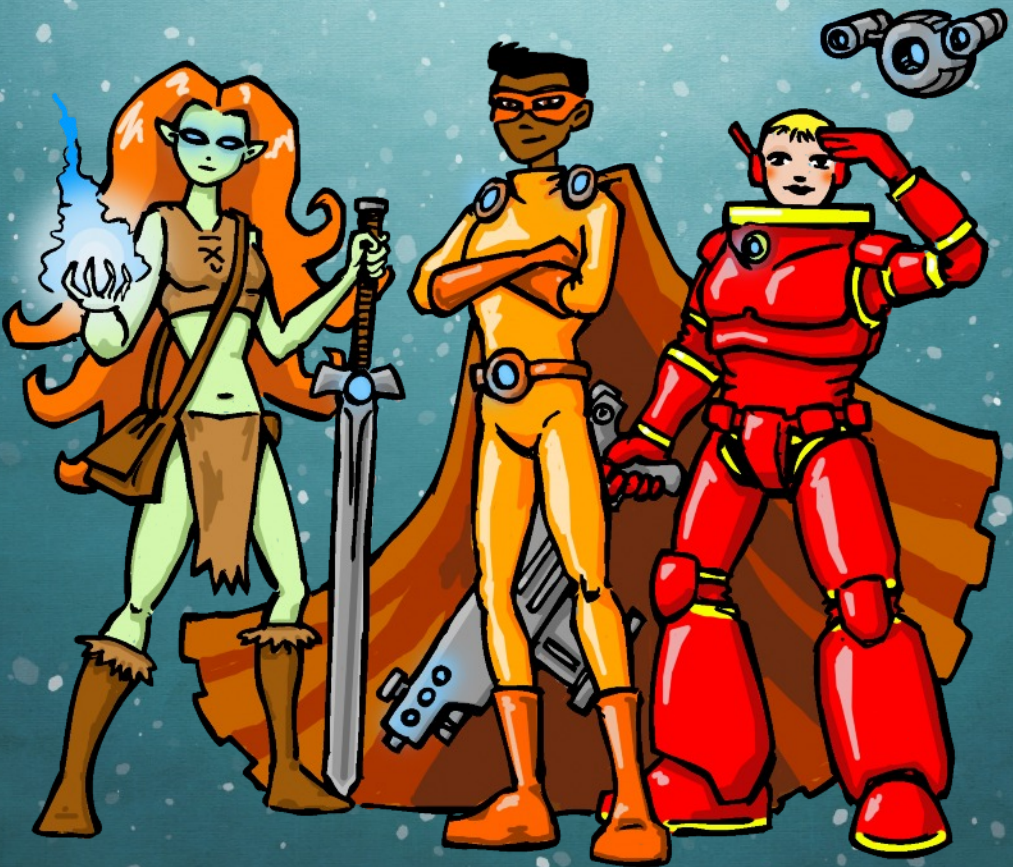


OneDice Universal



Quick and easy role-playing rules for any genre

OneDice

Universal

Quick and easy role-playing rules for any genre

by Peter Cakebread

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Dedication

To the fantastic Sunday Junior Gamer Group – Edlie, Lewis, Jodie, Jordan and Molly.

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Introduction

OneDice is an easy, quick and flexible Roleplaying Game (RPG) system.

Whether you want to design worlds where you play mighty barbarian heroes exploring a fantasy land, rebels on the run in outer space, superheroes fighting supervillians, or anything else, the *OneDice* system has been developed to be easily adaptable for your games.

About This Book

This book contains everything you need to get started with the *OneDice* system.

The Introduction – is what you are reading now.

Chapter 1 – has all the rules you need to know to play the game.

Chapter 2 – has some tips for Gamekeepers and three sample settings (skins) to illustrate how to use the rules to make your own worlds.

And that's it! For now...

There will be more releases by Cakebread & Walton, providing more detailed genre and setting books (such as fantasy, sci-fi, modern investigation, etc).

Introduction

What is a Role-playing Game?

Role-playing games (RPGs) are a kind of “Let’s pretend” – but you don’t need to dress up and run around, you all play around a table, using your imaginations to tell the story.

Players play a character in the imaginary world – and you describe what your character says and does.

You can say exactly what you want to say (as long as it is the kind of thing your character would say), get your character to attempt to do whatever you want him or her to do, and the Gamekeeper is there to tell you what happens next.

When you want your character to act in the game, the Gamekeeper will sometimes get you to roll a dice to see if your character succeeds or fails in what he or she is trying to do. The Gamekeeper is in charge – it’s only fair, they have to present a story, apply the rules and keep the game moving.

A game can last as little as two or three hours, but you might want to play a long adventure, that carries on week to week, like a TV series – the characters gaining experience and skills as they go along, defeating old villains, meeting new ones and generally acting like heroes.

What Will I Need to Play?

This book; some friends to play with (two is enough for a game, but more is better); some pens, pencils and paper; some tokens to represent Stunt Points (toy coins, poker chips, squares of cardboard - whatever really); and a

More on Gamekeepers and Players

Perhaps the best way to describe the difference between the Gamekeeper and the Players is to imagine it’s like a movie. The Gamekeeper writes and directs, as well as playing all the extras, villains, etc. The Players are the actors, who play the role of the main heroes (their characters). But, unlike in the movies, there isn’t a set script that everyone has to follow – the Players decide what their characters are going to say and do, and those actions will often change the direction the movie takes and the reactions of the Gamekeeper’s characters.

Introduction

six-sided dice (the sort you get in most board games). All the Players will also need a character sheet (which can be photocopied from the back of this book) on which to record their character's abilities and skills. Remember that you can use the back of your character sheet to keep track of equipment, notes about your character's life story and adventures, etc.

Rolling the Bones

A six-sided dice is the only dice you need to play the game. When you want your character to do something that is risky (such as have a fight, climb a steep cliff, etc.), the Gamekeeper will give you a Target Number and ask you to roll a dice to beat it. You'll roll a number between one and six – which you might get to add a bonus to. What you rolled, including bonuses, is compared to the Target Number. If you equal it or beat it, your character succeeds in what he or she was trying to do, if you don't, your character fails.

If you fail, you might need to spend some Stunt Points to save your character. Everyone has some Stunt Points at the start of each game session. You can use these to perform cool stunts or avoid disaster.

So it's simple – you roll your dice, add any bonuses, and find out if your character has had a success or failure.

Chapter One

The Rules

The rules for *OneDice* are simple. Sometimes you will need to roll a six-sided dice to see if your character can do what you want him or her to do – mostly that's it! The rules are presented alongside instructions for making a character...

Making a Character

To make a character, you will need to:

Decide your character's background – your race, nationality, hometown, home planet, etc. This will depend on the setting you are playing in.

These rules are for creating generic characters. When playing the game you are most likely to be playing in a particular setting – a point in history, the far future, a fantasy world, etc. The setting will affect how you build your characters. There are some examples of how this works later in the book.

Chapter One – The Rules

Decide your character's abilities – the abilities are Strong, Clever, Quick (and sometimes another ability, such as Magic, if you can be a spell-caster in your game).

Calculate your Health, Defence and Move – These are calculated based on your character's abilities.

Give your character some skills – your character is allowed up to 6 skills to start with.

Give your character some spells – but only if they have some magic!

Give your character some stuff – give your character some starting money and equipment and let them buy some extras.

Give your character some finishing touches – including a name and 6 Stunt Points (more on them later!).

As your character completes adventures, his or her skills and abilities rise. *Experience and Levels*, explains how this works.

Your Character's Background

Characters don't usually start out as heroes. They will have a background – a home town, previous job, etc. In some settings a character's background can determine how many points a Player has to spend on his or her character's abilities (usually if you have magic in the setting), sometimes background will affect the job they can do in the world, other times background is purely there for flavour.

Example 1

In a fantasy setting, a magical race might be required to spend at least one Ability Point on Magic.

Example 2

In a space setting, all characters might be able to decide their abilities as they see fit, but only those coming from a Noble background are allowed to be officers in the Space Navy.

The Gamekeeper should decide what backgrounds are available in his or her game, according to the chosen setting – there are some examples of setting specific backgrounds later in this book.

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Assign Abilities

Characters usually start the game with 6 Ability Points to share between Strong, Clever and Quick. In a game including Magic, they might have to share the 6 points between the Strong, Clever, Quick and Magic.

If you want a high-powered game or for your Players to have more experienced characters at the start of play, simply raise the number of Ability Points they can distribute between their abilities (e.g. from 6 to 8).

Abilities

All characters and creatures have a set of abilities as follows:

Strong – How strong your character is. This is good for when you want to lift, carry, push, pull, thump enemies with your fists or kick them with your foot, hit someone with a stick or other hand weapon, threaten someone to get what you want, etc.

