

# Panggenre, LLC

## A Galaxy of Possibilities!

One system. Many possibilities. The Panggenre RPG System™ allows you to place your role-playing campaigns in almost any setting you can imagine. Mix and match between modern, science-fiction, and fantasy with ease! These rules will work seamlessly and flawlessly between different genres.

### Look for these future releases for the Panggenre RPG System™

- ◇ Panggenre RPG Magic™ (impending release)
  - ◇ From Mud to Silver: Horror in the Old West™ (in development)
  - ◇ Panggenre RPG Creatures™ (in development)
  - ◇ Panggenre RPG Fantastic Devices™ (in development)
- ...with more in development!

### Look for these non-RPG titles from Panggenre, LLC

- ◇ Personality Conflict™ (available now)
  - ◇ The Second World War™ (available now)
  - ◇ Panggenre Skirmish™ (in development)
- ...with more in development!



# PANGENRE RPG

## Core Rules™

### Release 1.10

© 2010 Pangenre, LLC. All rights reserved

**Project Manager, Lead Designer, Typesetting, Cover Design, Graphic Design**

John Douglas Powers

**Development**

Frederick Noble, Ronald Gordon Moore

**Pangenre Web Site Design (www.pangenre.com), Logo Design**

Frederick Noble

**Contributing Artists**

Frederick Noble

**Playtesters**

Dennis Arkwright, Delaney Burke, James Burke, Alexandra Carlsrud, Katherine Carlsrud, Theresa Carlsrud, Warren Carlsrud, Charles DeRosier, Richard Van Ingram, Kevin Lewis, Channing McLeod, Dale Norris, Ethan Richards, Kelley Richards, Ryan Richards, Keith Shuler, Tony Weaver, and William Weaver.



Pangenre RPG System, Pangenre RPG Core Rules, and Pangenre RPG Open Game Magic are trademarks of Pangenre, LLC. All rights reserved. All content is ©2010 Pangenre, LLC. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is produced under version 1.0a of the Open Game License and the System Reference Document and Modern System Reference Document by permission of Wizards of the Coast.

### Designation of Product Identity

The following are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Pangenre, LLC logos, original artwork, or graphic designs, product and product line names; characters, places, and any original use of proper names; any and all stories, story lines, histories, plots, thematic elements, and dialogue; except such elements that already appear in the d20 System Reference Document or Modern System Reference Document as Open Game Content and are already open by virtue of appearing there.

Other elements of this publication are not Open Game Content.

# Table of Contents

<b>TABLE OF CONTENTS</b> .....	2	Notes Box.....	33
<b>INTRODUCTION TO PANGENRE</b> .....	9	Abilities Box.....	33
<b>What is Pangenre?</b> .....	9	Languages/Cultures Box.....	33
<b>Using Pangenre</b> .....	10	Skills Box.....	33
Genres.....	10	Ranged Weapons Box.....	34
Converting to Pangenre.....	12	Ammunition Box.....	34
<b>Getting Help</b> .....	12	Melee Weapons Box.....	34
<b>How to Play</b> .....	13	Armor Box.....	34
Player Roles.....	13	Shield Box.....	35
<b>About the Rules</b> .....	13	Avoidance Box.....	35
Rules Hierarchy.....	14	Wounds Box.....	35
How to Interpret the Rules.....	14	Initiative Modifier.....	35
<b>Dice</b> .....	14	Encumbrance Box.....	35
Different Types of Dice.....	15	Rations.....	35
Dice Expressions.....	15	Money.....	35
Modifiers.....	15	Possessions.....	36
<b>Mathematics</b> .....	15	<b>Pregen Characters</b> .....	36
<b>Some Important Terms</b> .....	16	<b>CHECKS</b> .....	47
<b>CREATING CHARACTERS</b> .....	17	Check Resolution.....	47
Abilities.....	17	Types of Checks.....	49
Ability Scores.....	17	Check Modifiers.....	50
Ability Modifiers.....	18	Opposed Checks.....	53
Ability Descriptions.....	18	Assist Checks.....	53
<b>Creation Process</b> .....	20	Skill Checks.....	53
Background.....	20	<b>CHECKS (ABILITY CHECKS)</b> .....	55
Buy Ability Scores.....	21	Agility Checks.....	55
Starting Languages.....	22	Charisma Checks.....	56
Starting Cultural Knowledge.....	22	Constitution Checks.....	59
Starting Skills.....	22	Dexterity Checks.....	59
<b>Skills Summary</b> .....	23	Intelligence Checks.....	61
Ability-Training Skills.....	23	Perception Checks.....	62
Combat Skills.....	24	Strength Checks.....	65
Craft Skills.....	24	Willpower Checks.....	65
Knowledge Skills.....	24	<b>LANGUAGES</b> .....	69
Military Skills.....	24	Starting Languages.....	69
Performing Arts Skills.....	25	Language Proficiency.....	70
Science Skills.....	25	Native Language.....	70
Social Skills.....	25	Language Groups.....	71
Technical Skills.....	25	Unusual Languages.....	72
Other Skills.....	26	<b>Language Tasks</b> .....	72
Buy Competencies.....	27	Language Checks.....	72
Buy Specializations.....	27	Non-Proficient Language Tasks.....	72
<b>Character Description</b> .....	27	Basic Proficiency Tasks.....	73
Experienced Characters.....	29	Fluency-Required Tasks.....	73
Children as Characters.....	30	Literacy-Required Tasks.....	74
Character Improvement.....	30	<b>CULTURAL KNOWLEDGE</b> .....	75
Aging.....	32	Starting Cultural Knowledge.....	75
<b>CHARACTER SHEET</b> .....	33	Cultural Knowledge Proficiency.....	75
Characteristics Box.....	33	Native Culture.....	76

<b>Culture Tasks</b>	76
Culture Checks	76
Non-Proficient Culture Tasks	76
Basic Proficiency Tasks	76
<b>SKILLS</b>	77
<b>Competencies</b>	78
<b>Specializations</b>	78
Specialization Descriptors	78
<b>Skill Characteristics</b>	79
Skill Name	79
Key Ability	79
Groups	79
Eras	79
Armor Penalties	79
Requirements	79
<b>Skill Groups</b>	79
Ability Training Skills	79
Combat Skills	80
Craft Skills	80
Knowledge Skills	81
Military Skills	82
Performing Arts Skills	82
Professional Skills	82
Science Skills	83
Social Skills	83
Spell Casting Skills	83
Supernatural Skills	84
Technical Skills	84
Transport Skills	84
<b>SKILL DESCRIPTIONS</b>	85
<b>MOVEMENT</b>	135
Movement Scales	135
Movement Speed	135
<b>Overland Movement</b>	135
Foot Travel	136
Mounted Travel	136
Vehicular Travel	136
Rail Travel	136
Air Travel	136
Sea Travel	137
Overland Terrain	137
<b>Local Movement</b>	138
Local Movement Modes	138
<b>Tactical Movement</b>	138
Tactical Movement Modes	138
Moving Around in Squares	139
Moving through a Square	139
Tactical Terrain	140
Hampered Movement	140
Minimum Move	141
Special Movement Rules	141
<b>Climbing</b>	141

<b>Jumping</b>	142
<b>Swimming</b>	144
<b>Evasion and Pursuit</b>	144
<b>Flying Creatures</b>	145
<b>COMBAT (BASICS)</b>	147
<b>The Battle Grid</b>	147
Battle Grid Distances	147
Initiative Track	147
Big/Little Creatures in Combat	148
<b>Initiative</b>	148
<b>The Combat Round</b>	149
Unaware Combatants	149
The First Combat Round	150
<b>COMBAT (ACTIONS)</b>	151
Length-Based Actions	151
Qualified Actions	152
Common Actions	152
Delay	153
Ready	153
Reactions	155
<b>COMBAT (ATTACKS)</b>	157
What is an Attack?	157
Attack Types	157
Attack Actions	157
<b>Attack Check</b>	157
Universal Attack Modifiers	157
<b>COMBAT (MELEE ATTACKS)</b>	159
What is a Melee Attack?	159
Armed Melee Attacks	159
Unarmed Melee Attacks	159
Attacking Multiple Targets	159
Melee Attack Check Modifiers	159
Coup de Grace	160
Underwater Melee Attacks	160
<b>Special Melee Attacks</b>	160
Hamstringing	160
Charge	161
Bull Rush	161
Overrun	162
Grapple	162
Pinning	163
Disarm	165
Sneak Attacks	165
Trip	166
Attacking Objects	166
<b>COMBAT (RANGED ATTACKS)</b>	167
What is a Ranged Attack?	167
Ranged Attack Modifiers	167
Range Increments	167
Ranged Attacks into Melee	168
Firing While Moving	168
Rate-of-Fire (ROF)	168

Multiple Shots	169
Shooting at Multiple Targets	170
Ranged Coup de Grace	170
Draw-Dueling	170
Bracing	170
Telescopic Sights	171
Ranged Two-Weapon Fighting	171
Ranged Attacks vs. Carried Objects	171
Ranged Attacks Underwater	171
<b>Grenade-Like Weapons</b>	172
Attacking with a Grenade	172
Grenade Ranges	172
<b>COMBAT (AREA ATTACKS)</b>	173
Blast	173
Fragmentation	173
Spalling (Fragmentation)	173
Spread	173
Splash	173
Deflection Mods and Fragments	173
Explosives	173
Splash Weapons	175
Avoiding Area Attacks	175
<b>COMBAT (MOUNTED COMBAT)</b>	177
Combat while Mounted	177
Falling from a Mount	177
<b>Simple Vehicle Combat</b>	177
Targeting Vehicle Sections	178
Facing and Firing Arcs	178
Collisions and Ramming	178
Falling from a Vehicle	178
<b>Vehicle Actions</b>	178
Vehicle Occupant Actions	178
<b>COMBAT (HITS)</b>	179
Hit Location	179
Critical Hits	179
Called Shots	179
Multiple Hits	180
<b>COMBAT (DEFENSES)</b>	183
Avoidance	183
Cover	183
Total Cover	183
Partial Cover	184
Hard Cover	184
Soft Cover	184
Cover Effects on Area Attacks	184
Concealment	184
Concealment Miss Chance	185
Total Concealment	185
Partial Concealment	185
Camouflage	186
Armor	186
Effects of Armor	186

<b>Shields</b>	186
Shield Bonus	186
Improvised Shields	186
Shields Versus Ranged Attacks	186
<b>COMBAT (WOUNDS)</b>	187
<b>Wound Checks</b>	187
Lethality	188
Penetration	188
<b>Wound Types</b>	188
Non-lethal Wounds	188
Lethal Wounds	189
<b>Severity of Wounds</b>	189
Light Wound	189
Serious Wound	189
Critical Wound	190
Mortal Wound	190
Wound Penalty	190
<b>Wound Capacity</b>	190
Non-Lethal Wound Capacity	191
Henchmen Wound Capacity	191
<b>Wound Conditions</b>	191
Dead	191
Dying	191
Stable	191
Unconscious	192
Disabled	192
<b>First Aid</b>	192
<b>Ability Score Loss</b>	193
Ability Scores of Zero (0)	193
Ability Damage	193
Ability Drain	193
Ability Reduction	193
<b>Curing Wounds</b>	193
<b>COMBAT (DAMAGE)</b>	195
Breaking an Object	195
Attacking an Object	195
Damaged Objects	195
Damaged Devices	195
<b>Damage Check</b>	196
Object Hardness	196
<b>Damaging Vehicles</b>	197
Disabling Devices	198
<b>Repairing Damage</b>	199
Repairing Complex Devices	200
Repairing Vehicular Damage	200
<b>MISCELLANEOUS RULES</b>	201
<b>Contacts</b>	201
<b>Investing</b>	202
<b>Research</b>	202
<b>ALIGNMENT</b>	203
The Nine Alignments	204
Optional Alignment Use	205

