T8GS Team8 Game System

Core System Reference v1.3

A Team8 Game Design Product
http://team8.co.uk/

T.8.G.S. Team8 Game System.

T8GS was designed as a fast, easy to use percentile system, using a quick character generation principle, and a very straightforward game mechanic.

This System Reference is being released by Team8 for the purposes of playtesting and feedback from players.

Team8 are available on the internet at **http://team8.co.uk/** and there are forums at **http://team8.co.uk/forum/** where we have discussion sections for our games.

What we are looking for primarily is feedback from you, the players, as to what you want us to change, and what kind of settings you want us to be working towards using T8GS.

Version 1.0 (Centurion System - 2003 - 2004)
Version 1.1 - 2004
Version 1.2 - Autumn 2008. Skills list checked, some examples rewritten.
general tarting up of the System Ref Document, addition of the Character sheet into the finished file.
Version 1.3 - Spring 2009. Added Professional Templates into Character Generation. Tweaked Combat re: Firearm ranges. Changed experience rules to allow new skill purchases, backgrounds and statistic improvements. Updated Auto-fire, Sniping rules. Added Explosives & Natural Hazards rules.

T8GS is a freely downloadable system, if you use it for any homebrew game, just remember to credit us, and let us know how well it went!

Basic Character Generation summary

1.   Generate Basic Attributes
2.   Calculate Damage Multiplier, Hit Points and Healing Rate
3.   Pick a Life Template
4.   Pick Professional Skills and Backgrounds
5.   Calculate Skill and Background Scores
6.   Select some basic gear and posessions
7.   A little finishing off

1. Generate Basic Attributes.

The method used is at the GMs discretion. Each d20 value is added to the lower limit of the Attribute range to find the Score within that range. (for example, to find the Score for STRength, roll a d20 and add this to 30, which is the base of the average human STRength range)

Method 1 : roll 2 d10 9 times, and assign the values. This method usually ends up with street level average characters

Method 2 : roll a d20 11 times, and assign the 9 highest rolls to the Basic Attribute of choice. This usually results in a "better-than-average" character.

Method 3 : distribute 100 points between the attributes in any order you choose. This method allows for the most customisation.

The Attributes are grouped into 3 areas, Physical, Mental & Spiritual.

The **Physical** Attributes are Strength, Agility & Stamina, respectively, your brute strength, your speed and reflexes, and your ability to exert yourself physically over time.

The **Mental** Attributes are Cognition, Perception and Resolve. Cognition is a representation of your basic though processes, how good you are at thinking on your feet, and solving problems. Perception is how good you are at noticing things, how you use your senses, from seeing movement to hearing the gunshot, to spotting the errant hair a killer left behind. Resolve is the mental equivalent of Stamina, and is how well you are mentally able to continue concentrating on something, or mentally pushing yourself further.

Your **Spiritual** Attributes are a little more abstract. Charisma is the way you generally come across to people. While this is best roleplayed in a game, we have this Attribute because it also affects how other skills might work. Karma is your general luck, or, well, Karma. Bad things sometimes happen to good people and good things happen to bad people, but the higher your Karma, the more likely the good things are to happen to you. Potential is the best way to describe your mental and spiritual potential, the representation of going further or beyond normal limits creatively or supernaturally. This is used for a variety of skills, but also affects your Psionic or Magical potential in game genres which have those skills available.

Abbreviations :

STR	= Strength
AGL	= Agility
STA	= Stamina
COG	= Cognition
PER	= Perception
RES	= Resolve
CHA	= Charisma
KAR	= Karma
POT	= Potential

Human Ranges :

STR	= 30 - 50 (30 + x)
AGL	= 35 - 55 (35 + x)
STA	= 35 - 55 (35 + x)
COG	= 40 - 60 (40 + x)
RES	= 40 - 60 (40 + x)
PER	= 40 - 60 (40 + x)
CHA	= 40 - 60 (40 + x)
KAR	= 30 - 50 (30 + x)
POT	= 30 - 50 (30 + x)

See Genre books for other race ranges.

Rule of Division :

Whenever you have to average anything in T8GS, always round up.

Damage :

Damage = STR divided by 5

Hit Points :

Hit Points = STRength + STAmina

Healing Rate :

Healing Rate = STA divided by 10

(all rounded up)

2. Calculate Damage, Hit Points and Healing Rate

Your Damage is STR/5 rounded up. This is the amount of Damage you can inflict in hand to hand combat. In the case of the Damage System, your unarmed hand to hand Penetration Value is 1.

Hit Points are equivalent to your STRength & STAmina added together.

Healing Rate is equivalent to STA/10 rounded up. This is the amount of Hit Points per Wound you recover per day. Damage & Healing will be discussed in more depth in the **Combat System** section.

3. Choose a Life Template

Pick from the list available to the Game Genre. The Life Template roughly represents your characters background in terms of upbringing and lifestyle. The title of the template usually gives a rough idea of the background associated with the template, but this need not be adhered to.

If the one you'd like isn't there, create your own template with the GM.

4. Choose Professional Skills & Backgrounds

You can pick 8 to 10 Skills from the list available. Any combination is acceptable, but the idea is to keep them to your original Character concept.

You can trade in a maximum of 4 Skills for Backgrounds, and the Maximum you can upgrade a Background to is 90.

Then pick up to two Backgrounds from the list to round these off. You can pick 2 backgrounds which get a score of 70, and if you require, you can trade in a skill for either a +20 to an existing background, or a new background at a score of 55.

4b. Choose a Professional Template

Instead of picking 8-10 Skills, a player can simply pick a Professional Template from the list in the Templates section. In this case, they simply add the skills or backgrounds from the template to the appropriate section of the Character Sheet, and calculate the skills. In some cases, the Professional Templates have traded some skills for additional backgrounds or for bonuses to skills.

5. Calculate Skill Scores

Using the Life Template & Professional Skills you have chosen, write down the base, and then calculate the Skill Scores by averaging the Attributes in the Base. for example, if the base is [CHA/COG] the Score will be the average of the two Attributes listed, (**CHA**risma + **COG**nition divided by 2).

If the Skill has no Base, and just a Score, just fill in the Score in the table.

6. Select basic gear and possessions

During Character Generation, the character can choose backgrounds, which may or may not allow him some finances with which to purchase some starting gear. The GM may well allow players a starting package of standard equipment, so always work with the GM to sort out what you will have to begin with.

Negotiations with the GM are always easier if you have some idea of a background for the character! Most "Professional" characters, will have basic accomodation & posessions appropriate to their character background. the only reasonable negotiation required with the GM would be for specialist equipment, or items normally restricted or illegal in nature.

7. Finishing off your character

Work with the GM, discuss your characters background. Having a background helps flesh out your character and gives the GM an idea of how to approach your character and involve them in a game.

Now you have a finished character, try not to get it killed. If you do, it may help to practice by making a few spares!

Character Generation example.

Character name : Darren Speed, Detective.

We roll 11 d20s. 10, 10, 13, 20, 6, 3, 16, 11, 20, 19, 2. We take the best 9 by ditching the 2 and the 3. The Character is going to be an investigator more than a combat oriented character, so we would assign the numbers to the characteristics leaning towards that profession. to start with, we'll order the numbers highest first : 20, 20, 19, 16, 13, 11, 10, 10, 6. Now we look at how we want our character made up.

An investigator's focus is going to be deduction and observation, so lets try assigning the first 20 to Perception, and the next 20 to Cognition. As an investigator, he'll need to be good with people, so we'll use the 19 on his Charisma. As a Cop, he would have been good on his feet, and reaonably tough, so 16 onto his Agility, and 13 on Stamina. 11 goes onto his Resolve, as he's tough mentally as well as physically, and as he's more to do with givens, than being creative, out of the remaining 3 Attributes, Strength, Karma and Potential, we'll give Potential the 6, and 10 to both Strength and Karma.

So, for a standard Human, this would make his Basic Attributes :

	Range Base	Die Roll	Score
STRength :	30	+ 10	= 40,
KARma :	30	+ 10	= 40,
POTential :	30	+ 6	= 36,
RESolve :	40	+ 11	= 51,
STAmina :	35	+ 13	= 48,
AGiLity :	35	+ 16	= 51,
CHArisma :	40	+ 19	= 59,
COGnition :	40	+ 20	= 60,
PERception :	40	+ 20	= 60.

His Damage Rating is STR/5, and in this case that calculates to 8. Thats the damage he will deal to any unarmoured character in a basic hand to hand fight, which isn't too bad.

Hit points are based on his STR & STA added together. This makes 88.

Then Healing rate, which is 1 tenth of Stamina, so 4.8 which we round up to 5.

