

Five Minutes Into The Future...

The world is awash in secrets. Hidden cities, invisible wars, monsters, and alien presences. There can be no doubt that these unseen issues are coming to a head in the new millennium. The darkness is spreading, the old powers are being challenged by the new, the cracks in the lie that is objective truth are spreading. Now is the time for heroes, for stalwart men and women to rise up and face the terror of the night and claim the world for the human race before it is too late and all is lost.

There's sure a lot of crazy stuff going on in action movies these days. From alien invasions to zombie apocalypses there's a lot of fodder for roleplaying game adventures.

These rules are not a detailed simulation of modern combat. If anything, they simulate action movie combat, thus they lack the granularity of detail to differentiate between different makes and models of vehicles and weapons. This is partially due to the laziness of the author and he takes full responsibility for it.

Characteristics

Characters are defined by their Coordination, Endurance, Knowledge, Perception, Reflexes, Strength, and Willpower. The initial ratings for these scores is determined by rolling 2d6+3 will doo in a pinch. Averaging dice have no ones or sixes and an extra three and four making average rolls even more likely. This gives a range of 6 to 15 with an average of ten. Characteristics can be increased through experience later on. Experience points spent on characteristics count towards the character's Total Experience Points.

chooses two careers and they duplicate any skills, they must select a different, elective skill.

Characteristics over ten cost 500 experience points to improve by one point while those below ten only cost 100 Experience points buys +1 to a characteristic. No characteristic can be improved by more than one point per level.

Careers

A career is a list of five associated skills, an equipment package, and a specific perk relating to that career. Careers are not rigid or absolute and a character can have five elective skills or two careers or neglect a skill to learn a new one. If a character

Actor

I'm not an action hero but I play one in the movies.

Perk: +1 to bluff

Skills:

Dancing
Express Emotion
Imitate Accent
Remember Lines
Unarmed Combat

Gear:

Sweater
Leather Shoes

Artist

In the age of the camera, being an artist is as much a performing art as it is a technical one.

Perk: +1 to notice details

Skills:

Drawing
Painting
Sculpting
Selling

Gear:

Old Bicycle
Paints and Brushes
Clay and Wire
Smock
Easel
Worn Out Sneakers

Burglar

Theft, petty or otherwise, carried out by night while the victim's are asleep or away, can be lucrative and dangerous.

Perk: +1 to Stealth

Skills:

Climbing
Lock Picking
Stealth
Low Light Activity
Evaluate

Gear:

Dark Clothing
Balaclava
Rope
Lock Picks
Dark Sneakers
Gloves
Prybar

Dilettante

The idle rich and children of old money have plenty of time on their hands in which to get into trouble.

Perk: +1 to

Skills:

Dancing
Drive Automobile
Connoisseur
High Society
Wheedling

Gear:

Fashionable Wardrobe
Exotic Sports Car

Doctor

Modern medicine can work wonders but there are still many ills it cannot heal.

Perk: +1 to Healing Rolls

Skills:

First Aid
Diagnosis
Treatment
Drive Automobile
Psychology

Gear:

Crash Kit
Scrubs
Prestigious Sedan
Business Suit
Polished Leather Shoes

Firefighter

It takes a special kind of person to run into a burning building when everyone else is running out. The other first responders call them smoke eaters.

Perk: +1 to Fire Fighting

Skills:

Drive Truck
Climbing
Fire Fighting
First Aid
Boating

Gear:

Uniform
Air Mask
Fire Coat
Axe
Fire Extinguisher
Work Boots

Hoodlum

Petty thugs and criminals trafficking in violence, contraband and flesh are the proletariat of the underworld.

Perk: +1 to notice police

Skills:

Connected
Unarmed Combat
Pistol
Drive Automobile
Deception

Gear:

Muscle Car
Leather Jacket
Expensive Sneakers
Gold Plated Chains

Lawyer

Modern law is complex and requires professional advocates to interpret and debate it. Lawyers often get drawn into criminal situations while dealing with their clients.

Perk: +1 to Debate Rolls

Skills:

Criminal Law
Business Law
Drive Automobile
Debate
Research

Gear:

Fashionable Suit
Prestigious Sedan
Attache Case

Life Guard

Professional life guards are often found on beaches and at swimming pools and thus close to beachfront disasters.

Perks: +1 to Swimming Rolls

Skills:

Boating
Diving
First Aid
Surfing
Swimming

Gear:

Towel
Speedo
Lotion
Water Bottle
Floatation Device
Flip Flops

Manager

Working in an office isn't much of an adventure. The pay is good and the company is growing, but there's some fishy stuff moving through the warehouse and the new hire is mighty suspicious.

Perks: +1 to analyse books

Skills:

Accounting
Data Management
Interviewing
Leadership
Selling

Gear:

Business Suit
Shiny Leather Shoes
Sedan
Attache Case

Mechanic

Technology is complex and when it breaks, professional mechanics are in high demand.

Perk: +1 to Repair Rolls

Skills:

Electrician
Hydraulics
Mechanic
Welder
Drive Automobile

Gear:

Personal Automobile
Scrap Vehicles
Tool Box
Coveralls
Wheeled Dolly
Work Boots

Musician

Music can be a powerful force in society but it's a hard way to make a living.

Perk: +1 to hear things

Skills:

Begging
Composing
Musical Instrument
Musical Instrument
Singing

Gear:

Musical Instrument
Worn Out Leather Shoes
Fedora or Stetson

Paramedic

First responders deal with death and danger on a daily basis.

Perk: +1 to First Aid Rolls

Skills:

Drive Panel Van
First Aid
Paramedic
Climbing
Swimming

Gear:

Crash Kit
Uniform
Shiny Leather Shoes

Pilot

Aircraft are fast and safe transportation but it takes a professional pilot to make it so.

Perk: +1 to Drive Rolls

Skills:

Pilot Aeroplane or Helicopter
Radar
Gunner
Parachuting
Radio Operator

Gear:

Flight Suit
Flight Helmet
Auto Pistol
Ration Pack
Water Bottle
Work Boots

Police Officer

Often first on the scene of any incident, law officers are often drawn into violent and weird situations.