<b>ANTAGONISTS</b>	207
Bosses	207
Mini-Bosses	207
Regulars	208
Henchmen	208
Animals	208
Monsters	208
Environment as Antagonist	208
<b>COMMUNICATIONS</b>	209
Modern Communications	209
Archaic Communications	210
Future Communications	210
<b>COMPUTERS</b>	211
Use Computer (Basic)	211
Use Computer (Advanced)	211
Hacking	213
<b>Future Computing</b>	214
Artificial Intelligence	214
VR Operating Systems (VROS)	215
<b>ENCUMBRANCE</b>	217
<b>FORGERY</b>	219
<b>MEDICINE</b>	221
Medicine Tasks	221
Untrained Medicine Tasks	221
Trained Medicine Tasks	222
<b>TRACKING</b>	225
Tracking DC	225
Tracking Modifiers	225
Tracking Tasks	226
<b>TRAINING ANIMALS</b>	227
Trick capacity	227
Teach an Animal a Trick	227
Train an Animal for a Purpose	228
Rear a Wild Animal	229
Rear a Non-Animal	229
<b>CONDITIONS</b>	231
<b>SENSES</b>	235
<b>Aural Senses</b>	235
Echolocation	235
<b>Olfactory Senses</b>	235
Scent	235
<b>Tactile Senses</b>	236
Electric sense	236
Magnetic sense	236
Tremor sense	237
<b>Visual Senses</b>	237
Darkvision	237
Infravision	237
Lifesight	238
Ultravision	238
<b>SPECIAL TRAITS</b>	239
<b>Special Traits</b>	239

Extraordinary Abilities	239
Spell-Like Abilities	239
Supernatural Abilities	239
<b>Special Trait Descriptions</b>	239
Antimagic	239
Breath Weapon	240
Charm and Compulsion	240
Constrict	241
Death Attacks	241
Energy Drain	241
Fast Healing	241
Gaze	242
Immunity	242
Improved Grab	242
Incorporeality	243
Invisibility	243
Paralysis	244
Polymorph	245
Possession	245
Regeneration	245
Swallow Whole	245
Tenacity	245
Trample	245
Vulnerability	246
<b>HAZARDS</b>	247
<b>Cold Dangers</b>	247
Cold Exposure	247
Ice Effects	247
<b>Electricity</b>	247
<b>Falling</b>	248
Falling Objects	248
<b>Heat Dangers</b>	248
Heat Exposure	248
Boiling Water	249
Fire	249
Lava	249
Smoke	249
<b>Radiation</b>	249
Types of Radiation	249
Radiation Sickness	250
<b>Starvation and Thirst</b>	250
<b>Suffocation/Drowning</b>	251
<b>Vacuum Dangers</b>	251
Low Pressure/Altitude Sickness	252
<b>Water Dangers</b>	252
“The Bends”	252
Vehicle Submersion in Water	253
<b>HAZARDS (AGENTS)</b>	255
<b>Acid</b>	255
<b>Disease</b>	255
Disease Characteristics	255
Healing a Disease	256

<b>Poison</b>	256
Poison Attacks	256
Poison Immunity	256
Poison Characteristics	257
<b>DARKNESS AND LIGHT</b>	259
Darkness	259
Effects of Illumination	260
Light Sources	260
<b>ENVIRONMENTS</b>	261
Climates	261
Landforms	261
<b>Getting Lost</b>	261
<b>Forest Terrain</b>	262
Forest Fires	263
<b>Marsh Terrain</b>	264
<b>Hills Terrain</b>	265
<b>Mountain Terrain</b>	265
Mountain Travel	267
<b>Desert Terrain</b>	268
<b>Plains Terrain</b>	269
<b>Aquatic Terrain</b>	270
Flowing Water	270
Underwater Stealth/Detection	271
Underwater Combat	271
<b>WEATHER</b>	273
Precipitation	274
Storms	274
Fog	275
Winds	275
<b>EQUIPMENT</b>	277
Using Equipment	277
Using Unfamiliar Equipment	277
Equipment Availability	277
Concealed Objects	278
<b>Wealth and Money</b>	278
Modern-Era Money	278
Archaic-Era Money	278
Future-Era Money	279
Wealth Other Than Coins	279
<b>Living Expenses</b>	279
<b>Buying Equipment</b>	280
Restricted Objects	281
Purchasing a License	281
<b>The Black Market</b>	281
<b>Requisitioning Gear</b>	282
<b>WEAPON BASICS</b>	283
Universal Weapon Characteristics	283
Weapon Categories	283
Weapon Size	284
<b>Improvised Weapons</b>	285
<b>Ranged Weapons</b>	285
Ranged Weapon Characteristics	285

Ammo	285
Lethality	285
Load	286
Penetration	286
Capacity	286
Rate-of-Fire (ROF)	286
Range	286
Reliability	286
<b>Ammunition</b>	286
Ammunition Characteristics	287
Using Ammunition	287
<b>FIREARMS (BASICS)</b>	289
Firearm Effect	289
Hands Required	289
<b>Firearm Characteristics</b>	289
Action	289
Cache	290
<b>Firearm Categories</b>	290
Pistols	290
Long Guns	290
Shotguns	290
Machineguns	291
Grenade Launchers	291
<b>FIREARMS (PRE-CARTRIDGE)</b>	293
<b>Muskets</b>	293
Musket Locks	293
Loading Pre-Cartridge Firearms	293
Pre-Cartridge Firearm Types	294
Pre-Cartridge Firearm Ammo	294
<b>FIREARMS (MODERN)</b>	295
Modern Firearms	295
Loading Modern Firearms	295
Modern Pistols	295
Modern Long Guns	300
Shotguns	302
Machineguns	302
Grenade Launchers	303
<b>Modern Firearm Ammo</b>	304
Cartridges	304
Shells (Shotguns)	305
Non-Explosive Grenades	305
<b>OTHER RANGED WEAPONS</b>	307
<b>Archery Weapons</b>	307
Archery Weapon Categories	307
Aerosol Weapon Types	307
Bow Types	307
Crossbow Types	309
Archery Weapon Ammunition	309
<b>Thrown Weapons</b>	310
Thrown Weapon Types	310
Thrown Weapon Ammunition	311
<b>SUPPORT WEAPONS</b>	313

Flamethrowers	313
Rifle Grenades	313
Light Mortars	313
Rocket Launchers	313
<b>MELEE WEAPONS</b>	315
Melee Weapon Categories	315
Melee Weapon Characteristics	315
Weapon Notes	315
Archaic Melee Weapons	316
Modern Melee Weapons	319
<b>WEAPON ACCESSORIES</b>	321
<b>Firearm Accessories</b>	321
Picatinny Rails	321
Bayonets	321
Bipod	322
Sighting Aids	322
Video Camera	322
Speed Loader	322
Suppressor	322
Tactical Sling	323
<b>Throwing Weapon Accessories</b>	323
Atlatl	323
<b>EXPLOSIVES</b>	325
Universal Restrictions	325
Duds	325
Detonators	325
Explosives Characteristics	325
Explosive Types	327
Grenade Types	327
<b>Mines</b>	329
Mine Types	329
<b>ARMOR</b>	331
<b>Armor Basics</b>	331
Spotting Concealable Armor	331
Getting In and Out of Armor	331
Sleeping in Armor	331
Armor Characteristics	331
Armor for Unusual Creatures	332
<b>Archaic Armor</b>	332
Archaic Armor Types	332
Archaic Helmets	333
<b>Modern Armor</b>	333
Kevlar Armor	333
Modern Helmets	334
<b>Shields</b>	335
Shield Characteristics	335
Archaic Shields	335
Modern Shields	335
<b>MISCELLANEOUS EQUIPMENT</b>	337
<b>Clothing</b>	337
Archaic Clothing Outfits	337
Modern Clothing Outfits	338

Modern Outerwear	339
Modern Protective Gear	339
<b>Containers</b>	341
Archaic Containers	341
Modern Containers	341
<b>General Equipment</b>	342
Archaic-Era Equipment	342
Modern-Era Equipment	344
<b>Skill Kits</b>	345
<b>Tools</b>	346
<b>Locks</b>	347
<b>Light Sources</b>	348
<b>Vision Aids</b>	349
<b>Vehicles</b>	350
Archaic Vehicles	350
Modern Vehicles	350
<b>Electronics</b>	351
Telephones	351
Surveillance Gear	352
Radios	352
<b>Chemicals</b>	353
<b>Pharmaceuticals</b>	354
<b>Prosthetics</b>	354
Archaic-Era Prosthetics	354
Modern-Era Prosthetics	355
<b>Animals</b>	355
<b>Animal-Related Gear</b>	355
Saddles	355
<b>Services</b>	357
Archaic Services	357
Modern Services	357
<b>FUTURE EQUIPMENT</b>	359
<b>Future Firearms</b>	359
Additional Characteristics	359
Improved Guns	359
Laser Weapons	359
Gauss Weapons	359
Sonic Weapons	360
EMP Gun	360
Wave Gun	361
<b>Future Support Weapons</b>	361
<b>Future Firearm Accessories</b>	361
<b>Future Ammunition</b>	362
<b>Future Melee Weapons</b>	363
<b>Future Explosives</b>	363
Plasma Demo Charge	363
Sonic Grenades	363
Plasma Grenades	363
EMP Grenades	364
<b>Future Armor</b>	364
Environment Suit	364
Combat Armor	365

Combat Armor, Advanced	365
Armored Exoskeleton	365
Powered Armor	365
<b>Forcefields</b>	366
<b>Future Protective Gear</b>	366
<b>Future Adventure Gear</b>	367
<b>Medical Advances</b>	367
Robodoc	367
Future Pharmaceuticals	368
Future Prosthetics	369
Future Electronics	369
<b>Robots</b>	370
<b>Future Vehicles</b>	370
Anti-Gravity Vehicles	370
Ground Vehicles	370
<b>GLOSSARY</b>	1
<b>OPEN GAME TO PG CONVERSION</b>	1
<b>Basic OG Mechanics</b>	1
Damage to Wound Lethality	1
Converting Saving Throws to Defense Checks	1
Adjusting 1d20 DCs to 2d10	1
<b>Changes to the Open Game Magic System</b>	1
<b>Adapting OG Spells</b>	1
Spell Level to Spell Rank	1
<b>Open Game PC Races</b>	3
<b>Converting Ability Scores</b>	4
<b>Convert Levels to Skills</b>	4
Open Game Character Classes	4
Open Game Races Class-Based Starting Ages	5
<b>PANGENRE TIPS</b>	1
<b>Designer's Notes</b>	1
Probability	1
Hit Location	1
Kevlar Armor	1
Wounds	2
Firearm Data	2
Called Shots	2
Panggenre Magic	2
Creatures	2
Non-Human Races	2
More Heroic Characters	3
Dealing with PC Death	3
<b>GM Tips</b>	4
It's Your Campaign	4
Social Aspects of the Game	4
Deciding on Check DCs	4
Dealing with Troublemakers	5
GM Dos	6
GM Don'ts	7
<b>Player Tips</b>	8

Player Etiquette	8
Player Dos	8
<b>The Future of Panggenre</b>	9
RPG Supplements	9
RPG Campaign Supplements	9
Wargames	10
Casual/Party Games	10
<b>CREATURES</b>	1
<b>Creature Characteristics</b>	1
<b>Creature Sizes</b>	2
Creature Wound Capacity	3
Creature Size Codes	3
Creature Wound Capacity	4
<b>Creature Types and Sub-Types</b>	4
Animal Type	4
<b>OPEN GAME LICENSE NOTICE</b>	1

Play aids such as charts, tables, and a blank character sheet are at the end of the book.

# Introduction to Pangenre

## New Rules

Tark was standing behind Miriwen, nervously examining the stone door. There was no indication of a way to open it from the inside. “Do you think we’ve walked into a trap?” Tark kicked the door and immediately winced.

Miriwen said, “I don’t know.” Her attention was focused on the stone podium in the middle of the room. Atop the podium sat a large, unopened book.

Miriwen gently brushed away the dust from the ancient tome. The fine particles hung in the air, diffusing the bright light from the crystal Miriwen held in her left hand. Miriwen unfastened a latch on the tome’s cover. She slowly opened the book.

“What does it say?”

(Miriwen examines the book. She is literate in the human “Common” tongue, but the older dialect forces her to make a DC 10 [read known language] check. She rolls very high, easily passing.)

“I’m not certain, but I believe it is in an early dialect of your human trade language. I can read it, but there are some unfamiliar words in the text. What do you think ‘Pangenre’ means?”

Tark shrugged, “I don’t know. Maybe some weird style of cookware?”

Miriwen’s finger ran along the text as she translated, “If I’m reading this correctly, it says here that once we read this book, we’ll never be able to go back.”

As Miriwen finished, another hidden door swung open on the other side of the room.