Now we'll choose a Life Template

This will be an idea of where Darren came from, and what his real life has given him in the way of practical skills.

Templates :

Using the Template system makes Character Generation fast and easy. Once you get the hang of the Bases used to calculate your Scores, it should only take you ten minutes to create a well rounded character.

Each Genre has it's own list of Templates and Skills, so no matter whether you are playing hard sci-fi or technothriller, you can still pick a template and some skills and have a character up and running quickly.

There are six Life Templates in the basic T8GS rules, reflecting six different character backgrounds. As Darren grew up in a predominantly middle to lower class background, we'll pick "Wrong Side of the Tracks" This gives us Martial Arts, Streetwise, Rifle, Pick Locks, Survival (Pick Area), Numeracy, Literacy & Cooking. Quite a practical group of Skills.

From the Skills List, we can calculate our scores for these skills.

Martial Arts	AGL/STR =	46
Streetwise	COG/POT =	48
Rifle	AGL/PER =	56
Pick Locks	AGL/PER =	56
Survival	COG/RES	56
Numeracy	COG =	60
Literacy	COG =	60
Cooking	POT =	36

Don't forget, that instead of picking individual Skills and Backgrounds, you can just pick a Professional Template!

and now we can pick our "Professional" Skills. These are skills which Darren uses in his job and current life and we can pick 8-10 of these.

Drive	AGL/PER =	56
Surveillance	COG/PER =	60
Melee Combat	AGL/STR =	46
Computer Use	COG/PER =	60
Sneak	AGL =	51
Investigation	COG/PER =	60
First Aid	COG/RES =	56
Research	COG =	60
Shadowing	AGL/PER =	56
Interrogate	CHA/COG =	60

altogether a pretty good list of skills available to us.

And now to pick 2 backgrounds.

Darren has worked with the police force for quite a while, so we'll have Mentor (Superior) which reflects a superior he has worked with over the years that he trusts and can depend on in a crisis.

Resource (Savings) sounds good, he's had a stable working life, and probably doesn't want for too much, so he's had a good chance to plan for his later years.

Both of these come in with scores of 70. These give use enough to get our character going without trading in any skills.

Character Background :

A Character Background isn't absolutely necessary, but it make sthe character come alive, and allows the GM to work with the player to give a more all round experience.

Let's flesh out our character just a little bit more, he's aged 34, and has spent 10 years in the Metropolitan Police Force, the last 5 of which were as a detective. He has a quiet home life, is single, and doesn't get out as much as he'd like, drives as part of his job, and knows how to handle himself. He had a reasonably rough upbringing, spent some time mixing with the wrong people, but rose above his upbringing to join the Police.

Life Templates

life templates are packages of skills which represent your earlier development and give you some basics to work with. Character generation requires you pick one of these templates

Wrong Side of the Tracks	Lower Class
Brawl	Craft (choose)
Streetwise	Cooking
Melee Combat	Literacy
Climb	Tolerance (alcohol)
Survival (pick area)	Numeracy
Blag	Beauracracy
Cooking	General Knowledge
Contact (choose) 70	Diplomacy

Middle Class	Suburbanite
Literacy	Computer Use
Numeracy	Finance
Climb	Numeracy
Survival (pick area)	Literacy
Blag	Acting
Language (choose)	Drive
Beauracracy	Language (choose)
Drive	Negotiate

New Money	Aristocract
Animal Handling	Etiquette
Finance	Literacy
Tailor	Numeracy
Hobby (choose)	Command
Hobby (choose)	Hobby (choose)
Language (choose)	Hobby (choose)
Command	Any 2 non physical skills
Literacy	

Alternatively, just let your players pick 7 - 8 skills which realistically match their upbringing and home background. These skills are intended to give the character a start in life, rather than dictate their professional skill set.

Professional Templates

If a player wishes, instead of specifying a group of "Professional" skills, they can simply pick from one of the templates below. These templates are more tightly defined around a job, and in some cases allow for a trade-off between number of skills, and bonuses to the skills at Character Generation. For each entry, there may be a bonus (written into the Modifier column of the character sheet, or a starting score (written into the "Score" column of the Background entry).

Criminal		CEO/Corporate	
Brawl	+15	Finance	+15
Surveillance	+15	Law	+15
Pick Locks		Leadership	
Drive		Computer Use	
Stealth		Computer Subterfuge	
Forgery		Beauracracy	
Blag		Security	
Detect		Drive	
Contacts (Criminal)	70	Resource (Savings)	70
Contacts (Legal)	70	Resource (Company)	70

Driver		ERT Technician	
Drive	+15	Paramedic	+15
Streetwise		Pharmacology	
Drive MIlitary		Detect	
Engineering (Vehicle)	+15	Survival	
Pistol		Command	+15
Detect		Drive	
Brawl		Climb	
Navigation		Computer Use	
Contacts (Trade)	70	Resource (Industry Access)	70
Contacts (Criminal)	70	Contacts (Medical)	70

Engineer		Explorer	
Engineering (Area)	+20	Survival	+15
Heavy Machinery	+15	Navigation	+15
Repair		Brawl	
Detect		Rifle	
Numeracy		Drive	
Armourer		Pilot	
Drive		Stealth	
Negotiate		Tracking	
Resource (Finance)	70	Resource(Sponsors)	70
Resource (Tools)	70	Contacts (International)	70

Freedom Fighter		Hacker	
Rifle	+15	Computer Subterfuge	+15
Weapons Systems		Computer Programming	+15
Survival	+15	Security	
Demolition/Disarm		Research	
Tracking		Streetwise	
Repair		Law	
Navigation		Cryptography	
First Aid		Finance	
Contacts (International)	50	Resource (Hidden Accounts)	70
Resource (Cached Gear)	70	Contacts (Criminal)	50

Hostage Rescure (HRT)		Intelligence Operative	
Rifle	+15	Pistol	
Negotiate	+15	Computer Subterfuge	
Detect		Detect	
Demolition/Disarm or Sniping		Interrogate	
Tactics	+15	Language	
Climb		Pick Locks	
First Aid		Stealth	
Shadowing		Surveillance	
Command		Security	
Contacts (Law Enforcement)	70	Drive	
Resource (Law Enforcement)	70	Contacts (Intel Community)	70
		Resource (Caches)	70

Investigator		Journalist	
Investigation	+15	Literacy	+15
Security	+15	Beauracracy	+15
Surveillance	+15	Photography	+15
Shadowing		Shadowing	
Intimidation		Surveillance	
Disguise		Surveillance	
Law		Brawl	
Streetwise		Law	
Contacts(Criminal)	70	Contacts(Political)	70
Contacts(Clients)	70	Resources(Newspaper)	70

Media		Pilot	
Photography	+20	Pilot (Choose)	+20
Computer Subterfuge		Pilot (Choose)/Drive Military	
Drive		Navigation	
Detect		Survival	
Interview		Command	
Negotiate		Detect	+15
Brawl		Repair	
Investigation	+15	Shadowing	
Contacts (Media)	70	Resource (Aircraft)	70
Resource (Company Gear)	70	Contacts (Background - Military/Civilian Aviation)	70

Police		Politician	
Melee Combat	+20	Communique	+20
Brawl		Leadership	+20
Running		Negotiate	
Investigate	+20	Beauracracy	
Interrogate		Research	
Law		Computer Use	
Detect		Literacy	

First Aid		Law	
Contacts (Police Force)	70	Contacts (Politics)	70
Contacts (Criminal)	70	Resource (Expenses)	70

Cult Leader		**Scientist**	
Oratory	+20	Science (Choose)	+20
Theology (Choose)	+20	Science (Choose)	+20
Leadership		Beauracracy	
Law		Research	
Literacy		Investigation	
Teaching		Computer Use	
Survival		Finance	
History		Law	
Resource (Followers)	70	Contacts (Scientists)	70
		Resource (Sponsors)	50

Soldier		**Special Ops**	
Rifle	+15	Rifle	+15
Pistol		Pistol	+15
Survival		Paramedic	
Command		Survival	
First Aid		Language (Choose)	
Brawl	+15	Detect	
Tactics		Weapons Systems	
Stealth		Tactics	+15
Weapons Systems or Sniping		Demolition/Disarm	
Drive Military or Pilot or Seacraft		Contacts(Special Ops)	70
Buddy (Army Colleagues)	70	Buddy (Military Colleagues)	70

Occult Investigator		**Mage**	
Occult	+15	Magecraft	+15
Lore (Magic)		Spell Lore	
Investigate		Streetwise	
Streetwise		Gamble	
History		Research	
Blag		Language (Ancient)	
Pistol		Pharmacology	
Shadowing		Theology	
Resource (Inheritance)	70	Contacts (Occult)	70
Contacts (Occult)	70	Resource (Clients)	70

Skills

Skills are grouped into Combat, Physical, Technical, Practical, Social, Creative, Medical and Esoteric groups. At The end of this section is a summary of all the Skills in T8GS and the Bases used to calculate Scores.

