

MICROLITE PLATINUM

This is a trimmed-down, subminiature revision of the Palladium rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of the system (monsters, spells, adventures, and equipment) could be utilized. This game cannot be played without a basebook of one of Palladium's games. Distribute freely.

STATS

There are 8 stats: IQ, Mental Endurance (ME), Mental Affinity (MA), Physical Strength (PS), Physical Prowess (PP), Physical Endurance (PE), Physical Beauty (PB), and Speed (Spd). Human characters roll 4d6, drop lowest die for each.

A 16 or higher, before bonuses, gets an additional d6. If that's also a 6, roll again, and add the result. Continue rolling and adding to the result each time a 6 is rolled. An unaugmented human cannot have a stat above 30.

Stat Bonuses/Penalties = (STAT-10)/2, round down

IQ Bonus: Intelligence. Add the bonus to all mental skills (most skills).

ME Bonus: Willpower and emotional tenacity. Add the bonus to Mind Saves.

MA Bonus: Charisma. Add the bonus to all social skills (such as seduction). Bonus*10 = chance to invoke trust or intimidate. Success means a temporary 25% reduction to all of the subject's abilities (when in the invoker's favor) for one scene, 15 minutes, or 1 round of combat.

PS Bonus: Strength. Add the bonus to damage in unarmed and melee combat. The damage bonus also applies to thrown weapons and bows. If PS is greater than 30, see the Strength Table in the Combat section to determine damage.

PP Bonus: Dexterity. Add to combat rolls other than initiative, saving throws, and damage. Add the bonus to all physical skills.

PE Bonus: Stamina. Add the bonus to Body saves.

PB Bonus: Beauty. Add the bonus to all social skills (such as seduction). Bonus*10 = chance to charm or impress. Success means a temporary 25% reduction to all of the subject's abilities (when in the invoker's favor) for one scene, 15 minutes, or 1 round of combat. Cumulative with MA's skill bonuses.

Spd Bonus: Quickness. Add the bonus to initiative. (Spd * 5 = max yards run per melee. Spd * .68 = approx miles per hour.)

RCC*

Characters may play any Racial Character Class (RCC), so long as the GM approves it. Roll for stats as dictated by RCC, rolling an additional d6, and discarding the lowest. A roll of 11 - 12 on a 2d6 stat earns a single additional d6, as does a 6 on a 1d6.

OCC*

Some races can select any occupational character class (OCC), while others are restricted to a few or NO OCC (receiving the RCC only). Humans may take any OCC unless humans are banned in the description. Characters may take any OCC, so long it's not banned by the RCC and the GM approves it.

* Some RCCs and OCC's grant special abilities, skills, combat maneuvers, or penalties. Note them down. Class combat bonuses are ignored other than bonuses "To Strike", "Extra Attacks per round", and "Special Attacks". Bonuses "to strike" apply TO ALL combat maneuvers.

CHARACTER FOCUS

Characters must select one of the following foci:

Physical Focus: A natural at combat and physical skills. Add 30% to all skills with a strong physical component. Add 10% to all other skills. Distribute an additional 20 points to Physical stats. Gain an extra 25 SDC. Gains **Advanced Combat**. The character loses 4 OCC Related skills.

Intellectual Focus: A natural at intellectual pursuits. Add 30% to all mental skills. Add 10% to all other skills. Distribute an additional 10 points to IQ and ME. Gains the following skills for free: Literacy: Native and Research. If the skill Intelligence, Strategy/Tactics, or a similar skill is taken, an Intellectual who's directing the party may grant a +2 to all the party's combat rolls with a successful skill check, if everyone is following orders. The character must sacrifice 1 attack per round to continue issuing orders, and granting the bonus. The character loses 4 OCC Related skills.