Tark shook his head in disgust. He placed one hand on the hilt of his rapier and the other on his holster. “If I ever meet the person who wrote this vignette...”

## What is Pangenre?

The *Pangenre RPG Core Rules*™ are the centerpiece of the *Pangenre RPG System*™ (hereafter called Pangenre), a true multi-genre role-playing game.

### Pangenre Features

Pangenre’s rules are based on the *Open Game System Reference Document* (a.k.a. “SRD”) and *Modern System Reference Document*, with an original character system and brand new combat rules. The SRD rules which have been retained have been streamlined and simplified across the board.

- Pangenre uses 2d10 instead of the typical 1d20.
- Pangenre uses a skill-based character system to eliminate restrictive archetypes common in many other role-playing game systems.
- Pangenre seamlessly integrates firearms into multi-genre role-playing. Guns will work, even in medieval fantasy settings.
- Pangenre introduces a wound system that portrays damage both to characters and to objects much more realistically than many other game systems without making combat cumbersome or over-complicated.
- Pangenre includes narrative examples of in-game situations using playable, pregenerated characters who also appear in supplements. This allows you to see the game the way we envisioned it being played as seen through the eyes of these characters.
- Alongside the narratives, we include in-game examples of how the nuts and bolts of the game work to make it easier to understand and learn.

## Required Materials

To play Pangenre, you will need...

- This book (a 3-ring binder and some index tabs will make organizing the book a snap).
- At least two ten-sided dice.
- Pencils and paper.
- Imagination, and a desire to have fun.

## Optional Materials

The following materials can enhance your gaming experience in general, not only with Pangenre.

- A flat surface with a 1-inch or 25mm square grid. (Tips: Some flip-charts have large, gridded sheets you can use. You can also print out smaller sheets and tape them together to form a large sheet. Placing such sheets beneath a 1/8" Plexiglas pane to make them lay flat allows you to draw on them with wet-erase markers.)
- Markers to help visualize combat. Hobby figurines are widely available. If you cannot use miniatures, you can improvise with printed markers. You can even use coins, buttons, spare dice, or other common objects.
- Different kinds of dice. Four, six, eight, twelve, twenty-sided and more are available from speciality gaming outlets. (Two-sided dice are also known as coins.)
- For your convenience, a character sheet is provided at the end of the rule book. Both enterable-form PDF and MS-Word versions of the sheet are available for download from our Web site at [www.pangenre.com](http://www.pangenre.com).

## Using Pangenre

Now that you've purchased the Pangenre RPG Core Rules, you'll be asking, "How can I make this system work with my new or existing game?" This section will help give you some practical ideas on how to make the shift.

### Pangenre Builds on Open Game Content

Pangenre is built from Open Game Content as defined in the Open Game License (OGL). This makes it easier for experienced players to assimilate the sweeping changes we made to the character and combat systems. It plays quickly and easily without sacrificing realism, even when fighting large battles, while retaining the depth and detail of the Open Game rules.

### Pangenre is Modular

Each chapter in Pangenre is designed as a separate entity. If, in future, we need to issue an update to a chapter, you will be able to replace the existing chapter in your rules binder.

If we issue more detailed supplements for certain chapters (for example, a science-fiction equipment supplement), you will be able to simply replace or append the existing chapter. Also, if you do not plan on using a particular chapter in your game, you can just omit it from your rules binder entirely.

### Scenario Material

The Pangenre Core Rules do not include adventure or campaign scenario material. The rules are campaign-neutral. You can develop any kind of adventure or campaign you can imagine. We do plan on releasing such supporting products in the future. See "Pangenre Tips (The Future of Pangenre)" later in the rule book for more details on our current, planned releases.

## Genres

Pangenre's strength is that it will allow you to create or mimic almost any conceivable story genre. Many other game companies publish scenario content that can be adapted to the Pangenre RPG. Here are some ideas to get you started on creating your own game.

## Traditional Sword & Sorcery

When combined with the *Pangenre RPG Magic Supplement*, the *Pangenre RPG System* will support any traditional fantasy scenario. Additional supplements will cover fantastic creatures and magic items, including a detailed magic item creation system.

The magic system is two-tiered, and can be mixed and matched to best fit your campaign.

- The **Low Magic** system can easily be adapted to any fantasy campaign. Simply pick magic skills from the appropriate groups to create iconic character types such as clerics and wizards. Mix and match magic skills to come up with your own creations.
- The **High Magic** system is an adaptation of the Open Game magic rules. The ground-up redesign for Pangenre makes it easier to use, more balanced, and have a better overall “feel.”

## The Future

Pangenre works well with science-fiction scenarios, which are usually technologically advanced extensions of modern life. Hard sci-fi usually includes advanced technology in the near future and is easily done with the Core Rules. If you want science fantasy or space opera you can throw in some psychic powers from the Pangenre Magic rules. Pangenre also has rules for virtual reality and directly interfacing with computers.

We are currently planning on releasing at least two story-driven, science fiction oriented campaign supplements, one in the tradition of the novels of Larry Niven and Jerry Pournelle, and the other in anime-style.

## The Past

You should be able to play any historically based scenario using Pangenre. The possibilities are many and varied.

We are planning on publishing a detailed campaign supplement for the age of piracy. But don't wait for us. If you want to buckle your swash in the royal courts of 17th-century France, by all means, “En'garde!” Wild-West more to your liking? Draw! Throw in a little science-fiction or fantasy and

### Mine's Bigger Than Yours

Screaming in terror, the last civilians evacuated the tavern.

Mickey held his 9mm pistol at the ready. He looked Nocan in the eye, “Just like a stupid barbarian to bring a sword to a gunfight.”

Nocan growled back, “With me Strength bonus of plus five, me big sword has effective lethality of nine. Me chop you puny person in two with one whack! Now you take back what you said about me goat!”

Miriwen the Elven wizard tried to intimidate the detective and the barbarian into backing down. “If you two don't shut up and start behaving like adults, I'm going to fireball both of you at once, and that's going to be at a lethality of six. Neither that chainmail nor that Kevlar will help!”

Tark leaned toward Hector and whispered, “Two gold pieces on the Elf chick.”

Hector asked, “Will you take U.S. Dollars?”

Tark nodded, and the two men shook hands.

Suddenly, the entire room started shaking. The kitchen door burst open. Lieutenant Malcolm Cameron strode in, clad in a massive suit of powered armor. Over the suit's loudspeaker, he boasted, “You know, I have a twenty-two penetration and eight lethality gauss heavy machinegun right here...”

The front half of Malcolm's powered armor opened up like a clamshell, and Malcolm leapt out, holding a butter knife. “But I can still take you all out in 1 round with this.”

“Merdel!” shouted Cyrano, who had only entered this strange establishment to boast of his latest clashes with the Heugonots at La Rochelle when this gaggle of unusual people strode into the bar. “What manner of sorcery is this!?!”

Miriwen was slightly annoyed at having been upstaged. “That's not sorcery. THIS is sorcery!” A fireball flew from Miriwen's fingertip and exploded against the ceiling, setting the rafters on fire and singeing the bartender's cat who thought it had found a safe hiding spot.

Hector leaned over the bar and addressed the cowering barkeeper, “Can I get those hot wings to go?”

make it the “wild, wild, West.” Take a bronze age Greek game, add in some magic, and voila! You’ve got something from the Odyssey.

### Modern

Modern games can be considered to be anything where you have electricity and running water. From the 1920s to the present day or near-future, there are tons of ideas to draw upon.

Are your characters cold-war spies out of Graham Greene or John le Carre novels? Federal agents who investigate strange cases no one else in their right mind would touch? Criminals out to make a buck in the underworld? Pistol-packing, whip-wielding, treasure-hunting archaeologists who hate snakes? Secret police who are fighting off clandestine alien invaders? Mercenaries willing to overthrow governments for a quick buck?

When you think “modern,” don’t forget all of the great literature and media from which you can draw ideas.

### Time Travel

Do your players want to travel in time and relative dimensions in space? Would you like to adventure in Ancient Rome this week and the Wild West next week? Is it your duty to defend history and the present against the ravages of a time war? Are you a fan of a vastly popular BBC television show and want to have your own adventures in the same setting?

Time travel games are simple in Pangenre because you can easily mix and match genres. The same rules work no matter the era.

### Mixed Genres

You can seamlessly drop characters from any game setting into any other.

### Really Weird

Want to play a bunch of cartoon characters? Make all wounds non-lethal and have them go away in 1d10 rounds when your character’s head regains its former shape! Wabbit season!

Want to play a bunch of intelligent shades of the color blue as characters? Well... Okay, even Pangenre has limits, but not many.

## Converting to Pangenre

Pangenre can be used to play other campaigns that are based on different game systems, but you will need to convert the rules yourself.

### Converting *d20 System*<sup>TM</sup> or Open Game Content to Pangenre

If you want to convert from a *d20 System*<sup>TM</sup> or Open Game based campaign to Pangenre, see the *OG to Pangenre Conversion* chapter. (That section will also be released as a free download.)

The section includes information on changing to Pangenre ability scores as well as converting character levels and classes to skill ranks.

The *Pangenre RPG Magic* supplement, available separately, gives you rules for employing different kinds of magic, including Open Game style magic, within the *Pangenre RPG System*.

## Getting Help

We also plan on using our web site to post errata and free, downloadable bonus materials such as character sheets and other play aids.

### Questions

You can post a question on our FaceBook page (Just search for Pangenre RPG). You can also email us at [pgrulequestion@pangenre.com](mailto:pgrulequestion@pangenre.com).

**Disclaimer: The content of all emails and posts become the property of Pangenre, LLC. By submitting them to us, you agree to these terms.**

If you have any questions or issues with Pangenre that you cannot resolve, try falling back on other Open Game materials. (Also let us know about your problem so we can try to improve the game in later releases! See Getting Help for more details.)

### Errata

Should errata be discovered after the release of the rules, we will maintain a file listing all known errata, along with corrections, on our company Web site at [www.pangenre.com](http://www.pangenre.com).

# Creating Characters

## Physical Examination

Hamish scowled. "Are you absolutely sure I need to do this?"

The doctor nodded, "Sandhurst requires a complete physical."

"Well, if--"

The doctor suddenly took a swing at Hamish with his fist.

Hamish saw it coming and ducked. "Hey!"

"Not bad, Hamish. And all part of the test. Agility 14."

"Fourteen?"

The doctor made some notes on his clipboard. "It's a scoring system. Royal Marine thing. CATCH!" The doctor threw his pen at Hamish.

"OW!" The pen struck the young Scot in his forehead and rebounded to the doctor, who caught it deftly.

"Perception and Dexterity 8."

"Doc, this isn't--"

"Quick, what's the square root of a hundred and ninety six?"

Hamish squeaked, "Fourteen?"

"Not bad. A little slow though. Intelligence 12." The doctor offered Hamish a beaker of clear liquid, "Drink this."

Hamish downed the liquid. Seconds later, he ran to a nearby basin and regurgitated.

"Hmmm. Constitution 8. Are you positive that you've had all your shots?"

Hamish wiped his chin clean. "Is this a physical or a hazing?"

The doctor chuckled, "A little bit of both really. Charisma 11."

"You know, Doc, I really have to object to all of this nonsense."

"Nonsense!?! This is an elite military academy. Get used to it! And good on you for sticking in for the whole test. Willpower 13."

□ The focus of your Pangenre gaming experience is on your character. In the strict rule definition, a character is a creature with a personality. But for you, it is the alter-ego you will assume during your adventures. This chapter shows you how to create a unique character.

## Abilities

Your character has eight core Abilities: Strength, Constitution, Agility, Dexterity, Intelligence, Willpower, Charisma, and Perception. These Abilities help determine how strong, resilient, swift, smart, charismatic, and alert you are. The higher the number, the better you are.

These abilities have various effects in different situations, and provide bonuses (if high) or penalties (if low). When an ability score changes, all things associated with that score change accordingly.

**Example:** If your Strength ability score drops, so does the amount of equipment you can carry without penalty.

## Ability Scores

Ability scores can range from "non-ability" to a potentially unlimited number, depending on the creature that is being described.

**The average ability score for a human character is 10 or 11**

## Non-Abilities

If a creature does not have an ability score, it does not keep track of a numeric value for it.

**Example:** A robot might not have a Willpower score. It's score would not be "0." Rather, it would just not have a value for that ability.