Combat Skills

Archery - [PER/STR] - The skill of using self powered weapons such as Bows and Crossbows, this skill covers all aspects of the weapons, from stripping them down to effecting repairs and how to properly calibrate the weapon to fire more accurately.

Brawl - [AGL/STR] - A combination of experience and raw physical prowess, brawl is the skill used by those who have no formal training in combat or fighting, being instead their cumulative experience in the realm of combat.

Heavy Weapons - [STR/AGL] - Weapons covered by this skill include heavy machine guns, assault weapons, explosive ranged weaponry, and cover weapons such as gatling guns and miniguns. It also includes the use of belt fed ammunition and the ability to maintain such weapons.

Martial Arts - [AGL/STR] - This skill covers a massive variety of different disciplines, and it is up to the player to choose what particular form of martial art they wish to study. Martial arts can be very deadly, but due to their almost ritualistic nature, they often lack the adaptability of the brawler.

Melee Combat - [AGL/STR] - This skill covers the use of hand held weaponry in close combat. Characters will have one weapon that they specialise in above all others, but will have a passing familiarity with all different forms of close combat weaponry.

Pistol - [AGL/PER] - This skill covers the use of pistols and Sub machine guns/Machine Pistols. It includes knowledge of how to strip down the weapons, clean, maintain them and zero the sights.

Rifle - [AGL/PER] - This skill covers LongArms in general, ranging from the single round sniping rifles to assault rifles and hunting rifles. It also includes maintenance, cleaning and calibration as per the pistol skill. What it does not cover is the use of these weapons in long range assassination tasks. (See Sniping)

Sniping - [PER/STA] - Sniping is a skill unto itself, the skill in the use of the weapon being used must be purchased separately. Sniping itself is part planning, part intuition, and a great degree of patience. The skill includes knowing where the target will be (or more accurately, where best to hit them) and what areas to target to provide the greatest chance of a single shot kill. Finally, the character also has knowledge of required subjects such as long range concealment, wind factors, range distortion, and an understanding of the best weapons for the job.

Tactics - [COG/PER] - Understanding combat in more than an individual fashion, understanding lines of sight, cover and tactics applicable to special weapons units.

Thrown Weapons - [AGL/PER] - This skill covers all thrown weaponry, including Rocks, Knives, Shuriken and grenades.

Weapons Systems - [COG/PER] - Use of Military Weapon Systems such as Guided Missiles & Targeting equipment. Must be purchased with PIlot to properly utilise Air to Air-or-Air-to-Surface weapons

Wrestling - [AGL/STR] - This skill covers the various different disciplines of contact fighting and grappling. Rather than one particular school of fighting, most wrestlers study many different styles in the hope of making themselves a more rounded opponent, as there is no space for error on the grappling mats.

Physical Skills

Acrobatics/Gymnastics - [AGL] - The character has a practiced ability in moving with grace and precision.

Climb - [AGL/STR] - This skill covers the skill of climbing in general, at the higher levels, it will include the use of climbing equipment and descent skills such as abseiling.

Jump - [AGL/STR] - This skill covers how well the character can jump, both distance and height. It also covers safe landings and proper technique for avoiding injuries.

Running - [AGL/STA] - Not so much the skill of running, as all characters can run, this skill instead covers the skill of running professionally, how to pace yourself, how to avoid dehydration, and how to cope with the stress of running.

Swim - [AGL] - The skill over moving through liquid without the use of independent breathing equipment. It includes use of unpowered equipment such as snorkels, flippers, and goggles.

Tolerance (varied) - [RES/STA] - The character has built up a resistance to certain things, this skill must be agreed with the GM ahead of the beginning of the game, but could conceivably include torture, chemicals, drugs, or other adverse affects such as climate and atmosphere.

Technical Skills

Armourer (choose) - [COG/PER] - The character understands the nuances of constructing armour and shields. As with the Weaponsmith skill, this skill comes in several different levels. These are Primitive (Chainmail, leather, Plate armour), Contemporary (Kevlar, Duralloy, stab vests), and futuristic (powered armour, energy shields, force fields). To actually construct the armour in questions, the characters must have the necessary skills to make use of their knowledge.

Beauraucracy - [COG/RES] - Understanding the chain of command in corporate and government organisations, the paperwork, and the ways of circumventing or overcoming it.

Computer Programming - [COG] - This skill requires computer use to be taken first, it is the skill of programming computer software, whether for games or more practical applications.

Computer Subterfuge - [COG/KAR] - The art of scamming, breaking into and exploiting computer systems and networks.

Computer Use - [COG/PER] - The skill of using computers and the associated hardware that goes with them.

Concealment - [COG/PER] - This skill allows the character to conceal themselves and other objects using their surroundings.

Demolition/Disarm - [AGL/COG] - The character has a working knowledge of explosives and how to place them to achieve the desired effect. As a function of this knowledge, the character will also be very familiar with the various types of explosives and the types of trigger that can be used to set them off and as such will be able to disarm many of them given the time to work on them.

Drive - [AGL/PER] - The skill of driving ground based vehicles, from motorcycles to four wheeled vehicles.

Drive Military - [AGL/PER] - The skill of driving ground based military machinery such as tanks and APCs. Again, the focus of the character's skills is down to the GM.

Engineering (choose) - [COG/POT] - The character has an understanding of working with mechanical and/or electronical equipment, the exact focus of the skill should be decided at character generation.

Evaluate Opponent - [COG/PER] - This is the skill that most experienced combatants learn after a while. Using this skill, a character can know from the way the opponent moves, from their confidence and ease of motion, how good they actually are in the field of combat, which can lead to all manner of advantages in a fight. (Successful Evaluate Opponent rolls in single combat bestows a +15 to a character's skill, but only against an evaluated opponent.)

Evaluate Technology - [COG/PER] - The character has an intuitive grasp of technology, and can often make a clear and informed guess about what a particular device does. Penalties can be imposed for technology which is far lower or higher than the tech level that the character is used to.

Heavy Machinery - [AGL/PER] - The skill of using industrial equipment such as Cranes, fork-lift trucks, and other construction vehicles. It also covers the use of the heavier trucks, articulated lorries, and other transport equipment.

Investigation - [COG/PER] - This is the skill of looking deeper than the surface of things. Most people do not know where to start looking if they find something wrong with the world, characters with the skill of investigation know how to find things, where to find them, and how best to approach things to get the best results.

Photography - [COG/PER] - The character has an understanding of how photographic equipment works and how to use it creatively to achieve a particular effect or capture an image.

Pick Locks - [AGL/PER] - Part skill, part intuition, this skill covers the use of manual lock picks to open, pry, and force manual doors. It does not give the character the ability to open or bypass electronic security of any kind

Pilot (choose) - [AGL/PER] - The Skill of piloting aircraft of a specific type. The options are Jet, Prop or Helicopter. If the character's training included military aircraft, then the skill to fire weapons systems is also included here. if the character trained in civilian aircraft, additional training will be required. (ie, a Civilian trained Pilot would need to purchase "Weapons Systems" as an additional skill)

Research - [COG] - This is the ability to collect data, design experiments and make sense of the results. Typically it is associated with another skill (a science or knowldge) which reflects the field the character works in, although the basic principles can be applied to any problem.

Science (choose) - [COG] - The knowledge (both practical and theoretical) of a particular science. This can be any science that the GM feels is appropriate to the setting of the campaign.

Security - [COG/PER] - The Character understands the concepts of physical security and alarm systems, how to both install them and how to circumvent them should it be required.

Shadowing - [AGL/PER] - The character can follow others without their subject being aware that they are followed. The nature of the surroundings may impose penalties to the skill.

Sleight of Hand - [AGL/PER] - The skill of palming objects and using misdirection to move things without being noticed. This skill is very much in demand by thieves and rogues. Used for tasks from pickpocketing to card tricks.

Stealth - [AGL] - The skill of moving silently while taking advantage of cover or darkness, essential in the art of infiltration.

Surveillance - [COG/PER] - The Art and patience of discreetly watching, listening, and recording, and knowing what tools to pick for the job.

Tailor - [AGL/COG] - The character is fully capable of creating and repairing clothing. They may have a penalty to their skill for working with certain designs or with certain materials. This skill can be used to implant armour plating into clothing, but not to create the armour itself.

