

COMPLEMENTARY SKILLS & AUGMENTS

Complementary Skills (p38)

Characters can add 1/5 of a complementary skill's rating to another skill for specific rolls, with gamemaster approval. Only one complementary skill can be used per roll, choosing either the highest bonus or the most relevant. These bonuses don't stack. Only the main skill receives an experience check on a successful roll.

Augmenting Skills (p38)

Can't be combined with a complementary skill and allows only one difficulty adjustment. Players can use a related skill to assist a primary skill roll, reducing its difficulty by one level if successful. Failure increases the primary skill's difficulty by one step. Success grants experience in both skills, but if the primary skill fails, the augmenting skill does not receive an experience check.

CHARACTERISTIC ROLLS (p18-19)

Roll a D100 against a characteristic multiplied by a factor determined by the difficulty for non-skill challenges. The gamemaster decides the appropriate multiplier based on the task's difficulty.

Multiplier	Circumstance
×5	Standard
×4	Simple
×3	Moderate
×2	Difficult
×1	Extremely Difficult
×0.5	Nearly impossible

THE RESISTANCE TABLE (p111)

		Active Characteristic																							
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Passive Characteristic	1	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–	–	–	–	–	–	–	–	–
	2	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–	–	–	–	–	–	–	–
	3	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–	–	–	–	–	–	–
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	RANGE OF AUTOMATIC SUCCESS			–	–	–	–
	5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	RANGE OF AUTOMATIC SUCCESS			–	–	–	–
	6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	RANGE OF AUTOMATIC SUCCESS			–	–	–	–
	7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–	–	–
	8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–	–
	9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–
	11	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–
	12	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–
	13	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–
	14	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	15	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	16	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	17	–	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	18	–	–	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	19	–	–	RANGE OF AUTOMATIC SUCCESS			–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	90
	20	–	–	RANGE OF AUTOMATIC SUCCESS			–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	21	–	–	RANGE OF AUTOMATIC SUCCESS			–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	80
	22	–	–	–	–	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	70	80
	23	–	–	–	–	–	–	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60
	24	–	–	–	–	–	–	–	–	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50

For success, roll D100 equal to or less than the indicated number.

SKILL MODIFIERS

Difficulty Modifiers (p113)

Adjust skill ratings with difficulty modifiers based on the action's challenge level. Standard difficulty levels include *Automatic* (no roll), *Easy* (2x skill rating), *Average* (standard rating), *Difficult* (1/2 rating), and *Impossible* (fails unless a 1% success chance is allowed by the GM). These modifiers are applied to rolls in gameplay without direct opposition. The gamemaster decides when to use a modifier. Situational modifiers are applied after adjusting for *Easy* or *Difficult* skills.

SITUATIONAL MODIFIERS (p114)

Condition	Description	Modifier
Task Complexity	Unfathomably complex with no apparent solution or guidance	–50%
	No clear solvable condition and/or needlessly complex	–20%
Equipment	Relatively straightforward, the solution somewhat apparent	+20%
	Simple, with an obvious solution	+50%
Environment	No equipment when equipment is required	–50%
	Poor or improvised equipment	–20%
Familiarity	High-quality equipment and superior supplies	+20%
	Advanced or high-tech equipment and supplies	+50%
Range	Distracting environment, unstable ground, pitch black, stormy, etc.	–50%
	Poor conditions, unsteady footing, darkness, bad weather, etc.	–20%
Time	Favorable conditions, good footing, plenty of space, quiet, etc.	+20%
	Pristine or immaculate environment ideally suited for the task	+50%
Understanding	Completely alien and beyond human experience	–50%
	Strange and using unfamiliar principles	–20%
Fumble	Relatively well-known subject matter	+20%
	Routine and completely familiar	+50%
Success	Far beyond the normal range	–50%
	Outside the range of comfort	–20%
Failure	Well within range	+20%
	Perfectly placed and ideally situated for the attempt	+50%
Critical	Nowhere near enough time to perform the task	–50%
	Rushed and stressed about it	–20%
Fumble	Plenty of time	+20%
	Can be done at leisure, with contemplation and deliberation	+50%
Success	No common means of interaction with subject	–50%
	Limited methods of communication available	–20%
Failure	Subject is familiar and amenable to interaction	+20%
	Subject well-known, enthusiastic about interaction	+50%

SKILL RESULTS

Here are the ranges for critical success, special success, and fumbles. Special successes include critical success ranges. If a roll falls within both critical and special success ranges, apply critical success (if applicable), not both.