Clever – How clever and sharp your character is. This is good for when you want to read a map, aim and shoot a gun, read a difficult book, work out how to use an object you've never seen before, negotiate with someone to get what you want, etc.

Quick – How quick your character's reactions are and how nimble your character is. This is good for when you want to climb, go first in a fight, fire a bow, throw a dagger, scramble out of quicksand, sneak about, hide from an enemy, etc.

Magic – Your game might not have magic. If it does, this is how much your character is attuned to, or knowledgeable about, magic.

When you have decided on your character's background, you will spend ability points to give them a Strong, Clever, Quick (and possibly Magic) score **between 1 and 3**.

Example Modern Character

Angela Smith, Spy, Strong 2, Clever 2, Quick 2

Chapter One – The Rules

Angela was an army surgeon, when she was recruited by SpyBranch to go undercover with a team of operatives.

Remember: At the start of the first game, no ability can start higher than 3 or be lower than 1

(Unless you are using Magic, in which case some character backgrounds might not have it, while others will.)

Everyone usually starts with 6 ability points.

Health – Shows how healthy your character is. If your character has an accident or gets hurt in a fight, he or she will lose Health. Health can be restored, so you should always keep a note of your character's maximum Health. **Maximum Health is your character's Strength multiplied by 3.**

Defence – The score an attacker needs to roll to injure you. **Defence is three times your character's Strong or Quick (whichever is higher).** You can buy armour to raise this score.

Move – How far your character can run in metres in a combat round. **Move is ten times your character's Quick.**

Example Modern Character

Having worked out Angela's basic abilities, her Player can also work out the character's Health, Defence and Move. The character now looks like this:

Angela Smith, Spy, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20

Skills

All characters have some specialist skills. Sometimes these are natural talents, other times they are things that the character has learnt along the way.

Every starting character receives 6 skill points, which can be spent on buying skills.

Like Abilities, skills are given a number – you may spend no more than two points on any starting skill.

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It's best to have skills which fit with what you want your character to do (for instance, if you want a gambling minstrel, you'll want to choose something in Gambling and Entertainer).

The following is a list of example skills:

Acrobatics (Quick) – Good at acrobatic moves.

Archery (Quick) – Good with bows.

Artillery (Clever) – Good at firing artillery weapons.

Art (Clever) – Good at creating art.

Blades (Strong) – Good at hand-to-hand fighting with a bladed weapon (sword, axe, laser-stick, etc.).

Bludgeon (Strong) – Good at hand-to-hand fighting with a blunt weapon (hammer, club, cosh, etc.).

Bruiser (Strong) – Good at unarmed fighting (punching, kicking, head butting, etc.).

Climb (Quick) – Good at climbing.

Command (Clever) – Good at giving orders.

Computers (Clever) – Good at building, repairing and using computers.

Craft (Clever) – Good at making and repairing things.

Cryptology (Clever) – Good at creating and breaking codes.

Disguise (Clever) – Good at carrying off a disguise.

Dodgy (Clever) – Good at dealing with criminals and being streetwise.

Drive (Quick) – Good at driving an automobile, hover-car, horse and cart, etc.

Engineering (Clever) – Good at building, repairing and understanding engines.

Entertainer (Quick) – Good at entertaining others (by singing, dancing, juggling grenades, etc.).

Gambling (Quick) – Good at gambling (and cheating).

Intimidate (Strong) – Good at bullying others.

Investigation (Clever) – Good at looking for and analysing clues.

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Language (Clever) – Good at speaking a language (other than the character's own). Each language is a separate skill.

Lore (Clever) – Good at knowing stuff.

Medicine (Clever) – Good at healing people. Only people with medicine (or magic) can restore Health.

Navigate (Clever) – Good at reading maps and following them.

Negotiate (Clever) – Good at talking their way out of trouble.

Perception (Quick) – Good at noticing and hearing things.

Pilot (Clever) – Good at piloting an aircraft, sea craft or spaceship, etc.

Pickpocket (Quick) – Good at picking pockets.

Psychology (Clever) – Good at reading people's emotions and noticing when they are lying.

Research (Clever) – Good at researching a topic (using libraries, computer archives, etc).

Science (Clever) – Good at science.

Security (Clever) – Good at creating or picking locks; arming or disarming traps; etc.

Shooting (Clever) – Good at firing a gun.

Sneaky (Quick) – Good at creeping up on people or hiding from them.

Survival (Clever) – Good at surviving in the wilderness.

Swim (Strong) – Good at swimming.

Teaching (Clever) – Good at getting basic concepts over to others.

Throw (Quick) – Good at throwing weapons (such as axes, daggers, etc.).

Track (Clever) – Good at finding and following tracks.

Trade (Clever) – Good at spotting a bargain, selling and negotiating a good price.

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Remember: The setting you are playing in might offer a choice of some extra skills and disallow some of the above list. Only pick skills appropriate to the setting – a fantasy warrior will not have Computers (unless you are playing in a world where they do!).

Creating New Skills

You might want a skill that is not listed above. New skills can only be created by the Gamekeeper or with the Gamekeeper's permission. When coming up with a new skill there are two things to check:

1. Check it isn't already covered by another skill.
2. Check it is reasonable – a skill should be useful, but not more powerful than other skills.

Example

In a game where everyone plays a scientist, you may wish to have separate skills for Biology, Physics, Archaeology, etc., rather than the standard Science skill.

Example Skill Choices

The role your character has in a setting might make it necessary for you to pick certain skills.

Example 1

A Dwarven Fighter might need to pick skills as follows: Blades 2, Mining 1 + 3 Points to spend on any other skills.

Example 2

A Space Ranger might need to pick skills as follows: Pilot 1, Navigation 1, Artillery 1 +3 Points to spend on any other skills.

Example 3

Let's go back to our modern day spy. We already know she is an army medic-turned-spy, so her Player decides to give her Medicine 2 and Survival 1 (from her days in the army) and Computers 1, Investigation 1 and Sneaky 1 (more recently learned skills). The character now looks like this:

Chapter One – The Rules

*Angela Smith, Spy, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20
Computers 1, Investigation 1, Medicine 2, Sneaky 1, Survival 1*

She also has 6 Stunt Points, ready for the first game session.

All Angela needs now is some money and equipment.

Skill Use

There are three occasions when you might be asked to roll your dice to make a skill check.

When you want your character to perform an action

Examples

When you want your character to climb a rope, track a trail, navigate using a map, etc.

When your character is trying to perform an action and someone is working against him or her

Examples

When your character enters an arm-wrestling contest, wants to sneak up on somebody, is negotiating a trade, is hacking an account, etc.

When the Gamekeeper wants to see whether something happens to your character

Examples

When the Gamekeeper wants to see if your character has resisted a poison, has spotted an object, has fallen unconscious, etc.

Note: Stunt Points can be spent to gain an automatic success on a non-combat skill check (see p.24).

How to Use Skills To Perform Actions

Most characters, and some creatures, have various abilities and skills they can use to attempt to perform an action (such as climbing up a rope, searching for a clue, etc.). The basic chance of carrying out an action depends on how difficult it is.

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Routine everyday actions are considered so easy that they can be usually be done automatically. For instance, a driver doesn't need to make a Drive roll every time he or she is driving sensibly down a clear road. **You don't need to roll a dice to get your character to perform these routine actions.** But if the weather is terrible and someone is chasing you, **you will need to roll a dice for these more difficult actions.**

The Gamekeeper **always** decides the difficulty of any task. In the list below, the figure beside the difficulty is the Target Number needed to succeed at an action:

Difficulty	Target Number (TN)	Example
Routine	No roll needed	Driving on a wide quiet road on a clear day.
Mildly challenging	3	Driving in the pouring rain on an unsuitable road.
Challenging	6	Driving on a cliff road in a thunderstorm.
Hard	8	Driving in the rain while you are being chased.
Very Difficult	10	Driving in a storm while being chased and being shot at.
Near impossible	12+	Driving in a storm while being chased on a cliff road.

To see whether your character succeeds at a task, roll one six-sided dice, then add to the result the relevant ability (the character's score in Strong, Clever or Quick) and skill (if he or she has one). Compare the result to the Target Number – if you equal or beat it, you have succeeded. If you have failed to beat it, your action has been unsuccessful (and there may be a consequence).

Anyone can try almost anything, as everyone has at least 1 in each ability. You don't need to have Navigate to try and puzzle out a map – you just use your Clever score. Likewise, if you don't have Climb, you will just have to use Quick on its own.

Example 1

Angela is climbing a steep cliff. The Gamekeeper decides it is a Challenging climb, and sets the difficulty at 6. The Player controlling Angela rolls a dice –

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Skill Rolls

Remember!