Social Focus: Gifted at dealing with people. Add 30% to

social skills, and 10% to all other skills. Distribute an additional 10 points to MA and PB. The Socialite may attempt to Inspire or Terrify others; both abilities are based on the MA chance to invoke trust or intimidate. To Inspire Others, the character must make a successful Public Speaking skill check, or a hard MA stat check. Inspired characters gain a temporary +2 to combat rolls, +10% to skills, and +20 HP. Once a battle is over, characters lose the temporary 20 HP. If they end up with fewer than 1 HP, they must make an immediate Save vs Death, or succumb to their wounds and die. A character will remain Inspired for one battle, or up to one week. To Terrify, the character must spend an attack and make a successful Intimidate roll. The target gets a Mind Save. If the target saves, he only loses initiative and one attack. If the target fails to save, he loses a melee round either frozen up or fleeing. This will only be successful ONCE to people that have seen it in a particular battle. This can be attempted on as many people at once as the character has levels. Many powerful and supernatural beings are automatically immune. The character loses 4 OCC Related skills.

Mystic Focus: Gifted with magic or psychic abilities and an introspective mindset. Only mages, psychics, priests, and similar characters should take this Focus. Add 30% to Class skills, Lore, and any skills that strongly tie in to the Class's concept (such as Herbalism for a shamanic or Druidic class). Gains the following skills for free: Research, and one Lore of choice. Add 10% to all other skills. Gains **Mystic Combat**. Distribute an additional 10 points to ME, PE, and MA. The character loses 4 OCC Related skills.

General Focus: Although no specific focus is taken, a Generalist may choose to sacrifice up to 4 OCC Related skills. All except Upgrading Combat may be taken multiple times. With each skill sacrificed, gain one of the following:

1. Gain 10 SDC.
2. Gain +5% to ALL skills.
3. Distribute an additional 10 points to stats.
4. Upgrade Combat to Advanced or Mystic.

SKILLS

Skills are granted by OCC. If no OCC is taken, then skills are granted by RCC. Most Classes grant skills. Write these down. If a skill with a prerequisite is granted, the prerequisite is also gained. Next, select Class Related skills. These skill choices are limited by the Class description. Last, choose Secondary Skills. ANY skill may be chosen as a secondary, as long as prerequisites are met, and the GM approves.

Ignore ALL bonuses that are granted by skills to combat, stats, and SDC. Ignore skill bonuses granted by other skills. A character gains NOTHING from skills like Boxing that served only as a vehicle for bonuses. All skills start at 10%. Add bonuses from Stats, Class, and Focus. All skills increase by 5% per level, starting at level one. Secondary skills do not receive Class bonuses. Some skills, like Pick Pocketing, may be considered Mental, Social, OR Physical. For ambiguous skills, players may apply the bonuses from any ONE stat only.

Roll less than the skill percentage on d% to succeed at skill checks. Skill percentages may go above 100%, and may cancel penalties, but rolls of 99-100 automatically fail. Rolls of 01 automatically succeed.

No Skill / Stat Check: If a PC attempts something that is not covered by an existing skill, a Stat Check may be made. Multiply the relevant Stat by 3. Roll below that number with percentile dice.

The Stat check modifiers may be applied.

SKILL/STAT CHECK MODIFIERS	
Easy	+30%
Average	+15%
Challenging	None
Difficult	-15%
Heroic	-30%

Noteworthy Skills:

Wrestling: A character without the Physical Focus can attempt Wrestling/Grappling moves with full bonuses if they've taken the

Wrestling skill. The character receives none of the bonuses listed in the books. Physical characters already know wrestling and grappling moves, without taking this skill. The percentage score can be used as Sense of Balance.

Judo: A character without the Physical Focus can attempt Trips and Throws with full bonuses if they've taken the Judo skill. Physical characters already know trips and throws, without taking this skill. The percentage score can be used as Sense of Balance.

Sniper: Still works per the books, but also receives a percentile score applicable to the trade (also used for counter-sniping).

Dancing: The percentage score can be used as Sense of Balance.

Perception is a skill that all characters automatically have. Some Classes have bonuses to Perception. All Perception bonuses must be multiplied by 5 before adding it to the base. All character Foci skill bonuses (the higher number) add to Perception, as does the IQ bonus.

