

OFFICIAL



CONTENT

FIRST TIME PLAYER CHEAT-SHEET

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Thank you for trying the Alpha Chronicles role-playing game. While the game is easy to learn and very intuitive, this document is intended to give you a bare-bones glimpse of the most common rules. You will also need a set of percentile dice, your character, and a pencil. If you have any questions, please ask the demo team member or check out our website at AlphaChronicles.com.

Skill Basics

Most rolls in Alpha Chronicles will be skill checks. A basic skill check involves the player taking the appropriate skill rating, applying any penalties given by the Game Master, and rolling the percentile dice. If the roll is equal or less than the modified skill rating, the action was successful. Otherwise it failed, but depending on the circumstances may be tried again.

Critical failures and successes are possible in this system. Any roll of 96 – 100 is a critical failure. These are often very bad news for the character and the group. The GM will determine what horrible thing occurred. A critical success is a really good thing for the character. Any skill roll that is less than or equal to 1/10th the *modified* skill rating is a critical success. The GM will determine what extra benefit occurred.

Sometimes actions are opposed by another character. These Contested Actions are very common in contests, and use a slightly different system. Instead of rolling under the skill rating, players should add the die roll to the modified skill rating. Compare these totals between the opposing characters. The highest total wins. Don't worry about critical successes or fumbles. Unless there is a sizable difference in totals they will not apply.

Combat

Combat is a staple of role-playing, and there are a great number of optional systems to aid in battles. The basics are very similar to the normal skill system used in the game. Attackers roll the percentile dice based upon the applicable skill rating. There is usually a penalty based upon the Defensive Tactics of the victim. In most cases, if the defender is not simply defending, this will be equal to 1/4 their Defensive Tactics skill. Defenders who are only defending may apply their full Defensive Tactics skill rating as a penalty to the attackers roll. You will hear the term DT used during the game: this is an acronym for Defensive Tactics.

Players have a certain number of actions per round. A round is six seconds and is broken into 3 phases. Primary actions must be used every phase, while any floating actions can be used during any phase desired. Only one floating action may be used each phase. Movement and speech actions may be done every phase, and will not require a floating or primary action. Most attacks require one floating or primary action. Using Full DT will take all primary and floating actions for the round.

The complete rules includes systems of cover, called shots, critical hits, dual weapon combat, and a heck of a lot more. Some of these systems may be used during the demo you are playing. They will be described as necessary during the game, but will not be detailed in this document. They are detailed in the Starter Rules available for download on the website.

Assuming that the attack hit the defender, they may be wearing armor. All armor has a Protection Value (PV) that will reduce injury by the value given. Any remaining injury will be applied to the Injury Points (IP) of the victim. Body armor that is penetrated will degrade the PV of the armor by one point per attack. Natural armor will not degrade in normal combat situations.

Injury for weapons is always rolled using a single d10. Every weapon has a Injury Chart with ten levels of injury based upon this roll. The value for the particular roll is the base injury inflicted. All weapons will have a bonus to the total injury points inflicted equal to 1/10th the skill rating of the applicable skill. Most melee weapons will have a bonus of 1/10th the character's Strength attribute. This total is applied to any PV of the victim.

If a character ever drops under 30 Injury points there will be pain penalties that will impair further actions. The Game Master will inform you of these additional penalties, reduction in movement rates, and any other effects. If your character drops below 0 Injury Points they have become comatose. If they ever drop to 1/4 their Health attribute below 0, they will expire. They will remain in a coma for only a short period before expiring. They need urgent medical attention or supernatural healing.

Unnatural Abilities

Most of your unnatural abilities (Options) will either give you a static benefit, or will require skills to use. Most abilities use the Control, Mentalism, or Ranged Strike skills. You will roll the appropriate skill when using your power. The base rules do not require Drain for the use of options and abilities. Specific rules for the abilities will be listed on the character sheet or in the Starter Rules.

Spellcasting & Magic

If you are playing a mage, you have one of the most versatile power sets in the game. Our magic system uses a hybrid static and modifiable spell effect method. More about that in a moment. The skills you will use to cast spells are Discipline skills such as Pyromancy Discipline or the Observation Discipline. Feel free to rename the skill anything you feel is more appropriate for your mage's theme.

To cast your first spell, roll the percentile dice and subtract any skill penalty based upon the difficulty of the spell. If the roll is successful, add the Drain of the spell into your Drain Pool. This Drain Pool begins at zero and will increase every time a spell is cast. The Drain Pool refreshes and is reduced through rest, sleep, and over time. Every spell after the first will suffer an additional penalty based upon the current Drain Pool. This represents the mage tiring and becoming less focused as he continues to cast spells.

Once the Drain has been accounted for, determine the effects of the spell. Most of the effects are very straightforward, with the exception of Duration. Short spells will remain in effect for a number of phases equal to the experience level of the caster. Instant spells are *BANG*, done. Continual spells will remain in effect as long as the caster desires, but the Drain will not refresh until the spell is released.

Drama Pool

The Drama Pool is a pool of points which can be used by players to give their character a bonus when they are really needed. There are several ways to use these points, but the most common way is to expend one point to receive a +20 bonus to a skill or attribute roll. Special maneuvers are also possible, but require more space than is possible on a cheat sheet.