## Minimum Ability Scores

When a creature has an ability score, the minimum numeric value is 1. However, it is possible for ability scores to be reduced to zero through damage.

**Example:** If you begin at age 18, you roll 2d10, with a result of 10. You would have \$1,800.

GMs should adjust the amount to fit their particular scenario and game economy. Not all scenarios may use currency.

**Example:** Archaic-era games might use gold coins, while a post-apocalypse game might use casino chips or a barter system.

### Fill Out Your Character Sheet

Now that you know your character’s basic abilities and skills, and you have an idea of what he or she owns and can do, fill out your character sheet. Always use pencil, because some of your information may change once you start play.

Later in the book, there are several examples of completed characters to use either as PCs, NPCs, or as examples of how to fill out a sheet.

See the Character Sheet chapter for detailed instructions on how to fill out your sheet.

Enterable PDF versions are available at [www.pangenre.com](http://www.pangenre.com).

## Experienced Characters

At your GM’s option, you may be allowed to begin play with more skills. Below are some guidelines, but your GM may want to adjust them to best fit their game.

### Creating Experienced Characters

Creating an experienced character is just like creating a regular one, except that you get more BPs, are less restricted in spending them, and are older at start.

Experienced starting characters may spend BPs on each skill equal to (their starting age x 10) – 180. (With a minimum of 50 BPs per skill.)

**Example:** A 25-year old character could spend up to 70 BPs on a single skill.

$$(10 \times 25 = 250) - 180 = 70$$

### Example Character

To help you understand the character creation, we have created a profile for Hamish the Scot.

**Ability Scores:** Hamish has 15 points to spend on his ability scores. He spends his points as shown. He lowers his Constitution, Dexterity, and Perception scores by two points each to gain 6 more points to spend on other abilities.

Ability	Score	Points	Mod.
Strength	13	-5	+1
Constitution	8	+2	-1
Dexterity	8	+2	-1
Agility	14	-7	+2
Intelligence	12	-3	+1
Willpower	13	-5	+1
Charisma	11	-1	0
Perception	8	+2	-1

**Starting Languages:** Hamish gets 40 BPs to learn languages. He spends 30 learning to be fluent and literate in English, and 10 learning conversational French.

**Starting Cultures:** Hamish gets 40 BPs to learn about cultures. He spends 30 to master UK Culture and 10 to learn basic Scottish culture.

**Starting Skills:** Hamish spends his 200 starting BPs thusly. (He banks 10 for later.)

**Education 2:** 40 BPs

**Electronics 2:** 40 BPs

**Firearms 2:** 40 BPs w/Pistols Focus: +10 BPs

**Mechanic 2:** 40 BPs

**Metalworking 1:** 20 BPs

**Starting Age:** Hamish rolls 1d6 (result 4) and adds 16, making his starting age 20.

**Height/Weight:** Hamish’s total height of 5 feet, 9 inches. See the Example under Height. Hamish’s total weight is 175 lbs. See the Example under Height.

**Description:** Other information such as Hamish’s looks, birth date, dominant hand, etc., are at the discretion of Hamish’s player.

**Base Wound Capacity:** Hamish is a human. Humans are Medium-sized creatures. Therefore, Hamish can sustain up to 4 light wounds, 3 serious wounds, 2 critical wounds, and 1 mortal wound.





# Checks

## A Day in the Life

BEEP! BEEP! BEEP! SLAM!

On his fourth attempt, Hector found and slapped (passing a DC 10 Dexterity check) the snooze button on his alarm clock.

Hector slowly rolled out of bed, grunting and groaning as he made his way to the bathroom, grabbing a towel from a pile of linen that he had dumped in the corner of the bedroom the previous evening.

“Here goes nothing,” Hector mumbled as he reached for the shower faucet.

(Hector makes a DC 10 luck check to see if the water is running today.)

The apocalypse was on a slow-burn. Sometimes things worked. Sometimes they didn't. But today, they did. A stream of water first spurted and then sprayed from the shower head. It was the first hot shower he'd had for an entire week.

Hector glanced at his wristwatch as he scrambled the eggs in a skillet before he headed towards the airport. (He makes a DC 5 Cooking check, but rolls a critical failure!) As he shook the skillet, the eggs flew out of the pan and landed on the floor. Hector sighed. He grabbed the toast and headed for the door. His ex-wife was going to get the house anyway, so he just left the eggs where they lay.

On the way to the airport, Hector's mind drifted to what he was going to do. He still owned his car and his twin-engined passenger plane, but only half of his bank account. To say that he was upset would--

“BEEEEEEEEEEEEEP!” screamed the horn of a gold Cadillac as it ran the stop sign just as Hector was passing through the intersection. (Hector passes a DC 15 Driving check and avoids the other driver.)

Hector did a double-take at the speeding Cad-dy. (He also passes a DC 15 Perception (spot) check.) Despite appearances, Hector knew there was no way it could have been Elvis at the wheel.

Whenever you need to roll dice to determine the outcome of an action or an event, it is called making a check. There are many different types of checks, but all involve either trying to do something (such as trying to use a skill) or determining the results of an event (such as a check to see if a burning building collapses).

## Check Resolution

Unless stated otherwise, all checks use the following procedure.

Core Check Mechanic:

**2d10 + Modifiers vs.  
Difficulty Class (DC)**

- Roll 2d10.
- Apply all possible modifiers to the natural roll to obtain the Result.
- Compare the result to a target number (DC).
- If the result equals or exceeds the DC, you pass.
- If the result is less than the DC, you fail.

The modifiers and the DC are determined by the type of task.

## Difficulty Class (DC)

Most checks are made against a Difficulty Class (DC). The DC is a number that you must meet or exceed on your check to pass.

DCs are determined by your GM who will use either guidelines listed in the rules or their own judgement if they cannot find an applicable rule.

When in doubt, use a default DC of 15 to resolve checks. Whenever a check is called for in the rules, and no DC is listed, assume that we mean DC 15. Remember that this DC applies when you are attempting to perform a task under stress. Note that many tasks can be done by Taking 20 if you are not in combat (see Taking 20, below).

## Language Proficiency

---

There are several levels of proficiency in a language which cover your ability to communicate, read and write, type, or even to understand Braille or obscure regional or obsolete dialects.

### Basic Proficiency

*"Donde esta el casa de Pepe?"*

-- Steve Martin

Basic proficiency gives you the ability to speak that language at a conversational level. If you need to comprehend complex grammatical construction or nuance, you may have to make a Language check.

### Language Fluency

If you are fluent in a language, you will never have to make a Language check to understand others or to make yourself understood.

### Language Mastery

*"The rine in spine sties minely in the pline."*

*Eliza Doolittle (My Fair Lady)*

You get a +2 bonus on most Language checks, especially those required to translate or understand complicated text or speech.

### Literacy

Reading and writing a language requires literacy. Literacy requires at least basic proficiency. You do not have to be fluent to become literate, but if you are not, you will need to make a Language check to understand complex writing or nuance, with the DC being dependent on the text.

### Typist

Typing allows you do use keyboards to input information very quickly. If you do not know how to type, you can still "hunt and peck" at about 1/10th or less of the speed you could use if you learned to type. Using two fingers instead of one ("stereotyping") does not increase your typing speed. Typewriters first appeared in 1821. Because each keyboard layout is different in each language, you must learn to type each one separately.

## Braille

Braille is a tactile language read by touch. It was invented in 1821 in France (and in French) by Louis Braille. Chinese, English, French, Hebrew, Japanese, Korean, Tibetan, and Vietnamese have braille components. There may be other languages with a braille component. Consult your GM.

## Dialect

What constitutes a dialect can be subjective. Old English or Homeric Greek would probably qualify as dialects of their modern counterparts.

Although some might argue that Cockney is a dialect, it is probably not sufficiently different from standard English to be considered a dialect. Even though American English and UK English have minor differences, notably in spelling and inflection, they are not sufficiently different to be considered different dialects.

Being able to communicate effectively in a dialect of an existing language requires that you know that dialect. If you do not, you must make a Language check to understand it. A dialect costs 10 BP and requires language fluency.

## Native Language

---

At your option, you may designate one of your known languages to be your **native language**. A native language is one with which you grew up. You understand nuance and subtleties of expression that may be lost on non-native speakers. There is no specific game effect for native languages except for role-playing, although your GM might devise some scenarios where not being a native speaker might cause communication problems.

## Native Culture

At your option, you may designate one of your known cultures to be your **native culture**. A native culture is one with which you grew up. You understand nuance and subtleties that may be lost on others. There is no specific game effect for native cultural knowledge except for role-playing.

## Culture Tasks

The following tasks are grouped by the level of proficiency required to perform them.

### Culture Checks

You may need to pass an check to blend in, depending on your proficiency. Culture checks can use more than one ability score depending on the situation. They can be Charisma checks, Intelligence (knowledge) checks, Perception checks. Consult with your GM when in doubt.

### Non-Proficient Culture Tasks

The following tasks can be performed even if you have no knowledge of the culture in question.

#### Avoid Attention

When you are in social situations where you would normally be a “fish-out-of-water,” you may need to make a check to avoid standing out.

### Basic Proficiency Tasks

The following tasks require that you have at least basic proficiency in a culture.

#### Locate a Black Market

You may want to obtain a rare or restricted object without going through the hassle of getting a license. Almost anything is available on the Black Market. (See Equipment for more details on the Black Market.) Culture checks can be used to locate a Black Market merchant or service provider. The DC depends on where you are searching: 15 to find a Black Market in a big city, or 20, 25, or even higher in small towns and rural areas. The [Streetwise] competency (see below) can give you a +2 bonus.

#### Example: Culture Skill

Mickey the detective is working on a murder case that brings him from San Francisco all the way to Japan.

He attends the funeral of another victim in a Mafia-Yakuza conflict that he believes is connected to the San Francisco murder.

Mickey makes an avoid attention check. The event is formal, so he can use his Culture (Japan) [Etiquette] proficiency to get an additional +2 bonus on his check. Mickey passes his check and is able to get a close look at some of the reclusive Yakuza leaders.

Mickey visits the Kyoto Prefecture police to get a report on related killings in Japan.

Mickey makes a DC 15 Investigation check. Because he is dealing with the bureaucracy, his +2 Culture (Japan) [Protocol] bonus applies. He passes his check and gets the report.

Note: If Mickey had Admin skill, he could use it instead.

Mickey learns that the murder weapon was purchased from the Black Market, but that the suspected vendor remains at large.

Mickey makes a Culture (locate Black Market) check. He adds another +2 because of his Culture (Japan) [Streetwise] specialization. He rolls a natural 20! Mickey not only finds the vendor, he catches him with contraband in hand.

“Konichiwa, asshole!” Mickey said as he slammed the shifty-eyed black marketeer against the wall. “Tell me who you sold an MP5 submachinegun to last week!”

Mickey passes a DC 15 Interrogation check and the criminal sings like Eiko Furukawa, coughing up the name of his boss and his boss’ boss.

At dawn, Mickey drops the vendor off at the police station. After a severe tongue lashing from the local police about being out of his jurisdiction, Mickey said, “Yeah, yeah, just book him, Dan-O-san! Send the thank you card to my boss in ‘Frisco.”

Armed with the name of the assassin, a printed copy of the US-Japan extradition treaty, and a bad attitude, Mickey heads off in search of his prime suspect.

## Competencies

Some skills allow (or in some cases, require) you to buy **competencies**. Competencies rarely grant bonuses. Rather, they allow you to perform very specific tasks or use esoteric equipment that would not be known even to a person with a skill unless they invested more time.

**Example:** Flying a helicopter not only requires Piloting skill, it also requires that you have the [Rotary Wing Aircraft] competency.

Competencies always cost 10 BPs. There is no upper limit to the number of competencies you can buy for a skill, except that there may be a limited number available.

## Specializations

Some skills allow you to buy specific areas of knowledge called **specializations**. Specializations will give you special advantages in certain situations. In some cases, specialization may be required to be able to use special equipment or perform an uncommon task.

Each specialization costs 10 BPs (also see Specialization Mastery, below). You cannot buy more specializations than you have ranks in the skill.

**Example:** If you have rank 3 in a particular skill, you can buy up to 3 specializations to complement that skill.

### Cross-Skill Specializations

It is possible that the same specialization may be available under more than one skill. Specializations only apply to the skill for which you buy them, so if you want to get the same benefit with both skills, you must buy it for each skill.