Weaponsmith (choose) - [COG/PER] - The character has the skill to design weaponry. The skill is taken once for each of the different weapons that the character wishes to be able to create. The different categories are Primitive (i.e. stone clubs/flint axes), Medieval (Swords, Bows/crossbows etc), Contemporary (Projectile weapons, Guns, Rifles, propelled weapons etc), Futuristic (Lasers, Plasma weapons, energy blades). To actually create the weapons in question, this skill must be accompanied by the appropriate construction skills (metalwork, chemistry, physics etc)

Practical Skills

Animal Handling - [PER/KAR] - This skill allows the character a greater empathy with animals, understanding the primal urges of the beast that they are working with. This skill can be used as a substitute for riding, but otherwise it is primarily the skill of teaching animals how to behave in a prescribed manner.

Cooking - [POT] - The character can cook and bake various foodstuffs to make edible meals. Characters without this skill probably survive on takeaways and sandwiches.

Detect - [COG/PER] - The character has the ability to use their senses to pick out important information from their surroundings.

Disguise - [COG/POT] - The character is adept at making themselves appear to be something other than what they are. They will most likely require various props, but they know how best to use those props to achieve the effect desired. This skill is usually paired with Acting for best effects.

Finance - [COG] - An understanding of how finance in the world works, from the stock markets and share trading, to investments and future speculation.

Fishing - [COG/KAR] - Getting fish, from water, with tools, and not getting bored in the process.

Gamble - [COG/KAR] - The ability to play the odds and not lose money at too great a rate.

History (choose) - [COG] - The character has an understanding of what went before them, this skill usually revolves around a particular period of time if the character wishes to specialise, or it can also be a general overview of the history

of the characters race, a specific culture, or other area (to be agreed upon with the GM).

Hunting - [COG/KAR] - The skill of getting food that doesn't wait in the ground to be picked.

Law - [COG] - The character has an understanding of the laws of the world. This could be general, or more specialised (criminal law, property law, contract law). This skill also assumes a working knowledge of how law is applied e.g. legal procedures.

Literacy - [COG] - The Skill of reading and writing. The ability to put down on paper what most people can only think about.

Navigation - [COG/PER] - The character is able to navigate by using the natural terrain and the other environmental features. They are able to work with maps to plot courses and journeys.

Numeracy - [COG] - The skill of numeric calculation. This Skill allows the character to do basic arithmetic, geometry and algebra.

Read Lips - [COG/PER] - The character can read lips at any distance at which they are able to see clearly.

Repair (choose) - [AGL/COG] - The character has the skill to repair a particular type of equipment (electronics, mechanics etc), usually something that they already have a skill in. This should be agreed with the GM before the game begins.

Seafaring - [AGL/COG] - The Character knows how to pilot and navigate most Seaborne craft.

Streetwise - [COG/POT] - The character knows the streets and neighbourhood that they find themselves in. They will know where to find things, what places to avoid, and who to talk to if they need to find something.

Survival (choose) - [COG/RES] - thought to be a purely physical skill by many, survival in hostile environments is also down to the characters intellect. This skill gives the character the knowledge and understanding required to survive in hostile environments (this is not to say that walking Barearse across the north pole is possible, just that a character with this skill would get a little further). This skill must be taken separately for each environment that the character wishes to survive in.

Teaching - [CHA/POT] - The ability to do a thing does not impart the ability to pass on that knowledge. This skill is the ability to put forward the characters knowledge in a way that it can be taken in and understood.

Torture - [COG/RES] - The character knows the best ways of using psychological distress and physical pain to get information from a subject. The level of the skill determines not how much distress they are willing or able to cause, but the fact that they can apply it in such a way that the victim will give up the maximum information.

Tracking - [COG/PER] - The capability to follow tracks and evaluate what creature is being followed and what state of mind it might be in at the time.

Social Skills

Blag - [COG/CHA] - The character is adept at lying, especially when haggling or obtaining services from someone.

Command - [CHA] - This is the skill of delivering orders, in the fashion of those used to making them. Unlike leadership, this is making people do things by superiority.

Communique - [CHA] - The character is capable of delivering information in such a manner that is professional and correct. This becomes more important if the character moves in political or military circles.

Diplomacy - [CHA/POT] - Dealing with people and groups where there is tension in the air. Finding common ground and areas of agreement to avoid argument and/or bloodshed.

Etiquette - [CHA/COG] - Knowing what to say, how to say it, and not make a fool of thyself in a society situation.

Interrogate - [CHA/COG] - The character knows how to interrogate people. This differs from the torture skill in that the character will not cause any physical pain to their subject.

Interview - [CHA/POT] - The character knows how to place questions tactically to gain information from people. This differs from the interrogate skill in that the character uses guile and charisma to get the information from their target.

Intimidation - [CHA/STR] - The character knows how to make the best of their physique and mentality to manipulate people to get the results they want.

Language (choose) - [CHA/COG] - This skill is exactly what it says on the tin, the ability to speak a language other than the one you were brought up with. The skill level indicates how well the character can speak the language.

Leadership - [CHA/COG] - There are two ways to lead, the first is to give orders to people, and the second is to have people want to do things for you. This skill gives the character the ability to lead people using the latter.

Negotiate - [CHA/COG] - The skill of tactically arguing with people, there's no better way of putting it, either they give you want you want, or you have to argue to get it.

Oratory - [CHA] - The character can make inspiring speeches and move people to their way of thinking if given the chance to bring forwards their point of view.

Seduction - [CHA] - Exactly what it says on the tin, if you don't know what it means, you're not old enough to be thinking about it.

Creative Skills

Acting - [CHA/POT] - The ability to make it seem as if the character is feeling an emotion that they are not. More accomplished actors can switch effortlessly between the emotions they wish to portray and this can be very useful for many characters.

Art - [POT] - The character has an understanding of art and the processes that are used to create various images. They will also be practiced in the creation of artwork of various types.

Craft (choose) - [AGL/POT] - The character is practiced in a manual skill of some sort. This can be anything ranging from stonemasonry to sewing, but the character will have the capability to use this skill on a professional level.

Dance - [AGL/POT] - The character can move to a rhythm. It also implies he knows "styles" of dancing where set moves are expected.

Forgery - [PER/POT] - The character has a practiced skill in making copies of documents and official paperwork. They will require the materials to make the copies, but they will be able to fabricate almost anything given time and resources. This could include reproductions of other objects, artworks at the GMs descretion.

Play Instrument - [POT] - The character has a practised skill in playing a musical instrument of their choice.

Sing - [CHA/POT] - The character can sing and hold a note and tune without sounding as if cats are dying in the vicinity.

Medical Skills

First Aid - [COG/RES] - The character knows the basic techniques of binding wounds, setting breaks and injury stabilising.

Herbalist - [COG] - The character has an understanding of natural herbs and the uses they can be put to.

Medical Doctor - [COG] - This skill requires Paramedic and Pharmacology skills before it can be taken. At this level, the character can evaluate the condition of people requiring treatment and with this knowledge, they can prescribe an ongoing treatment for the patient. Characters may specialise in certain fields if they wish, but this may require additional skills at the GM's discretion.

Paramedic - [COG/RES] - At this level, the character has full and functional knowledge of dealing with injuries and stabilising people in less than ideal condition. The character also has a basic familiarity with drugs and the sorts of treatments that can be performed in emergencies.

Pharmacology - [COG] - This represents an understanding of the use, manufacture and side effects of drugs. It implies a limited knowledge of the common diseases they are used to treat.

Surgery- [AGL/COG] - The Character has experience of operating on patients. This skill will require other skills to back up the practical capability that this skill grants them, but this will be at the discretion of the GM (but usually at least a level in medical doctor is required). The character will also be familiar with the complications that can set in during the surgery and how to deal with them.

Esoteric/Specialist Skills

Cryptography - [COG/POT] - The character is skilled in dealing with codes and cyphers and may use this skill to attempt to decode messages and information that is displayed in code.

Lore (choose) - [COG] - The character has an understanding of some aspect of myth or legend. Whether this is a general knowledge of myths and legends in general or specific to a particular part of mythology is up to the GM.

Magecraft - [KAR/POT] - The character has mastered the art of casting spells.

Occult - [COG/KAR] - An understanding of those phenomena which aren't quite "normal", the level this skill plays in the game is down to the individual GM.

Spell Lore - [COG] - The character has an understanding of how magic works, together with how it all came about and the various different types of magic out there.

Theology - [COG/KAR] - An understanding into the working of religion, the religions of the world and how they all interact. At higher levels, the character may have connections to the religious world, but this is up to the GM to determine.

