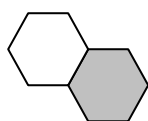
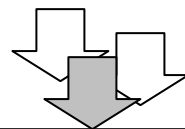
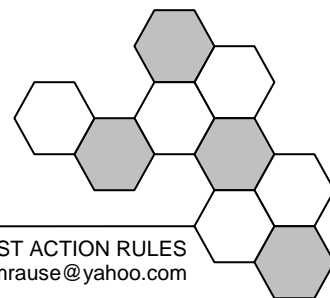


FAST ACTION RULES



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1. Character Creation

1.1. Primary Traits

The Player Character (PC) is defined by 6 characteristics explained below:

Strength (STR): representing the physical force and constitution of the PC

Agility (AGI): representing the handcrafting and the speed of the PC

Constitution (CON): this is the resistance of a PC facing physical attacks or shocks

Knowledge (KNW): represent the education level of the PC

Perception (PER): this is all senses (seeing, hearing, tasting...) of the PC

Willpower (WILL): this is the inner power of a PC to react or resist temptation

The score of each characteristic varies between 1 and 5, but to create a character the player distribute 15 points with a maximum score of 4. **Mental Resistance (MR)**, ability to resist mental pressure or attack is calculated by (WILL+5), and **Physical Resistance (PR)**, hit point or physical capacity to resist is calculated by (CON+5), for a starter player character (see Experience section for progression system).

1.2. Secondary Traits

Secondary traits are **Close Combat (CC)**, **Range Combat (RC)** and **Magical Aptitude (MA)**.

These traits depend to the average of two characteristics (round down).

$CC = (AGI + STR) / 2$ $RC = (AGI + PER) / 2$ $MA = (PER + WILL) / 2$

1.3. Skills

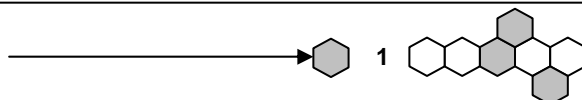
The player chooses a "Job" for his PC. It can be a regular job or a description of some kind of job discussed with the Game Master (GM). A none exhaustive list will be: Policeman, Military, Ninja, Technician, Nurse, Diplomat, Comedian, Blacksmith, Warrior, Vampire Hunter, Barbarian, Ranger, Pilot, Driver, Weapon Master, Computer Hacker or many more.

All skill rolls that will fit under the chosen job will have a +2 bonus. For example, a PC with the Ranger job can use tracking skill with a +2 bonus on his roll. But, because no one borne in his job the player can choose 3 skills out of his job skills and will get a +1 bonus on his roll for this skill.

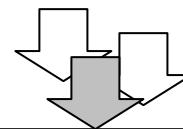
1.4. Special Ability

This is an option to the character creation that can be interesting if the scenario needs more fantastic capacities or some superpowers. The importance of this ability is to be check with the GM and in accordance with the scenario. Some minor and major abilities are listed below:

Ability Description	Min	Maj
Ambidexterity – can use both hands without any difficulty	X	
Night Vision – the PC can see in very poor light condition like un daylight	X	
Infrared Vision – the PC can see in dark the heat spectrum	X	
Telekinesis – depending on willpower, the PC can move objects from distance		X
Fly – the PC can fly with his AGI in speed and WILL in time		X
Acrobatic Move – with a AGI check the PC can make a exceptional jump or move	X	
Bullet Proof – the PC body cannot be harmed with normal gun bullet or arrow		X
Adhesive Hand – the PC can move on the wall like an insect		X
6 th Sense – with a PER check the PC can sense a near danger but not it's nature	X	
Hide in Shadow – the PC can completely being invisible when placed in shadow		X
Move Silently – with light equipment the PC can being in move completely silent	X	
Charm – the PC can charm the persons with whom he is speaking		X
Fire Resistance – the body can support very high temperature depending on CON		X



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The above list can be edited and modified as well. All Special Abilities have to discuss with the GM and be approved to be used in the game. The GM decides the number of special abilities allowed in the game.