## Specialization Descriptors

Some specializations have one or more extra descriptors listed after their name.

### Specialization Mastery

Some specializations allow you to buy them more than once to get a better bonus. Such specializations have “/#” following their name.

#### *IMPROVED AGILITY/4*

Each time you buy this specialization you add 1 point to your Agility score.

Mastering a specialization costs 10 extra BPs each time you improve your specialization.

**Example:** If you had Agility Training rank 4, you could buy specialization in Improved Agility up to 4 times. The first time would cost 10 BPs. The second time would cost 20 BPs, etc.

### Group Specializations

Some specializations encompass one or more equal, yet distinctive disciplines.

**Example:** You have Handle Animal 2. You can buy two specializations.

First, you buy Breed Specialization (Horses). For your second specialization, you could buy Breed Specialization (Dogs).

Such “group specializations” are marked with a “/G” descriptor to let you know that you can buy it more than once for a different discipline.

#### *BREED SPECIALIZATION/G*

You can select any specific type of animal in whose care you are specialized. Each time you buy specialization you get a +2 specialization bonus when attempting any trained-only Handle Animal tasks regarding that animal type. You also get a +2 bonus on Riding checks with such animals.

# Skill Descriptions

This section describes each skill in detail, along with any rules governing task checks that use the skill, as well as competencies or specializations that are available for purchase with BPs.

## Acting

**Key Ability: Charisma**  
**Groups: Performing Arts, Social**

You are skilled in acting.

### Trained-Only Tasks

The following tasks require training.

#### Perform (Act)

See the Performing Arts skill group trained-only tasks for more details.

#### Impersonate

You can attempt to impersonate others, presuming that your voice and mannerisms can prove convincing to those with whom you must interact.

Make a secret Acting check. The result is the Perception (spot impersonator) DC required for observers to detect the ruse.

### Competencies

The following competencies are available.

#### VENTRILOQUIST

You can attempt to “throw your voice” to make on-lookers think it is coming from somewhere other than your own mouth. Doing so convincingly requires a DC 10 Acting check.

### Specializations

The following specializations are available.

#### IMPRESSIONIST

You get a +2 bonus on Acting (impersonate) task checks as well as in other situations where you are attempting to mimic others, even if it is to comic or satirical effect.

## ORATOR

You get a +2 bonus on Charisma and Diplomacy checks made to influence crowds of people.

## Admin

**Key Ability: Intelligence**  
**Groups: Professional**

You are knowledgeable in management, standard record keeping conventions, accounting, and business skills.

### Untrained Tasks

The following tasks do not require training.

#### Manage Organization

You can attend to the everyday operation of an organization. Managing an organization requires three person-days per month times the organization size.

**Example:** Managing a colossal organization (size 9) takes 27 days a month! (So much for all that vacation time they promised you.)

If your Admin rank equals or exceeds the organization size, you may Take 20 on the check if you put in the time required (see above). If you do not allocate adequate time, you must pass a DC 15 Admin check to succeed.

You can attempt also administer a larger organization than your skill rank would normally allow by passing a DC 15 Admin check.

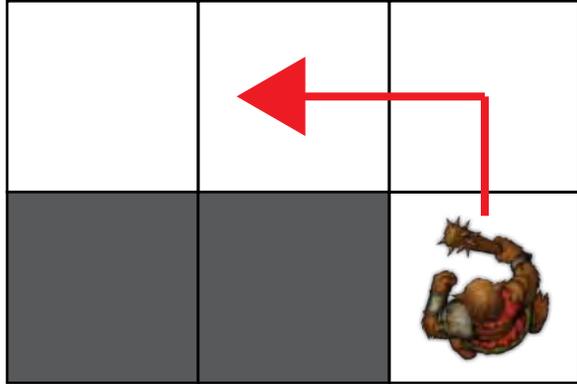
Table: Organization Sizes

Organization Size/Required Skill Rank	Personnel
1	1-10
2	11-50
3	51-500
4	501-5,000
5	5,001-25,000
6	25,001-50,000
7	50,001-250,000
8	250,001-500,000
9	500,001+

## Tactical Terrain

You can't move diagonally past a corner. As shown in the example below, you must turn it.

In this case, the moving creature spends 2 squares to move as indicated.



## Difficult Terrain

Difficult terrain hampers movement. If you occupy squares with different kinds of terrain, you can only move as fast as the most difficult terrain you occupy will allow.

**Example:** If you are standing in a square that is both rocky and snow-covered, and you have snow shoes to mitigate the powdery covering, you are still hampered by the rocks.

Flying and incorporeal creatures are not hampered by difficult terrain.

If you are occupying more than one square with different terrain types (riding a horse, driving a car, etc.), you always use the most restrictive terrain.

## Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement, but doesn't completely block it, each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

Some obstacles block movement entirely. You can't move through a blocking obstacle.

Flying creatures and incorporeal creatures can avoid most obstacles

## Squeezing

You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a -2 penalty on attack checks and a -2 penalty to avoidance.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

You can squeeze past an opponent while moving. However, you cannot end your movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must pass an Agility check. You can't attack while squeezing through or into a narrow space, you take a -2 penalty to avoidance, and you lose any Agility bonus.

## Hampered Movement

When your movement is hampered in some way (difficult terrain, obstacles, poor visibility, etc.) your movement usually costs double.

- If your movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if you are moving diagonally).
- If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on.

You can't run or charge through any square that would hamper your movement.

**Example:** Each square of movement through difficult terrain costs 2 squares of movement. Each diagonal move through such terrain costs 3 squares of movement.

## Caught Flat-Footed

Surprised combatants don't get to act or react at all in the surprise round. They lose their Agility bonus (and any related bonuses) until they get to take their first turn.

### Example: Initiative

Malcolm is leading a team of three Marines when they run smack into a team of three Commandos led by a Menosion warrior in a battle suit (a form of crab-like, sci-fi powered armor). Neither party is aware of the other when combat begins, so there is no surprise round.

All eight characters make initiative checks, rolling 1d10 and adding all relevant modifiers. Because Malcolm has the Tactics [Battle Tactics (Land)] specialization, both he and his team get to add a +2 bonus to their initiative checks in addition to their own Agility and Perception modifiers. Malcolm rolls an 8 which is modified to a 12 (+2 Agility, +2 Battle Tactics specialization). His team's modified rolls are 10, 8, and 4.

The Menosion warrior's battle suit has integrated ground surveillance radar, which gives it a +2 bonus on its initiative checks, but that bonus does not extend to its team. It rolls a modified 9 for its initiative. Its team's rolls are 9, 7, and 4.

The Menosion and one of its team tie on 9. Because the Menosion has a higher initiative modifier in total, it will go before its comrade.

One of Malcolm's Marines ties with a Menosion Commando on 4. To see who goes first, compare their total initiative modifiers. Their modifiers are the same (+2), so then both characters roll initiative again, but only for purposes of determining who goes first. The Marine wins, but they still go on a count of 4. {Also see Initiative Track and Resolving Initiative Ties.}

The final initiative order is Malcolm, Marine 1, Menosion, Commando 1, Marine 2, Commando 2, Marine 3, and then Commando 3.

The GM starts the combat round by asking, "Can anybody beat a 12? No? Then Malcolm goes first!" After Malcolm finishes, the GM counts down, "11...? 10...? Marine number 1 goes next!" And so on until the round ends. The order remains the same in subsequent rounds unless something happens to change it.

## The First Combat Round

After checking for the possibility of and resolving all actions in a surprise round, combatants who have not yet made their initiative checks do so.

The character with the highest initiative check result goes first. Once that character has finished taking actions, the second highest initiative count goes, and so on.

When a character's turn comes up in the initiative sequence, that character performs their entire round's worth of actions. In a normal round, you can perform a two short actions, one long action, or one full-round action. You can also perform one or more free actions. In some situations (such as in a surprise round or if you are magically slowed), you may be limited to taking only one short action.

When everyone has had a turn, the round ends.

### Subsequent Rounds

In every round that follows the first, characters act in the same initiative order. (Unless a character takes an immediate action or a reaction that changes their initiative count.)

There is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last. It usually means a span of time from one round to the same initiative count in the next round.

Area effects that last a certain number of rounds end just before the same initiative count on which they took effect.

Effects on individuals end just before that character takes their next turn.

**Example:** If you become stunned for one round, the effect wears off on your initiative count at the beginning of the round after you are stunned.

## Distracting Your Target

If you interrupt a target that is taking an action which requires concentration (such as casting a magical spell, attempting to dial 9-1-1, etc.), the target must pass a concentration check to be able to complete their action. If they fail the check, their action is lost.

## Effects of Unconsciousness

If you are unconscious, you can't use any special action that changes the initiative count on which your action occurs (delaying, etc.).

## Inaction

Even if you can't take actions, you retain your initiative score for the duration of the encounter.

Use Reactions to guard against threats that materialize before your **turn arrives in a combat round.**

**Example:** If you make a bad initiative roll, but are not surprised, an enemy with a higher initiative count may decide to charge you. Reacting gives you a chance to defend yourself.

## Reactions

Sometimes enemies may do things that let you interrupt their actions with one of your own. This is called **reacting**. You don't have to react if you don't want to. Reacting is an immediate action.

**Designer's Note:** Reacting is a way to defend yourself when your initiative count is lower than that of your opponents. If you go first, but want to wait and see what your opponents do, you can either use the Delay action or the Ready action. Open Game users will recognize the Reaction rule as a modification of the Open Game "Attack-of-Opportunity" rules.

## Threatened Squares

You threaten all squares that are at Point-Blank range to your ranged weapon or into which you can make a melee attack, including diagonals.

### Example: Reactions

Hector is standing in an alleyway, holding a 9mm automatic pistol. He has 3 shots of ammunition remaining in his magazine. His initiative modifier is +2.

Henchman #17 is standing 30 feet in front of Hector. Henchman #32 is standing 30 feet behind Hector. Both henchmen have initiative modifiers of 0.

### Round 1

All characters make an initiative check. The modified rolls are: Henchman #17: 9, Henchman #32: 7, and Hector: 6.

Henchman #17 goes first. He moves adjacent to Hector as a short action and draws a dagger as a combo action.

When #17 enters Hector's threatened square (Point-Blank range for his auto-pistol), Hector can try to react because his initiative count is lower than #17's. Hector rolls a modified 19. He needed a 10, so he can react.

Hector fires 3 shots at #17, but he misses. Hector's initiative count is set to 10 (one ahead of Henchman #17).

Henchman #32 goes next. He draws his knife and moves up to Hector. When #32 enters Hector's threatened square, he triggers another reaction. However, Hector's initiative count is now higher than #32's, so he cannot react.

Henchman #32 takes his second short action to attack Hector with a dagger, but he misses.

### Round 2

Hector goes first on 10. He takes a long action to reload his pistol. Reloading in a threatened square triggers reactions, and both henchmen now have initiative counts lower than Hector's, so both may attempt to react.

Henchman #17 makes a reaction check. He needs a 10, but rolls a modified 9, which fails. He suffers no penalties for failure. Henchman #32 goes next, rolling a 16, which allows him to take a short action. He attacks Hector, but misses. #32's initiative count changes to 11.

## Size Modifier

The size of a target is a major issue in combat. Hitting an insect is difficult. Hitting a walking barn door is somewhat less difficult.

## Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy. A helpless defender can't use any Agility bonus. Helpless defenders may be vulnerable to coup de grace attacks.

**Table: Universal Attack Check Modifiers**

Case	Modifier
<b>Attacker-Based Modifiers</b>	
Attacker is taking a long action to attack	+2
Attacker's combat skill modifier	+?
Attacker is Dazzled	-1
Attacker is Stunned	-2
Attacker is Entangled	-2
Attacker is under any fear effect	-2
Attacker is seriously wounded	-2
Attacker is critically wounded	-4
Attacker is blinded (total concealment)	50% miss
Attacker is wielding a weapon for which they do not have the required minimum Strength score	-2
Attacker is using an improvised weapon	-2
<b>Defender-Based Modifiers</b>	
Defender is using the total defense action	-2
Defender's Size Modifier	
Fine (insect)	-8
Diminutive (rat)	-4
Tiny (house cat)	-2
Small (German shepherd)	-1
Medium (human)	0
Large (lion)	+1
Huge (elephant)	+2
Gargantuan (gray whale [40 ft. long])	+3
Colossal (blue whale [90 ft. long])	+4
Defender's Avoidance	-?
Defender is helpless or disabled	+2
Defender is surprised or otherwise unaware of Attacker's presence	+2

## Attack Checklist

Until the combat rules become second nature, use this checklist as a reminder of some options. The list is not comprehensive or fully detailed, so be sure to read all the rules.

