864

A quick and simple RPG system for diverse settings
Version 2.0
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Task resolution

864 RPG System uses the following dice: **d8**, **d6**, & **d4**. They are used for all task-solving plays that require a dice roll. Every task will have four difficulty levels, and each level has its own dice to roll.

Task difficulty	Code	Dice roll
Easy	T3	d8 + d6 + d4
Average	T2	d8 + d6
Hard	T1	d8
Impossible	T0	Cannot roll

To determine if an action to perform a task is successful, the player needs to roll a total, plus any modifiers, **equal or greater than 8**.

It is up to the Game Master to determine the difficulty of a task generally. Tasks include skill actions and activities, and also includes combat actions and attacks, as detailed below.

Combat

Initiative

For determining who starts combat, each group rolls **1d8**. The group that rolls highest goes first, and the order for each group continues in descending order.

Note that initiative is rolled **per group**, and this includes players as a single group. This allows them to set their order on a per-round basis for better strategy.

Attack

To determine the difficulty level to hit a target (which in turn determines the dice that will be used in the combat roll), we need to check if that entity is skilled in combat. If they possess **any skill** related to combat or weapon usage, it **automatically qualifies them as skilled**. The following table sets the difficulty level between fighting entities based on their respective fighting skills.

	Defender skilled	Defender unskilled
Attacker skilled	T2	T3
Attacker unskilled	T1	T2

Damage

The formula for determining the damage points (DP) of an attack is:

$$DP = (Attack\ roll + modifiers) - 8$$

For example, a PC shoots with a handgun at someone wearing kevlar armor. They roll 11, +4 from their handgun's bonus for a total of 15, which is higher than 8 so it hits. Damage done is 15 - 8 = 7 DP, but the target's kevlar armor, with a PR 5 rating, reduces that to 2 DP.

Falling

Falling from great heights inflicts 1 point of damage for every 5 ft./2 m above 15 feet/4 meters.

Effects

Damaging, lasting effects like fire or poisons will cause 1 point of damage per combat round.

Magic

Magic-users have a total of **10 spell points** available. They can cast spells anytime. Spells by default are cast at **T1**. Players can use their spell points to improve the chance of success of their spells by spending points as follows:

Spell difficulty	Points
T3	2
T2	1
T1	0

This means that there are no limitations to how many spells a caster can cast as long as

they are cast at hard difficulty, but there is a daily limit for easy or average difficulty casting.

Characters recover spell points after having a full rest. Any points not spent in a day do not accumulate for the next.

Spells

Spells can be created by using simple verb/noun combinations. Some examples below.

Verb	Noun
Darken	Area
Push	Enemy
Stab	Monster

A spell's duration is directly related to the effect. For example, a spell like *burn curtains* will last until the fire is put out or the cloth burns out. A *push monster* spell would just push the monster immediately and the effect ends right there.

Spells are limited to line-of-sight in terms of range. They don't have preset areas, but have a limited effect of around 100 ft./ 30 m. from the spell's centerpoint. Spells use the same system for damage as weapons.

Hacking

Sometimes, PCs might need to infiltrate computer systems to gain information or execute some plan. To perform this, the PC needs to have a pertinent computer skill, or a cybernetic mod that allows them to interface directly with the system.

To hack a computer, the player needs to roll an "attack" based on the security level of the system. There are three security levels for computer systems.

Security level	Basic Roll
Basic	T2
Medium	T1
Advanced	T0

If a PC has some sort of neural computer interface, they get 1B+ on their task roll. Authorities (law enforcement, corporation, depending on the system being hacked) will be alerted when a hack attempt fails with a 4 or less.

Retrieving information

Once the hacking is successful, the players will find the information being sought, with as many details as it has available. If they carry some data storage device with them, they can copy the information.

Malicious code

Every computer system has system points (SP), which determine the strength of a computer system. A very basic or old computer could have around 1 SP, while a truly advanced system can have 10 SP. When a malicious attack is released, it will cause damage to the system at the rate of 1 SP per minute.

Once the system's SP reaches 0, the effect of the malicious software will take place (delete data, shut down network, etc).

Defensive hacking

If a system that belongs to the PCs is being hacked and they're alerted, they can try to actively deter the hacker.

To successfully defend their system, the defending hacker must make 2 out of 3 successful T2 rolls. If the defense is successful, the attack stops. Otherwise, the system is hacked successfully by the opponent.

Vehicles

Vehicles have relative speeds to each other, and this is reflected in their *vehicle speed level* (V0-V8 or VX in general). Vehicles within a certain type have the same range of speeds (a motorcycle vs. another motorcycle), so they belong to the same vehicle speed level.

In a pursuit situation, when the vehicles are of the **same VX**, the task roll needed for one vehicle to catch up to the other one is a **T3** roll.

When vehicles of different VX compete, the VX difference between vehicles is **added or subtracted** between them. For example, if a kid in a bicycle (V1) is trying to catch up to a family sedan (V3), the attempt will be done with 2B-, meaning that it will be a T1 roll.