SKILL RESULTS TABLE (p110)

Base Chance	Critical	Special	Fumble
01–05	01	01	96–00
06–10	01	01–02	96–00
11–15	01	01–03	96–00
16–20	01	01–04	96–00
21–25	01–02	01–05	97–00
26–30	01–02	01–06	97–00
31–35	01–02	01–07	97–00
36–40	01–02	01–08	97–00
41–45	01–03	01–09	98–00
46–50	01–03	01–10	98–00
51–55	01–03	01–11	98–00
56–60	01–03	01–12	98–00
61–65	01–04	01–13	99–00
66–70	01–04	01–14	99–00
71–75	01–04	01–15	99–00
76–80	01–04	01–16	99–00
81–85	01–05	01–17	00
86–90	01–05	01–18	00
91–95	01–05	01–19	00
96–00	01–05	01–20	00
101–105	01–06	01–21	00
106–110	01–06	01–22	00
111–115	01–06	01–23	00
116–120	01–06	01–24	00
121–125	01–07	01–25	00
126–130	01–07	01–26	00
131–135	01–07	01–27	00
Each +5	Etc.	Etc.	00



Publication CHA2037 by Chaosium, Inc. Basic Roleplaying Gamemaster Screen copyright © 2024 by Chaosium, Inc., all rights reserved. Layout by Dan Zappone. Development by Jason Durrall, Neil Robinson, and Dan Zappone. Art by Loïc Mozy.

COMBAT ROUND SUMMARY (p123-126)

Statements (p123)

Participants declare their actions, ordered by DEX rank (highest first). Defensive actions need not be announced unless opting for full defense. Gamemaster may reveal nonplayer characters' actions if physical or impactful. Actions can be delayed, but if delayed past DEX rank 1, the character takes no action except defensive.

Powers (p123)

Instantaneous powers activate in this phase by INT rank (highest to lowest). Non-instantaneous powers activate in the next round. One power per round can be used, counting as the character's action; they can't attack but can move, dodge, or parry. Power points are spent on the INT rank used.

Action (p124)

Characters are either engaged (within attack/defense range) or unengaged (outside hand-to-hand combat range). Actions follow DEX ranks and are ordered by weapon type: missile, long, medium, short/unarmed. Multiple actions are spaced by 5 DEX ranks; actions below DEX rank 1 are lost.

Resolution (p126)

For attacks, parries, or dodges, roll percentile dice and compare to your character's weapon or shield skill. Attacks can provoke a dodge or parry, rolled similarly. Success or failure is determined by comparing rolls to the Attack and Defense Matrix, revealing the combined outcome for attacker and defender.

ATTACK & DEFENSE MATRIX (p127)

Attack	Parry/Dodge	Result
Critical	Critical	Defender parries or dodges damage, no other result.
Critical	Special	Attack partially deflected or dodged and achieves a success. Attacker strikes defender and rolls damage normally. Defender's armor value subtracted from damage. Parrying weapon or shield takes 2 points of damage.*
Critical	Success	Attack marginally deflected and achieves a special success. Attack does maximum damage plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage. Parrying weapon or shield takes 4 points of damage.*
Critical	Failure	Attack achieves a critical success (may choose a special success instead). Attack does maximum damage plus normal damage modifier. Defender's armor value is bypassed.
Critical	Fumble	Attack achieves a critical success (may choose a special success instead). Attack does maximum damage plus normal damage modifier. Defender's armor value does not apply. Defender rolls on the appropriate fumble table.
Special	Critical	Defender parries or dodges attack; no other result. If attack is parried, attacking weapon takes 1 point of damage.*
Special	Special	Defender parries or dodges attack, no other result.
Special	Success	Attack partially parried or dodged and achieves a normal success. Defender's armor value subtracted from damage. Parrying weapon or shield takes 2 points of damage.*
Special	Failure	Attack achieves a special success. Attack does special damage plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage.
Special	Fumble	Attack achieves a special success. Attack does special damage plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage. Defender rolls on the appropriate fumble table.
Success	Critical	Defender blocks or dodges damage; no other result. If parried in melee combat, attacker's weapon takes 2 points of damage.*
Success	Special	Defender blocks or dodges damage; If parried in melee combat, attacker's weapon takes 1 point of damage.*
Success	Success	Defender blocks or dodges damage, no other result.
Success	Failure	Attack strikes defender and rolls damage normally. Defender's armor value subtracted from damage.
Success	Fumble	Attack strikes defender and rolls damage normally. Defender's armor value subtracted from damage. Defender rolls on fumble table.
Failure	–	No damage; no effect.
Fumble	–	Attack misses completely and attacker rolls on the appropriate fumble table. Defender unharmed.

* If a parry breaks the defending weapon or shield, subtract its damage from the attack. Remaining damage hits the defender (armor applies). If the attacker's weapon breaks, it still damages the defender before breaking.

