



Your Character's Name: *Cody Mendel*

Player:

Description: *A Chemist with Daddy Issues Struck it Rich in the Oil Game.*

Your Basic Attributes:



9

ST: Strength. Your physical power and bulk.



10

DX: Dexterity. Your agility, motor control, and coordination.



14

IQ: Intelligence. Brainpower, creativity, reason, and memory.



9

HT: Health. Hardiness, vitality, stamina, endurance, resistance to injury/poison/disease.

Your Secondary Attributes (derived from Basic):



9

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HP: Hit Points. Your ability to take damage.



4

MOVE: Move. How fast you travel in one second (in yards).



14

WILL: Will Power. Ability to resist temptation and fear.



14

PER: Perception. All of the body's senses.



9

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FP: Fatigue Points. How hard it is to exhaust you.

Things That Describe You:

(+) **Advantages:** talents, resources, & abilities

(-) **Disadvantages:** limitations (role-play these!)



+Ally Group (My Staff)-9	-Addiction (Tobacco)
+Status (CEO) +4	-Duty (My Corporation)-12
+Wealth (Multimillionaire)	-Enemy (Own Father)-12
+Gets Amazing Tax Breaks	-Dependent (Own Father)-9
+Dabbler (Science)	-Greed (Lusts for Wealth)-12
	-Overweight
	-Workaholic
	-Fiercely Anti-Communist
	-Coffee Headaches



+6

Reaction Modifier. To you by others.

Notable **Equipment** (except weapons)



Cash on hand: \$4,000,000

Elaborate Bespoke Chemistry Lab in a Fine Leather Suitcase.

Things I Can Do:

Attacks and Weapons



Kick-10 1d-2 cr
Punch/Bite-12 1d-3 cr

Skills



Accounting-12
Administration-13
Chemistry-13
Connoisseur (Fine Cigars)-13
Diplomacy-12
Driving (Automobile)-10
Hazardous Materials (Chemical)-13
Leadership-15
Observation-13
Prospecting (Oil)-14
Research-13
Savoir-Faire (High Society)-14
Throwing-11
Writing-13

Defense:

Dodge

Block

Parry



7

6

8

DR: Damage Resistance.



Three Basic Game Concepts to Know:

More Details:

1 Success Roll (Can I do this?)

NOTE: Rolling **low** numbers is good. (It's called "roll under.")

With *any* skill level at all, doing very easy things is automatic. Otherwise, **roll 3 ordinary dice** against your skill or attribute. Ordinary tasks succeed if you roll *equal to or less than* your skill level. No matter what number you're trying for, a roll of 3 or 4 is always a success and a roll of 17 or 18 is always a failure.

Modifiers: Harder tasks have penalties (-): subtract these from the level before rolling. (You may WANT to make a task harder.) In contrast, easier tasks have bonuses (+) that are added. (You can get bonuses by changing how you do the task.) You or the GM suggest modifiers, then the GM decides.

Contests: When competing with someone else, both people roll and the one who succeeds by the largest margin wins.

Criticals: If you roll very low or high you succeeded or failed *spectacularly*. This is called a *critical* success or failure.

Levels (Am I any good?)

This level...	... in an Attribute is:	... in a Skill is:	Chance of success:
≤4			1-2%
5			5%
6	debilitating		9%
7	poor		16%
8	below average	untrained	26%
9		novice	38%
10	average		50%
11	above average		63%
12		professional	74%
13	exceptional		84%
14		expert	91%
15	astonishing		96%
16			99%
≥17		master	99%

2 Combat (Did I hit him?)

NOTE: Rolling **low** numbers to hit/dodge is good.

To attack make three rolls: (The first two are success rolls.)

- (1.) Attacker rolls **3 dice** against the weapon skill **to hit**.
- (2.) Defender rolls against **Dodge, Block, or Parry** to avoid.
- (3.) If the attacker succeeded and the defender failed, the attacker rolls the dice listed under **damage** for that weapon.

NOTE: Rolling **high** numbers for damage is good.

Before applying damage, the defender subtracts any **Damage Resistance (DR)** due to armor, cover, etc. Next, certain types and locations of damage have multipliers (for instance, if you are *impaled*, damage is x2). Finally, the victim subtracts the total from their current **HP (hit points)**.

The GM may state further effects (e.g., victim is knocked down).

Criticals (Wow, that's BAD!)

Roll...	... and this is:
3, 4	always a critical success
5	a critical success if effective skill is 15+
6	a critical success if effective skill is 16+
...	
10+ skill	a critical failure
17	a critical failure if effective skill is 15 or less
18	always a critical failure

Damage (Am I dead yet?)

This level...	... of your Fatigue Points (FP):	... of your Hit Points (HP):
≤ 1/3	very tired and slow	reeling and slow
0 or less	exhausted, immobile	serious wounds/K.O.
-1x	unconscious, hurt	dying/chance of death
-5x		immediate death

3 Reactions (Do they like me?)

NOTE: Having **positive** bonuses is good.

When you meet an **NPC**, or ask one for a favor, the GM makes a reaction roll **in secret** using a table of reactions. (Players do not make reaction rolls.) The higher the roll, the friendlier the reaction.

Influence Skills: You can ask to try your influence skill instead to get a better reaction: e.g., Fast-Talk, Sex Appeal, Streetwise, Diplomacy, Savoir-Faire, Intimidation... (Note that players can't make influence rolls vs. other players: role-play it!)

Reaction Modifier: **Advantages (+)** and **disadvantages (-)** give a bonus or penalty: Charisma, Appearance, Reputation...

(Only the GM sees reaction rolls, so watch out! A "friendly" positive reaction might also be a negative reaction so strong that they're lying.)

Fright Checks (Are We Scared?)

Terrifying events require a success roll against **Will** called a fright check. A roll of 14 or more *always fails* a fright check, no matter the modifiers used. (This is called the **Rule of 14**.) The GM looks up the consequences of a failed fright check.

Vocabulary:

- game master (GM)** - The referee and narrator.
- player** - You.
- character** - Any being in the game (person, animal, robot, etc.).
- player character (PC)** - A character created and played by one of the players (that is, you). A hero of the story. Also refers to the reverse side of this sheet.
- nonplayer character (NPC)** - A character played by the GM. Usually a supporting character or antagonist.