Sense of Balance: All characters have this skill to some degree. This is a physical skill; it gains bonuses from a Physical Focus and high PP. If a character doesn't have a skill that grants Sense of Balance, then it starts at 10%, and like all skills, goes up by 5% per level. Sense of Balance is granted by many skills, such as Gymnastics, Acrobatics, Wrestling, Judo, and Dancing.

Weapon Proficiencies (WP's): Grant a +5 to ALL combat maneuvers natural to the weapon. Maneuvers that a particular weapon is NOT designed for do not receive the bonus (such as using a sword or gun as a thrown weapon). WP's includes knowing basic maintenance of the weapon type. The character can assess the quality and approximate value of these types of weapons without a skill check. Does not include the ability to do anything more than the simplest repairs.

Ancient WP List

Axe, Bow, Blunt, Chain/Rope, Cloak, Crossbow (incl harpoon & spear guns), Forked, Improvised, Knife (incl thrown), Lasso, Paired, Polearm, Quick Draw, Shield, Sling, Spear/Javelin (incl thrown), Staff, Sword, Throwing (small – incl rocks, shuriken, darts, grenades, throwing sticks, etc), Unarmed, Whip (incl chain)

Modern WP List

Assault Rifle, Flame Thrower, Handgun, Heavy Military (incl mortars, rockets, missiles, turrets, artillery, field guns, etc), Machineguns (incl light, proper, and autocannons), Rifle (incl bolt-action and shotgun), Sub-Machinegun

Futuristic WP List

Energy Pistol, Energy Rifle, Heavy Energy (incl futuristic missiles, rail guns, turrets, etc)

Noteworthy WPs:

Paired Weapons: Allows a character to use ANY two, single-handed weapons simultaneously, with full bonuses. Anyone may use paired weapons without this WP, but they receive NO bonuses with this skill, just an unmodified d20 roll. One weapon will typically be used to parry. Twin strikes or simultaneously striking at two targets are possible, but the character loses a parry to do so.

Shield: Shields may be used without WP Paired, and without this WP. Shields ALWAYS grant an extra +5 to parry. The WP grants an additional +5 to parries, strikes (shield bashing or striking with the shield's rim), entangles, and shoves. Only small, round, aerodynamically shaped shields get a bonus to strike as a thrown weapon.

Quick Draw: The character can draw and use his weapon with blinding speed, without spending an attack to do so, and receives a +5 to Initiative when ambushed or startled. Characters must specify which WP this applies to. May be taken multiple times.

Improvised: The character has trained extensively to use improvised weapons and can almost always find something at hand by spending an attack to do so. Improvised weapons use the WP that the weapon most resembles, often defaulting to Blunt. The character gets the normal WP bonuses if the improvised weapon resembles a weapon he has a proficiency in.

Unarmed: The character is trained in how best to use his body as a weapon. +5 to all combat maneuvers when unarmed. If the

character does not have the Advanced Combat, he still does the extra die of damage as if he did.

MAGIC

Characters start with 2d6 P.P.E., unless otherwise indicated by Class. PPE is regained at the rate of 5 per hour of sleep or rest, unless otherwise specified by class.

It takes 1 attack to cast a spell from levels 1-5. It takes 2 attacks to cast a spell from levels 6-10. It takes 3 attacks to cast a spell from levels 11-15, or a spell of legend.

PSIONICS

Most characters, unless restricted by class, may have psychic abilities. Choose a psychic class, or roll d% for random psychic abilities (only if desired).

01-10%: 8 minor abilities from one psychic category, or 6 minor abilities from the three minor categories. ISP = ME+4d6, +1d6+1 per level.

11-25%: 2 minor abilities from one category. ISP = ME+2d6, +1d6 per level.

26-00%: Not psychic. Non-Psychics do not have ISP

Psychics regain 2 ISP per hour of rest or sleep, or 6 if Meditating.

HP & SDC

HP = PE + 1d6 each level, starting at first level*

SDC = 20 + Class and Focus bonuses.*

* For a typical human. Some OCCs or RCCs may provide bonuses or different methods for determining HP & SDC.