Perk: +1 to Reaction Rolls

Skills:

Drive Automobile
Pistol
Criminal Law
Unarmed Combat
Night Stick

Gear:

Uniform
Ballistic Vest
Automatic Pistol
Hand Cuffs
Radio
Night Stick
Polished Leather Shoes

Scavenger

The homeless and destitute, drifters and addicts form the lowest tier of society. Their silent, almost invisible world often crosses into the realm of the bizarre and violent.

Perk: +1 to urban survival

Skills:

Begging
Scavenging
Stealth
Swiping
Bureaucracy

Gear:

Duffle Bag or Shopping Cart
Bottle of Wine

Spy

Secrets are valuable and a spy is an expert at extracting them by infiltration and deceit.

Perk: +1 to Deception Rolls

Skills:

Impersonation
Deception
Pistol
Unarmed Combat
Stealth

Gear:

Attache Case
Business Suit
Light Pistol
False Identity Papers
Polished Leather Shoes

Trucker

Goods need to move for the economy to move. Long haul truckers are the back bone of the modern economy. But out on those lonely roads late at night, who knows what you might run into?

Perk: +1 Drive Truck

Skills:

Drive Truck
Geography
Heavy Duty Mechanic
Bluster
Haggle

Gear:

Comfortable Shoes
Flannel Shirt and Jeans
Pocket Tool
Road Maps or GPS
Knife
Cap

Soldier:

The poor bloody infantry of a modern army are technically skilled professionals capable of handling a wide range of situations.

Perk: Specialist +1 to Attack Rolls

Assault Rifle
Unarmed Combat
Machine Gun
Mechanic
Drive LAV

Gear:

Ballistic Helmet
Ballistic Vest
Assault Rifle
Combat Knife
Web Gear
Canteen
Hand Grenade
Ration pack
Combat Boots

Tanker

While they are properly a branch of the army, modern cavalry, drives tanks.

Perk: +1 to Drive Rolls

Skills:

Drive Tank
Infrared Sensors
Cannon
Operate Radio
Machine Gun

Gear:

Pistol
Helmet
Flack Jacket
Canteen
Ration Pack
Combat Boots

Ranger

Army special forces are primarily deployed in wilderness operations and are often in the field for weeks at a time.

Perk: +1 to Sneaking Rolls

Skills:

Forward Observer
Rifle
Knife Fighting
Stealth
Unarmed Combat

Gear:

Assault Rifle
Camo Gear
Scope
Combat Knife
Web Gear
Hand Grenade
Rations
Combat Boots

Marine

Formerly a branch of the navy, the Marines specialize in taking coastal installations and assaulting enemy fortifications.

Perk: + 2 Health Points

Skills:

Boating
Submachine Gun
Machine Gun
Unarmed Combat
Swimming

Gear:

Dress Uniform
Sabre
Ballistic Helmet
Submachine Gun
Hand Grenade
Web Gear
Ration Pack
Combat Boots

Officer

Military officers receive heavy training in elite academies. To be an officer a character must also take the career for the branch they belong to.

Perk: +1 to Initiative Rolls

Skills:

Leadership
Automatic Pistol
Drive Jeep
Operate Radio
Forward Observer

Gear:

Dress Uniform
Polished Leather Shoes
Automatic Pistol
Combat Fatigues
Combat Boots
Ballistic Vest

Medic

Military medics are heroic individuals who risk their lives for their comrades.

Perk: +1 to First Aid Rolls

Skills:

First Aid
Pistol
Paramedic
Drive Jeep
Swimming

Gear:

Trauma Kit
Web Gear
Ballistic Vest
Ballistic Helmet
Pistol
Ration Pack
Combat Boots

Experience Levels

Character levels serve to manage the power levels of characters. In the most basic terms, no skill can be increased to a greater rating than the character's level. The experience cost per level assumes a character has ten skills. Note that experience levels accumulate in relation to total experience points and skill levels accumulate in relation to the experience points in each existing skill. This really only matters if a character learns more than ten skills at some point

A character has one level for every thousand total experience points they spend on skills.

$$\text{Level} = \text{Total Skill Experience Points} / 1000$$

Skills

A character will normally have ten skills, five from their career and five electives that they choose. If a skill is neglected at a later point to learn a new one the character retains the level achieved and the new skill starts at first level.

A skill has one level for every hundred experience points spent on it. A character cannot have more experience points than they have Experience Levels.

$$\text{Skill Level} = \text{Skill Experience Points} / 100$$

The list of skills is neither exhaustive nor inclusive. It is entirely reasonable to add new skills to reflect a desired character's knowledge base.

Elective Specialization

A character who has only one career can pick a single skill as their specialty, to which they receive a +1 beyond their level. This is specialized expertise and does not apply to unskilled rolls with related skills.

Automatic Skills

A character can be safely assumed to have skill level zero in Bicycling, Climbing, Geography, History, Stealth, Swimming, Unarmed Combat, and Mathematics. They also speak their own language.

Languages

Languages aren't really skills per say but they are developed with experience points, they just don't get a bonus. It takes the equivalent of one skill level to learn the basics of a language, two to speak and read it fluently, and three to speak it like a native and understand the complexities of it.

Gaining Experience Points

The amount of experience points gained from overcoming a challenge is based on the character's skill level and the challenge level. Experience points are earned in the skill tested by the challenge. Thus a high level character receives fewer

$$\text{Experience Reward Per Challenge} = \text{Complexity} \times (\text{Challenge Level} - \text{Character Level})$$

Health and Damage Points

Organisms have Health Points and vehicles have Damage Points. When half of these are lost the target is unconscious or immobilized. When these are all lost the target is dead or destroyed.

$$\text{HP} = \text{Strength} + \text{Endurance} + \text{Experience Level} \times 3$$

Skills

Academic Skills

First Aid (Knowledge)
Business Law (Knowledge)
Diagnosis (Knowledge)
Criminal Law (Knowledge)
Treatment (Knowledge)

Athletic Activities

Catch (Coordination)
Climb (Strength or Coordination)
Dancing (Coordination)
Throw (Coordination)
Swim (Endurance)

Computers

Repair
Programming
Graphics and Animation
Hacking and Security

Drive or Pilot Vehicle

Aeroplane (Reflexes)
Automobile (Reflexes)
Helicopter (Reflexes)
Truck (Reflexes)
Tank (Reflexes)