Backgrounds

Contact (Choose) - You have a contact in a profession or situation. Your options will normally be the profession that the Contact belongs in, for example, Contact (Police) or Contact (Government)

Resource (Choose) - your are blessed with foresight, and through whatever means, you have resources at your command. This may well be Resource (Housing) or Resource (Transport) when you own a house or a car.

Mentor/Buddy (Choose) - Someone you have worked with closely enough that you can always rely on them in a tight spot, and take advantage of their experience, resources or advice.

Skills Summary

Combat Skills	Base
Archery	PER/STR
Brawl	AGL/STR
Heavy Weapons	AGL/STR
Martial Arts	AGL/STR
Melee Combat	AGL/STR
Pistol	AGL/PER
Rifle	AGL/PER
Sniping	STA/PER
Tactics	COG/PER
Thrown Weapons	AGL/PER
Weapons Systems	COG/PER
Wrestling	AGL/STR

Physical Skills	Base
Acrobatics/Gymnastics	AGL
Climb	AGL/STR
Jump	AGL/STR
Running	AGL/STA
Swim	AGL
Tolerance	RES/STA

Creative Skills	Base
Acting	CHA/POT
Art	POT
Craft	AGL/POT
Dance	AGL/POT
Forgery	PER/POT
Play Instrument	POT
Sing	CHA/POT

Medical Skills	Base
First Aid	COG/RES
Herbalist	COG
Medical Doctor	COG
Paramedic	COG/RES
Pharmacology	COG
Surgery	AGL/COG

Esoteric Skills	Base
Cryptography	COG/POT
Lore	COG
Magecraft	KAR/POT
Occult	COG/KAR
Spell Lore	COG
Theology	COG/KAR

Practical Skills	Base
Animal Handling	KAR/PER
Cooking	POT
Detect	COG/PER
Disguise	COG/POT
Finance	COG
Fishing	COG/KAR
Gamble	COG/KAR
History	COG
Hunting	COG/KAR
Law	COG
Literacy	COG
Navigation	COG/PER
Numeracy	COG
Read Lips	COG/PER
Repair	AGL/COG
Seafaring	AGL/COG
Streetwise	COG/POT
Survival	COG/RES
Tailor	AGL/COG
Teaching	CHA/POT
Torture	COG/RES
Tracking	COG/PER

Social Skills	Base
Blag	CHA/COG
Command	CHA
Communique	CHA
Diplomacy	CHA/POT
Etiquette	CHA/COG
Interrogate	CHA/COG
Interview	CHA/POT
Intimidation	CHA/STR
Language	CHA/COG
Leadership	CHA/COG
Negotiate	CHA/COG
Oratory	CHA
Seduction	CHA

Technical Skills	Base
Armourer	COG/PER
Beauracracy	COG/RES
Computer Programming	COG
Computer Subterfuge	COG/KAR
Computer Use	COG/PER
Concealment	COG/PER
Demolition/Disarm	AGL/COG
Drive	AGL/PER
Drive Military	AGL/PER
Engineering	COG/POT
Evaluate Opponent	COG/PER
Evaluate Technology	COG/PER
Heavy Machinery	AGL/PER
Investigation	COG/PER
Photography	COG/PER
Pick Locks	AGL/PER
Pilot	AGL/PER
Research	COG
Science	COG
Security	COG/PER
Shadowing	AGL/PER
Sleight of Hand	AGL/PER
Stealth	AGL
Surveillance	COG/PER
Weaponsmith	COG/PER

The T8GS RPG System

> **Basic Rolls :**
>
> **Target = Skill ± Modifiers**
>
> **Roll Percentile.**
>
> **Roll < Target :** *Success !*
>
> **Roll = Target :** *Success !*
>
> **Roll > Target :** *Failure*
>
> **Roll = 1 :** *Critical Success*
>
> **Roll = 100 :** *Critical Failure*
>
>
> *Unskilled Rolls are made at -40 to the calculated Skill Score*

Note to GMs. *If this is too difficult for your players, try a good game of Snake & Ladders instead.*

Use successes how you wish, common sense is the rule here, and your word is final. Criticals are whatever you feel like at the time, we don't think huge crit tables have much place in a simple to use system. A common Critical roll would be anything between 1 & 5, Critical failure would be 95-100, even if they skill roll is <100.

Combat. ah, now combat is another thing entirely......

combat

Exchanges :

Abstract division of game time, when each character has 1 Action. Highest AGL first.

Actions :

Firing a drawn weapon, punching someone, throwing something.

Some Complex Tasks :

Swapping a Clip in a weapon : 1 Action to eject the spent clip, 1 Action to insert a new clip & Prime the weapon.

Throwing a Grenade : 1 Action to pull the pin, 1 Action to choose your spot & throw.

Exchange Steps :

1. Declare Mode

2. In order of Agility, make an attack or perform an action.

Defensive Modifiers :

Defensive Skills are any Hand to Hand or Melee Combat Skills, ie. Martial Arts, Brawl etc.

Combat in T8GS is broken up into Exchanges. Each **Exchange** is an arbitrary measure of game time, and allows each Player Character and NPC to have 1 **Action**. During Exchanges, Characters may perform **Complex Tasks**, which may take one or more Actions to complete.

Combat is initiated by any Player Character or Non Player Character performing any combat move against another, or when Character actions need to be tracked intensively, such as a foot or car chase.

During an Exchange, each PC & NPC gets to make 1 Action, these Actions are made in descending order of Agility (AGL).

Exchanges

- Stage 1 :

Declare character as **Offensive**, **Reactive**, or **Defensive**

Offensive: Character has no Defensive Modifier for the Exchange, but for the purposes of Attack rolls, his skill is multiplied by 1.5 (see Cheat Sheet for values). **This multiplication is only for the purposes of hand to hand or melee combat and cannot be applied to Ranged combat skills such as Pistol or Rifle.**

Reactive: Character has no modification to his Attack Skill when Attacking, but has a Defensive Modifier of half his relevant Defensive Skill (See Cheat Sheet).

Defensive: Character cannot attack. The character can however, use his entire Defensive Skill as his Defensive Modifier, or split this Modifier in the case of multiple Attack(er)s. So in the case of two attackers, the Character's skill could be split in half, and each half is used as an individual Defensive Modifier to be used against an Attack. **The Defensive Modifier cannot be applied to Attacks from Ranged weapons.**

- Stage 2 :

In Order of Agility, perform an Action or make an attack.

Attacking

Select an appropriate Attack Skill. There are several major Skills you can use to Attack.

- Apply Modifiers to your Skill, such as bonuses for aiming or range, penalties for being under fire, and the Victim's Defensive Modifier (if they have one).
- Roll beneath the final Target to successfully hit. Anything above the final number is a miss, and can be disregarded.

There are 2 kinds of Attack in T8GS, Hand to Hand (which includes Martial Arts, and Melee Combat), and Firearms.

Before we go into the Attacks themselves, let's familiarise ourselves with Armour and Damage.

Example Combat Penalties :

Character Situation	Skill Penalty
Complete Darkness	-30
Twilight	-10
Underwater	-10
Under Suppressive Fire	-10
From or At a Moving Vehicle	-15

Armour

Armour has two values associated with it, Armour Rating (AR), and Defensive Bonus (DB)

Armour rating is the structural strength of the Armour itself.

Defensive Bonus is the percentage of the body covered, and therefore, the probability that the armour will be hit instead of the Victim.

To use the Defensive Bonus, when someone scores a hit on a character, either from a ranged shot with a firearm, or with a melee weapon, apply the Defensive Bonus to the roll they made. If they made the roll by more than the Defensive Bonus, they have hit a location not protected by Armour. Any damage is applied directly to the victim. If they made the roll by less than the Defensive Bonus, the armour took the hit, and the damage is applied to the armour.

Armour Example : Flak Vest : AR 5, DB : 40

AR 5 is the basic structural strength of the vest, this prevents any firearm or melee weapon with a Penetration Value of 5 or less going through the armour.

DB 40 indicates that the Vest covers roughly 40 percent of the body mass in combat, so any general Attack has that percentage of striking the armour.

Damage

All Melee Weapons & Firearm Ammunition have 2 codes associated with them.

First is a Penetration Value (PV), which decides how likely the weapon is to breach certain types of armour. If the Weapon PV is higher than the AR of the Armour, then it penetrates the armour, delivering damage to the victim.

Second is a Damage code (DMG). This multiplies the remaining Penetration Value to decide the damage applied to the victim.

Any hit which penetrates armour, removes the difference between PV and AR from the Armour's Defensive Bonus. This reflects the destruction of the armour with each successful hit.