When the Gamekeeper asks for a skill roll:

Roll the dice + Ability (Strong, Clever or Quick) + Skill (if any) = result

Example

Angela is trying to find a clue left by someone who broke into her hotel room. She has a Clever of 2 and Investigate 1. The Gamekeeper decides it is a Challenging task (so the Target Number is 6). Her Player rolls a 6, adds the 2 and 1, for a total of 9. Angela beats the target by 3 points and easily spots the muddy sneaker print left by the intruder.

and gets a 4. Angela's Quick of 2 is added, for a total of 6. She doesn't have Climb, so can't add anything for that. She just makes it!!!

Example 2

Angela has been bundled out of a dinghy and left on a deserted island by burly CrimSyn agents. She needs to find food and shelter. The Gamekeeper decides it'll be hard to find what she needs so late in the day, so sets the difficulty at 8. Her Player rolls a 4. Adding Angela's Clever (2) and Survival (1), she gets a total of 7. Angela will have to go hungry tonight and sleep out under the stars.

Exceptions to the Rule

The Gamekeeper may rule that some tasks are just too difficult for an amateur to have a go at. It's unlikely that the starship's entertainment officer will be able to fix a meltdown in the warp drive without the Engineering skill, even if they are exceptionally lucky.

Skill vs Skill

Sometimes your character will want to do something that another character wants to challenge. Whether arm-wrestling, competing in a running race, sneaking up on someone who is trying to spot you, or commanding an

Chapter One – The Rules

Healing isn't Easy

Medicine is one of the skills which cannot be practiced untrained. Anyone can try and stop the bleeding, make a patient comfortable, etc., but only a character with Medicine can heal Health (their own or that of other character's).

A character wishing to use the Medicine skill must decide how much damage they wish to heal (on the table below), then roll against the appropriate Target Number – a failure means that no healing takes place.

Amount of Healing	Target Number
--------------------------	----------------------

1 dice divided by 2	6
1 dice	8
1 dice multiplied by 2	10

Use of a medical facility (casualty station, sick-bay, hospital, etc.) gives a +2 bonus to the roll. A Medicine roll of 1 is always a failure – so even if the character combined his or her Clever and Medicine, for a starting total of 6 or above, a dice still needs to be rolled – as a 1 would still fail (and it would be 24 hours before the medic could try again).

unwilling army, you'll need to make a Skill vs Skill test for your character to see who succeeds.

To make a Skill vs Skill test, the player rolls a dice and adds any bonuses. The Gamekeeper rolls dice for whoever is opposing (unless it is another Player's character), also adding any bonuses. Whoever gets the highest total wins. If both the Player and the Gamekeeper get the same totals, it's a draw (unless that makes no sense, such as when trying to sneak up on someone, in which case the Player wins).

Example 1

Angela and Adrian are playing cards for money. Angela's Player rolls a 5 and adds Angela's Clever of 2 for a total of 7. Angela doesn't have Gambling, so can't add it. Adrian's Player rolls a 5, adds 2 for Adrian's Clever and 1 for his

Chapter One – The Rules

Having the Advantage

Sometimes one of the sides in an opposing skill test will have an advantage or disadvantage and the Gamekeeper will give an extra bonus or penalty to the dice roll.

Example

Joe is on the rob again. He decides to pick the pocket of a drunken businessman who he has been eying up in the hotel bar. It's busy; the drunken character is distracted, chatting on his phone; and it's a fairly dimly lit place. The Gamekeeper decides to give Joe's Player a +3 bonus to add to his dice. Joe's Player rolls a 3, adds a bonus of 5 (the total of Joe's Quick and Pick Pocket) and a further +3, for a total of 11. The Gamekeeper makes a roll for the drunk businessman to spot the robbery – she rolls a 6 and adds the businessman's Clever of 1 for a total of 7 – he won't be happy later, when he finds that his wallet has been stolen!

If Joe was drunk, rather than the businessman, the Gamekeeper would impose a penalty on Joe's roll instead.

Making A Difference

Sometimes the amount that the winner wins by makes a difference. How much of a difference is up to the Gamekeeper.

Example

Joe wants to sell a ring he stole to a fence. The ring should sell for \$100. Joe's Player rolls a 3 and adds Joe's Clever of 2 for a total of 5. The Gamekeeper gets a 5, adds the fence's Clever of 2 and Trade of 3 for a total of 10. The difference is 5 (The fence's 10 minus Joe's 5). The Gamekeeper decides that the fence will pay a maximum of \$50 (deciding a 10 dollar penalty should be subtracted for every point of difference between the two rolls).

Gambling, for a total of 8. Angela has lost! Had she also got a total of 8, it would have been a draw, and neither character would have won the pot.

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Example 2

Joe the Knife is trying to pick a pocket. His Player rolls a 2, adds Joe's Quick of 3 and Pick Pocket of 2 for a total of 7. The Gamekeeper rolls for the trader he is trying to rob, and gets a 3. He adds the trader's Clever of 2 – unfortunately for Joe, the trader also has Perception 2, so also gets a total of 7. As Joe is a Player's character, while the trader is the Gamekeeper's, Joe wins – but only just!

Fights

Being a hero means sooner or later your character will get into a fight. Fights take place in combat rounds, each lasting just a few seconds. In a combat round each fighter takes it in turns to try and hit and damage their opponent(s).

Note: Don't forget that Stunt Points can be used to perform special actions in combat, on top of those described in this section.

Combat Basics

Combat rounds basically work like this:

Everyone **rolls Initiative** at the start the combat – to find out who goes first (roll the dice and add Quick - highest wins).

Then, from highest to lowest Initiative, each character:

Rolls to hit – Roll the dice and add any bonuses to beat the opponent's Defence. A character can also try to move (charge into combat or run away) in this part of the round.

Calculates damage – on a successful hit. **Remove any damage from opponent's Health.**

Surprise and Distance

Sometimes one of the sides in a fight will be surprised – if one side is expecting an attack and the other isn't; if one side has successfully sneaked up on opponents who have failed to spot them; a successful ambush, etc. If so, the side who is surprised doesn't get to make attacks in the first round of combat.

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If both or neither side is surprised, then it cancels out, so combat starts normally with Initiative.

How far apart the opponents are at the start of combat depends on the terrain – if both parties turn a corner and bump into one another, then they can move instantly into hand-to-hand. If both parties spot each other at the other side of a long beach, they won't be able to start fighting until someone moves into the range of the other side's weapons (assuming they have ranged weapons); both sides clash in hand-to-hand fighting, etc.

Don't roll Initiative until someone can actually hit someone else.

Initiative

Unless the Gamekeeper judges one side to be surprised (in which case the other side gets a free attack), each character in a fight must roll Initiative at the start of combat. Roll the dice and add your character's Quick.

You only roll Initiative at the start of the fight – anyone joining the fight rolls Initiative when they enter the fray.

Example

Angela has a Quick of 2. She is fighting a bouncer at Club Soviet, who also has a Quick of 2. Angela rolls a 1, adds her Quick of 2 for a total of 3. The Gamekeeper rolls a 4 for the bouncer and adds 2 for his Quick for a total of 6. The bouncer goes first.

What if there is a draw?

If there is a draw, the Player's character goes before the Gamekeeper's character. If two Player's characters are attacking each other, and they draw on Initiative, they act at exactly the same time.

Roll To Hit

In this part of a round the character can try to hit an opponent or try another sort of action. He or she can try to hit using a ranged weapon (bow, gun, etc), hand-to-hand weapon (sword, club, laser-stick, etc), unarmed attack (fist, kick, etc), or, if using Magic, a spell (Magic Spear, Fireball, etc). In each case you roll the dice, adding the relevant Ability and Skill (if any).

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For **hand-to-hand** fighting (with or without a weapon):

Roll dice + Strong + Skill (Blades, Bludgeon, Bruiser)

For **guns** and **artillery**:

Roll dice + Clever + Skill (Artillery, Shooting)

For **ranged weapons other than guns**:

Roll dice + Quick + Skill (Archery, Throw)

For **spells**:

Roll dice + Magic

In most cases (other than Magic) if the total beats the target's Defence, damage is done. In the case of Magic, if the score beats the Target Number for the spell, the spell works.

Having the Advantage

Like with skill rolls, sometimes the Gamekeeper will judge that one side or another has a natural advantage (fighting an enemy who is climbing up a slippery slope, having cover from ranged attacks, etc.). The Gamekeeper can insist that one side receives a +2 Defence bonus until they lose the advantage.

Other Actions

Instead of trying to hit someone, a character can try to move or take another action in this part of the round. Doing any of these actions lowers the character's Defence by 2 for the duration of the round.

Moving

If a character isn't in a hand-to-hand fight and wants to move, up to his or her Move in metres, they can (instead of attacking – you don't get to do both). This includes moving into a hand-to-hand fight.

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Getting out of Hand-to-Hand Combat

If a character tries to move out of hand-to-hand fighting, they risk their opponent getting a free attack. The opponent has a choice – take a free swing at the fleeing coward or give chase. If he or she tries to give chase, both sides make a roll, adding their Quick. If the chaser wins, he or she catches up, and both parties are back in hand-to-hand fighting. If the person running away wins, he or she has escaped. If it is a draw, the chase continues next round (unless someone gives up).