Gunner

Cannon
Machine Gun
Missile

Operate Equipment

Back Hoe (Coordination)
Crane (Coordination)
Diagnostic Imaging (Knowledge)
Fork Lift (Coordination)
Night Vision (Knowledge)
Radar (Knowledge)

Melee Weapon

Unarmed Combat (Strength)
Knife (Strength or Coordination)
Spear (Strength or Coordination)
Sword (Strength or Coordination)

Missile Weapon

Pistol (Coordination or Perception)
Rifle (Coordination or Perception)
Machine Gun (Coordination or Perception)
Mortar (Coordination or Perception)
Rocket Launcher (Coordination or Perception)

Performance

Compose
Drums
Guitar
Piano
Singing
Trumpet

Science

Astronomy
Botany
Chemistry
Mathematics
Physics

Technical

Automotive Mechanic (Knowledge)
Aircraft Mechanic (Knowledge)
Demolition (Knowledge)
Electronics (Knowledge)
Electrician (Knowledge)
Explosive Ordnance Disposal (Knowledge)
Welding (Coordination)
Machining (Coordination or Willpower)
Sheet Metal (Coordination)
Carpentry (Strength)
Masonry (Strength)

Equipment

Climbing and Lifting

Fine Steel Cable 50'	\$250
Rope 50'	\$100
Twine 2500'	\$25
Collapsable Grapnel	\$150
Pitons	\$25

Restraints

Hand Cuffs	\$50
Zap Straps	\$1
Straight Jacket	\$250

Illumination

Flashlight	\$5	
Mag Light	\$50	Treat as club
Work Light	\$80	
Road Flares	\$	

Bags

Rucksack	\$30	
Backpack	\$150	Frame
Web Gear	\$60	
Pouches	\$10	
Duffle Bag	\$60	

Camp Kitchen

Mess Kit	\$15
Camp Pots	\$50
Camp Stove	\$75
Large Camp Stove	\$150
Camp Lantern	\$75
Camp Fuel	\$10
Folding Table	\$100
Folding Chair	\$30

Bedding

Cheap Sleeping Bag	\$30
Good Sleeping Bag	\$300
2 Man Tent	\$60
4 Man Tent	\$100
6 Man Tent	\$150
Blanket	\$15
Sheet Set	\$50

Comforter \$100

Camp Tools

Pocket Knife	\$5 - \$50
Hunting Knife	\$25 - \$250
Hatchet	\$15
Axe	\$30
Bow Saw	\$20
Entrenching Tool	\$30
Shovel	\$30
Pick Axe	\$50
Sledge Hammer	\$50

Firearms Accessories

Gun Powder / Can	\$50
Scope	\$500
Bullet Casting Kit	\$200
Gun Case	\$100
Gun Cabinet	\$500
Gun Safe	\$2000

Outdoor Activity Equipment

X-Country Skis	\$500
Down Hill Skies	\$500
Ski Boots	\$300
Snow Shoes	\$250
Diving Gear	\$250
Aqualung	\$1000
Wet Suit	\$750
Dry Suit	\$1000

Clothing

Jeans	\$25 - \$250
Cargo Pants	\$30 - \$300
Leather Pants	\$300 - \$3000
Button Down Shirt	\$25 - \$150
T-Shirt	\$10
Screen Printing	\$10 / Shirt
Minimum order 12 / colour	
Embroidery	\$5 / Square Inch
Jacket	\$50 - \$500
Skirt	\$20 - \$2000
Dress	\$30 - \$3000
Blouse	\$20 - \$1000
Belt	\$10 - \$1000

Outerwear

Leather Jacket	\$250 - \$3500
Trench Coat	\$200 - \$1000
Winter Jacket	\$200 - \$1500
Hand Bag	\$20 - \$2000
Leather Gloves	\$15 - \$150
Winter Gloves	\$5 - \$50
Toque	\$5 - \$20
Cap	\$5 - \$30
Fedora	\$50 - \$250
Stetson	\$10 - \$200

Footwear

Rubber Boots	\$30
Leather Boots	\$100 - \$1000
Winter Boots	\$100
Work Boots	\$100
Combat Boots	\$250
Leather Shoes	\$80 - \$ 400
Sneakers	\$30 - \$300
Sandals	\$5 - \$50

Electronics

Cell Phone	\$100	Computer -3
Smart Phone	\$500	Computer -2
Net Book	\$300	Computer -1
Lap Top	\$1000	Computer 0
Desk Top	\$600	Computer 0
Server	\$3000	Computer +1
Work Station	\$100	Computer +1

Free Software	\$0	Computer -2
Student Software	\$100	Computer -1
Professional Software	\$1000	Computer 0

Personal Printer	\$250
Office Printer	\$2500
Personal 3D Printer	\$500
Professional 3D Printer	\$3000

Audio / Visual

Security Camera	\$500
Digital Camera	\$300
Telephoto Lense	\$1200
Video Camera	\$1500
Small Television	\$150
Television	\$600
Large Television	\$1500
Game Console	\$500
New Game	\$75
Speakers	\$10 - \$5000

Tools

Basic Tool Kit	\$30
Good Tool Kit	\$3000
Compressor	\$250 - \$2000
Manual Jack	\$100
Hydraulic Jack	\$250
Chain Saw	\$250
Circular Saw	\$50 - \$500
Table Saw	\$200 - \$750
Off Cut Saw	\$250 - \$800
Radial Arm Saw	\$750 - \$1500
Drill	\$25 - \$150
Drill Press	\$150 - \$150
Jig Saw	\$25 - \$150
Reciprocating Saw	\$75 - \$750
Wood Lathe	\$250 - \$1250
Metal Lathe	\$500 - \$5000
Milling Machine	\$1000 - \$10000
Winch	\$250 - \$2500

Paint

Tarp	\$5
Masking Tape	\$10
Spray Paint Can	\$10
Oil Paint Tube	\$10
Air Brush	\$100
Paint / Bucket	\$30
Paint Gun	\$30
Paint Brush	\$10

Medical Hardware

EKG	\$50 000
Tracks Heart Beat	
Ultrasound	\$100 000
Neonatal Imaging	
X-Ray Camera	\$300 000
Broken Bones, Foreign Objects	
MRI	\$2 000 000
Nervous System	
CAT Scanner	\$ 1000 000
Brain Scanner	
EEG	\$25 000
Neurological Activity	
Hospital Bed	\$5 000
Adjustable, Wheeled	
IV Monitor	\$5 000
Drip, Drip, Drip	

Success and Failure

The success and failure of actions attempted by characters during play is determined by rolling 1d20. If the roll is equal to or less than the total of the character's appropriate Characteristic and Skill Level, the action succeeds. For every full ten points the roll is under that, an additional level of success is gained. A difficulty level is subtracted from the character's total. The complexity of a challenge is the number of successful attempts required to complete the task.

