominate 1 day; Limb 1d12 months
42	Impossible I don't think so	8	7	Coma 1d12 weeks	Memory Alteration 2 Memories; Dominate 1d12 days; Limb 1d12 years
48+	God-Like Are you a god?	9	8	Coma 1d12 months	Memory Alteration 3 Memories; Dominate 1d12 weeks; Limb Severed

Ability Ranks

Each character lists out the abilities they want their character to possess. Abilities should be listed generically, but described specifically. A character begins the game with ten 12-sided dice (10 ranks) to assign to abilities. No ability may have more than 4d12 (4 ranks) assigned to it. There are four defensive abilities (Dodge, Mind, Toughness, and Will Power) Character's may call these abilities anything they like and are not required to put any ranks into these abilities.

Health

All characters begin the game with 12 health points. A character at 0 health is considered dead.

Rolls

Straight Roll A roll against a fixed number, used for skill checks.

Opposed Roll The difference between your roll and your opponent's, used for attack and damage rolls.

Making a Roll You roll one d12 for each rank you have in the ability being used, plus your base d12. You also add +1 to the roll for each rank you have in the ability being used.

Base d12 Unless you are unable to roll due to an effect or condition, you may always roll your base d12 even if you don't have any ranks in the ability being used.

Natural 12 A roll of 12 on a single d12 can be rolled again, adding the additional die to the total. A result of a 12 on the second roll does not allow an additional roll.

Choice An attacking character may choose any damage, effect, or condition rolled or lower.

Natural 1 A roll of all natural 1's on your defensive roll against physical attacks results in a Damage Condition regardless of the type of attack.

Skill Difficulty

Description to determine difficulty of skill roll. A skill roll is rolled against a fixed number.

Combat

When you make an attack, you roll your appropriate combat ability (guns, melee weapons, physic blast, mental domination, and so on) against your opponent's appropriate defensive ability Dodge (physical attacks) or Mind (mental attacks). The resulting number determines the amount of Damage Dice you can roll against your opponent's Toughness (physical attacks) or Will Power (mental attacks). The type of damage (Damage, Damage Effect, Damage Condition) is determined by the ability or weapon used.

NOTE The only way to achieve a physical condition is if the target creature rolls all natural ones on his Toughness roll. The limb is chosen randomly (see below) and damage is calculated normally.

Damage Dice

The maximum number of dice you can use to roll for damage, effect, or condition (not including base d12). This number may also be limited by the weapon used or the number of ranks you have in an ability.

Base Defensive Abilities

Dodge Your ability to avoid getting physically hit.

Mind Your ability to avoid getting mentally hit.

Toughness: Your ability to resist physical damage, effects, and conditions.

Will Power: Your ability to resist mental damage, effects, and conditions.

Damage - Physical and Mental

Physical and mental damage is reduced from the target's health score.

Damage Effect - Physical and Mental

Multiple effects that do the same thing do not stack, the higher of the two takes effect.

Dazed -1d12 from all rolls (minimum base d12)

Stunned Loses actions and cannot roll Dodge or Mind, but can roll Toughness and Will Power

Unconscious Passes out until revived by ordinary means

Coma Unconscious until revived by extraordinary means

Damage Condition - Physical or Mental

Limb Target's limb is injured. Target can regain use of the limb through ordinary means.

1 Vocal Cords 4 Left Leg 7 Right Arm 10 Nose

2 Left Hand 5 Right Leg 8 Left Ear 11 Left Eye

3 Right Hand 6 Left Arm 9 Right Ear 12 Right Eye

Memory Amount of memories you can read

Memory Alteration How many memories you can alter. Target can regain original memories by extraordinary means.

Command Nonlife-threatening commands. Target can regain control by ordinary means.

Dominate: Life-threatening commands. Target can regain control by extraordinary means.

Equipment and Weapons

Items may provide different effects. Ranged weapons (such as a laser pistol) have a fixed damage. Melee weapons (such as a sword) deal fixed damage, plus how strong you are. Some equipment may add to your character's Toughness or Will Power (such as body armor). Examples are below.

Laser Pistol 2d12; **Laser Rifle** 2d12 (Roll on Physical Damage column)

Stun Gun 1d12 (Roll on Damage Effect column)

Large Melee (Sword) 2d12+Strength; **Small Melee** (Knife) 1d12+Strength (Roll on Damage column)

Unarmed Attack Strength (Roll on either Damage or Damage Effect column, attacker's choice)

Explosive Grenade 2d12 to all near primary target (Roll on Physical Damage column)

Body Armor adds 1d12 to Toughness; **Mental Implant** adds 1d12 to Will Power

Healing Salve Restores 1 point of damage (1 use per day)

Healing Damage

All creatures have a fixed method of healing (humans need food and bed rest, Vampirions need psychic energy, Binarians need living organs). Items and equipment may aid in the healing process. Each creature heals 1 point of health for each day using their fixed method of healing.

Healing Effects and Conditions

Ordinary Means A character, other than the injured one, may attempt an ability check, if they have an appropriate ability (such as medical or spiritual healer), to remove the effect or condition. The roll must equal or exceed the damage effect or condition.

Extraordinary Means As above, except roll requires 1 higher than listed effect or condition.