Non-Combat Actions

Sometimes a character will want to do something, not covered by the above, such as try to open a chest; unlock a door; retrieve a computer disc; untie a hostage; etc. The Gamekeeper determines (secretly) how long such activities take and while the character is working on them, he or she cannot fight back (although does still have a Defence rating, with a -2 penalty).

Quick Actions

Some actions are really quick and don't cause the character to miss an attack – these include things like getting out a weapon, shouting an order, etc. You can do any one these things without a penalty.

Calculate Damage

(If using Magic, see the spell description.)

For all other damage, take the total of the hit roll and subtract the target's defence. Then add any damage for the particular weapon. The result is the amount of Health the injured party loses.

Example

Adrian fires his pistol at a CrimSyn thug. The thug has a Defence of 3 and 6 Health. Adrian's Player rolls a 5, adds Adrian's Clever (2) and Shooting (1), for a total of 8. The difference is 5 (Adrian's roll to hit of 8 minus the thug's Defence of 3). Adrian does 5 damage, +3 for the pistol, for a total of 8 damage! The thug is no more.

Chapter One – The Rules

Death, Dying And Recovery

All the characters the Gamekeeper controls die when their Health reaches 0. Player's characters will also die when their Health reaches 0, unless somebody can Heal them (using medicine or magic) within 3 combat rounds.

If a character is injured, they naturally heal 1 Health for every 12 hours of complete rest (in addition to any medicinal or magical help), until their Health is back up to its starting level.

Note: Don't forget that Stunt Points can be used to help avoid damage.

Vehicle Combat

Vehicles have some abilities much like characters (but usually not Clever or Magic – unless you are playing Smart Arcane Robot Cars From Hell!).

If characters in two vehicles are fighting each other, then combat order is as usual.

Roll Initiative, roll to hit, roll to damage, etc.

Initiative – roll a dice and add the vehicle's Quick.

Roll to hit – usually using the Abilities and skills of the driver. If the total beats the Defence of the opposing vehicle (or driver of that vehicle), calculate damage.

The Abilities and skills used will depend on the vehicle and the weapon used. If trying to ram, the vehicle's Quick + the driver's Drive; if firing a handgun then the driver's Clever + Shooting. Some vehicles (e.g. tanks) have inbuilt weaponry – for a tank you would add Clever + Artillery, for a starship's weapons you might use Clever + Shooting for the lasers and Clever + Artillery for the torpedoes. Each weapon should be assigned a damage rating, if it hasn't already got one (based on its lethality). If ramming, vehicles generally do their Strong in damage (or a third of their Health if not assigned a Strong rating). Either way, any vehicle involved in a collision also takes damage from the opposing vehicle (so ramming is only usually worth it, when going against a weaker opponent).

Calculate Damage – Add weapon's damage (or vehicle's Strong/Health divided by 3, if ramming) to the difference between the attacker's to hit roll and the Defence of the opposition.

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Remove damage – From damaged vehicle's Health (or driver's Health, if the driver was hit).

In some settings vehicles might have other Attributes, along with Strong, Quick, Defence, Health and Move (such as Crew).

The consequences of a vehicle reaching 0 Health will vary according to the environment (e.g. in space, a starship might explode at 0; in a destruction derby, the vehicle might just grind to a halt and the driver get out).

Huge Creatures and Supers

Mostly individuals can't attack vehicles – punching a spaceship won't make it go away! So making an unarmed attack is not usually allowed (armed attacks are fine, often characters will want to shoot out tyres or aim at an opposing driver). But in your setting there might be huge creatures that can attack a vehicle (if so it will be noted in their special abilities) or you might have super heroes who pack enough of a punch to bulldozer a vehicle with a fist.

Stunt Points

Stunt Points are used to perform spectacular moves, save your character from certain death, hit a creature against the odds, etc.

Every Player starts each game session with 6 Stunt Points.

As each game session progresses, the Players play their Stunt Points to make good things happen for their characters.

It's a good idea to spend all your Stunt Points, as they can't be carried over to the next game and they'll be replaced next session!

Some of the characters run by the Gamekeeper might also have Stunt Points, which can be used in exactly the same way as the Players' Stunt Points. Only more major enemies will have them – more run-of-the-mill opposition never have Stunt Points.

Stunt Points can be represented in the game by poker chips, or coins (real or chocolate!), toy money, etc.

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Less or More?

Giving 6 Stunt Points makes for a reasonably cinematic game. If you want to make the game even more over-the-top heroic, everyone could begin with 12 Stunt Points. Alternatively, for a gritty realistic game, where death is an ever-present threat, you could play with no Stunt Points at all.

Spending Stunt Points

Each of the following actions cost 1 Stunt Point:

- **Succeed at a non-combat roll automatically** – however difficult the task.
- **Ignore an opponent's Defence** – no roll to hit, simply deliver a dice worth of damage + the weapon damage to your character's opponent's Health. Armour does not protect the opponent.
- **Avoid damage** – Turn a hit on your character into a miss.
- **Avoid character death** – If your character drops to 0 Health, they are merely unconscious, not dying.
- **Perform two attacks in one round** – you can roll to hit twice instead of once.
- **Stunt Action** – You can combine an attack with a stunt action (climb, swing on a chandelier or rope, run on a rolling barrel, etc.). You only need to roll to hit, and you get to add your Strong *and* Quick to the dice (plus one suitable skill if you have one, Climb, Blades, Bludgeon, Bruiser, Shooting, Throw, etc.).
- **To cancel an enemy's Stunt Point** – If a Player has spent a Stunt Point to perform an action, the Gamekeeper can spend a Stunt Point (if the character the Gamekeeper is running has one) to cancel the action. Likewise, a Player can spend a Stunt Point to cancel a Gamekeeper's Stunt Point action against his or her own character.

The following actions cost 2 Stunt Points:

- **Advanced Stunt Action** – You can combine an attack with a stunt action (climb, swing on a chandelier or rope, run on a rolling barrel, etc.). You only need to roll to hit, and you get to add your Strong, Quick *and* Clever

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to the dice (plus one suitable skill if you have one, Climb, Blades, Bludgeon, Bruiser, Shooting, Throw, etc.).

- **Perform three attacks in one round** – you can roll to hit three times instead of once.

The following action costs 3 Stunt Points:

- **Ignore an opponent's Defence** – no roll to hit, simply deliver a dice worth of damage, multiplied by three, to your character's opponent's Health.

Changing the Story (Optional)

Here is an extra way of spending Stunt Points. Check with your group to see if they would like to add this option.

The following story change costs 1 Stunt Point:

- **Minor Plot Change** – Players can spend a Stunt Point to remove a minor obstacle (avoid a patrol, solve a clue, find a different path, etc.).

The following story change costs 5 Stunt Points:

- **Major Plot Change** – A Player can spend 5 Stunt Points to make a major change to events – escape the mothership; cause a huge rock-slide, covering a retreat; cause a nearby enemy ship to lose all speed and be put temporarily out of action; etc.

Equipping Your Character

Every Player's character starts with some money to spend on equipment; roll a dice and multiply the result by 10 – that's how much money your character starts with. They can spend it on equipment before the game starts.

The actual currency in your setting could be anything – Credits, Gold, Dollars, tens of Dollars, Concrete Slabs... so the examples below are left undefined. In your game you might decide to award extra starting money to everyone (e.g. 100-600 or 1000-6000), extra starting money to characters from a particular background, or just let characters have what equipment they want, as long as it seems reasonable according to their income/the job they do.

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In addition to their starting money, all characters start the game with one character outfit (appropriate to the setting) and one weapon suitable for their character.

As with everything in *OneDice*, Players can only purchase equipment that fits with the setting they are playing in.

Everyday Stuff

Clothing

Fine Clothes: Cost: 200

Pauper Garb: Cost: 0-10

Respectable Clothes: Cost: 50

Rugged Clothes: Cost: 50

Adventuring Kit

Backpack: Cost: 10

Bedroll: Cost: 5

Candle: Cost: 1 for 10 candles

Car: Cost: 1000+

Flint and Tinder: Cost: 1

Lantern: Cost: 10

Handheld Computer: Cost: 100+

Mobile Phone: Cost: 40+

Oil, Flask: Cost: 1 for an hour's lantern fuel.

Powerboat: Cost: 10,000+

Rope: Cost: 2 for 10 metres of strong rope.

Sack (Large): Cost: 2

Sack (Small): Cost: 1

2-Person Sled: 300+

Tent: Cost: 30 for 2 person tent.

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Torch: Cost: 1 for a wooden torch that burns for an hour or an electric torch.

Waterskin/Flask: Cost: 1 for a waterskin/flask containing enough drink for 1 person for 2 days.