There are no limits on automatic success and failure. There are many situations where a competent individual should simply succeed. There are many situations where failure is certain. Life is harsh that way.

Unskilled actions have their challenge level increased by 5 but a closely related skill can be added to the action. For example any Drive skill will give a bonus to drive any other vehicle but there is still a 5 point penalty.

Example

Bob is trying to pick a lock. He has Locksmith skill at Level 3, Coordination 12, and the lock is a good quality one complexity 2 and challenge level 5. Bob rolls 15 gaining him one success. The job is done and he must try again to get the lock open.

Contests and Resistance

Some actions are opposed by the ability of another character. In such cases, successes cancel out and the person with the most successes wins. If there is a tie the character with the highest skill + characteristic total wins.

Combat

Combat is resolved in rounds. Each round the sides roll a contest of Leadership skills and the side with the highest roll acts first in whatever order suits them. Attack actions give the target an opportunity to take a reaction to the attack like dodging or parrying.

Actions

While it is not possible or desirable to have a rule for every possible action, some core actions require detailed description.

Aimed Attack

Coordination + Weapon skill

Normally a character makes a single attack with a ready weapon after taking careful aim. This attack is made with a difficulty of 5 if the target is at long range. Additional successes achieved on the attack roll multiply the damage inflicted. When making Attack actions the weapon's Speed is applied to initiative rolls.

Walk and Attack

15 foot move

Coordination + Weapon skill

The character moves carefully while firing with a ready weapon. This is less accurate than stationary shooting and suffers a difficulty of 5 or 10 if the target is at long range. Walking allows a character to move 15 feet or 3 spaces. Additional successes are treated as extra hits.

Run

30 foot move

The character runs full out and may choose to dive at the end of their movement. Running allows the character to move 30 feet or 6 spaces. A melee attack during or at the end of the run or a dive into cover is possible. Diving adds five feet to the movement but leaves the character prone. While running the difficulty of ranged attacks on the character is increased by 5.

Sneak

Coordination + Stealth skill

The character moves along very carefully, hugging cover and even crawling to avoid notice. Enemies must win a contest of Perception verses the sneaker's Stealth.

Spot

Perception

The character goes on the alert, watching for enemy movement. This allows them to make a Perception roll in the enemy's turn to be able to make reactions.

Drive

Reflexes + Vehicle skill

The character directs the movement of a vehicle. Vehicles will move straight ahead at their current speed if the driver does something else for the turn. Tricky manoeuvres and high speeds increase the challenge rating of driving. A vehicle can increase its speed by one tenth of its Top Speed each round or decrease it by twice that. Fliers can climb by half their Top Speed or drop by twice that.

Reactions

When attacked by an enemy they can see, a character can take a reaction to improve their chances. Characters who took the Spot action can make a Perception roll to notice an unseen attacker and thus be allowed to react. Taking a reaction costs the character their next action whether in the current round or the next one. Ideally reactions should be rolled for before the attack roll, but as some people will always try to make their roll in the very instant of their declaration to gain an advantage, reactions can also be made after the attack roll, they just take place before it. In any case, the reaction acts as a difficulty level for the attack with successes cancelling successes.

Dive For Cover

A character can move 30 feet or 5 spaces into cover and dodge an incoming attack. Diving adds five feet to the movement but leaves the character prone. While running the challenge level of ranged attacks on the character is increased by 5. Diving for cover is the only defence against blast attacks and automatic fire.

Charge

When charged by an enemy, there is time to charge back resulting in the foes meeting in the middle.

Dodge

Reflexes - 5

An attack can be dodged without significant movement

Parry

Reflexes + Weapon skill - 5

Melee attacks can be blocked with weapons or shields.. Additional attacks are blocked at an additional -5.

Flee

Reflexes -10

The character turns tail and runs fifteen feet, usually in response to a charging enemy. This generally will keep the distance open between ordinary humans on foot but will usually not work so well against faster foes. The movement is automatic and will prevent attacks if the fleeing character can stay out of reach of the attacker but the chance of a ranged attack being avoided is slim.

Damage

Weapons have a damage rating in dice, usually a number of ten-sided dice plus another polyhedral dice to reflect any fractional difference. Some weapons have a scale of 10, 100, or even 1000 which essentially multiplies their damage, allowing them to damage larger targets. Speaking of which, larger targets ignore any amount of damage inflicted that is less than their scale. Larger targets are also easier to hit with a five point bonus for each factor of ten.

Armour and Cover

A suit of armour or piece of cover only intercepts some shots. Armour generally covers the most vulnerable body parts first and less vital bits in only heavier suits. A suit of armour or cover will have a coverage rating which is the difficulty of hitting an unarmoured location.

Armour

The protective value of armour ignores all damage beneath it's rating. Damage greater than the armour's rating is applied to the target. With the armour taking damage equal to its rating. For example, George is wearing a ballistic vest and helmet. This gives a -5 to hit unarmoured locations, 5 points of armour, and a damage rating of 35. If he gets shot for 3 points of damage it doesn't penetrate the armour at all. An 8 point hit causes 5 points of damage to his armour and 3 points to him.

Automatic Fire

Some weapons can empty a magazine in a single action. The greater number of shots is assumed to counter the reduced accuracy from poor aiming and recoil. The weapon will have a die type that determines how many bullets hit from the entire burst. Hits can be spread across multiple targets.

Explosions

Weapons with the "Blast" characteristic hit multiple targets within a given distance from the explosion.