The opposite applies when a higher level vehicle tries to catch up with a lower level unit. Using the same example as above, if the car is

trying to catch up to the kid, the roll would be done with 2B+.

Vehicle Type	Speed Level
Human or animal (no vehicle)	V0
Human powered	V1
Ground, low-power	V2
Ground, regular	V3
Ground, high performance	V4
Flying, small	V5
Flying, regular	V6
Flying, high performance	V7
Alien technology and such	V8

Vehicle skill checks

Players only need to perform checks in situations where they have to perform extreme maneuvers and risky moves, such as in a pursuit situation. These task rolls will be done at the difficulty determined by the GM.

Money

PCs will need money to purchase equipment, weapons, and armor. For this they need money, which is known as credits (CR). Feel free to place the value on weapons, equipment and gear as you wish. Some might prefer something somewhat akin to our current currency values, while others might prefer much inflated values.

Weapons

Each weapon has an *attack bonus* (AB) that is added to the attack roll. Ranged and thrown weapons have different ranges, with different AB values depending on the range.

Range	Distance
Engaged	5 ft/1.5 m or less
Near	Up to 50 ft/15 m
Far	Beyond 50 ft/15 m

Weapon	Engaged	Near	Far
Assault rifle	+6	+5	+4
Crossbow	+5	+4	+3
Club/bat	0	--	--
Survival knife	+1	--	--
Hand axe	+1	0	--
Handgun	+5	+4	+3
Hunting bow	+4	+5	+4
Hunting rifle	+4	+5	+4
Shotgun	+3	+2	+1
Sling	0	+2	+1
Sniper rifle	+3	+6	+6
Sword	+2	--	--

Aiming systems

For some weapons, you can acquire an aiming system which will provide a bonus when trying to hit a target.

Type	Bonus
Telescopic sight	+1
Laser sight	+3
Seeking	+5

Armor

Armor reduces the damage taken from an attack. This factor is known as a protection rating (PR).

Armor type	PR
Chain mail	2
Kevlar	5
Leather	1
Plate mail	4

Shields reduce the chance of being hit by an attack by reducing the attack total by a specific amount. This is called an *attack penalty* (AP).

Shield type	AP
Large shield	3
Small shield	2

Gear

As mentioned above, PCs will be able to acquire gear and equipment that will help them throughout their adventures. Any gear that is used for an applicable task provides 1B+ to their task roll.

Player characters

Player characters (PC) do not have abilities like strength or intelligence. They are defined by three things: *traits*, *skills*, and *issues*. A player character starts with 10 *character points* (CP), and these are used to purchase traits and skills for their PC. Issues work a bit different, as explained further ahead.

Traits

Traits are innate characteristics of the player character. These tend to be generally broad and are not something that can be learned as a skill, even though they can be related to one. Examples of traits are being compassionate, positive, volatile, level-headed, observant, and so on.

Performing a task that involves one of these traits or that could be affected by it, gives the player 1B+ or 1B-, depending on the situation as judged by the GM. Traits have a cost of **2 CP** each.

Skills

These are learned abilities such as drawing, playing a musical instrument, archery, driving, and so on. They can be acquired at a cost of **1 CP per skill**. These skills can be as broad or granular as the Game Master and players want them to be, although they should definitely be more focused in scope than traits.

Skills allow PCs to have a 1B+ when performing tasks that implement these skills.

Normal difficulty	Skilled difficulty
T3	Automatic success
T2	T3
T1	T2
T0	T1

Issues

These represent problems, situations, and things beyond the control of the character. Being new in town, family problems, & struggling with studies are some examples of issues. Make sure to communicate with other players and the GM when choosing the subject

matter of these issues, as some subject matters might be sensitive for others.

Characters start with only one issue, if the player chooses to. An issue will usually give the player 1B- when performing a task or dealing with a situation that could be affected by their issue, although in rare occasions it could give them an advantage (and therefore 1B+).

Choosing an issue for the PC gives the player +2 CP that can be used for skills or traits.

Hit points

We use *hit points* (HP) to track damage. A PC starts with **10 HP**, although this can be adjusted if so desired.

When a character reaches 0 HP, they will immediately fall unconscious. If a character reaches -5 HP in a single hit, they will suffer temporary physical damage based on the situation. This could be something like a broken arm or tooth, or even worse.

Healing

Player characters heal at the rate of **1 HP per day** naturally, 2 HP per day under care, and 3 HP per day under medical care as in that from a hospital or a medical doctor with the right equipment.

Unnatural entities

Entities that are not natural, like monsters and their ilk, are defined by three aspects.

Aspect	Definition
Combat Skill	Whether the entity is skilled at combat. 1=skilled, 0=Unskilled.
Hit Points	Damage tolerance. The bigger the monster, the higher this will be.
Special	Any special attacks and/or effects caused by the entity.

This can also be formatted using the following format:

Zombie: CS 1, HP 6, Shock: disable target for 1d4 rounds.