MD IS NOT USED.

Living beings: (MD*10) -20%=SDC. The 20% becomes HP.

MD armor and weapons: MD*10=SDC.

ALIGNMENT

Choose one: Good, Selfish, or Evil.

COMBAT

High roll always wins. Ties go to defender. All combat rolls except Initiative, Parries, Auto-Dodges, and Damage costs an attack, even if unsuccessful. All combat rolls except damage are a d20. Bonuses may apply.

Go in order of **initiative**. Initiative is a roll + bonuses. Players spend all attacks at once, one after the other, although players may choose to reserve one or more attack for later (useful for Dodges).

Some actions may cause a character to be knocked down. If this happens, the character loses initiative and one attack.

Attacks must be defended against. If a character fails to defend against a blow, they receive damage. If the character is wearing armor, then the armor takes all the damage. However, some armor is ineffective against some types of damage. Primitive armors such as padded, leather, and chain are ineffective against firearms and better. Plate armor can defend against handguns and assault rifles, but not against rifles and shotgun slugs. Only advanced, sci-fi armor protects against everything (except some types of magic, psionics, etc).

A combat round is 15 seconds. At the end of the round, initiative is rolled again, and combat continues until one side is defeated, surrenders, or gets away.

Combat Bonus: PP Bonus + Class Bonuses (to Strike only) + Hand to Hand (HtH) combat bonus.

The Combat Bonus adds to all combat rolls except initiative, saving throws, and damage.

COMBAT MODIFIERS	
Easy	+6
Average	+3
Challenging	None
Difficult	-3
Heroic	-6

Amour

Ignore the Armor Rating (AR) in the books for armor types. The armor's SDC must be reduced to 0 before a character can damage an opponent. Called shots may bypass armor if there are unarmored areas on an opponent.

Natural Armor Rating (NAR): A character must roll a d20, plus bonuses, over an opponent's NAR to strike. Most human-like characters do not have a NAR, but many monsters and demons do.

Basic Maneuvers

All of these use a d20 + all applicable bonuses.

Attack: A roll of 4 or less with bonuses misses. With ranged combat, the roll must be at least a 10 with bonuses to strike. A natural 1 is a fumble – there are no specific rules for fumbles; GMs should make them interesting. Attacks must be defended against.

Parry: A successful parry means the target takes no damage and blocked the strike from hitting (with a shield, sword, hand, etc). A character may attempt to parry a weapon while empty handed, by blocking the arm or hand of the attacker, but gets no bonuses to do so. Gunshots and energy blasts can be parried with shields, but the shield takes the attack's full damage. Parries are the primary defensive maneuver in combat.

Dodge: A dodge can be attempted if a parry fails or is impossible. Characters can attempt to dodge virtually anything – gunfire, magical lightening blasts, large volleys of missiles, etc.

Auto-Dodge: The ability to dodge without having to spend an attack. Auto-dodge is a rare ability.

Critical: A natural 20 is critical success (crit) and does double damage or exactly what the player was attempting, unless the target rolls a natural 20 to defend. Some hand to hand types extend the crit range at higher levels, but a crit must always be the roll *before* bonuses. Sometimes it's possible to get a "double critical" by rolling a 20 on what would otherwise be considered an automatic crit. In those cases, the attack does triple damage.

Pulled Punch rolls are a normal attack roll. The player just has to announce that they're pulling the punch to do as little damage as they wish to. This does not require an extra roll, thus it does not cost an attack.

Push: Shoving one's opponent. May force a balance check, and may move the enemy or allow the PC to get past an enemy.

Balance Check: Roll against the skill Sense of Balance to keep from being tripped, knocked over, falling, etc. A balance check does require spending an attack.

Roll: If a blow lands or a character was otherwise going to take damage from an explosion or blunt impact, the character may attempt to "roll with the blow". If the character rolls as high or higher than the attack roll, then the character "rolls with the blow" and only takes half damage. If the strike was an attempted knock out or death strike, the blow does standard damage, and the target is still conscious. Attempting to "roll with it" can be made after a failed parry or even a failed dodge.