Personal Armour

Armour	Coverage	Thickness	Damage	Encumbrance
Leather Jacket	-3	1	5	None
Leather	-5	2	10	
Mail	-8	3	15	
Plate	-8	4	20	
Sports	-5	3	15	
Ballistic Helmet	-2	5	+10	
Ballistic Vest	-3	5	25	
Ballistic Suit	-8	5	30	

Vehicle	Mass	Crew	Passengers	Cargo	Top Speed	Coverage	Damage
Bicycle	5 kg	1			30 kph	0	5
Scooter	50 kg	1			60 kph	0	5
Motorcycle	100 kg	1	1		150 kph	0	10
Compact	600 kg	1	3		150 kph	-5	60
Sedan	800 kg	1	4		150 kph	-5	80
Sports Car	800 kg	1	1		210 kph	-5	80
Jeep	800 kg	1	3		150 kph	-3	80
SUV	1t	1	4		150 kph	-5	100
Mini Van	1 t	1	7		120 kph	-5	100
Van	1.5t	1	9		120 kph	-5	150
Pickup Truck	1.5t	1	1		150 kph	-5	150
Panel Van	2t	1	1		120 kph	-8	200
Truck	2.5t	1	2		120 kph	-8	250
Semi Truck	4t	1	2		120 kph	-8	400
LAV	20t	1	5		120 kph	-10	200 x 10
APC	30t	1	11		90 kph	-10	300 x 10

Light Tank	40t	3			90 kph	-10	400 x 10
Medium Tank	60t	4			80 kph	-10	600 x 10
Heavy Tank	80t	5			70 kph	-10	800 x 10
Small Boat	500 kg	1	3		90 kph	-3	50
Medium Boat	1t	1	5		90 kph	-3	100
Large Boat	2t	1	11		90 kph	-5	200
Light Helicopter		1	1		180 kph	-8	
Medium Helicopter		1	4		180 kph	-8	
Heavy Helicopter		1	15		180 kph	-8	
Small Plane		1	1		300 kph	-8	
Medium Plane		1	5		300 kph	-8	
Large Plane		2	15		300 kph	-8	
Huge Plane		2	100		300 kph	-8	

Damage Points: Mass / Scale

Vehicle Armour Coverage

For vehicles, Coverage describes the amount of protection the vehicle offers its passengers.

External Seat 0

Open Top -3

Windows -5

Small Windows -8

Fully Enclosed -10

Melee Weapons

Tiny 1d4

Small 1d6

Medium 1d8

Large 1d10

Huge 1d12

Weapon	Speed	Effective	Maximum	Rate of Fire	Damage
Light Revolver	+2	40	800	1 (6)	1d8
Revolver	+1	50	1000	1 (6)	1d10
Heavy Revolver	0	60	1200	1 (6)	1d12
Light Pistol	+2	30	600	1d3 (12)	1d8
Pistol	+1	40	800	1d3 (12)	1d10
Heavy Pistol	0	50	1000	1d3 (12)	1d12
Machine Pistol	0	30	600	1d6 (30)	1d8
SMG	-1	50	1000	1d6 (30)	1d10
Carbine	-2	120	2400	1 (6)	1d12
Rifle	-3	150	3000	1 (6)	1d10 + 1d4
Assault Rifle	-3	120	2400	1d6 (30)	1d12
Battle Rifle	-4	150	3000	1d4 (24)	1d10 + 1d4
SAW	-4	120	2400	1d8 (48)	1d12
LMG	-5	150	3000	1d10 (100)	1d12
MMG	-6	180	3600	1d10 (100)	1d10 + 1d4
HMG	-8	200	4000	1d10 (100)	1d10 + 1d6
Grenade Launcher		Blast 1d6			1d4 x 10
AGL		Blast 1d6		1d4 (36)	1d4 x 10
Light Mortar		Blast 1d8			1d6 x 10
Medium Mortar		Blast 1d10			1d8 x 10
Heavy Mortar		Blast 1d12			1d10 x 10
Light Autocannon					1d10 + 1d8
Medium Autocannon					2d10
Heavy Autocannon					1d12 + 1d10
LAW	-5			1	1d10 x 10
TOW					1d12 x 10
SAM					1d8 x 10

ATAM					1d10 x 10
Light Tank Gun					1d10 + 1d6 x 10
Medium Tank Gun					1d10 + 1d8 x 10
Heavy Tank Gun					2d10 x 10

Healing

Just how bad the damage is depends largely on how much has been taken.

- 1/4 Bumps and Bruises
- 1/2 Scrapes and Cuts
- 3/4 Serious
- 1 Critical

Repairs

Animals

There are too many natural creatures to begin to list and provide statistics for them all in this slim volume. Those presented here are likely to be encountered by adventurers or used by them or their foes. Just because these guys aren't

Bear

The woods and mountains of the world are the last kingdom of these hulking omnivores. Bears are intelligent, easily startled, and hungry.

Coordination: 11
 Endurance: 13
 Knowledge: 5
 Perception: 15
 Reflexes: 13
 Strength: 30
 Willpower: 13

Speed: 10
 Level: 3
 Health Points: 52
 Damage: 1d8

Dog

Domesticated in the earliest days of the human race, these descendants of wild wolves are mankind's most stalwart friend and ally. Their sharp senses and loyalty make them ideal companions for hunters and guards and they are still used in the modern age in hundreds of roles from drug sniffing to sheep herding.

Coordination: 13

Endurance: 11

Knowledge: 5

Perception: 18

Reflexes: 13

Strength: 7

Willpower: 9

Speed: 10

Level: 1

Health Points: 25

Damage: 1d4

Infectious

Horse

For thousands of years, civilization grew with these powerful beasts as the engines of transport and commerce.

Coordination: 9

Endurance: 11

Knowledge: 4

Perception: 15

Reflexes: 11

Strength: 30

Willpower: 7

Speed: 30

Level: 1

Health Points: 50

Damage: 1d4

Infectious

Lion

The king of the African savannah, lions are alpha predators that hunt in packs. A tiger might be bigger and braver but there's usually only one of them stalking you.

Coordination: 15

Endurance: 10

Knowledge: 5

Perception: 15

Reflexes: 15

Strength: 25

Willpower: 13

Speed: 10

Level: 3

Health Points: 44

Damage: 1d8

Python

Twenty foot long snakes capable of crushing a man's rib cage in moments often hand in the trees of the jungle awaiting fresh prey

Coordination: 13
Endurance: 8
Knowledge: 3
Perception: 15
Reflexes: 13
Strength: 30
Willpower: 13

Speed: 15
Level: 3
Health Points: 47
Damage: 1d6 bite / 1d12 crush

Shark

The dreaded predator of the deep is an ancient killing machine dating back to the dawn of time.