So, when a bullet from an FN FAL (7.62 calibre, PV 8, DMG 5) hits a standard Flak Vest (AR 5, DB 40), it will Penetrate, deliver 15 points ((PV-AR)*DMG) of damage to the target and then the Armours DB will be reduced by 3 (the difference between PV & AR) to 37

If a character should, during any one exchange, take more than his STAmina in Damage, they go unconcious, this will last for at least 30 minutes game time, or any time at the discretion of the GM. Once a character has taken their STAmina in Damage, every time he takes any damage, he must make a successful roll against his STAmina to remain concious.

When a Character is down to 0 hit points, they're dead.

Armour :

AR : *Armour Rating*

DB : *Defensive Bonus*

Once you've been hit, apply the DB to the amount the roll was made by. if the roll was made by less than the DB, it's hit the armour instead of you.

Incidental Armour (Cover) :

GMs discretion. Generally, the DB will be the amount of the Character covered by the armour, and AR whatever the GM finds reasonable (eg. Wooden fence AR 0 or 1, large Rock AR 10). The GM may also decide a penalty to the attack roll is more reasonable.

Weapon Damage :

PV : *Penetration Value*

DMG : *Damage Code*

Penetration :

PV > AR : *Penetration (PV - AR x DM to Target)*

PV <= AR : *Armour takes the hit, no Penetration, no damage to Armour*

No Armour : *PV x DM to Target*

Fatalities :

T8GS has been designed as a realistic, and deadly system. if you take damage from firearms, you'll be wounded, or incapacitated, or dead. Armour is essential if you're exoecting to take damage.

Plan ahead, never engage opponents head on, and think before you act.

Damage Action Modifiers.

When a character has taken any damage, the amount of damage taken is used as a penalty to all rolls he undertakes. So, if you started with 100 Hit Points, and have taken 30 points of damage, all Actions are at -30 to Target.

Healing

A character can heal their Healing Rate in hit points every twelve hours per wound inflicted. A First Aid roll can regain 5 Hit Points but only once per wound.

Bleeding

Any penetrative wound results in bleeding. Any puncture wound from an edged or pointed weapon, or bullet wound results in blood loss. With no first aid roll applied to a wound, a character will lost hit points equal to a fifth of the original wound damage per 5 actions from blood loss.

Unarmed Hand to Hand Damage :

PV : *1*

DMG : *STR/5*

Unarmed Hand to Hand does not result in any degredation to Armour.

Unarmed Hand to Hand

When you generate your character, you calculate a Damage. This is your STR/5. All Unarmed Combat hits are PV1, with the DMG being STR/5. Unarmed Hand to Hand Damage cannot degrade armour. To make an Unarmed Hand to Hand attack, simply make an attack using the appropriate combat skill, and apply any modifiers. If successful, use your Unarmed Hand to Hand Damage.

H2H Example :

Darren defends himself against Mook #1. Mook #1 is in Reactive mode, and with an Brawl skill of 46, his Defensive modifier is -23. Darren has a Brawl Skill of 52, so needs to roll under 29 to successfully hit the Mook. He rolls a 20, so has made a successful hit. Darren's Strength is 45, so his DMG is 9. Mook #1 has no armour, so takes PV 1 x Darren's DMG of 9 which equals 9 Hit Points of Damage.

Melee Combat

Melee attacks are made just like any normal attack, but the damage inflicted is dependent on the weapon being used. See the weapons table for PV and DMG values, and any other special notes describing effects the weapon may have.

Melee Example #1 :

Darren, our Cop, has drawn his Police Baton, which is equivalent to a Baseball Bat on our Melee Weapons table. Mook #1 is still in Reactive mode, and so still has a Defensive modifier of 23. Darren's Melee Weapon skill is the same as his Brawl Skill, 52, so he has to roll under 29 again. He rolls 25, so again, has successfully hit Mook #1. The damage he inflicts with the Baton is PV STR/10 which equals 4.5 (rounded up to 5) multiplied by the DMG which is 5. His successful Melee combat roll deals 25 points of Damage to Mook #1.

Firearms

Firearms as deadly in T8GS, just as they are in real life. If you get shot, and don't have the benefit of armour, expect to fall over, and in frequent cases, die.

Only Fools rush in, and T8GS focuses players on avoiding being shot as much as possible.

To use a firearm, roll against the relevant Skill, Pistol or Rifle. Anything under your Skill is a hit.

Each firearm fires a "Salvo" each Exchange. This is the rate of fire per second of the weapon. Generally, Revolvers, Semi-Automatics fire one round per Action, and Assault Rifles anything up to sixteen rounds. Bolt Action Rifles require one Action to reload. Generally, apart from SMGs, you can only fire a weapon when you have all the skills listed in the Weapons Skill column. Some SMGs are fired using the Pistol Skill, and some are fired using the Rifle Skill, if both are listed, you can use either to fire the weapon.

Recoil

When firing a weapon on fully automatic, one handed or from the hip, multiply the number of rounds fired by the DMG code of the ammunition. The result is the negative modifier to the next exchange, firing from the same weapon. Weapons designed to be fired from the shoulder (using the Rifle Skill) or mounted weapons, do not suffer from Recoil as much and the Recoil carried over to the next round is reduced by half. The principle behind recoil is to ensure players don't "rock and roll" but use firearms in a controlled manner.

Recoil Example :

*Bob the Soldier fires an AK47, firing a **Salvo** of 10 rounds per Exchange. He fires it on automatic using the Rifle Skill. The Recoil is the number of rounds fired (10) multiplied by the Damage code of the Ammunition (5), halved as he's using a weapon designed to be fired with two hands from a stable position, so the penalty to his firing in the next exchange (if he continues firing fully automatic) will be -25.*

Suppressive Fire

A Player can use suppressive fire against opponents without attempting to deliberately hit them. Each round fired as Suppressive Fire puts the character(s) or npc(s) under fire at a -5 to any action. They must remain in cover to avoid being hit. If they leave cover, their chances of being hit are equal to the number of bullets fired in an Exchange (declared as suppressive fire) multiplied by 5. To hit, roll equal to or below the number of suppressive rounds fired. If this is successful, the number of rounds which hit is equal to the amount by which the original roll was made.

Suppressive Fire Example :

John is behind cover and under suppressive fire by Mook #1 firing an AK47 at fully automatic. The AK47 fires 10 round per exchange, meaning that John is at a -50 to any actions. Additionally, if John leaves cover, there is a 50 percent chance that he will be hit by a round from the AK47.

Aiming

If in a stable position, the Character can take an action to Aim his weapon, this will add +20 to his Firearms Skill. Another 2 rounds can be take on top of this to add another +10. Aiming is not cumulative, Sniping is dealt with later.

SMGs : *Where an SMG has "Stock" in the notes section, it can be held to the shoulder or bicep, and fired using the Rifle Skill. When doing this, Recoil is reduced by half.*

Machine Guns : *Light or Heavy Machine guns fired from a vehicle mount are not subject to Recoil. Fired from a prone position with appropriate support, recoil is reduce by half.*

Burst Fire : *If a Firearm has a burst fire setting, usually of 3 rounds, then there is no recoil penalty carried into the next Exchange.*

Autofire

When firing any automatic weapon, the player must roll both the appropriate firearm skill, and the autofire skill. If the firearm skill roll fails, then the Autofire roll is irrelevant, but if the Firearm skill succeeds, then the Autofire roll is used to calculate how many rounds above the first 3 are hits on the target. If the Autofire roll fails, then the hits are limited to 3, for a success, take the amount the roll was made by, and divide by 5 to add more successful hits.

Firing at Range

The effective range of the weapon is included in the weapon stats. Any shots at a target from this range to one and a half times this range are made with a -30 to the Target value, and everything above that to twice the range are made at -60. Any shots made at targets more than twice the effective range of the weapon are assumed to have missed.

Bonus Firearm Damage

When a successful hit (one which penetrates armour and does damage to the target) is made to a Firearms target, the amount the roll was made by is also applied to the target. This reflects the criticality and placing of the Shot. **This Damage is only applied when firing 1 round per exchange, it cannot be applied to automatic fire.**

Sniper

A character with the Sniper Skill can take up to 8 actions to aim to add +10 per action to his Rifle Skill. With a maximum of 8 actions, this is limited to +80. This illustrates the Sniper using a stable rifle to track a ranged and/or moving target with his proficiency and training in the act of Sniping. Sniping cannot be used with any weapon not fired from a mounted or prone position. Sniping cannot be used to stack above +20 when under Suppressive Fire.

Firearms Modifications

Silencer/Suppressor - These can be applied to muffle or silence the sound of the explosion when a gun is fired. Suppressors only muffle the sound slightly, but Silencers operate by bleeding away propellant gases from the shot, thus slowing the bullet. When a Silencer as opposed to a Suppressor is used, reduce the PV of the round by 1, and the DMG by 2.