DAMAGE MODIFIER (p20)

STR+SIZ	Damage Modifier
2–12	–1D6
13–16	–1D4
17–24	None
25–32	+1D4
33–40	+1D6
41–56	+2D6
57–72	+2D6
73–88	+4D6
89–104	+5D6
105–120	+6D6
121–136	+7D6
137–152	+8D6
152–168	+9D6
169–184	+10D6
Each +16	Additional +1D6

TIME SCALES SUMMARY (p114-116)

Activity	Amount of Time
Narrative time	Variable, time spent roleplaying or describing actions
Scene	Variable, can include narrative time, turns, and combat rounds
Game turn (or just 'turn')	Five minutes/25 combat rounds
Combat round	Twelve seconds
Travel time	Characters can usually travel ten hours of time without significant difficulty, depending on mode of travel, terrain, weather, etc.
Turn	See Game turn, above
Unconsciousness	Usually around one hour, depending on cause
Regenerate 1 fatigue point	One minute (five combat rounds) of inactivity
Regenerate all fatigue points	Twenty minutes of rest and inactivity
Regenerate 1D3 hit points	One game week
Regenerate 1 power point	One power point per hour of sleep, and 1 per two hours awake
Regenerate all power points	One game day
Training roll, combat skills	Approximately three game weeks
Training roll, non-combat skills	Approximately 12 game weeks or less
Experience rolls	One game week or more

HIT LOCATION (OPTION)

On a successful attack roll aD20 to determine the hit location on the table below. For non-humanoid, see table in *Chapter 11: Creatures*.

HIT LOCATIONS (p126)

D20 Roll	Result	Description
1–4	Right Leg	Right hip to bottom of foot
5–8	Left Leg	Left hip to bottom of foot
8–11	Abdomen	Hip joint to bottom rib cage
12	Chest	Ribcage to neck and shoulders
13–15	Right Arm	Entire right arm
16–18	Left Arm	Entire left arm
19–20	Head	Neck and Head

MAJOR WOUND TABLE (p135)

1D100	Result
01–10	Severed leg tendons cause limping; fused ankle bones cause limping; back muscles or spinal nerve damage bend the torso to the left or right; a shattered knee cannot bend; or make up a new wound effect. Lose 1D3 DEX and reduce MOV by the same amount. The character is still able to fight.
11–20	Much of the nose has been sliced away; multiple scars deface both hands; an ear has been cut off; a livid scar lends an evil cast to appearance; or make up a new wound effect. Lose 1D3 CHA. The visible and unappealing deformity cannot be disguised. The character is still able to fight.
21–30	Wrist or hand damage; a slab of arm or shoulder muscle has been cut away; a chunk was hewn from thigh or calf muscles; spinal nerves are damaged; several fingers or toes are severed; or make up a new wound effect. Lose 1D3 STR; this loss may change what weapons can be used. The character is still able to fight with a weapon, but not a shield.
31–40	A punctured lung leads to a weakened respiratory system; deep stomach wounds become chronically reinfected, or belly wounds weaken digestion and general health; kidneys and liver are damaged; or make up a new wound effect. Lose 1D3 CON; reduce MOV by the same amount, and hit points may be lowered. The character is still able to fight.
41–50	Concussion damages hearing and limits Listen and Insight to maximums of 65%; injury to the head thereafter require Luck rolls each time to use any Mental skills; blows or cuts which affect depth perception leave missile weapon skill ratings at a maximum of 65%; multiple wounds to the face and neck limit the skills of any Communication skills to a maximum of 65%; or make up a new wound effect. Lose 1D3 INT; this loss may affect the character's ability to use any powers, such as sorcery. The character is still able to fight.
51–60	Refer to 01–10, but expanded to the loss of one or both arms or legs. Lose 1D6 DEX and reduce maximum MOV by that same amount. The character is unable to fight.
61–70	Refer to 11–20, but the major wound now includes worse mutilations. Lose 1D6 CHA; it creates one or more visible deformities that cannot be disguised. The character is still able to fight.
71–80	Refer to 21–30 for examples of mutilating cuts and losses. Lose 1D6 STR, perhaps adjusting damage modifier. The character is still able to fight.
81–90	Refer to 31–40 for various wounds to the vitals. Lose 1D6 CON; may affect hit points and damage modifier and reduces MOV equal to the CON loss. The character is unable to fight.
91–92	Bad facial and vocal cord injuries. Lose 1D6 CHA. The character is still able to fight.
93–94	Broken bones and severed ganglia. Lose 1D6 DEX; from now on the character can only use one-handed melee weapons. The character is still able to fight using their remaining arm.
95–96	Nerve damage to left or right arm. Lose 1D6 DEX; hereafter your character can only wield weapons or equipment in their undamaged arm. The character is still able to fight using their remaining arm.
61–65	Lose 1D10 points