Writing Kit: Cost: 10+

Food And Drink

Meal Out: Cost: 1+

Travel Rations: Cost: 5 for one day's rations for one person.

Accommodation

Doss-house: Cost: 1

Tavern: Cost: 5+

Hotel: 30+

Specialist Equipment

Climbing Kit: Cost: 10 (Adds 1 to Climb skill rolls.)

Compass: Cost: 15 (Adds 1 to Navigation skill rolls.)

Security Set: Cost: 20 (Adds 2 to Security skill rolls.)

Doctor's Bag: Cost: 50 (Adds 1 to Medicine skill rolls.)

Hacker Kit: Cost: 500+ (Adds 1 to Computer skill rolls.)

Ammunition

Ammunition: Cost: 10 for 20 small rounds; 100 for 10 large rounds.

Pipe Rocket Ammunition: 200 for 1 round.

Weapon Modifications

Rifle Magnifying Sights: Cost: 800 (Adds +3 to Shooting skill if attached to a rifle).

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Close Combat Weapons

Weapon	Damage	Cost
Axe	2	15
Club, Cosh, Cudgel	2	5
Dagger	2	10
Hatchet	2	10
Improvised*	1	—
Knife	1	5
Laser-stick	4	100
Spear	3	15
Sword	3	50
Unarmed	0	—
Whip	1	10

*Chair leg, bottle, tea tray, etc.

Ranged Weapons

Guns

Weapon	Damage	Range	Cost
Blunderbuss*	4	5	60
Handgun, Large	4	15	300
Handgun, Small	2	10	200
Laser Pistol	3	50	200
Laser Rifle	4	500	500
Machine Gun	6 x 3 damage	200	2000
Musket*	4	20	50
Pipe Rocket**	10	50	5000
Shotgun	5	20	1000
Sniping rifle*	6	2000	1800
Rifle	4	400	1000

*Takes a full combat round to load.

** Damage is to all within a 3m radius of the target.

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Other Ranged Weapons

Weapon	Damage	Range	Cost
Bow	3	25	15
Crossbow	3	40	40
Dagger	2	Sx3	10
Hatchet	2	Sx2	10
Knife	1	Sx1	5
Rock	1	Sx3	–
Sling (1-handed)	2	15	1
Spear	3	Sx2	15

S = Thrower's Strong

Armour

Armour	Defence	Quick	Cost
Very light – a single helmet or padded jacket; helmet and riot vest	+1	–	40
Light – thick leather jacket and trousers; full combat clothing	+2	–	100
Medium – coat, back-plate, breastplate, boots and helm; bulletproof combat clothing	+3	-1	400
Heavy – full plate armour; full powered body armour	+4	-2	5000
Small Shield/Energy Field	+1	–	100
Large Shield/Energy Field	+2	-1	300

Wearing armour gives a bonus to Defence. But if a character is not strong enough to cope with the weight of the armour, it will give a penalty to Quick. If the wearer's Strong is under the amount of the armour's Defence bonus, the character will take the penalty to Quick shown in the table above.

Example

A character with Strong 2 will have a -1 to Quick when wearing Medium armour, because his or her Strong is less than the Medium armour's Defence bonus of +3. A character with Strong 3 or more will be able to wear Medium armour with no Quick penalty.

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A large shield will *always* cause a -1 Quick penalty, no matter what the character's Strong.

Finishing Touches

If you haven't picked a **name** for your character, do so now.

Also, give your Character **6 Stunt Points**, ready for the first game session.

Now is the time to **make a few notes**, if you want to, about your character's personality (kind, mean, greedy, happy-go-lucky, etc.) and earlier life (family, previous job, criminal past, etc.).

You should also **decide how old** your character is.

Experience and Levels

As your characters adventure they learn new skills and increase their abilities.

In game terms, this means the Gamekeeper will award you Experience for good roleplaying and for your character reaching adventure goals and defeating foes. You need to always keep track of the total Experience you have been given.

When your character gets enough Experience, he or she will go up levels.

Your character might gain some new things at each level:

Ability Points – You can spend these to increase Strong, Clever, Quick or Magic*. Remember, your character's Health, Defence or Move might also rise as a result of this increase.

*If playing a game with magic.

Health – Increases your total health.

Skill Points – To increase a skill your character already has or to learn a new one.

Spells – If applicable.

All Player characters begin at 1st Level. The Experience you need to increase your character's level, and the rewards for doing so, are as follows:

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Level	Ability Points	Health	Skill Points	Spells*	Experience
1					0
2			+1		150
3		+1		+1	300
4	+1				600
5			+1	+1	1,500
6		+1			3,000
7	+1			+1	6,000
8			+1		10,000
9		+1		+1	15,000
10	+1				22,000
11		+2	+1		30,000+

*In systems where characters have Magic.

The Experience system above is just one way of handling character development. Gamekeepers could always decide to use a different method. You might want to grant a development point, that can only be spent on skills (not Abilities), on the completion of a major plot goal; or you might allow Abilities and skills to be purchased, but only after the character has spent a suitable amount of time working out, experimenting, practising, researching a topic, attending lectures, etc.

Alternate Experience System

For Players and Gamekeepers who don't like level-based experience systems, here is an alternative, more "realistic" system. Characters are given Improvement Points (1-3 per game session), which can be spent as follows:

Skill increase: 2 x the level you want to get to.

Example 1

Bil's character has Perception 2, and wants to increase it to 3. $2 \times 3 = 6$, so he must spend 6 Improvement Points.

Attribute increase: 5 x the level you want to get to.

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Example 2

Bil's character has Quick 1 and wants to increase it to 2. $5 \times 2 = 10$, so he must spend 10 Improvement Points.

Skills and Attributes can only be put up one level at a time, so to get a skill from 2 to 4 would require $(2 \times 3) + (2 \times 4) = 14$ Improvement Points.

To learn a new skill at 1 costs 5 Improvement Points, plus the character must have had time to train in the new skill. Whether this is possible is up to the Gamekeeper – you can't claim to have learned to ride a camel if you've spent the last month rowing across the Atlantic in a bathtub!

Health, Defence and Move will increase as a character's Attributes increase, in line with the rules on p.9.

Chapter Two

Gamekeeper

Section

This section is designed to help Gamekeepers to run *OneDice*.

There's a brief general look at running games and tips on style.

Then there are a few more rules covering how to award Experience and handle hazards.

Finally, there are three "skins" (setting types) which can be used to run quick games. They are there to give examples of how the system can be adapted to different genres, rather than to offer fully fleshed out game worlds. For more detailed setting skins, watch out for future *OneDice* supplements.

Game Styles

It is worth giving some thought to the sort of games you and your Players would enjoy.

What Setting should we use?

You might already have a particular setting and genre (Wild West, Sci-fi, Fantasy, etc.) in mind, before you begin. Either way, chat to your Players – is

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your setting something they'd like to play in? And, if you haven't already got an idea in mind, ask them what kind of game they would like to play.

You may want to set a game in the world of a TV series, movie or novel; you may like the background of an existing RPG, but easier rules; you may have a cool idea of your own; or you may want to develop a world in partnership with your players.

Once you have decided on a setting, spend some time thinking about whether there are any particular changes you need to make to the rules.

You might want to decide on a set of **character backgrounds** – perhaps all the characters belong to a certain organisation, have a certain range of skill sets, etc.

Decide what additions and subtractions to the **skill and equipment lists** you might need to make.

And think about what other **characters and creatures** there are in the world (or galaxy), for the Players' characters to interact with.

The setting skins at the end of this chapter should give you some ideas for quick and easy adaptations to the rules to fit in with particular genres.

Then you need to give some thought to the adventures themselves.

Are you thinking of running a single adventure or a longer campaign?

Single adventures are designed to be played over one or two sessions. They only have a few scenes, a few tasks (rescue the hostage, explore the cave, etc.) and probably only one or two twists at most (the hostage is not willing to go with the characters, there's a cave-in, etc.).

Campaigns usually run over several sessions and often consist of a number of "chapters". Each chapter might have several scenes (or one big scene), and often there are side-goals (e.g. steal some treasure or recruit some allies) that need to be achieved along the way to telling a much bigger story (e.g. defeat whoever is threatening the world).

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Warning!

Whatever style you choose, story-planning is needed – if you just make it up as you go along, it can easily fizzle out. You need to have some idea of where the game *might* go, and some ideas for grand finales.

Do your Players want to follow an exciting trail or leave the path whenever they want?

Plotted adventures have a structure, much like a book or a movie, and the players are taken through a number of scenes leading to an exciting grand finale.

Sandbox adventures do not start off with a pre-determined plot – the Games Master decides on a few themes, some locations and a number of characters/creatures, and lets the story go where it will.

Stories

What style of adventures would your players enjoy?