Scope - Most commonly used on Rifles or Assault Rifles, and negates penalties for firing at range. This facility does not allow shots at more than twice the effective range however. Additionally, Scopes can be Night Vision Capable.

Red Dot/Laser Sight - Which is usually a clip on device, activated by gripping the weapon, or pressing a stud on the weapon, which shines a fine laser beam parallel to the barrel. Usually used to make aiming a lot quicker. Gives the user a +15 to his Firearm Skill. (Infra Red version used with IR Scope/Night Vision goggles gains same bonus, but "dot" only visible with similar equipment)

Illuminator - Either a Torch or other light source attached to the weapon, used in low light conditions to allow more accurate fire. Reduces any penalty for firing in poor light by half.

IR Illuminator - Used with Infra Red Scope or Night Vision system, eliminates

penalties applied for firing in poor light.

Firearms Combat Example #1 :

Roger, the Special Ops guy is in a firefight, and has a Pistol with a Laser Sight on, and his Pistol skill is 57. He's far enough out of the melee so he can take an Exchange to aim (+20), and his Laser Sight gives him +15, so overall he has a +35 to his Pistol Skill. WIth no penalties to hit, this would mean Roger needs to roll beneath 92 to hit, which sounds easy. However, Mook #2 is in Reactive mode and has a defensive modifier of 24, and with this Roger needs to roll below a Target of 68 to successfully hit Mook #2. He rolls a 67, meaning he rolled 1 below the Target. He was using a Glock 17, firing a 9mm round which is PV 4, DMG 6. Mook #2 is unarmoured, so takes 24 points of Damage from the Bullet, and a bonus 1 point of Damage from the amount Roger made the roll by, making a total of 25 points of damage.

Natural Hazards

Falling: Falling 3 metres with no preperation can result in broken limbs (falling even a couple of feet can in various situations, but we'll try and keep it simple). Falling 3 metres results in 10 points of damage, if there is no intention to jump that distance. for anything above 3 metres, this damage is multiplied by 2 for every 3 metres, 6 metres would result in 20 points of damage, 9 metres would be 40 points, and 12 metres would be 80 points. Falling is only arrested by special equipment, or landing on different surfaces. Falling into water allows the damage to be halved. GMs can fraction the damage as applicable for landing on other surfaces.

For characters attemptin to drop from ledges onto a floor, or other intentional falls, for any drop up to 6 metres, they can attempt to roll against their AGL to land successfully, or against their "Jump" skill, whichever is higher, and take no damage. Between 6 and 12 metres, a successful roll can be used to halve damage taken, but above 12 metres, normal falling damage will apply.

Drowning: A normal character can hold their breath for STR+AGL seconds. After that, they have another 10 seconds before they lose conciousness, during which time they are at -40 to their skills as panic sets in. After that, they have 2-3 minute to be resuscitated, otherwise brain damage, and heart failure will occur. Try **not** to drown.

Fire & Smoke: Without breathing apparatus, characters are at -30 to all skills in thick smoke, and will take 10 points of damage every 30 seconds of exposure. Fire can apply varying damage, which can be healed with normal treatment, albeit with scarring. Immolation with a flammable liquid could apply 30 points of damage to a specific bodily location, and potentially destroy a limb. Fire damage should be realistically lethal to a character. Picking up a flaming wooden beam could spread 15-20 points of damage to a characters hands, for instance, but the GM must indicate to the player the long term scarring that will be present on a successful rehabilitation.

Explosives

Any explosive device, or explosive event, carries 2 sets of values; Concussive Damage/Distance, and Particle Damage/Distance. There are 2 distances involved, which can be dynamic. "Ground Zero", which covers the immediate vicinity of the explosion, "Collateral", which covers the intermediate zone near the

device, and "Minor" which covers the extreme reaches of the explosive effect.

Any explosive may carry both Concussive and Particle damage values, or only one, depending on the type of event.

Concussive Damage: This is the effect that an explosive event has on air pressure due to the rapid combustion involved. Concussive damage is usually absorbed by solid objects in the path of the explosion. This is listed by Distance/ Damage. Concussive Damage has no penetration value associated with it.

Particle Damage: The material damage caused by shrapnel or other flying debris. Particle Damage is listed by Distance, Number of hits, Penetration Value, Damage.

Example: Frag Grenade.

Damage Type	Ground Zero	Collateral	Minor
Concussive	5 metres/20	10 metres/10	20 metres/5
Particle	5 metres/3/5/10	10 metres/2/5/10	30 metres/1/4/5

The Particle damage is applied by treating each hit as a Firearms hit. so in the example, is a character is between 5 and 10 metres from the Grenade, with no cover, they suffer 2 hits of PV 5, Damage 10. 5 is the penetration value, and if they are without armour, they would suffer 5x10 damage (ie 50 points of damage). The number of hits reduces by range, as does the force of the shrapnel. In this case the character would also suffer 10 points of Concussive Damage, taking the total to 60 points of Damage. This brings even the Collateral Damage zone of a grenade into the fatal category, but what do you expect? It's a **Grenade.**

For each 10 points of Concussive Damage taken, the flash/bang effect means the character is at -10 for 5 rounds. This penalty stacks the value, but not the number of rounds.

Vehicles

Vehicle combat is a very GM intensive process, as the GM must break "combat" situations with vehicles up into Exchanges, without making the process over-complicated. Characters can be expected to make rolls during Vehicle situations when attempting maneuvers under stress (unexpected obstacles, while under suppressive fire), or when attempting maneuvers which exceed the normal operating parameters of the vehicle (turning while at very high speeds, attempting jumps, driving through difficult terrain without appropriate vehicle capability).

Firing as a passenger from a moving vehicle is at -30 against a stationary target, but only -15 when at a target in a pursuing vehicle, or vehicle travelling parralel at similar speeds. Firing while driving a vehicle at any target is at -20, but will leave the character at -40 to any driving rolls. The GM may request that any player attempting to fire while driving may also have to make Driving rolls for making any normal driving maneuvers to illustrate the difficulty of multitasking to such a degree.

Vehicle statistics are not used within the ruleset, but a GM should take into account maximum possible speeds, and reasonable differences between accceleration of vehicles. GM narrative is more useful to illustrate vehicle situations than skill rolls.

magic

This is merely a suggestion for a suitable magic system with the T8GS system.

First of all the player describes the effect that they are intending to create, and between themselves and the GM a level of effect is agreed upon using the guidelines below.

As the Magic system in T8GS is based on the Magecraft Skill, possession of that Skill is dependent on the game genre, and discretion of the GM.

Once the level is determined and the number of targets or equivalent in area of effect is determined, the two are multiplied together. This final number is the cost in Hit Points of casting the Spell. Targets refer to individual areas of effect, a target is one object of equivalent human size, or a Player or NPC. For the purposes of untargeted area effect Spells, one target is 100 m², so an area of effect of 300 m² would be the equivalent of 3 targets.

To cast the spell the player simply rolls against their Magecraft Skill modified by the level multiplied by 5. So casting a Level 1 Spell is a successful roll against Magecraft - 5, a Level 2 Spell; Magecraft - 10, Level 3; Magecraft -15 etc.

If the Spell is cast successfully then the casting Player takes Hit Point damage equivalent to (Level) x (Number of Targets). If this would result in the death of the character then the Spell will fail unless agreement over the death is made between the Player & GM (i.e. a dramatically necessary or cinematic death) as without a real reason for committing suicide the character's self preservation will prevent the Spell coming off. These points are taken as damage just the same as any other physical damage, but heal at an accelerated rate, of 1 Hit Point per 5 minutes (6 points per half an hour, 12 points per hour.) Hit Points taken by Casting Spells also counts towards the Damage Modifier affecting all rolls.

All Spells have a range up to 100m. Every hundred metres after that adds 1 to the Spell Level. So, a level 1 Spell Cast at a target 200m away would mean the Level as far as the Hit Point cost formula is concerned would be Level 2.

Spell Level Guidelines.

Level	General Amount of Effect
1	Localised effect (less than 10cm²) lighting a cigarette, knocking over a glass. Inanimate objects only.
2	Localised effect, (range of touch to 20 cm²) Inanimate or Sentient Targets, superficial wound healing, knocking someone over, large kinetic effects.
3	Localised effect (less than 1m²) with minor impact. Starting a small fire, moving objects in a controlled manner.
4	Wider effect (up to 100m²) with minor impact. Inducing fatigue or generalised emotion, temperature or atmospheric variations.
5	Localised effect (less than 5m²) with major impact. Damage to Target, healing of Target, movement of large and heavy objects up to 2m³.
6	Wider effect (up to 300m²) with major impact. Damage of 30 to a target, Destruction of inanimate objects small buildings (up to 6 tons mass), creation of fireballs or other high energy effects.