Character Creation Example:

Name: Eliane Le-Mann	Job: Field News Reporter (+2)	Special Ability:
STR 2	MR 7	Maj: Hide in Shadow
AGI 4	PR 7	Min: Move Silently
CON 2		
KNW 2	CC 3	Equipment:
PER 3	RC 3	Camera, Laptop, Recorder
WILL 2	MA 2	Light gun cal.22
	Skills:	
	Driving Motorcycle (+1)	
	Dancing (+1)	
	Use Handgun (+1)	

Characteristic & Skills scores definition

Score	Definition	Skill	Definition
1	Weak, limited mobility or education	+0	Novice, beginner
2	Normal, everyday human has it or knows it	+1	Competent
3	Good, educated or sportive	+2	Expert
4	Very good, well educated or national champion	+3	Professional
5	Excellent, genius or world champion	- 2	No-Proficiency

2. Action Resolution

2.1. Skill Check

The base of a skill roll is to roll **1D6 + Characteristic Score + Skill** (if available) and obtain a score greater than the difficulty of the action. The base difficulty score can be modified by the situation or the position and the equipment of the PC. For example, Eliane is sent on a conflict zone in Africa to report on Red Cross action. During the interview two Jeeps equipped by heavy rifle gun attack the basement, she wouldn't miss the opportunity to take some pictures and get her camera, normally taking picture is a easy thing to do for her, but in that case, in the middle of the action, dodging gunshots, she has to make a skill check to get a good picture for her boss. So the GM decide the Difficulty score and announce it to the player, in that case for Eliane, she will get a Very Hard situation (dodging bullets and taking pictures) so the difficulty score (DIFF) will be 10, (DIFF=10). So Eliane is very fast and agile (Score 4) and she is an expert in her job (Reporter Skill +2) so $4+2+1D6$ must be greater than the DIFF score 10. The player rolls 1D6 and 5 and Eliane takes her pictures and dodges the gunshots as well!

The GM can decide the interpretation of a missed action roll. In this case with Eliane, the GM can decide that she missed her pictures or get shot by a bullet. With a big margin with the DIFF score bigger than 3 she could missed her pictures AND get shout!

DIFF	Definition	: Example
3	Very easy	: Opening a locked door in a hurry!
4	Easy	: Cooking eggs and beacon for dinner
5	Normal	: Repairing something in you field of knowledge, U-turn in empty street...
6	Difficult	: Make a U-turn on a junction on full working day!
8	Hard	: Cooking a big Cake for the first time!
10	Very Hard	: Dodging bullet and taking pictures, hanging on a rock for 2 hours...
12	Exceptional	: Dodging bullet and approaching the shooter to punch him down!

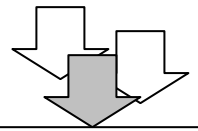
2.2. Opposed Skill Check

In case of an opposed action check (two diplomats debating about a subject, bargaining with a seller for the price, wrestling, etc.) the player and the GM rolls for each side, the highest score win the conflict. In case of tie, re-roll for every one until there is a winner.

2.3. Close Combat

The close combat situation (sword fighting or man to man) the action is resolved like an Opposed Skill Check with the **CC score + 1D6 + Combat Skill** (if available) vs. the same check from the opponent. Like the opposed check, the higher score wins the conflict.

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2.4. Range Combat

In the range combat the DIFF is calculated in 2 different ways. The first case is when the target isn't aware of the shot (like a sniper shot). So the DIFF of this action is the **Distance Diff + Cover + Movement**. In the second case, shooting at each other, the difficulty for each opponent is the sum of **AGI + Distance + Cover**. In this case the rolls are made simultaneously and the higher score wins the conflict.

Range Combat Difficulty modifiers:

Situation	modifier	Situation	modifier
- Distance: Close Range	+2	Movement: Slow	+2
- Distance: Medium Range	+0	Movement: Fast	+3
- Distance: Long Range	- 2	Cover: 1/2	+1
- Distance: Far	- 4	Cover: 2/3	+2

2.5. Spell Casting / Super Power Use

The use of Magic is like the **CC** or **RC check**. For an attacking spell casting, the player makes a check like the RC check to hit the opponent. And if it's in close situation the check will be like CC situation. For spells or powers acting on opponent mind, the Diff will be the **MR of the opponent** modified by the situation or the power of spell. For using Spells or Powers the PC cannot wear heavy metallic armors or carry big amount of metal gears.