Lots of fighting or investigating a mystery? A romantic adventure or a road trip? A monster hunt or dungeon delve? They'll probably appreciate a mixture and as long as there are plenty of opportunities for heroics, you'll be on the right track.

Recurring Characters

Every hero needs a nemesis, staunch allies and dubious friends. Whatever the circumstances, and whether friend or foe, recurring characters often make a story stronger and a final victory sweeter.

Scale of Opposition

When designing adventures, Gamekeepers should always take account of the abilities of the Players' characters compared to the opposition they are going to face. If the Players' characters are always confronted with weak opposition, the game will quickly get boring; likewise, it will become frustrating if they are faced with overwhelming opposition (against whom they have no chance of winning). Check that creatures are selected for your adventure that can be beaten (whether by overcoming their Defence, use of Stunt Points, or some other logical weakness, etc.). Creatures and other Gamekeeper

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controlled characters do not have to be designed in the same way as Player's characters – you can simply assign them Health and Defence scores, rather than base their Health and Defence on their Strong and Quick.

Maps

Whether hand-drawn in a hurry or based on an existing map, it is a good plan to have a rough map of the region (country, world, galaxy) and any specific locations your adventures are going to take place in. If you know your Players' characters are likely to end up in a dungeon, make sure you have some sort of map of the place, and ideally some notes about any creatures that live there, traps, treasures, etc. If they are going to end up in a spaceport, have an idea of the layout, and the locations the characters are likely to visit. This all helps the Players to visualise the world (and stops arguments about what is where!).

Hazards

Most hazards in *OneDice* can be handled through asking for a straightforward skill check. If you want to see if a character can get out of a smoky room, you can ask for a roll (perhaps adding Strong to the roll, if they are going to just try to walk through the smoke, or Quick, if they are making a dash for it). The difficulty should be adjusted by the scale of the threat – a large raging inferno is harder to escape than a small blaze.

To help you judge the level of hazard and the possible consequences of failure, check the table on the next page.

As usual, offer Defence bonuses or penalties (+2/-2) if there are other factors that might make a difference to the outcome for the character.

Awarding Experience

Experience is usually awarded at the end of each game session.

You might want to award Experience for the following:

Good roleplay: 10-20 Experience X the characters current Level

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Hazard	Difficulty/Target Number to avoid	Damage	Examples
Minor	Mild, 3	1 Dice divided by 2 (round down)	Small fire, small electric shock, weak poison, falling up to a metre, hitting thumb with a hammer
Moderate	Challenging, 6	1 Dice	Burning car, medium electric shock, moderate poison, falling up to 3 metres, hitting hand with chisel
Major	Very Difficult, 10	1 Dice multiplied by 2	Burning refinery, struck by lightning, strong poison, falling up to 7 metres, caught in a collapsing building
Deadly	Near impossible, 12+	1 Dice multiplied by 3+	Falling into a volcano, deadly poison, falling over 7 metres, squashed by a falling city

Defeating Monsters: Monsters have an Experience amount listed – any character who was in the fight gets Experience. Total the Experience of all monsters defeated and divide by the number of Player’s characters who were in the battle.

Solving/Reaching a Minor Adventure Goal: 20-30 Experience

Example

Finding the library in a haunted house and locating all the clues that are hidden there.

Solving/Reaching a Major Adventure Goal: 50-100 Experience

Example

Searching every location in a haunted house and defeating various ghosts and monsters.

Solving/Reaching the end of a Campaign: 200-300 Experience

Example

Travelling to another dimension and putting an end to the source of hauntings on the characters’ home planet, then safely returning, having overcome numerous obstacles and enemies on the way.

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Alternate Experience System

If using the alternative experience system described on p.31, the Gamekeeper should award each player 1-3 Improvement Points per session, based on good role-playing, goals achieved, etc. A further 1-3 points may be awarded at the climax of an adventure, if the players have defeated the dark lord, blown up the enemy space station, averted a nuclear war, or whatever.

Skins

What are skins?

Skins are a few simple notes on how to adapt *OneDice* for use in a particular genre. They are designed to show the flexibility of the system. They should give you an idea of the changes to consider, and the things that might need adding, to build your own chosen setting.

What aren't they?

The skins in the following section are not detailed settings. They provide some quick and very general rule ideas suitable for three example genres, not any detail for a particular fantasy world, space setting, heroes game, etc. That is beyond the scope of this book.

If you want to run a fantasy game, the skin will give you some system pointers – but it is likely to need adjustment as you fill in the detail – you might want a setting where everyone plays a barbarian; or a Hamster Bard, who uses poetry to fight; or whatever – these simple example skins will need developing for whatever particular world you have in mind.

If you do want to play in a ready built setting (rather than build one yourself), with a much more detailed skin and more thoroughly described world, check out forthcoming Cakebread & Walton releases for *OneDice* at www.clockworkandchivalry.co.uk

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Skin One – Fantasy

The following skin is for a fairly traditional swords and sorcery world.

Character Creation Notes

This skin **includes** characters with **Magic**.

Technological equipment, including guns, **is not allowed** in this setting.

Player's **characters can be from a fantasy species**. For instance, they might be **humans, elves or dwarves**.

(But note, in your setting you might want to allow them to play just one species or completely different ones.)

For ease, you could allow each race to have the same Abilities.

But you could decide that there are fixed Ability templates.

Example

For this skin, humans have Abilities as normal, but 7 points to spend, rather than the usual 6; Dwarves have Strong 4, Clever 2, Quick 1 at the start; Elves have Strong 1, Clever 2, Quick 3, Magic 1 at the start.

The following skills are not permitted: Computers, Pilot, Science, Shooting

Some Background Skill Templates

Fighter: Blades or Bludgeon 2, Archery or Bruiser 2 + any 2 skills of choice.

Wizard: Lore 1, Research 1, Language (Arcane) 1 + any 3 skills of choice.

Rogue: Sneaky 2, Security 1, Pick Pockets 1 + any 2 skills of choice.

Some Sample Characters

Example 1

Grunge Stout, Dwarven Fighter, Strong 4, Clever 2, Quick 1, Health 12, Defence 12, Move 10

Blades 2, Bludgeon 1, Perception 1, Craft 1, Bruiser 1

Equipment: Rugged clothes; a battle-axe; 60 Gold

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Example 2

Elaina Faladri, Elf Apprentice Wizard, Strong 1, Clever 2, Quick 3, Magic 1, Health 3, Defence 9, Move 30

Lore 1, Research 1, Language (Arcane) 1, Medicine 1, Climb 1, Bludgeon 1

Spells: Magic Bolt

Equipment: A set of wizard robes; a quarterstaff; 60 Gold

Example 3

Mae Marchweather, Human Rogue, Strong 2, Clever 2, Quick 3, Health 6, Defence 9, Move 30

Sneaky 2, Security 1, Pick Pockets 1, Archery 1, Dodgy 1

Equipment: A set of rugged clothes; a bow and 20 arrows; 60 Gold

Wizard Magic

In this fantasy skin, only wizards have magic. In another, there might be different sorts of magic (necromancy, druid magic, witchcraft, etc). The following rules describe how wizard spells work.

Spells

How many spells does a wizard character start with?

As many spells as his or her Magic ability score.

How often can a wizard cast a spell?

A wizard can cast twice as many spells in a day as he or she has Magic.

How does a wizard cast a spell? What's the "Target Number"?

The Player needs to roll a dice and add his or her character's Magic score to the total. If the number is equal to or higher than the spell's Target Number, the spell works. Spells that don't work aren't lost – the wizard can try again the next round.

Any other rules I should know about?

Magic always fails on a roll of 1. The wizard doesn't lose the spell from his or her daily total, but must try again next round (or at some later time).

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What's "Range"?

Sometimes a spell works by touch (such as when healing or opening a lock), other times it works on a target within a certain range (in metres).

What spells can a character pick?

Starting wizard characters get spells from the following list – the Gamekeeper can either ask for a roll, to see what spells they get; or allow the Players to pick from this list:

Starting Spells

1. **Confuse** – This spell cause one of the opposition to be confused. If successful, the opponent may not attack for the next two combat rounds.

Range: 10 **Target:** 5

2. **Open** – This spell opens any lock, however complex (though a magical lock raises the Target by 2). **Range:** Touch **Target:** 5

3. **Find Path** – If lost or looking for a specific location, this spell causes a glowing arrow to appear on the ground, pointing in the right direction. **Range:** 30 **Target:** 5

4. **Heal** – If successful, roll a dice and the person being touched gets back the resulting number of Health points. **Range:** Touch **Target:** 5

5. **Light** – Makes a small object (or person's hand) glow for an hour. Useful for exploring dark places. **Range:** Touch **Target:** 5

6. **Magic Bolt** – If successful, a magic bolt hits an opponent. Roll the dice – the result equals the number of Health Points the opponent loses. **Range:** 20 **Target:** 6

Intermediate Spells

At Level 2 and 4 any character with Magic 3 or more can roll for/pick one spell from this list:

Note: If the wizard has Magic above zero but below 3, he or she can pick an extra spell from the Starting Spells list instead.