Coordination: 10
Endurance: 13
Knowledge: 2
Perception: 13
Reflexes: 13
Strength: 20
Willpower: 12

Speed: 20 Swim
Level: 3
Health Points: 42
Damage: 1d10 bite

Squid

One of the most intelligence species on the planet, giant squid grow to enormous lengths in the shadowy trenches of the deepest oceans on earth.

Coordination: 13
Endurance: 11
Knowledge: 7
Perception: 13
Reflexes: 13
Strength: 15
Willpower: 13

Speed: 20 swim
Level: 3
Health Points: 37
Damage: 1d4

Tiger

The dreaded solitary predator of Asia will even hunt men for sport.

Coordination: 13
Endurance: 11
Knowledge: 5
Perception: 13
Reflexes: 13
Strength: 30
Willpower: 15

Speed: 10
Level: 1
Health Points: 25
Damage: 1d10

Viper

Poisonous snakes generally avoid humans and will often try to warn them off but if cornered they strike with lightning speed.

Coordination: 15

Endurance: 10

Knowledge: 3

Perception: 15

Reflexes: 18

Strength: 4

Willpower: 12

Speed: 10

Level: 3

Health Points: 23

Damage: 1d4 bite

Venomous

Wolf

The wild ancestors of modern dogs are shy, intelligent, and loyal to their pack.

Coordination: 13

Endurance: 15

Knowledge: 7

Perception: 10

Reflexes: 13

Strength: 10

Willpower: 12

Speed: 25

Level: 3

Health Points: 34

Damage: 1d6 bite

Aliens

These beings are not of this world. They are small, slight, large headed, and three fingered. They never speak but can communicate telepathically. Nobody knows what they want or why they abduct people. They may be replacing us with Androids or Reptoids.

Coordination: 12

Endurance: 10

Knowledge: 15

Perception: 112

Reflexes: 12

Strength: 8

Willpower: 12

Speed: 15

Level: 5

Health Points: 23

Damage: 1d4 or by weapon

Telepathy

Androids

These robots look just like human beings. They can fool most of the people most of the time. They walk among us, watching, recording, chasing Sarah Conner. Who knows what else they get up to?

Coordination: 13

Endurance: 20

Knowledge: 15

Perception: 15

Reflexes: 15

Strength: 15

Willpower: 15

Speed: 20

Level: 4

Damage Points: 50

Damage: 1d8 or by weapon

Apatosaurus

These monstrous dinosaurs are peaceful herbivores, but might not notice the little humans beneath their feet.

Coordination: 9

Endurance: 9

Knowledge: 3

Perception: 12

Reflexes: 9

Strength: 100

Willpower: 10

Speed: 15

Level: 3

Health Points: 118

Damage: 1d12

Bore Worms

These giant nematodes tear through earth, sand, and gravel at terrifying rates. Some have speculated that they are an alien species that devours planets.

Coordination: 5
Endurance: 15
Knowledge: 1
Perception: 15
Reflexes: 10
Strength: 50
Willpower: 15

Speed: 20 burrowing!
Level: 5
Health Points: 70
Damage: 2d10

Convergibots

Rumours of alien robots designed as terrestrial vehicles have persisted for years but now their secret war seems to be heating up and with the advent of smart phones are being caught on camera more often.

Convergibots have the statistics of their vehicle mode.

Coordination: 10
Endurance: 20
Knowledge: 12
Perception: 10
Reflexes: 10
Strength: by chassis
Willpower: 12

Speed: 20
Level: 3 -12
Coverage: 20
Damage Points: as vehicle mode
Damage: 1d12 or by weapon

Cultists

Some people just want to be special, some just want to be accepted, some want to tear down the foundations of society and some are just plain bad.

Coordination: 10
Endurance: 10
Knowledge: 10
Perception: 10
Reflexes: 10
Strength: 10
Willpower: 10

Speed: 15
Level: 0
Health Points: 20
Damage: 1d4 or by weapon

Cyber-Horror

These terrible creatures use cybernetic technology to fuse the body of a human with that of a large mountain goat. They are great climbers. Used by whatever dark cabal is responsible for the creation

Coordination: 13
Endurance: 18
Knowledge: 13
Perception: 15
Reflexes: 13
Strength: 25
Willpower: 18

Speed: 25
Level: 7
Health Points: 30
Damage Points: 40
Coverage 25
Damage: 1d8 or by weapon

Cyborgs

Half-man/half-machine it these creatures are created by some unknown force for unknown purposes. Some are used by the dark cabal as guards and laborers. Some have escaped their creators, able to remember their lives but unable to feel emotions or pain they wander the world on the fringes of society.

Coordination: 8
Endurance: 18
Knowledge: 7
Perception: 15
Reflexes: 13
Strength: 18
Willpower: 8

Speed: 15
Level: Guards 3, Slaves 1
Health Points: 20
Damage Points: 30
Coverage: 25
Damage: 1d8 or by weapon

Demigods

The gods of old were often prolific womanizers and their semi-divine children were often great heroes. Some believe the gods still interfere in mortal affairs and their children still walk the earth.

Coordination: 15
Endurance: 15
Knowledge: 15
Perception: 15
Reflexes: 15
Strength: 15
Willpower: 15

Speed: 20
Level: 10
Health Points: 40
Damage: 1d6 or by weapon

Dark Lords

Twisted beyond recognition the lords of darkness were once human but have been twisted by supernatural power and bad fashion sense. They are tall and spiky creatures, with red or black skin and glowing red eyes. They are often absurdly lanky or burly and wear leather and metal armour.

Coordination: 11
Endurance: 18
Knowledge: 18
Perception: 13
Reflexes: 13
Strength: 21
Willpower: 18
Speed: 15

Level: 10
Health Points: 40
Damage Points: 30
Coverage: 30
Damage: 1d10 or by weapon
Sorcery

Dark Warriors

The Dark Overlords are served by horribly mutated beings, mechanical and magical at once they hide their hideous forms under suits of archaic armour and full helmets.