Called Shot: A character may attempt to strike an opponent in a specific spot, perhaps where they have no armor. Called Shots are considered either Difficult or Heroic on the Combat Modifier table, so they have a -3 or -6 to strike. If the character misses the Called Shot, they miss the target entirely.

Simultaneous Attack rolls are made with a d20 + bonuses. In this case, the defender chooses to attack instead of defend. The attacker does not get to defend either, unless he chooses to forgo his planned attack, and switches to a dodge. If that doesn't happen, both combatants roll an attack with bonuses as normal. Chances are that both attacks will strike.

Advanced Maneuvers

Anyone can attempt these. All of these use a d20. All of these cost an attack. Bonuses only apply if the character has Advanced Combat, OR if he is using a weapon he has a WP in that is designed for the maneuver (staves to trip/throw, net or lasso to entangle, sword breaker to break a sword, etc).

Entangle: May be attempted as an attack or while defending if in hand to hand or melee combat. An Entangle consists of grabbing or somehow locking up an opponent's limb, appendage, or weapon. As a defensive maneuver, it prevents the blow from landing if successful. When used as a defense, the defender must roll above the opponent's attack roll. An entangled limb or weapon can be freed with a successful attack roll. If it's not freed on the next attack (which receives normal bonuses), it automatically becomes a grappled limb unless released by the attacker; see Wrestling and Grappling.

Disarm: An attempt to disarm or break an opponent's weapon.

Wrestling and Grappling: Holds and pins; works like an Entangle. These generally require at least 2 limbs to attempt. The

character maintaining the hold generally cannot make physical attacks unless they have extra limbs, but may be able to make mental or magical attacks. The person being held still gets their normal attacks per round. He may attack the person holding them if possible, may try to break the hold, or may use their attacks in other ways. Having limited mobility, and possibly in a painful hold, they get NO bonuses to their rolls; just straight d20 rolls to strike, and no bonus damage. They must make a successful attack roll with the intent of breaking the hold to get out. The person maintaining the hold has to make simultaneous attacks to prevent the hold from being broken, but they receive full bonuses. If the aggressor runs out of attacks before the victim, the aggressor may make parry attempts to prevent the hold from being broken, but receives no bonuses to do so. Any attacks not used by the aggressor to maintain the hold in a round can be used for simple strikes and head butts. It must be stressed that grapples are *painful*, and can result in injuries. A person being grappled sustains an automatic **2d6 damage per round**.

Choke Hold: A proper choke hold cuts off most of the blood flow to the brain. Choke holds are opposed like any grapple. If a proper choke is maintained for an entire melee round, start to finish, the victim falls unconscious. The victim will remain unconscious for about 1 melee round, but upon awakening, will be disoriented for around 2 minutes (8 melees) as if he'd just woke up from deep sleep. A disoriented character gets no bonuses to combat rolls. An improperly executed choke may cut off the victim's air supply. If so, it will take 3d4 melees to suffocate the victim into unconsciousness. Some beings may be immune to losing consciousness through choking or strangulation. The attacker must roll a **10 or higher with bonuses** to execute a proper hold. Choke Holds attempted from the front are much easier to break out of; the defender gets his full bonuses to attempt to break out of the hold. If the hold isn't right, the attacker may release the hold momentarily to try again, but the defender gets a parry with full bonuses to prevent the second hold.

Throws/Trips: This is often Judo-like maneuver, using an attacker's momentum against them. Can be used as an attack, but is more often used as a parry.

Knock Out or Death Strike: Only gained at high levels, see HtH Combat for level. If intension is announced before attack, the aggressor may attempt to knock out or kill opponent with one blow.

The Crazy Stuff: Shooting people while doing aerial acrobatics; parrying arrows barehanded; jumping onto a glitterboy, running up its arm to the shoulder, and firing point blank into its sensors with a sawed-off, pistol grip shotgun... Characters can try it, but it gets a combat modifier as either **Difficult -3** or **Heroic -6**.