1. **Antidote** – This spell cures any disease or poison. **Range:** Touch **Target:** 8

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2. **Breathe Underwater** – Allows the recipient to breathe underwater for an hour (he or she can still breathe air normally too). **Range:** Touch **Target:** 8

3. **Charm** – If successful, roll the dice – whoever is affected will be completely under control of the caster for a number of combat rounds equal to the result. **Range:** 5 **Target:** 9

4. **Greater Heal** – If successful, the Health of the person touched is completely restored. **Range:** Touch **Target:** 7

5. **Magic Spear** – If successful, a magic spear hits a member of the opposition. Roll a dice, multiply the result by two, and remove that number from whoever has been hit's Health. An extra Magic Spear can be generated (to hit the same target, or another in range), but that adds 2 to the Target Number difficulty of the spell (and a failure means neither missile is created). **Range:** 20 **Target:** 7/9

6. **Toughen** – If successful, raises a person's Defence by 2 points for 1 hour. **Range:** Touch **Target:** 8

Advanced Spells

At Level 6 and 8 any wizard with Magic 4 or more can roll for/pick one spell from this list:

Note: If the wizard has Magic above zero but below 4, he or she can pick an extra spell from the Starting Spells list instead (or the table immediately above, if he or she has 3 Magic).

1. **Lightning** – Causes a magical lightning bolt to strike an opponent. If successful, roll a dice, and multiply the result by four to calculate damage to opponent's Health. **Range:** 30 **Target:** 9

2. **Fair Winds** – Increases the Quick of a sailing ship (by filling its sails with wind) by 3 for one hour. **Range:** 15 **Target:** 9

3. **Fireball** – Roll a dice and multiply the result by two – anyone in the fireball's path (friend or foe) receive the result as damage to their Health. The fireball is 2 metres in diameter. If the caster wants to fire an extra fireball, the Target Number difficulty increases by 2 (and a failure means neither missile is created). **Range:** 20 **Target:** 10/12

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4. **Mass Heal** – Heals all friendly forces within range. Roll a dice and restore all the recipient's Health by the result. **Range:** 3 **Target:** 9

5. **Sharpen** – Turns one weapon (blade, bludgeon or arrow) into a Magic Weapon for two hours and adds 3 to the score to hit when using that weapon. **Range:** Touch **Target:** 10

6. **Shield** – Raises one recipient's Defence by 3 for 2 hours. **Range:** Touch **Target:** 9

Creatures

OneDice Creature Statistics are usually presented as follows:

Creature's Name, **S** (Strong), **C** (Clever), **Q** (Quick), **M** (Magic, if it has some), **H** (Health), **D** (Defence), **Mv** (Move), **Sk** (Skills, if any), **Sp** (any special abilities), **Tr** (the amount of treasure the creature is likely to carry), **X** (the amount of Experience awarded for killing the creature).

Here are a few of the creatures that might inhabit a fantasy setting:

Goblin, **S** 2, **C** 1, **Q** 2, **H** 6, **D** 6, **Mv** 20, **Sk** Blades 2, Archery 1, **Tr** One dice worth of Gold, **X** 15

Orc, **S** 5, **C** 1, **Q** 2, **H** 12, **D** 9, **Mv** 20, **Sk** Blades 2, Bludgeon 3, **Tr** One dice worth of Gold x 10, **X** 40

Troll, **S** 7, **C** 1, **Q** 1, **H** 15, **D** 12, **Mv** 10, **Sk** Bludgeon 4*, **Sp** Regeneration**, **Tr** One dice worth of Gold x 50, **X** 150

* Trolls use giant clubs that do 5 damage.

**Trolls regenerate 2 lost Health per combat round

Ratman, **S** 1, **C** 2, **Q** 4, **H** 3, **D** 9, **Mv** 40, **Sk** Blades 1, Archery 3, **Tr** One dice worth of Gold x 5, **X** 30

Skeleton, **S** 2, **C** 1, **Q** 3, **H** 6, **D** 6, **Mv** 20, **Sk** Blades 2, Archery 2, **Tr** One dice worth of Gold, **X** 25

Zombie, **S** 4, **C** 1, **Q** 1, **H** 9, **D** 9, **Mv** 10, **Sk** Bruiser 3, **Tr** One dice worth of Gold x 2, **X** 25

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Skin Two – Super Heroes

Character Creation Notes

All skills from pp.10-11 are permitted.

Add the following skills as an option:

Weird Science (Clever) – Good at experimenting, designing and inventing things using weird science.

Modern equipment is appropriate for the genre – although a character may build or find advanced or weird science technology.

Starting money is in dollars. Most characters start with one dice x 100 dollars, millionaires start with...millions.

Super Heroes often have a civilian identity, as well as their hero one (e.g. Reggie Foley is the civilian secret identity of Camelboy). Heroes usually want to keep their powers secret in civilian life.

Super hero characters are all permitted to have **one major and one or two minor** (Gamekeeper's choice) **special power** from the following lists:

Note: **Powers may not be stacked** – so Stronger cannot be stacked with SuperStrong, etc. Any Ability or skill can only be enhanced once. Also Gamekeepers should consider allowing Players to suggest powers of their own, as long as they are comparable in strength to the existing ones.

Minor

Photographic Memory – Character can totally recall whatever he or she has seen.

Stronger – Character has big muscles (+3 to Strong).

Cleverer – Character is a super-brain (+3 to Clever)

Quicker – Character is speedy (+3 to Quick).

Chameleon – Character can blend into surroundings (+3 to Sneaky rolls).

Martial Artist – Character is an expert at a particular fighting style (+3 to Bruiser).

Tough Skin – Character has naturally tough hide (+3 to Defence).

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Information Processor – Character can read a book, scan a computer archive, etc., and process the information, in seconds.

Wall Scrambler – Character is good at climbing (+3 to Climb).

Projectile – The character can throw a certain form of projectile (damage 3) either as a natural weapon or the result of using a Weird Science gadget.

Fly – Character can fly.

Major

SuperStrong – Character has superhuman strength (+6 to Strong).

SuperClever – Character has superhuman intelligence (+6 to Clever).

SuperQuick – Character has superhuman speed and reflexes (+6 to Quick).

Invisible – Character can become invisible at will.

Fire – Character can control fire, is immune to fire and can take on a fire form. In fire form, character can shoot fire projectiles (damage 5).

Ice – Character is immune to cold, can take on an icy form, and in ice form can shoot icicle projectiles (damage 5).

X-Ray Vision – Character can see through solid objects.

SuperWall-scrambler – Character is a superhuman climber (+6 to Climb).

Doppleganger – Character can almost flawlessly disguise him or herself as another person (+6 to Disguise).

Mighty Punch – Character can pack a massive punch (+ 6 to Bruiser and can attack vehicles as if a Huge creature).

SuperTough Skin – Character has an incredibly tough hide (+6 to Defence).

SuperScientist – Character has a superhuman talent for inventing weird and powerful technology (+6 to Weird Science).

Telekinesis – Character can move and throw objects (size limit determined by Gamekeeper) using his or her mental powers (and +3 to Throw, when throwing using mental powers).

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Incredible

The following abilities are probably too powerful to allow Player's characters to possess, but might be possessed by somebody in the world (or from another world!). Here are some sample Incredible powers:

Invulnerable – Character cannot be harmed. Character is vulnerable to one substance, which strips him or her of powers.

Blink of an Eye – Character can travel to wherever he or she pleases almost instantly.

Stop Time – Character can stop time for as long as he or she wants.

Breathe Life – The character can kiss a recently slain person and restore him or her to life.

Weakness

You may also want all Player heroes to choose a weakness. Here are some examples:

Vulnerable – Character is vulnerable to a certain rare material (an exotic type of food, an exotic type of flower, a rare metal, etc.). Powers are lost when in close proximity to the substance.

Emotional Wreck – Character is carrying emotional damage (perhaps as a result of losing a loved one, a difficult childhood, etc.).

Obsession – Character is obsessed with something – revenging lost loved ones, justice, defeating a nemesis, etc.

Blue Funk – Character is prone to down moods and, when in such a state, is unwilling to do anything.

Lovelorn – Character is madly in love, but the situation is difficult – the object of his or her affections may not be interested, super hero work gets in the way, he or she is too shy to say anything, etc.

Vice – Character has a vice, such as being unable to prevent him or herself eating, drinking, etc., when feeling unhappy.

Incarnation Disaster – Whatever caused the character to develop super powers also caused emotional pain, loss of human appearance, etc.

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Out of Control – When in hero form, character finds it difficult to control temper and will often smash things!

Hunted – Hero identity wrongly suspected of a serious crime.