Coordination: 13
Endurance: 15
Knowledge: 9
Perception: 9
Reflexes: 10
Strength: 18
Willpower: 12
Speed: 15
Level: 5
Health Points: 30
Coverage: 21
Damage Points: 25
Damage: 1d10 or by weapon

Fungus Zombies

The lichen that is growing all over these poor souls is slowly devouring their flesh and their minds makes them very susceptible to suggestion. They are often used as cannon fodder by the Lords of Darkness.

Coordination: 8
Endurance: 16
Knowledge: 4
Perception: 8
Reflexes: 8
Strength: 12
Willpower: 8

Speed: 10
Level: 1
Health Points: 25
Damage: 1d4
Heedless

Gibberers

It's hard to say what madness has transformed these people into crazed mobs of yelling, crying, laughing terrors. Deformed and twisting further from their human form with every moment they heedlessly rush and rend anyone they see.

Coordination: 13
Endurance: 18
Knowledge: 4
Perception: 13
Reflexes: 13
Strength: 15
Willpower: 13

Speed: 15
Level: 2
Health Points: 20
Damage: 1d8
Infectious, Berserk

Kill Bots

These robot killing machines make no pretense of disguise or secrecy. They strike without warning slaying all living things that cross their paths. They are clearly intelligent, stalking and hunting their prey with coordination and cunning.

Coordination: 15
Endurance: 20
Knowledge: 13
Perception: 15
Reflexes: 15
Strength: by size
Willpower: 15

Speed: 20
Level: 6
Coverage: 20
Damage Points: by size
Damage: by size

Lycanthropes

The spirit of the wolf has gotten into these people's flesh. They're hairy and savage looking but still able to pass for human. The full moon drives them mad, and under its influence they become savage killers.

Coordination: 11
Endurance: 11
Knowledge: 11
Perception: 13
Reflexes: 11
Strength: 15
Willpower: 13

Speed: 15
Level: 5
Health Points: 35
Damage: 1d8
Lunacy

Mutants

Genetic damage from toxic waste has turned these people into hulking horrors with twisted frames and terrible teeth. Their minds have been damaged by the change but are quite capable of low cunning and base cruelty if not

Coordination: 11

Endurance: 15

Knowledge: 8

Perception: 11

Reflexes: 11

Strength: 18

Willpower: 12

Speed: 15

Level: 2

Health Points: 30

Damage: 1d8 or by weapon

Plague Zombies

These poor souls are really dying rather than dead but the plague which wracks their bodies has also turned their minds to violence and terrible hunger. Anyone scratched or bitten by a plague Zombie is likely to catch the plague and become a zombie as well.

Coordination: 7

Endurance: 10

Knowledge: 5

Perception: 10

Reflexes: 9

Strength: 10

Willpower: 12

Speed: 10

Level: 1

Health Points: 25

Damage: 1d4

Infectious

Radiation Zombies

The radiation which is killing these people has made them suggestible and violent. While they are smarter than plague zombies and are often capable of using simple weapons and following simple orders, they are less driven and aggressive than plague zombies.

Coordination: 10

Endurance: 13

Knowledge: 6

Perception: 10

Reflexes: 9

Strength: 11

Willpower: 9

Speed: 10

Level: 1

Health Points: 25

Damage: 1d6 or by weapon

Berserk

Reptoids

Whether they are from the distant past when dinosaurs ruled the earth, outer space or an alternate dimension, these lizard people live among us, hidden by rubbery synthetic skin. Reptoids are remorseless cannibals who prey on the weak and vulnerable. They are often lawyers, bankers, and politicians to better hunt and control society.

Coordination: 13
Endurance: 13
Knowledge: 13
Perception: 10
Reflexes: 8
Strength: 13
Willpower: 13

Speed: 15
Level: 3
Health Points: 29
Damage: 1d6 or by weapon

Stalkers

It cannot be said whether these creatures were once men or hounds yet their hunched stance and elongated snouts speak to some unholy union. They are large, fast, and cunning with senses well suited to tracking down their prey.

Coordination: 13
Endurance: 18
Knowledge: 6
Perception: 18
Reflexes: 15
Strength: 13
Willpower: 13

Speed: 20
Level: 3
Health Points: 33
Damage: 1d8

Tyrannosaurus

The tyrant king of the dinosaurs might well lurk in some lost world or be growing in some laboratory for some misguided theme park.

Coordination: 9
Endurance: 12
Knowledge: 3
Perception: 13
Reflexes: 9
Strength: 40
Willpower: 13

Speed: 20
Level: 5
Health Points: 67
Damage: 1d12

Vampires

Driven by an unholy lust for blood these fiends fear the light. They often suffer from manias like a fear of crosses or running water. Vampires will attempt to blend in and hide among humans in order to hunt their prey but they cannot easily hide their bloodshot eyes, enlarged incisors, and pallid flesh.

Coordination: 13
Endurance: 11
Knowledge: 13
Perception: 13
Reflexes: 18
Strength: 19
Willpower: 18

Speed: 20
Level: 5
Health Points:
Damage: 1d8 or by weapon
Fears Light

Velocoraptors

These little, predatory dinosaurs hunt in packs.

Coordination: 13

Endurance: 13

Knowledge: 4

Perception: 13

Reflexes: 15

Strength: 8

Willpower: 11

Speed: 25

Level: 1

Health Points: 25

Damage: 1d8 bite

Witches

By some stroke of luck these creeps know some actual magic. Not fireballs and lightning bolts but curses, and sneaky scryings are right up their alley. Witches are often found in the company of cultists. Who they use to screen their

Coordination: 11

Endurance: 11

Knowledge: 15

Perception: 13

Reflexes: 13

Strength: 9

Willpower: 13

Speed: 15

Level: 3

Health Points: 23

Damage: 1d4 or by weapon

Witch Craft

Magic

Arcane power is subtle and often unobservable. A fire may rage more intensely or move in uncanny ways but throwing balls of fire is right out. Spells twist and distort perceptions or make things seem other than they are but do not actually shape reality.

Learning Magic

To learn a spell, a character needs a book of spells or a teacher who knows the spell. Learning a spell costs 100 Experience Points per spell level.

Prepared Spells

A magician can have one spell level prepared per total levels known but need not prepare every spell they know. For each prepared spell, the user must have a talisman, fetish, or scroll that is used to cast it. It is possible to prepare spells for another caster.