### Declare Attack

Choose a target and attack type (melee, ranged, area, etc.). If you can affect multiple targets, you must declare your intent before you roll dice.

### Choose Action

Choose a short, long, or full attack action. If applicable, decide how many shots you are firing. You may only make one attack per round.

### Roll Dice

Make your attack check. If you succeed, you score a hit. The DC for most attacks is a 15.

### Multiple Hits

If you exceed the DC by 3, you score another hit, and so on for each 3 points by which you exceed the DC. If making a ranged attack, you may only score as many hits as shots you fire.

### Called Shots

If you make a long attack, and your attack check roll is a natural 15 or higher, and you are either in melee or at close range, you can make a called shot.

### Critical Hits

If your natural attack check roll is within your attack's critical range, you score a critical hit. If you are eligible to make a called shot, you may also do so.

### Miss Chance

If your target is concealed, there is a percentage chance that your attack will miss even if you roll a successful hit.

### Hit Location

Unless you qualify for a called shot, make a hit location check for each hit you score.

### Cover

If your target has cover, there is a chance that your attack will strike the cover instead of the target based on the hit location check.

## Leg Man

Malcolm double-checked his ammo belt. Yep, he was right out of grenades. Sooner or later, the squiddly Menosion in its Large, insect-like battle suit was going to locate him. But all he had left to deal with it was his gauss rifle.

Malcolm makes a Tactics check to try and guess the Menosion's next move. He beats the Menosion's Tactics check, and the GM tells him that he thinks he can line up an ambush that would give him a first shot without triggering an overwatch reaction from the heavily armed and armored battle suit.

No sooner than Malcolm had settled into position amongst the rock outcropping than did the Menosion battle suit step into view. Malcolm switched his rifle to full automatic and squeezed the trigger.

Malcolm makes an attack check. He scores 4 hits. His natural 16 allows him to make a called shot on the first hit.

Table: Hit Location (Menosion Suit)

Location	Armor	Hardness	1d10 Roll
Left Leg (random 1-3)	10	8	1-2
Right Leg (random 1-3)	10	8	3-4
Right Gun Arm	20	10	5
Left Gun Arm	20	10	6
Body	30	10	7-10

Malcolm chooses the Left Gun Arm for his called shot. His gauss rifle gets a +1 damage bonus against it after factoring in its lethality and penetration. He inflicts serious damage. The Menosion pilot makes a DC 15 hardness check, adding +10 {see Combat (Damage)}, but fails, which means that the left gun arm is disabled (non-functional).

Malcolm then rolls his next 3 hits, scoring one right leg hit, one left leg hit, and body hit. His rifle cuts through the leg armor with ease, disabling both legs in the same manner as it did the gun arm. The body shot bounces off harmlessly, unable to penetrate the hard shell.

The Menosion gets a Perception check to try and spot Malcolm, but it fails, giving Malcolm perhaps one more chance to take the Menosion down before it can train its undamaged gauss HMG upon him...

□ You may only select locations that are not obscured by hard cover.

Optional Rule:

### Skill-Influenced Called Shots

Instead of using a default value of 15 to determine whether or not you score a called shot, you can instead use this formula:

$$\text{Called Shot Chance} = \text{Critical Range} + \text{Skill Rank}$$

**Example:** If you had a skill rank of +3 and an effective skill modifier of +6 (a critical range of 18-20), your called shot range would be 15-20.

Because this formula is more complicated than the default, its use is considered optional.

## Multiple Hits

For every 3 points by which your attack check result exceeds your required DC, you score one additional hit.

**Example:** If you need a 15 to hit the target, and your result is an 18, you score two hits. If your result was a 21, you would score three hits.

Each hit you score requires that you make a separate hit location check and a separate wound check. Also see Critical Hits and Called Shots, above.

If you are attacking at a single target, all hits you score must be applied to that target. See Melee Attacks (Attacking Multiple Targets) and Ranged Combat (Spraying Fire) for rules about attacking and hitting multiple targets.

### Multiple Hits in Melee Combat

If you are making a melee attack, you can only score as many hits as 1 + 1 for every three points of your effective skill modifier (round down).

## Lethal Wounds from Non-Lethal Weapons

You can use a weapon that deals non-lethal damage, including an unarmed attack, to deal lethal damage instead, but you take a -2 penalty on your attack check.

## Persistent Non-Lethal Wounds

Non-lethal wounds caused by such things as exposure to the elements, starvation, and thirst will usually linger until the condition that is causing them is alleviated.

## Lethal Wounds

Lethal wounds cause real, physical damage beyond minor bruising, scrapes, and cuts. They require either treatment or supernatural healing to cure.

## Severity of Wounds

There are four **wound severities**: light, serious, critical, and mortal.

### Light Wound

**Light wounds** are not severe enough to impair your ability to function. However, they do add up, and if you exceed your wound capacity, any further light wounds you take automatically become serious wounds.

### Serious Wound

**Serious wounds** are much worse than light wounds. They involve such things as cracked limbs and other painful wounds that can knock creatures out of action and make them combat-ineffective.

Any serious wound causes you to take a -2 penalty on most checks (use common sense).

The effects of non-lethal serious wounds is the same as for lethal serious wounds.

### Serious Wound Willpower Check

Each time you take a serious wound, you must make a DC 10 Willpower check. If you pass, you may continue fighting. If you fail, you are disabled.

## Optional: Location-Specific Wounds

If you want more detail when you get struck in a specific body part, the following optional rules can be used to determine what happens.

### Effects of Light Wounds by Location

Whenever you take a light wound, these effects supplant the standard wound rules.

Head	Make a DC 10 Constitution check or suffer a debilitating wound that causes 1d6 Perception damage.
Arm	Make a DC 10 Constitution check or suffer a debilitating wound that causes 1d6 Dexterity damage.
Leg	Make a DC 10 Constitution check or suffer a debilitating wound that causes 1d6 Agility damage.

### Effects of Serious Wounds by Location

Whenever you take a serious wound, these effects supplant the standard wound rules.

Head	If you become disabled because you fail a Willpower check, you also become unconscious.
Arm	You cannot use the affected arm.
Leg	Your movement rate is halved and you cannot run. If both legs take serious wounds, you cannot walk.

### Effects of Critical Wounds by Location

Whenever you take a critical wound, these effects supplant the standard wound rules.

Head	You become unconscious.
Arm	You cannot use the affected arm.
Leg	You cannot walk.

### Effects of Mortal Wounds by Location

If an arm or leg takes a mortal wound, skip the Constitution check for immediate death. A mortal wound on a limb would result in a severed or mangled limb which will require surgery.

Head	You are dead.
Arm	Skip Constitution check to avoid death. You start dying.
Leg	Skip Constitution check to avoid death. You start dying.

### Effects of Extremity Loss on Ability Scores

Should you take a mortal wound on a limb and subsequently lose it, it has the following effects:

**Head:** You're dead. Deal with it.

**Arm:** If the limb is your dominant hand, you take a -4 Dexterity drain. On any check which requires two hands (driving a ground vehicle, for example), you take a -2 penalty.

**Leg:** You cannot run. All applicable speed ratings are halved. See Equipment (Prosthetics).

## Unconscious

Whenever you are either stable or dying, you enter **unconscious status**.

## Disabled

If you are **disabled**, you remain conscious, but you are very badly hurt and cannot do anything on your turn except move a single 5-foot square as a long action. This is not a shift action, You may not enter difficult terrain.

You lose your Agility bonus as well as any related modifiers, such as dodge bonuses.

### Variant: Acting While Disabled

Disability in Pangenre is more restrictive than it is in Open Game rules. This is because of issues we uncovered during playtesting in modern and future campaigns.

The concept is that you are in sufficient pain or wounded badly enough as to preclude you from doing anything that can affect the course of a battle in any meaningful way.

### Minor Actions While Disabled

At the sole discretion of your GM, you may be allowed to perform very simple tasks. You should not be allowed to make attacks of any kind, including casting spells.

The GM might also consider giving you a Willpower check (variable DC, depending on amount of effort involved) that would determine whether or not you can perform any actions other than your single move.

**Example:** Your GM might allow you to imbibe a magic potion, or even fire a pistol, if you can pass a DC 15 Willpower check.

### Major Actions While Disabled

In Open Game rules, being at 0 hit points makes you disabled. Under that rule system, you are allowed to perform a strenuous action, but then you slip to -1 hit points and begin dying.

If your GM wishes to allow such actions while you are disabled, use the Willpower check as described above to be able to act. Once you complete the act, you immediately degrade from disabled status to dying status.

## Removing Disabled Condition

Healing that improves the condition of all your serious or worse wounds to light wounds or better makes you fully functional again, just as if you had never been disabled.

**Example:** Nocan the Barbarian has taken two serious wounds, but he has made his Willpower checks and continues fighting. Then he takes a critical wound, and is disabled.

Izzy the divine spell caster magically cures Nocan's critical wound. But since Nocan still has wounds that can cause disability (the two serious wounds), that condition is not removed.

First aid can also remove your disabled status, even though it does not heal your wounds. {See First Aid for Disabled Characters, below.}

## First Aid

**First Aid** is an untrained Medicine task that allows you to provide battlefield aid to wounded characters. First aid requires either a first aid kit or a medical kit. You cannot Take 20 on a first aid check because each attempt uses a "charge" from your kit.

Table: First Aid Tasks (DC and Time)

DC	Situation	Time to Treat
10	Treat a Debilitating Wound	2 minutes
10	Remove Disabled status from a character	5 minutes
12	Stabilize a dying character	15 minutes

### First Aid for Debilitating Wounds

A successful DC 10 first aid check removes any penalties for suffering a debilitating wound.

### First Aid for Disabled Characters

A successful DC 10 first aid check can remove Disabled status from a wounded character.

### First Aid for Dying Characters

You can stabilize a dying creature by making a successful DC 12 first aid check. A stable character stops dying. When you begin, the patient's condition will stop deteriorating as long as you concentrate on providing first aid. If you are interrupted before you finish, the patient reverts to dying sta-

# Antagonists

## A Sea of Henchmen

Fred began his tale, "There we were. Two against a thousand!"

Tark yawned. Every time Fred told this story it grew ever more outrageous and absurd.

Fred continued, "The horde charged, a wave breaking against stones. Arms! Legs! Torsos! Heads! Codlings! Scattered all around!"

"How horrible!" Miriwen said. "Pray tell, what happened next?"

Fred stood up, his story transmogrifying into an oration. "The sun peaked in the sky. It was high noon. A cloud of ravens circled overhead, awaiting their chance to dine on the smorgasbord of death laid out before them. And there we stood. Two against a hundred!"

Tark sat silently, contemplating his navel.

Miriwen was paying close attention, enthralled by the story.

A nearby tavern patron tapped Fred on the shoulder and asked, "That's a fascinating tale, friend. Let me buy you a drink. Tell us, what happened next?"

Fred climbed atop the table, addressing his newfound audience, "The fighting continued throughout the day. Evening drew nigh, the blood-red setting sun accessorized the blood-soaked ground."

Miriwen squeaked, "Accessorized?"

Tark said, "Metaphors aren't his forte."

Fred continued, "But the horde finally drew blood! And there I stood. One against one! That's when I pulled my pistol and shot the last enemy dead."

Tark delivered the punch-line, "Toughest two barbarians you ever fought, right?"

Miriwen rolled her eyes. The crowd either laughed or hissed, nothing in between. Tark smirked at how everyone else in the tavern had fallen for Fred's exaggeration.

"Bah! You've heard it already!"

Your individual GM may arrange the chessboard differently, but almost all RPG adventure themes come down to what we'll call the narrative pattern of antagonism.

Any suggestions as to the power of antagonists should be considered to be just that. Your GM should adjust their abilities to make them challenging to you.

There are about six basic kinds of antagonists that you will usually face in your adventures: bosses, mini-bosses, regulars, henchmen, animals, monsters, and environments.

## Bosses

*"No, Mister Bond. I expect you to die."*

*-- Auric Goldfinger (Goldfinger)*

Bosses are the kind of characters you see in the movies who have a name and pithy dialogue, and not just a number on a red shirt. They are smart, tough, resilient, dangerous, and a true challenge for you.