Damage

1d4+PS bonus: Punches, elbows, head butts, and knees.*
1d6+PS bonus: Kicks, throws, trips, body blocks, and tackles.*
2d6+PS bonus: Aerial kicks, and power punches (such as a haymaker). Takes two attacks.*

1d6: Every 10 feet fallen.

2d4: Per every 10 MPH for collisions.

* Characters with Advanced Combat roll an extra die for damage.

Weapon damage per book descriptions. MD weapons become SDC weapons by adding a *10 modifier. So a laser pistol that does 1d6 MD becomes a laser pistol that does 1d6*10 SDC.

Strength above 30

All characters with a PS score above 30 use the PS table below. Characters described as having Augmented, Bionic, or Extraordinary Strength keep the same PS score and do the listed damage. Characters with Robotic, Mutant Insect, or Superhuman Strength add 10 to their score. Characters with Supernatural Strength add 20 to their score.

Characters with PS above 30 can

STRENGTH TABLE

PS 01-30: Standard
PS 31-35: 1d4*10
PS 36-40: 1d6*10
PS 41-45: 2d6*10
PS 46-50: 3d6*10
PS 51-55: 4d6*10
PS 56-60: 5d6*10
PS 61-70: 6d6*10
PS 71-80: 1d6*100

obviously still use melee weapons. They do the greater damage between the table above and the weapon's damage. They add 1/2 of the other damage as a bonus. For instance, a character with a PS of 41 does 2d6*10 damage. If using a magical sword that normally does 4d6 damage, the character would do (2d6*10)+2d6.

Hand to Hand Combat Types

Basic:

1st lvl: 4 attacks per round (att/r)
4th lvl: +1 att/r, +1 combat, +1 initiative (In)
8th lvl: +1 att/r, +1 combat, throws/trips, crit: 19-20
12th lvl: +1 att/r, +1 combat, +1 In
15th lvl: +1 att/r, +1 combat, knockout (KO) or crit from behind

Advanced:

1st lvl: 4 att/r, +1 combat, +1 In
4th lvl: +1 att/r, +2 combat, +1 In
8th lvl: +1 att/r, +2 combat, WP: Paired Weapons, crit: 18-20
12th lvl: +1 att/r, +2 combat, +2 In, KO or crit from behind
15th lvl: +1 att/r, +1 combat, knockout: 18-20. Death strike.

Mystic:

1st lvl: 4 att/r
4th lvl: +1 mental actions per round (matt/r)*, +1 In
8th lvl: +1 matt/r, +1 combat
12th lvl: +1 matt/r, +1 In
15th lvl: +1 matt/r, +1 combat

* Mental actions can only be used for magic, psionics, and mental skill checks.

SAVING THROWS

All saving throws use a d20. Roll the target number or higher to save. Saving throws DO NOT go up as a character gains experience and new levels. Arsenic is just as poisonous to a beginning character as it is when he reaches high level.

Mind: 13. An attack against a character's mind. Also used for insanity checks when the character experiences a psychological trauma. If a character fails an insanity check, roll or select an insanity from the table in a basebook. Add ME bonus to roll.

Body: 13. An attack against a character's body, health, or vitality. Add PE bonus to roll.

Reflex: Dodge. An attack to the area that the character is in. See Combat.

Horror Factor (HF): Varies. When the character comes face to face with a horrific supernatural entity. The character must roll the entity's HF or higher on a d20, or be momentarily stunned. If stunned, he loses initiative, one attack, and cannot defend against the entity's first attack.

Miscellaneous Bonuses:

Some classes grant bonuses to save against HF.

Mages receive a +3 to save against magical effects.

Psychics receive a +3 to save against psionics.

NATURAL HEALING

Untreated: 1 HP & 2 SDC per day.

Paraprofessional Treatment: 2 HP & 4 SDC per day.

Professional Treatment: 4HP & 6 SDC per day.

Death

Characters lapse into a coma when they reach 0 HP. They can survive injury down to their PE score below 0. Anything further down and they die. They can survive a number of hours equal to their PE score *untreated*. After a number of days equal to their PE score in a coma, the character is likely to die, or if they wake up, to have sustained brain damage.