Casting Spells

All magic has a cost that is often paid in blood. Spells involve long rituals and obscure ingredients but a magician can prepare spells in advance for later use. Such prepared spells can be cast as an action.

Resisting Spell Effects

The effects of a spell are automatic and absolute. The subject then must cope with the outcome until the spell ends, normally requiring a Willpower - 5 roll.

Spontaneous Magic

Very powerful magicians can cast simple spells without preparing them. If a spell is five levels below the highest level spell they know how to cast, they can cast it without preparations.

Casting Time

Preparing or casting a spell takes one hour per spell level of rituals and incantations. A prepared spell can be used as a single action.

Range

Spells can be cast on anyone within line of sight.

Area

Spells normally affect one person but can affect one more by casting them at a higher level.

Duration

Spells will last for up to one day, usually ending at midnight.

Circles and Covens

Groups of magicians often gather in conclaves in order to share magic and work greater effects. These groups will generally have an initiation rite and require some act be undertaken to show loyalty and commitment before taking on an aspirant.

Group casting can increase the area or duration affected by a spell with each multiplication requiring a number of casters equal to the square of the factor. For instance a circle of nine can increase the duration or radius of a spell by three times.

Evil Eye

With a dire glance of disdain the magician lays a curse on their target causing impotence, infertility, a bad cough, or acne.

Hex

An object is bound to the target. They will find the object in their vicinity wherever they go or wherever they put it.

Putrefy

Food spoils and becomes inedible and water becomes mildly toxic causing upset stomachs and vomiting if consumed.

Conflagration

A flammable material spontaneously catches fire or an existing fire spreads to nearby flammable materials.

Vertigo

The target becomes dizzy, nauseous. In this state there is a 50% chance that any movement or attack made will go off in a random direction. Their movement rate is halved.

Discharge Battery

A battery and whatever it powers is rendered inert. This spell can effectively disable vehicles and cell phone cameras.

Disorientation

The target's senses become confused causing them to lose their sense of direction and become lost. Often thinking they've gone where they should but heading off in an entirely different direction.

Gnawing Hunger

The target becomes ravenously hungry and overwhelmed by the desire to eat. If they fail to resist, the subject will seek out food immediately and be impatient and rude when dealing with any obstacles to achieving that end.

Hallucinations

The subject begins to see things that are not there. The caster can choose whether the visions are fantastical or even cartoonish. The images can also be made to rest over real objects, making busses appear as dinosaurs and people goblins.

Eye Bite

The subject's eyes swell with blood until they burst spraying blood everywhere. The subject is blinded and suffers 1d10 damage that ignores all armour.

Noxious Fumes

Dense car exhaust or fumes from vents or sinks fill the area causing all therein to cough uncontrollably if they fail an Endurance roll. While coughing they can only walk or crawl and take no other action.

Mutter and Peep

The magician can view and hear far off events in a reflection. Clear pools, windows lit from indoors at night, mirrors and crystal balls will all serve. The visions and voices are distorted so the magician must make a Perception roll to make sense of them.

Haunt Dreams

As they sleep the magician appears in the subject's dreams and can converse with them. While in dreams the magician possesses almost unlimited power to shape and warp what the subject perceives. The subject can take control of their dreams, wake up, or force the magician out with a Willpower roll.

Unseemly Aura

A place can be given an evil cast that raises hackles, and disturbs the thought. Boards creak, voices have an unnatural echo, and shadows seem to creep and shift of their own accord. Such seemingly minor effects will often serve to drive away intrepid children and real estate agents.

Jump Scare

The caster marks a fleeing target with a glance and turns away, only to appear directly ahead of the subject later. Roll 1d20 each subsequent round, on any roll greater than fifteen the caster appears directly ahead of the mark.

Obscuring Mist

A mist arises from a nearby source of water like a shower or drain, obscuring targets in the area, giving a -5 to hit them. The mist will blow away in a stiff breeze.

Obscure Identity

The face, clothing, and mannerisms of the target become plain, slightly blurry, and unremarkable making it hard for observers to recall details about them.

Perfidious Paperwork

The papers in the caster's hand appear to be of the correct and official type the official checking them expects. They will see and recall the caster's image on photographic identification.

Whispering Voices

The subject begins to hear strange voices talking to them. The voices will incite the target to commit unspeakable acts until they submit. The caster can select a single act for the voices to incite or the voices can incite the target to general murder and mayhem.

Swarm of Chiwawahs uauahs

A vicious plague of rabid rat dogs appears out of a nearby woman's purse and proceeds to attack the closest possible target.

Game Mastering

Tk is designed to be quick to set up and play. It is intended to simulate the physics of action movies rather than the real world.

Alternate Set Ups

The rules as presented are intended for use as a traditional zero to hero roleplaying game with the player characters starting out as young professionals in their early twenties but the mechanical structure is quite open to adaptations like starting out with higher level characters. It is quite possible to run campaigns where the players play monsters.

Playing Monsters

Monstrous characters can be generated by subtracting ten from their listed characteristic scores and adding the result to the normal, randomly generated characteristics. If the players are all playing different monsters it becomes necessary to balance things out between them. With their total characteristic modifier times one hundred experience points indicating the difference between them. Bear in mind that the monster's special abilities are reflective of its indicated experience level and lower level monsters will have to buy them up.

Demigod Campaigns

For a real over the top action campaign let the players all be demigods. This will give them much better characteristics than mere mortals, allow them to heal quickly from wounds, and allow them to access cool powers.

Mooks

In action movies the henchmen fall in great numbers. Tk does not support any mechanical difference between the heroes and the villains but, for some minor non-player characters may seem a little too tough. The game master should feel free to assume they are eliminated by a quarter of their Health Points. Heck, they probably aren't too loyal or well paid, they might just stay down and play dead after the first hit.

Magic and Powers

Magic can be learned as a skill, powers tend to be innate. The magic system presented here is deliberately subtle and sinister. Fireballs and lightning bolts are found in powers as they belong to a rather more overt kind of campaign.

Variations

A close reading of the game system will reveal that character creation is really a points system with a level cap on purchases. Removing the level cap allows for a more flexible and realistic game but also allows for significant abuses and unbalanced characters.