

Your Character's Name: Cody Mendel

Player:

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

Your Basic Attributes:

Your Secondary Attributes (derived from Basic):





ST: Strength. Your physical power and bulk.



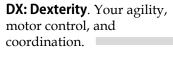


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HP: Hit Points. Your ability to take damage.





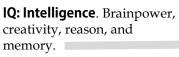




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MOVE: Move. How fast you travel in one second (in yards).







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



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



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



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

Things That Describe You:

+Status (CEO) +4

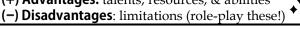
+Dabbler (Science)

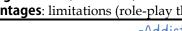
+Ally Group (My Staff)-9

+Wealth (Multimillionaire)

+Gets Amazing Tax Breaks

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





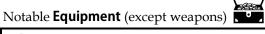
- -Addiction (Tobacco)
- -Duty (My Corporation)-12
- -Enemy (Own Father)-12
- -Dependent (Own Father)-9
- -Greed (Lusts for Wealth)-12
- -Overweight
- -Workaholic
- -Fiercely Anti-Communist
- -Coffee Headaches





Reaction Modifier. To you by others.







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

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** 8 6







Three Basic Game Concepts to Know:

More Details:



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.

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).

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.)

Levels (Am I any good?)

	•	_	
This	in an	in a	Chance of
level	Attribute is:	Skill is:	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%

Criticals (Wow, that's BAD!)

citicus (11 o 11) direct o o 11 o 1)			
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

(Am I dead yet?) Damage This ... of your ... of your Fatigue Points (FP): Hit Points (HP): level...

 $\leq 1/3$ 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

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.