Rouse the Beast – Hero powers are only activated in certain situations (when under stress, if attacked, etc.).

Some Background Templates

Most super heroes have a secret identity, along with their hero identity. Here are some examples:

Journalist: Investigation 1, Negotiation 1, Research 1 + any 3 skills of choice.

Store Clerk: Trade 1, Dodgy 1, Sneaky 1 + any 3 skills of choice.

Millionaire: Gambling 1, Negotiate 1, Trade 1 + any 3 skills of choice.

Doctor: Medicine 2, Science 1 + any 3 skills of choice.

Teacher: Teaching 1, Research 1, Intimidate 1 + any 3 skills of choice.

IT Specialist: Computers 2, Science 1 + any 3 skills of choice.

Private Investigator: Investigation 1, Psychology 1, Research 1 + any 3 skills of choice.

Some Sample Characters

Example 1

Dr Marcie Johns/Gripper Girl, Strong 5, Clever 2, Quick 2, Health 15, Defence 15, Move 20

Medicine 2, Research 1, Science 1, Weird Science 2, Telekinetic Throw 3

Powers: Strong, Fly, Telekinesis

Weakness: Hunted (Gripper Girl is wrongly accused of being the Phantom Strangler).

Civilian Employment: Medical Doctor

Equipment: Hospital pager and dingy rented apartment; \$600

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Example 2

Gavin Peddley/Glue Hands, Strong 2, Clever 2, Quick 5, Health 6, Defence 15, Move 50

Investigation 1, Negotiation 1, Research 1, Swim 1, Entertainer 1, Climb 7, Sneaky 3

Powers: SuperWall Scrambler, Quicker, Chameleon

Weakness: Lovelorn (In love with Gripper Girl, but does not know her civilian identity).

Civilian Employment: Journalist

Equipment: Notebook and whiskey; \$600

Super Villains

Super Villains should also have super powers – along with a reason for being villainous. Often characters will fight hired thugs, employed by a super villain, but at the end of most adventures, they will fight the villain him or herself.

Example

Professor Carnival, Strong 2, Clever 5, Quick 2, Health 6, Defence 6, Move 20 Lore 2, Research 2, Weird Science 8

Powers: Cleverer, SuperScientist

Weakness: Obsession (with controlling the city).

Equipment: Hidden laboratory and weird science equipment; Raygun (6 damage).

Professor Carnival employs plenty of hired thugs to do evil and criminal deeds for him. The thugs are usually all dressed in a carnival uniform.

Hired Thug S 3, C 1, Q 1, H 9, D 9, Mv 10, Sk Bludgeon 1, Shooting 1, Bruiser 1 X 30

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Skin Three – Space

All skills from pp.10-11 are permitted.

In addition the following skills can be added:

Cybernetics (Clever) – Good at designing, building and repairing cybernetic technology.

Hyperdrive (Clever) – Good at repairing and programming hyperdrives.

Robotics (Clever) – Good at designing, building and repairing robots.

Sensors (Clever) – Good at working sensor systems.

All modern and futuristic technology is permitted.

Laser weaponry has a stun option, where damage is not lethal. When an opponent is hit by a weapon on stun, they fall unconscious or are temporarily immobilised (roll a dice to calculate the number of combat rounds till they regain consciousness/movement).

Starting characters roll a dice and multiply the result by 1000 to find out their starting money (1,000-6,000 Credits).

Some Background Skill Templates

This skin assumes everyone is a human, serving on a large starship, in the service of UnitedSpaceOrg. There are three service arms to choose from:

Command: Command 1, Navigation 1, Pilot 1 + any 3 skills of choice.

Science: Lore 1, Research 1, Computers 1 + any 3 skills of choice or;

Medicine 1, Cybernetics 1, Psychology 1 + any 3 skills of choice or;

Science 1, Robotics 1, Research 1 + any 3 skills of choice or;

Computers 1, Hyperdrive 1, Engineering 1 + any 3 skills of choice.

Security: Investigation 1, Security 1, Sensors 1, Shooting 1 + any 2 skills of choice.

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Some Sample Characters

Example 1

Captain Helana Carver, Starship Captain, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20

Command 1, Navigation 1, Pilot 1, Computers 1, Psychology 1, Bruiser 1

Equipment: Captain's Uniform; a hand laser; communication device; 6000 Credits

Example 2

Officer Ramlin Fleck, Chief Science Officer, Strong 1, Clever 3, Quick 2, Health 6, Defence 6, Move 20

Science 2, Research 1, Computers 1, Lore 1, Cryptology 1

Equipment: Science Officer's uniform; a hand laser; communication device; 4000 Credits

Example 3

Officer Fiona Strang, Security Officer, Strong 3, Clever 2, Quick 1, Health 9, Defence 9, Move 10

Investigation 2, Sensors 1, Shooting 2, Sneaky 1

Equipment: Security Officer's Uniform; a hand laser; communication device; 6000 Credits

Sample Ships

Remember – The following ships have Abilities in relation to each other (so a ship's Quick of 5 is many times the Quick of a character with 5). A Crew number has been added for each ship – to show the usual number of people aboard. (You might also notice, that in this skin, starships do not have a Strong and Defence has been allocated arbitrarily, rather than derived from Strong or Quick).

Example 1

Two-person Fighter Craft, Quick 4, Health 9, Defence 6, Move 12, Crew 1 or 2

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The lasers on this small craft do 2 damage and can be upgraded with an assisted firing mechanism (to make the to hit roll Firer's Clever + Shooting +2).

Example 2

Trader, Quick 2, Health 9, Defence 8, Move 9, Crew 5

This medium trader can carry six torpedoes – each does a dice of damage on impact and the to hit roll is at +3 (due to the guidance system). It also can be upgraded with mounted lasers, which do 3 damage. The vessel has a hyperdrive capable of making one jump to the next solar system (where it must recharge before making another).

Example 3

Starship, Quick 6, Health 20, Defence 15, Move 18, Crew 500

This large starship is the best UnitedSpaceOrg has to offer. With a large well-trained crew, a teleportation room (capable of transporting a small party to a nearby ship or planet), a hyperdrive capable of jumping several solar systems away, strong sensors (+3 to any Sensors roll) and a smart AI (+3 to any computer rolls).

Quick Starship Crew Rule – For every Health Point this starship loses in battle, 20 members of the crew are put out of action. After the battle, roll one dice for each 20 crew put out of action, to see if they suffered minor injuries (on a result of 1 or 2) and can quickly return to service; major injuries (on a result of 3 or 4) which will put them out of service for a dice roll of days; or have been killed (on a 5 or 6).

An Alien Species

One of the first alien species UnitedSpaceOrg encountered, on their discovery and colonisation mission, was a hostile insectoid species. Since making contact, this species (the Skr'kk'kki) have been at war with humans.

Creatures

Skr'kk'kki Drone, **S** 3, **C** 1, **Q** 1, **H** 9, **D** 9, **Mv** 10, **Sk** Bludgeon 1, Craft 1, Computers 1 **X** 15

Skr'kk'kki Soldier, **S** 4, **C** 1, **Q** 1, **H** 12, **D** 12, **Mv** 10, **Sk** Bludgeon 3, Shooting 1, Blades 1, Bruiser 2 **X** 30

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Skr'kk'kki Scientist, **S** 1, **C** 4, **Q** 2, **H** 3, **D** 6, **Mv** 20, **Sk** Science 3, Computers 1, Sensors 1, Hyperdrive 2 **X** 10

Skr'kk'kki Officer, **S** 4, **C** 3, **Q** 2, **H** 12, **D** 9, **Mv** 20, **Sk** Command 2, Pilot 1, Navigation 1, Blades 2 **X** 40

Skr'kk'kki Ships

Example 1

Small Assault Ship, Quick 5, Health 10, Defence 9, Move 15, Crew 20

With guided lasers (+2 to hit) and a small teleportation room, these attack vessels are a thorn in the side of UnitedSpaceOrg.

Example 2

Mothership, Quick 4, Health 15, Defence 12, Move 15, Crew 1000

Motherships have large teleportation rooms, egg chambers (so any dead crew can be replaced in a hurry), torpedo tubes (dice of damage on impact) and mounted lasers. They can also carry 4 small assault ships, slung under the hull. The hyperdrive is capable of traversing several solar systems.

Quick Mothership Crew Rule – For every Health Point the Mothership loses in battle, 50 members of the crew are put out of action. After the battle, roll one dice for each 50 crew put out of action, to see if they suffered minor injuries (on a result of 1) and can quickly return to service; major injuries (on a result of 2 or 3) which will put them out of service for a dice roll of days; or have been killed (on a 4, 5 or 6).

Universal

Player: _____

Character: _____

Level: _____ E/IP: _____ Stunt Points: _____

Strong

Health

Current

Background/Portrait

Clever

Defence

Armour®

Quick

Move

Magic

Spells

[illegible]

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