

# Simulacrum Quickstart Guidelines

Welcome to your first game of Simulacrum! This RPG is the brainchild of Tim Morgan and Sabledrake Enterprises, and is currently under development. It is intended for eventual publication, and your comments on the game are not only welcomed, but encouraged. So sit down, pick up some d20s, and have a great time!

## Attributes

Attributes are the 15 stats listed along the top of the character sheet. They range from -2 to +2 with 0 being average. What they represent is pretty much self-explanatory. They are, however, primarily used to determine your skills, and since those have already been worked out for you, you don't have to worry too much about them. One exception to this is the Luck stat, which gives you the ability to turn a successful skill roll into a critical once per game session for each positive point of Luck. Likewise, for each negative point of Luck, the GM can convert one of your failures into a fumble.

Please, look at the attributes and use the numbers there to get a better idea about who your character is.

## Likes and Dislikes

These are about as simple as they appear and give you a great deal of insight into the character.

## Psychs

These are descriptions of your character's personality and describe how he acts and reacts to the world around him. They are not all self-explanatory and feel free to ask questions if you are confused about what any Psych means.

## Skills

All of your character's abilities are described by his skills. Most skills are described by a number from 1 to 60, but combat skills have two numbers, a skill level and an Aim (eg. 20/2 means 20 skill with 2 points of aim).

## Skill Rolls

Throughout the game the GM will request skill rolls from the characters. To do this roll a d20. You are successful if the number rolled is less than or equal to your skill level. Often there will be skill modifiers that are applied to your character's skill, making the target number higher or lower.

## Criticals and Fumbles

There is a possibility of a Critical every time you roll a 1 and of a Fumble when you roll a 20. After a 1 or 20 is rolled, you will be asked to roll again. The result along with your effective skill level will determine whether or not a Critical or Fumble has been scored.



## Combat

The rest of the information on the character sheet refers to combat. Combat takes place in turns, each two seconds long. Each turn has from 1 to 4 actions. At beginning of each turn, characters must choose their combat stance. There are 5 combat stances, and they are described on the center panel of the GM screen. They are: Normal, Aggressive, Defensive, Running & Surprise. The order in which characters act is based on the Combat Readiness skill. Stances are chosen in reverse order (lowest to highest) and then actions are resolved from highest to lowest.

To attack someone, you must first be within range of them. Your weapon's reach is the number of squares away that a foe can be and still be attacked. When you roll to attack, note how much you make your roll by. For every 5 you make it by, you add 1 point to your Aim (the second number listed after the skill). If your opponent has a defense, then he rolls against his defense skill (also getting +1 Aim for every 5 the roll is made by). Take the defender's Aim and subtract your Aim from it. If the number is positive, he may have avoided the attack; if not, you hit him and deal damage.

Each weapon attack has a damage rating, which is usually a number plus either Strength or Aim. If Strength, make a Strength roll, and for every 5 you make the roll, add one to your damage. If Aim, take your Aim (with any bonuses for rolling well), subtract the defensive Aim and add that to the weapon's base damage. The number is the Damage rating. The enemy must now make a Damage Resistance roll, which is based on his Fit-

ness, Speed, Will and Armor. The roll is DR minus the Damage Rating of the hit. If the roll is successful, there is no damage, and a second roll must be made for stun. If the roll is failed, note the amount that the roll was failed by and find that result on the damage chart. The chart will show the actual effects of the hit.

## Damage

There are two types of damage in Simulacrum — Trauma and Mortal. Trauma is injury to skin, bone and muscle; painful, but not immediately life threatening. Mortal damage is injury to the vital organs of the body — the brain and the organs of the chest. Mortal damage heals very slowly and small amounts of damage can be life threatening. A character dies immediately if he receives 5 points of Mortal damage to the head, or 10 points to the torso. More than 3 points of Mortal damage cannot be repaired in this culture, and death is inevitable — it may come in a few minutes or a few days.

## Fatigue

Fatigue is based on your character's Endurance and is a measure of how tired he is. While there is a place to record your fatigue loss on the character sheet, it is usually easier to use glass stones to keep track of it. During combat there are many things to spend fatigue on. When you do this, simply place a stone off to the side. Should you ever run out of stones your character has exhausted himself and has lost consciousness. Other things can cause fatigue loss as well — hard labor, missed sleep and failed skill rolls with physical skills, for example. Fatigue comes back at the rate of 1 point every ten minutes you rest.