Coma

A character must roll 2 out of 3 times above the following target numbers on percentage to come out of a coma. The character can survive a number of hours The PE bonus times 3 is added to the roll:

10% Untreated

20% Treated by someone with minor medical knowledge.

30% Treated by paraprofessional (for instance, a nurse).

40% Treated by doctor without proper facilities.

50% Treated by doctor at a clinic.

60% Treated by doctor at hospital.

70% Treated by doctor at major hospital, or by magic, psionics, or other powers.

DRAMA POINTS

Drama Points (DPs) allow a player to affect the game outside their character's abilities. They can be used to boost a character's chance of success or insert events into the ongoing plot. They allow Heroes to be Heroes when it *really* counts.

Each character has a number of DPs. The most powerful types only get 5, while the lowliest characters get 20. It's a balance thing. The GM decides how many DPs each character will have.

Using Drama Points

Now it's my turn: Sometimes, you just have to succeed *no matter what*. Spend a DP to gain a single +20 to a combat roll, a +100% to a skill roll, or to do max damage + regular damage. Attack that strike are automatically considered critical successes.

It's just a flesh wound: Sometimes, wounds look worse than what they are. Spend a DP to immediately regain half of the HP and SDC damage you've taken. This won't necessarily awaken a knocked out character... This should be used to prevent that.

Gimme a break: Sometimes you just need a plot twist in your favor. Spend a DP to find a clue, get a lucky break, discover a friend in a hostile land, etc. This can be vetoed by the GM if it runs contrary to his story.

Righteous fury: Only the most extreme and personal provocations can be used to invoke Righteous Fury – the death or maiming of a loved one, an unexpected and devastating betrayal, having one's village or religious order annihilated, etc. Spend 2 DPs to invoke. The character gains +10 to all combat rolls, and successful strikes are considered crits.

I'm back: It's a rare thing that must be approved by the GM and should have powerful complications, but sometimes death isn't the end. Sometimes the dead return to the land of the living. This only costs 1 DP if done at the beginning of the next major story arc (meaning the player will need a new character until then). It costs 5 DP for the character to return a session or two later. It costs 10 DP for the character to return the same session.

The GM may not allow this power to be used; it may not be appropriate for the story being told. If he does allow it, the consequences and complications should be profound. A GM may allow a character to return in this fashion that did not have enough DPs left to pay the piper – the GM can take all of the character's DPs, and all the new ones the character gains until the price has been paid. The GM may also assess a penalty or fee to the character's Experience Points, particularly if the GM gave or allowed the returning character to gain some sort of supernatural power through the return.

No man's an island: Players may spend their DPs for the benefit of another party member if they wish to and the other player does not object.

Earning Drama Points

Once a player spends one or more of their DPs, they do not automatically get them back. The GM gives out DPs. He should grant them for especially awesome, heroic, or self-sacrificing actions. Reward the players when they take the game to a new level, when they wow you with their role-playing.

GMs should also give out DPs whenever he does anything particularly nasty to one or more PCs, such as having their vehicle and possessions stolen, or having them captured by an enemy. GMs shouldn't railroad like this often, but when they do, they owe the players not just DPs, but also a damn good story to result from it too.

EXPERIENCE POINTS (XP)

Refer to basebook and/or book where the class was located; they include guidelines for granting XP and tables for the amount of XP required to go up in level.

GOING UP IN LEVEL

At every level divisible by 3, gain another Class skill. These are limited to the OCC or RCC skills the character is permitted to

take. These skills get any applicable Class, Stat, and Focus bonuses. They also gain a single point in the Stat of the player's choice.

At all other levels, gain another Secondary skill. These skills are not limited to the permitted OCC and RCC skills, but do not receive any class bonuses. These must be skills that could have been self taught, or learned in an informal manner from a party member or regular NPC.

Players may opt to take the standard skill progression of their Class from the book if they prefer it, but they still receive the single point to a Stat of their choosing.