To use a spell (name it, and it exist!) or power (define it, and it works!), the player make the check with his **MA + 1D6 + Spell Casting Skill** (if available) or **Power Skill** score. A player using a spell or power loses points on his **MR**. depending on the strength of the spell or power this loss will be modified. When the MR score reaches zero, the PC will be falling in coma until he regain at least 1 MR point. Spell or Power damages depend directly to the power of the spell on MR spent on the spell. Table below shows the spell or power importance on MR spent on it:

Situation	MR ±	Situation	MR ±
Range: Close	+0	Volume: 1 m ³	+0
Range: Medium	+1	Volume: 3 m ³	+1
Range: Long	+2	Volume: 9 m ³	+2
Damages +1	+1	Volume: each 3 m ³ after 10	+1
Damages +2	+2		
Time: 1 round	+0		
Time: 5 rounds	+1		
Time: 10 rounds	+2		
Time: 1 hour	+3		
Time: 1 Day	+5		

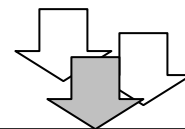
3. Damages, Wounds, Armors and Healings

3.1. Weapon Damages

Weapons are placed in 4 categories: **Light**, **Medium**, **Heavy** and **Deadly**. Each category of weapons makes a fixed damage modified by the result of the combat check. So the Damage is calculated by **Difference of the Attack Rolls + Weapon Fixed Damage**, the score is deduced on **PR score**. If the PR score reaches zero the PC is dead or in coma (GM decision). The table below shows which weapons are in which category:

Description	Cat.	Damage
Knife, Short Sword, Staff, Shuriken, Dart...	L	+0
Long sword, Short Bow, Warhammer, Small Axe, War staff, Morning Star...	M	+1
2 Handed Sword, Long Bow, Grand Axe, Grand Lance...	H	+2
Hand Guns cal. 22,	L	+0
Hand Guns cal. 38, Small Machine Guns (UZI, PM10)...	M	+1
Hand Guns cal. 45, Machine Guns (M16, AK47), Grenades, 0.5kg C-4...	H	+2
Rockets, Bombs, Ceiling Collapsing...	D	+5
Falling each 3 meter high or each 10km/h speed impact		+1

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3.2. Spell / Power Damages

For each MR spent on a spell or power over 1 point (2 MR= +1, 3 MR= +2, 4 MR= +3 ...) the damage augment 1 point. So the Damage for spells or power is calculated by **Difference of the Attack Rolls + MR Bonus on Damage**, the score is deduced on **PR or MR score** of the opponent depending to the nature of the attack.

3.3. Armors & Protections

Protection via damages can be very different depending on the scenario plot or the settings. But by definition 3 types of armor is defined: Light, Medium and Heavy. The protection from each type is directly deducted from the total damages applicable to the PC.

Armor Type

- Light (Leather, Kevlar...)
- Medium (Chain mail, Scale Mail, Bullet Proof vest, Spacesuit...)
- Heavy (Plate armor, Combat suit, Deep space suit...)

Protection	Penalty*
1	+0
2	+1
3	+2

* The penalty is applicable on physical action (movement, combat, manipulation...). The penalty score is added to the DIFF of the action.

3.4. Physical & Mental Resistance Recovery

Physical wounds can be recovered at the rate of 1 PR point in a complete rest day. In case of hospitalization or intensive care system, the recovered points can reach 2 or even 3 points per day. To recover the MR points the PC need to not be in stress situation. In normal manner the MR points can be recovered by 1 point each 30min and in case of rest or meditation situation 1 point each 10min. These rates can be modified according to the settings or GM decision.

4. Experience & Player Progression

4.1. Experience Points

At the end of each scenario, the GM allows Experience Point (EXP) to each player depending on the how successful were the player to solve the problems of the scenario. Each play can have between 10 to 20 Experience Points. The table below shows a small example of EXP distribution:

Act / Play	Experience Points
- Easy Plot Scenario	5 to 7
- Hard Plot Scenario	8 to 10
- Long Scenario Suit	6 to 8 per setting
- Resolving minor plot/puzzle	+1
- Resolving major plot/puzzle	+2 / +3
- Good acting/play from the player	+2
- Good ideas on the scenario	+1 per idea
- Bad acting/play	- 2
- Playing out of plot	- 2

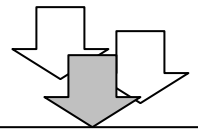
This table can be modified or rearrange depending to the setting and to kind of the scenario or plot played. But it is very important to allow EXP to a player who acts correctly his PC.