7   Localised effect (less than 10m²) but with Extraordinary impact. Tel-
     eportation, transmutation (inanimate objects, from one square of the
     periodic table to an adjacent element, very basic only, no "lead to
     gold").

8   Wider effect (up to 200m²), Devastating effect, localised earth tremor,
     wide-area pyrotechnics, weather control, mass mental control.

9   Spectacular effects, Spontaneous EMP, gravitic fluctuations, Rains of
     Fire, Ash, Plagues, Rivers of Blood, Portentous effects.

9+   Major Magical Feats. Creation of living beings, summoning and control
     of Supernatural Beings, Portal Creation, Dimensional Travel etc.

A Mage character may well find that making lists of regularly used Spells would
be useful. If the Spell effect desired does not match any of the above guidelines,
work with the GM to come to an agreement.

Magical Combat

For the purposes of Magical Combat, the "strength" of a Spell is the Level, multi-
plied by the amount the roll was made by. A "spell" can be made as a defensive
spell, and the "strength" of the spell is multiplied by 1.5. If 2 characters are
casting offensive spells at one another, then successful rolls will result in damage
to both parties. With Defensive spells however, if the resulting strength is larger
than the offensive spell's strength, then the offensive spell is counteracted.

experience

Commonly, most roleplaying games have an experience system, some method
of improving your character over time. Either at the end of each gaming ses-
sion, or at the very least after the conclusion of each Adventure, the GMN should
award experience points to the players based on their performace, both in the
adventure, and roleplaying ability.

Some suggestions :

20 points for completing an adventure.
5 points for each example of good roleplaying.
5 points for solving a problem using teamwork.

and so on.

To increase a Skill, these are at a point for point basis, and any points spent
on skills are recorded in the Modifier Column of the character sheet, the initial
calculated value remains the same. Skills cannot be improved to a total score
greater than 95.

To purchase an entirely new Skill costs 30 experience points, and it's initial value
is the calculated score as per Character Generation. However, a modifier of -10
is applied to new skills, and must be bought off with experience points at a point
for point basis.

Backgrounds can also be purchased/improved at the same rate. to purchase an
entirely new Background costs 40 experience points, and starts at a score of 40.
Backgrounds cannot be purchased at any lower value.

To increase a basic Statistic, these cost 3 experience points per point in a statistic.
a player must remember to recalculate their base skill score for any skills which
are calculated from Statistics. Statistics cannot be raised higher than the range
allowed at Character Generation.

Offensive Attack Values

Basic Attack Skill Score	Active Attack	Basic Attack Skill Score	Active Attack
33	50	57	86
34	51	58	87
35	53	59	89
36	54	60	90
37	56	61	92
38	57	62	93
39	59	63	95
40	60	64	96
41	62	65	98
42	63	66	99
43	65	67	101
44	66	68	102
45	68	69	104
46	69	70	105
47	71	71	107
48	72	72	108
49	74	73	110
50	75	74	111
51	77	75	113
52	78	76	114
53	80	77	116
54	81	78	117
55	83	79	119
56	84	80	120

When in offensive mode, this is a simple calculation table to save you a lot of time in combat.

Human Damage Codes

STR	DMG	STR	DMG
31	7	41	9
32	7	42	9
33	7	43	9
34	7	44	9
35	7	45	9
36	8	46	10
37	8	47	10
38	8	48	10
39	8	49	10
40	8	50	10

Your basic Damage is based on your STRength, this is a simple lookup table based on possible human STRengths.

Defensive Modifer Lookup Table

Combat Skill	Reactive Mode Modifier	Defensive Mode Modifier		Combat Skill	Reactive Mode Modifier	Defensive Mode Modifier
33	17	25		57	29	43
34	17	26		58	29	44
35	18	26		59	30	44
36	18	27		60	30	45
37	19	28		61	31	46
38	19	29		62	31	47
39	20	29		63	32	47
40	20	30		64	32	48
41	21	31		65	33	49
42	21	32		66	33	50
43	22	32		67	34	50
44	22	33		68	34	51
45	23	34		69	35	52
46	23	35		70	35	53
47	24	35		71	36	53
48	24	36		72	36	54
49	25	37		73	37	55
50	25	38		74	37	56
51	26	38		75	38	56
52	26	39		76	38	57
53	27	40		77	39	58
54	27	41		78	39	59
55	28	41		79	40	59
56	28	42		80	40	60

Scores Average Assistance Table - total the two attributes, and the number in the "Average" column is the Score.

Attribute Total	Average	Attribute Total	Average
60	30	91	46
61	31	92	46
62	31	93	47
63	32	94	47
64	32	95	48
65	33	96	48
66	33	97	49
67	34	98	49
68	34	99	50
69	35	100	50
70	35	101	51
71	36	102	51
72	36	103	52
73	37	104	52
74	37	105	53
75	38	106	53
76	38	107	54
77	39	108	54
78	39	109	55
79	40	110	55
80	40	111	56
81	41	112	56
82	41	113	57
83	42	114	57
84	42	115	58
85	43	116	58
86	43	117	59
87	44	118	59
88	44	119	60
89	45	120	60
90	45		

Melee Weapons Table

Weapon	Skill	PV	DM
Katana	Melee	STR/5	9
Hunting Blade	Melee	STR/5	5
Brass Knuckles	Any Unarmed Hand to Hand	STR/10	3
Baseball Bat	Melee	STR/10	5
Throwing Knife	Thrown	AGL/5	7
Broken Bottle	Melee	STR/5	6
Brick	Thrown/Melee	STR/10	5
Chainsaw	Melee	10	10

Firearms, Ammunition & Armour Tables

Weapon	Skill	Salvo	Range	Calibre	Mag	Notes
Assault Rifles						
Steyr AUG	Rifle	11	300m	5.56 Nato	30/42	
FN FAL	Rifle	12	350m	7.62 Nato	20/30	
H&K G36	Rifle	3*/12	300m	5.56 Nato	30	
AK47	Rifle	10	300m	7.62 Russian	30/40	
Colt XM-177	Rifle	12	350m	5.56 Nato	30	
Pistols						
IMI Desert Eagle	Pistol	1	30m	.50 AE	8	
FN Five Seven	Pistol	1	45m	5.7mm FN	20	
Beretta 92f	Pistol	1	40m	9mm	13	
Glock 17	Pistol	1	40m	9mm	10/17	
Sig Sauer P226	Pistol	1	40m	9mm	15	
Shotguns						
Franchi SPAS 12	Rifle	1	30m	12ga	8	
USAS 12	Rifle	1/5	30m	12ga	10/20	
Benelli M3	Rifle	1	30m	12ga	8	
SMGs						
H&K MP5 A5	Rifle	3*/8	90m	9mm	30	
Steyr TMP	Pistol	6	50m	9mm	25	
Ingram Mac 10	Pistol	9	65m	9mm	32	Stock
Walther MPL	Pistol	10	60m	9mm	32	Stock
IMI Uzi	Pistol	10	50m	9mm	25/32	Stock
Sniper Rifles						
Barrett M82	Rifle	1	700m	.50 BMG	10	
H&K PSG-1	Rifle	1	550m	7.62 Nato	5/20	
Sig 550 Sniper	Rifle	1	400m	5.56 Nato	5/20	
Dragunov SVD	Rifle	1	600m	7.62 Russian	10	

Calibre	PV	DMG
.50 AE	6	10
.50 BMG	10	12
12ga	3	6
5.56 Nato	5	8
5.7mm FN	6	8
7.62 Nato	8	5
7.62 Russian	8	5
9mm	4	6

Armour Type	AR	DB	notes
Flak Vest	5	40	Standard Kevlar Vest, capable of taking up to a .45 and quite concealable
Heavy Flak Vest	7	45	Heavier Vest with Inserts, less concealable
Covert Vest	4	35	Concealable Vest

Frag Grenade	Ground Zero	Collateral	Minor	
Concussive	5m/20	10m/10	20m/5	
Particle	5m/3/5/10	10m/2/5/10	30m/1/4/5	
Stun Grenade	Ground Zero	Collateral	Minor	Notes
Concussive	10m/15	15m/10	20/5	-10 for 10 rounds

Skill		Base	Modifier	Score

Player Name

Character Name

Physical

STRength	
AGiLity	
STAmina	

Mental

PERception	
COGnition	
RESolve	

Spiritual

Background			Score

CHArisma	
POTential	
KARma	

Combat

Hit Points	
Healing Rate	
Damage	

Weapon	Skill	Score	PV	DM

T8GS Generic
Character Sheet