Bosses should have fully developed abilities, skills, and well thought-out strategies to use against you. They will surround themselves with hordes of henchmen and lesser-skilled "mini-bosses."

A boss does not have to be physically powerful. They can be charismatic, wealthy, or very smart as well as or instead of being skilled.

## Boss Skill Modifiers

Bosses are typically very good at what they do. That's why they are bosses. They should have at least one primary skill modifier of +10 or higher, as well as a couple of secondary skills of +6 or thereabouts. Their tertiary skills should be about +3-ish.

## Mini-Bosses

Mini-bosses are the lieutenants and sergeants that bosses rely on to organize and control their henchmen while they plot to take over the world. They will frequently be very specialized in their skills.

temperatures deals one light wound per minute. In addition, you must make a DC 15 Constitution check every 5 minutes or take an additional non-lethal light wound.

## Boiling Water

Being immersed in boiling water has the same effect as being immersed in potent acid. {See Hazards (Agents) > Acid > Immersion in Acid.}

## Fire

Fire is a common hazard. In many cases, magical fire and effects require oxygen to function. Therefore, if cast in an enclosed area, it could rapidly cause the air to become unbreathable.

### Catching on Fire

If you are exposed to open flame, you might find their clothes, hair, or equipment on fire. If you are at risk of catching fire, you may attempt a DC 15 Agility check to avoid this fate.

If your clothes or hair ignite, you take 1d2 light wounds immediately. In each subsequent round, you must make another Agility check. Failure means you take 1d2 light wounds that round. Success means that the fire has gone out. (That is, once you succeed, you are no longer on fire.)

You may automatically extinguish the flames by jumping into enough water to douse yourself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like gives you a +4 bonus on your Agility check.

### Inflammable Targets

If the target is inflammable by nature (or covered in oil or some sort), it automatically ignites.

## Lava

Lava or magma deals one lethality 8 fire wound per round of exposure. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is one light wound per round.

## Immersion in Lava

If you happen to fall into the crater of an active volcano or something, you are treated the same as if you were immersed in concentrated acid. {See Hazards (Agents) > Acid > Immersion in Acid.}

An immunity to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava.

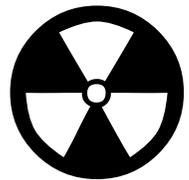
## Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take a non-lethal light wound.

Smoke obscures vision, giving one-half concealment (20% miss chance) to characters within it.

## Radiation

Not only is radiation lethal, it is also invisible to all normal senses (although devices such as Geiger counters can detect it). If you were standing in a highly contaminated area, your first indication would be much later when you began to die of radiation sickness.



### Types of Radiation

There are two kinds of radiation: Electromagnetic (EM) radiation and particle radiation.

#### Electromagnetic Radiation (EMR)

Just as long-term exposure to ultraviolet light can cause sunburn, and radiant heat from a fire can cook you, exposure to large amounts of electromagnetic radiation can cause damage. High-powered EMR sources can cause even greater damage. All EMR causes fire damage for purposes of resistance.

#### Ionizing Radiation

Ionizing radiation includes higher frequency EMR (x-rays and gamma rays) and high speed subatomic particles (alpha particles, beta particles, and neu-

## Restricted Objects

Some objects, particularly firearms and explosives, require licenses to own or operate, are restricted in use to qualifying organizations or individuals, or are just plain illegal.



When trying to find a restricted item, it may have a notation indicating how hard it is to get.

**Example:** Mil +3 means that you must have military credentials to purchase the item, and will require that you add +3 to any DC required to find it. The DC modifier usually applies to Black Market purchase attempts.

Your GM should use common sense and perhaps do a little extra research on the topic depending on his or her setting.

**Example:** In the European Union, ownership of firearms by civilians is tightly restricted, while in some countries, you can get an AK-47 for the price of a meal.

The four levels of restriction are as follows.

### Licensed

You must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies.

### Restricted

Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

### Military

The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under

tight government scrutiny and are therefore especially wary of selling to private individuals.

## Illegal

The object is illegal in all but specific, highly regulated circumstances.

Table: Restricted Objects

Registration Rating	License or Fee Cost	Black Market Check DC	Time Required
Licensed	50.00	10	1 day
Restricted	300.00	15	2 days
Military	N/A	18	3 days
Illegal	N/A	20	4 days

## Purchasing a License

As a general rule, you must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to you if you do not have the necessary license. However, you may be able to turn to the Black Market (see below) to obtain restricted objects without a license.

## The Black Market

Sometimes you may want to obtain an object without going through the hassle of getting a license, or you may want something illegal. Almost anything is available on the Black Market.



### Finding a Black Market Dealer

Culture checks can be used to locate a Black Market merchant. The DC is based on the location in question: 15 to find a Black Market merchant in a big city, or 20, 25, or higher in small towns and rural areas.

### Black Market Object Availability

Once you find a Black Market dealer, you must make a separate check for each item you want to buy (see **Table: Restricted Objects**).

Obtaining an object on the Black Market takes a number of days according to the Time Required column on **Table: Restricted Objects**. The process can be hurried, but each day cut out of the process

### Auto-Pistol .25 ACP

The .25 ACP is a common “sub-compact” pistol. The statistics shown above are for the Beretta 21 Bobcat, but they can be used for any .25 or .22 caliber light pistol.



This pistol is easy to conceal. Observers take a -4 penalty on Perception (spot) checks to detect it.

### Auto-Pistol .380 ACP

The statistics shown are for the Walther PPK, the classic example of a .380 ACP automatic pistol.



The .380 ACP cartridge is less powerful than the 9mm Parabellum, but in game terms they are the same—for otherwise comparable weapons, hit placement is more important than power.

These pistols are not as concealable as sub-compacts, but they are still less conspicuous than other weapons of similar caliber. Observers take a -2 penalty on Perception (spot) checks to detect them.

### Auto-Pistol 9mm Parabellum

The statistics shown are for the Beretta 92F, a common weapon. This pistol, or a similar make and model, would be carried by law enforcement.



### Auto-Pistol .45 ACP

The statistics shown are for the Colt M1911A1, which was the standard US Army sidearm until the 1990s.



It remains popular as a 9mm alternative because of its more powerful cartridge.

### Auto-Pistol .44 Magnum

The statistics given are for the Desert Eagle Mk. XIX, but they fit any large-caliber semi-automatic pistol.



### Revolver, .38 Special

Statistics shown are for the Smith & Wesson .38 Special. This weapon is extremely reliable and easy to use.



Until supplanted by auto-pistols, the .38 Special was common in police service in the US.

If you have a speed-loader, you can load this revolver for one long action.

### Single-Action Revolver .45 Long Colt

The archetypical “Old West” pistol. The statistics given are for the Colt 1873 Single Action Army revolver.



If you have the Firearms [Fan-boi] competency you can “fan” single-action pistols to increase their rate-of-fire from 2/4 to 3/6.

### Revolver .357 Magnum

The statistics shown are for the Smith & Wesson Model 620.



If you have a speed-loader, you can load this revolver for one long action.

### Revolver .44 Magnum

The statistics shown are for the Smith & Wesson Model 29.



If you have a speed-loader, you can load this revolver for one long action.

### Machinepistol 9mm Parabellum

A selective-fire version of a regular 9mm auto-pistol. The statistics given are for the Glock 18.



When firing automatic or in burst mode, increase the reliability number by +1.

The Beretta 9mm also has a selective-fire version with a 15-shot magazine capacity.

### Taser

A taser fires a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deals a lethality 10 non-lethal electricity wound.

The target must pass a DC 18 Constitution check or be knocked prone and paralyzed for 2d6 rounds.

If the target is struck in an armored location, add +4 to the Constitution check.

see both the rocket in flight and to be able to follow it back to its firing position.

## Backblast

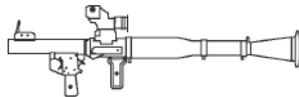
Firing a rocket within a confined space is inherently dangerous to the user. If you are firing prone, or from within restrictive cover, you must use a long action to fire, or else you must make a DC 10 Agility check or take a lethality 0 fire wound.

Anyone within 30 feet of a line-of-effect from the back of the launcher must pass a DC 15 Agility check or take a lethality 4 fire wound.

If the backblast hits a solid barrier within 10 feet of its launch point, then anyone within 10 feet of that point (including the firer) must pass a DC 10 Agility check or else take a lethality 0 fire wound.

<b>RPG-7</b>		<b>Price (\$)</b>	Mil +3
		<b>Min STR</b>	12
<b>Ammunition</b>	85mm RPG	<b>Weight (lb.)</b>	15.0
<b>Action</b>	Single	<b>Close range</b>	300
<b>Cache</b>	Muzzle	<b>Far range</b>	600
<b>Capacity</b>	1	<b>Max. Range</b>	1000
<b>Load</b>	4 long	<b>Penetration</b>	See Explosives
<b>ROF</b>	1/1	<b>Lethality</b>	See Explosives
<b>Reliability</b>	3	<b>Special</b>	Backblast

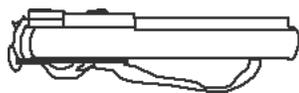
The RPG-7 is a powerful, Russian-made rocket propelled grenade launcher, renowned for its accuracy at long range.



The RPG-7 fires 85mm warheads. Modern versions of the weapon can fire several different types. See the Explosives section for details.

<b>M-72 LAW</b>		<b>Price (\$)</b>	Mil +3
		<b>Min STR</b>	6
<b>Ammunition</b>	66mm rocket	<b>Weight (lb.)</b>	5.5
<b>Action</b>	One-shot	<b>Close range</b>	100
<b>Cache</b>	Pre-loaded	<b>Far range</b>	300
<b>Capacity</b>	1	<b>Max. Range</b>	600
<b>Load</b>	N/A	<b>Penetration</b>	See Explosives
<b>ROF</b>	1/1	<b>Lethality</b>	See Explosives
<b>Reliability</b>	3	<b>Special</b>	Backblast

Vietnam War-era, American-made, disposable anti-tank rocket.



The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Instructions for use are printed on the side, giving you a +2 bonus on Intelligence (Use Unfamiliar Device) checks. Before using the weapon, the firer must first pull a release pin and extend the tube, which is a long action. If you do not fire the LAW within a reasonable amount of time after preparing it, increase the reliability number by +2.

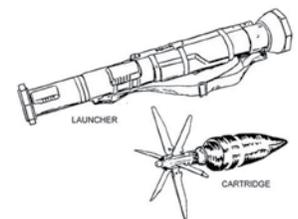
The minimum arming range of the M72 warhead is 35 feet. The warhead will not explode at less than that range from the firer. A direct hit by a non-exploding rocket will still inflict a lethality 4 bludgeoning attack on a target.

Because the M72 is fired by pushing a button on top, if you have a safe and clear path for the rocket to exit, an acknowledged tactic for room clearing with a LAW is to turn the weapon around and send the backblast into an enclosed space instead of the rocket.

See Explosives for additional information about the rocket warhead.

<b>AT-4 LAW</b>		<b>Price (\$)</b>	Mil +3
		<b>Min STR</b>	6
<b>Ammunition</b>	84mm rocket	<b>Weight (lb.)</b>	5.5
<b>Action</b>	One-shot	<b>Close range</b>	100
<b>Cache</b>	Pre-loaded	<b>Far range</b>	300
<b>Capacity</b>	1	<b>Max. Range</b>	600
<b>Load</b>	N/A	<b>Penetration</b>	See Explosives
<b>ROF</b>	1/1	<b>Lethality</b>	See Explosives
<b>Reliability</b>	3	<b>Special</b>	Backblast

The more modern and more sophisticated AT-4 rocket launcher is common worldwide and replaced the M72 LAW in US service.



The warhead uses the same characteristics as the 85mm RPG-7 warhead. It can fire the same types of ammunition as the RPG-7, but each launcher is pre-loaded, and cannot be modified in the field. {See Explosives for details.}

The AT-4CS (a late model) does not pose a backblast danger, but standing behind it will get you drenched in salty water.

In emergencies, the wearer may blow the hatch with explosive bolts. (Such as if the armor has been disabled by an EMP).

## Combat

Any hit to the armor's body that inflicts a wound also inflicts an identical wound on the pilot, however, there is a 50% miss chance for each such attack.

**Example:** Malcolm is piloting a suit of powered armor when it gets struck in the body by a 40mm plasma grenade. After accounting for armor and lethality of the attack, the grenade makes a wound check with a +4 modifier, which inflicts a serious wound on the suit. Malcolm also has a 50% chance to take a serious wound.

Powered armor does not have to make Willpower checks. If it takes a serious wound, it incurs a -2 wound penalty, but it will not be disabled.

If powered armor takes a critical wound, it is disabled (if it fails its Hardness check). If it passes its check, any actions it takes suffer a -4 penalty (as if wounded). If it takes a mortal wound, it is destroyed. The pilot's fate is determined separately.

Critical damage to limbs (and head) do not disable the entire vehicle, but they could cripple it. A dead head will disable the sensors. A dead arm will disable any internal or carried weapons. A dead leg will cause the armor to fall prone and be very limited in its functionality.

**Note:** The gamut of possibilities for what can happen to armor and pilot alike can be complex. The GM should extrapolate based on the rules above for situations that are not covered. If all else fails, dust off some anime mecha shows and watch how they present similar devices.

## Forcefields

Forcefields are available in future-era scenarios at the GMs discretion. Magical forcefields would work in the same way, although their other characteristics would be very different.

Forcefields grant you a deflection bonus to avoidance. Forcefields affect attacks from incorporeal creatures.

Normally, force fields are invisible, but at the GMs discretion, they may create a visible disturbance around the wearer. (Perhaps only when being struck or activated?) It depends on whether or not the GM wants them to be covert.

Forcefields should either require a power source, or be limited to about an hour of battery-powered operation to prevent their overuse.

Forcefields do not react to resistance caused by their own relative motion (and, thus, are useless against falling damage), but they do affect any energy or physical matter that presses against them.

**Table: Forcefields**

Forcefield	Cost (cr)	Deflection Bonus	Weight
Class 1 Forcefield	10,000.00	+1	0.5
Class 2 Forcefield	20,000.00	+2	1.0
Class 3 Forcefield	35,000.00	+3	2.0

Forcefields can be added as an integral part of any suit of armor at cost.

## Future Protective Gear

Most modern hostile environment clothing will be available in the future. In addition are the following.

### Rescue Ball

A rescue ball is an emergency item to protect from vacuum exposure for up to 2 hours.

Rescue balls are typically stored under seats and at strategic points within spaceships just as life-preservers are on contemporary airliners. If removed from their storage bins or exposed to atmospheric pressure under 0.1 bar, they will inflate (they can also be inflated manually. Once inflated, you crawl inside. It can be opened or sealed as a short action.

### Personal Reentry Pack (PERP)

This device allows you to attempt reentry from space. A personal reentry pack is available in any scenario where spaceflight is common. In scenarios where anti-gravity is commonplace, it is used for recreational space-diving. It is sometimes called a PERP because it is frequently used by criminals attempting to avoid customs portals.

To be effective, it can only be launched from low orbit (the heat shields can handle a "flat" reentry,

# Weapons

## Modern Pistols

Weapon	Weight (lb.)	Cost (\$)
Derringer, .41 Rimfire	0.7	400.00
Auto-pistol, .25 ACP	0.7	300.00
Auto-pistol, .380 ACP	1.5	600.00
Auto-pistol, 9mm Parabellum	1.8	700.00
Auto-pistol, .45 ACP	2.4	800.00
Auto-pistol, .44 Magnum	4.4	1,400.00
Revolver, .38 Special	2.2	800.00
Revolver, .45 Long Colt	2.7	500.00
Revolver, .357 Magnum	2.4	900.00
Revolver, .44 Magnum	3.0	1,200.00
Taser	3.0	400.00

## Modern Long Guns

Weapon	Weight (lb.)	Cost (\$)
30-06 bolt-action rifle	8.7	800.00
.470 rifle	10.0	12,000.00
.44-40 Winchester lever-action rifle	9.5	700.00
.22 LR semi-auto rifle	5.3	375.00
.30 semi-auto carbine	5.2	900.00
.308 Winchester semi-auto rifle	7.5	725.00
5.56x45mm assault rifle	7.8	1,000.00
7.62x39mm assault rifle		500.00
7.62x51mm battlefield rifle	9.7	1,500.00
7.62x51mm sniper rifle	11.6	2,000.00
7.62x54mm sniper rifle (Druganov)	11.0	3,000.00
.50 BMG semi-auto sniper rifle	28.4	8,650.00

## Modern Shotguns

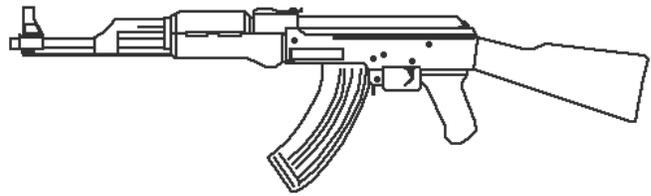
Weapon	Weight (lb.)	Cost (\$)
.12 gauge shotgun	6.2	300.00
.12 gauge shotgun, double-barrel	6.5	400.00
.12 gauge shotgun, pump	7.3	500.00
.12 gauge shotgun, semi-auto	8.4	1,500.00
.12 gauge shotgun, automatic	13.6	3,000.00

## Modern Submachineguns and Machinepistols

Weapon	Weight (lb.)	Cost (\$)
Machine pistol, 9mm Parabellum	2.0	1,200.00
SMG, 7.62x25 Tokarev	9.0	1,200.00
SMG, 9mm Parabellum	7.0	1,500.00
SMG, Thompson .45 ACP	10.6	3,000.00
SMG, 5.7x28mm	5.6	1,700.00

## Modern Machineguns and Support Weapons

Weapon	Weight (lb.)	Cost (\$)
You will not be able to purchase these weapons normally, so they are not listed here. Consult your GM if you want one.	—	Mil (+3)



## Modern Firearm Accessories

Accessory	Weight (lb.)	Price (\$/cr)	Restriction
Picatinny rail (see text)	—	—	—
Bipod	1.0	20.00	—
Electronic Sight	1.0	500.00	—
Flashlight	0.5	20.00	—
Gyroscope	1.0	500.00	—
Laser Sight	0.5	30.00	—
Speed Loader	0.3	10.00	—
Suppressor, Pistol	1.0	250.00	Mil. (+3)
Suppressor, Rifle/SMG	2.0	500.00	Mil. (+3)
Telescopic Sight	1.0	200.00	—
Video Camera	1.0	200.00	—

## Modern Firearm Ammunition

Ammunition	Type	Examples	1 Shot (\$)
Light Pistol	LP	.22 Long Rifle, .25 Auto	0.50
Medium Pistol	MP	7.62 Tokarev, .38 Special	0.70
Heavy Pistol	HP	.357 Magnum, .45 ACP	0.75
Extreme Pistol	EP	.44 Magnum, .454 Casull	1.20
Light Rifle	LR	5.7x28mm, .30 Carbine	0.60
Medium Rifle	MR	5.56x45mm, 7.62x39mm	0.80
Heavy Rifle	HR	.30-06 Springfield	1.00
Extreme Rifle	ER	.470 Nitro Express	2.00
Heavy Machinegun	HMG	12.7x99mm, 12.7x108mm	3.00
Shotgun Slug	Slug	12 gauge shotgun	1.50
Shotgun Shell	Shell	12 gauge buckshot	1.00
Shotgun Baton	Baton	12 gauge riot baton	3.00
Taser Dart	Dart	Taser Dart	20.00

## Pre-Cartridge Firearms

Weapon	Weight (lb.)	Cost (gp)
Musket Pistol	3.0	25.00
Musket, Long	7.0	50.00
Musket, Rifled	7.0	100.00
Revolver, Cap-and-ball	3.0	300.00

## Pre-Cartridge Firearm Ammunition

Type	Weight (lb.)	Cost/Shot (gp)
Powder & Shot	0.1	0.50
Minié Ball <sup>1</sup>	0.1	1.00

1. Can only be used with rifled muskets.

# Future & Fantasy Equipment

## Future Firearms

Weapon	Weight (lb.)	Cost (cr)	Restrictions
Laser Pistol	3.0	1000.00	Res (+2)
Laser Rifle	10.0	3000.00	Res (+2)
Heavy Laser	18.0	40,000.00	Mil (+3)
Gauss Pistol	3.0	2000.00	Mil
Gauss Rifle	8.0	5000.00	Mil
Gauss HMG	100.0	20000.00	Mil (+3)
Sonic Pistol	2.0	200.00	—
Sonic Rifle	6.0	300.00	—
Plastic Pistol	1.0	500.00	Res (0)
EMP Gun	10.0	10,000.00	Res (0)

## Future Firearm Ammunition

Type	Cost/shot (cr)
EMF (Electromagnetic Flechette)	3.00
EMF- ICAP (Iridium-Cored Armor Piercing)	10.00
Battery	1.00

## Future Firearm Accessories

Accessory	Price (cr)	Weight (\$)	Restriction
FACT	N/A	N/A	See Text
DUI Adapter	5000.00	1.0	—
Gyroscope	500.00	1.0	—

## Future Explosives

Weapon	Weight	Cost (cr)	Restriction
Plasma Hand Grenade	0.5	200.00	Mil (+3)
25mm Plasma Grenade	0.5	300.00	Mil (+3)
40mm Plasma Grenade	1.5	500.00	Mil (+3)
Plasma Demo Charge	10.0	2000.00	Mil (+3)
Sonic Hand Grenade	0.5	250.00	Res (+1)
40mm Sonic Grenade	1.5	300.00	Res (+2)
EMP Hand Grenade	0.5	300.00	Res (+1)
25mm EMP Grenade	0.5	300.00	Res (+2)
40mm EMP Grenade	1.5	400.00	Mil (0)

## Future Pharmaceuticals

Item	Weight	Cost (cr)
A-RAD	—	50.00
Happy Pill	—	1.00
MiracleCure	0.1	20.00
NoGain	—	5.00
NoPain	—	10.00
Stat Booster (+2)	0.1	10.00
Sobriety Pill	—	5.00
Spray Skin	0.5	50.00
Survival Pill	—	1.00
Universal Antitoxin	0.1	200.00

## Future Armor

Armor	Bulk	Weight (lb.)	Cost (cr)	Rest.
Environment Suit	2	5.0	1,000.00	Res (+1)
Combat Armor	6	20.0	20,000.00	Res (+2)
Advanced Combat Armor	9	25.0	30,000.00	Mil (+2)
Armored Exoskeleton	10	60.0	50,000.00	Mil (+3)
Powered Armor	12	1000.0	500,000.00	Mil (+3)

## Forcefields

Forcefield	Cost (cr)	Deflection Bonus	Weight <sup>1</sup>
Class 1 Forcefield	10,000.00	+1	0.5
Class 2 Forcefield	20,000.00	+2	1.0
Class 3 Forcefield	35,000.00	+3	2.0

1. Weight figures are for items sized to fit Medium characters. Items fitted for Small characters weighs half as much, those fitted for Large characters weigh twice as much.

## Future Adventuring Gear

Item	Cost (cr)	Weight
Spray Skin	50.00	0.5
Biometer	50.00	0.5
Psionic Shield	5,000.00	0.5
Portable Computer	10,000.00	1.0
DUI Interface Cap	5,000.00	1.0
DUI Implant	20,000.00	—
SUMP	30,000.00	10.0

## Future Hostile Environment Clothing

Item	Cost (cr)	Weight
Personal Reentry Pack (PERP)	1,000.00	20.0
Rescue Ball	100.00	5.0

## Future Vehicles

Vehicle	Weight	Cost (cr)
Grav Pack	150.0 lb.	4,000
Grav Cycle	0.7t	15,000
Grav Car	4.0t	40,000
Grav Van	20.0t	65,000
Ground Cycle	500.0 lb	3,000
Ground Car	2.0t	10,000
Ground Sports Car	2.0t	15,000
Research Van	10.0t	100,000

## Magical Equipment (Pangren RPG Magic)

Item	Weight (lb.)	Cost (gp)	Cost (\$/cr)
Alchemy Kit	5.0	50.00	N/A
Alchemy Lab	40.0	500.00	N/A
Holy Symbol, Wood	0.1	0.10	N/A
Holy Symbol, Silver	0.1	1.00	N/A
Holy Symbol, Gold	0.1	10.00	N/A
Spellbook (100 pp)	2.0	10.00	N/A