4.2. Player Progression & Advancement

Experience points help player to progress his PC in his career. With EXP, the player can buy or progress the PC skills or even his Characteristic, MR or PR. Each progression has a cost in term of EXP. The table below shows the cost of each progression:

	Cost		Cost
Buying new skill at +0	10	Each PR point (max 15)*	20
Progress skill from +0 to +1	10	Each MR point (max 20)	15
Progress skill from +1 to +2	15	Characteristic form 1 to 2*	25
Progress skill from +2 to +3	25	Characteristic form 2 to 3*	35
Buying new job at +0	30	Characteristic form 3 to 4*	50
Progress job from +0 to +1	25	Characteristic form 4 to 5*	70
Progress job from +1 to +2	35		
Progress job from +2 to +3	50		

*Optional rule, GM decision applies



5.1. Character Creation

At the creation, the player can choose to have 2 jobs. In this case the player chooses 2 jobs for his character but the score of one of the job is +1 and the other one is +0. Example: Eddy Willow, an ancient police officer (job 1: Police officer +1), because of his low salary, decides to convert him self in Body Guard (job 2: Body guard +0).

5.2. Action Rolls

5.2.1. Initiative

The GM may want to have a more detailed phase in the combat round. Deciding who is acting first can be done by two ways. First by comparing the AGI of the opponents, the character with the highest score starts first. In case of tie, the character with the highest WILL start acting. And again in case of tie, the two character act at the same time.

The second way is to roll 1D6 and to add the score to AGI. The highest score start the round and in case of tie, characters act at the same time.

5.2.2. Combat

This option works best for the close combat situation. This way the GM can have some spectacular action scene for the final battle. The option is to have one Attack roll *and* one Defense roll for each opponent. In this case the GM should use the initiative rule to define who will start acting first in this round. The player with the highest initiative start the round and rolls **1D6+CC+Skill** (if available), the score obtained this way will be the DIFF for the opponent to counter the attack. After resolving this ATT/DEF, the opponent will act and make an Attack check to make the DIFF to the opponent to defend him-self. For the round after that round the player makes again the initiative check.

5.2.3. Super Acting!

In case of combat round and in some way in normal action check the player can have some bonus in his action roll by defining and narrating the situation and the action that he will make. Example: Chang Lee is in bad situation in a dead end alley. 3 bad guys from the rival family surrounded him and want a fight. After long silent observation, finally he decide to act: Chang pick a trash cover near him and throw it at the face of one of opponent and at the same time move on the wall to dodge the attack from other opponent and finally grab the arm of the last one to push it face on the wall. With a scene definition like that can, the player can get +1 or in some cases get +2 to his action roll. In no way these actions can hurt or make damages to the opponent and are only defensive actions. Same action cannot be repeated in the same case of battle to get bonus!

5.3. Experience

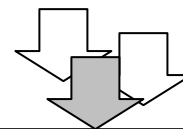
It is the GM decision to let the player use his EXP to progress Characteristics and/or Physical Resistance. In this case the GM authorize such progression, the player has to spent time in scenario to do so. For each point on Characteristics, the player must spend 2 weeks in "*complete training*" and for each 1 point in PR the player spent 1 month in training!

5.4. Good, Bad, Ugly...

This option is for the GM to manage fast action settings. The thing is to define 4 types of villains or monsters:

- Type 1: They die in one hit! (orcs, kobolds, henchmen, gang members,...)
- Type 2: They die in three hit! (officers, gang leader, special NPC, horde leader,...)
- Type 3: They die in five hit! (the principal enemy)
- Type 4: "The BAD guy": in this case the NPC has a complete character sheet

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Name:				Description:			
STR		MR		Job:			
AGI		PR		Skills:		Special Abilities:	
CON							
KNW		CC					
PER		RC				Spells/Powers:	
WILL		MA					
Personal Details							
Parents:							
Situation:							
Kids:							
Education:							
Social Status:							

Weapons				
Close Combat	DM	Range Combat	DM	Special Note

Notes & Equipment	Portrait / Logo:
	Cash or Gold:
	Experience Points: