Bamf
The Roleplaying Game

By
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About the Cover Picture

The picture on the cover depicts someone rappelling from an unknown location onto the lighthouse. This epitomizes the idea behind Bamf, that you may be ripped from one world and thrown into another, no matter what you are doing. This picture was inspired by the events of the first PBEM Bamf game in which one character was rappelling off the side of a mountain, and after swinging out and looking up at a bright light he thought was the sun, planted his feet on the side of the lighthouse rather than the rocky cliff he had been scaling. Just like that, you are brought from your world to ours.

Acknowledgements

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Bamf
The Roleplaying Game
"I don't think we're in Kansas any more."
Rules started in 1996, last updated 8/19/2000

bamf - /bamf/ 1. [from X-Men comics; originally "bampf"] interj. Notional sound made by a person or object teleporting in or out of the hearer's vicinity. Often used in virtual reality (esp. MUD) electronic fora when a character wishes to make a dramatic entrance or exit. 2. The sound of magical transformation, used in virtual reality fora like MUDs. 3. In MUD circles, "bamf" is also used to refer to the act by which a MUD server sends a special notification to the MUD client to switch its connection to another server ("I'll set up the old site to just bamf people over to our new location."). 4. Used by MUDders on occasion in a more general sense related to sense 3, to refer to directing someone to another location or resource ("A user was asking about some technobabble so I bamfed them to http://www.tuxedo.org/jargon/.")

Foreword to Bamf

Bamf was originally created to provide a way for the role-player to play him or herself in a fantasy or science fiction adventure. Since that time, the rules have been modified to allow the player to play not only him or herself, but to create a character and play that character much like many of the other role playing games available on the market. One of the reasons was that the novelty of playing yourself in a role playing game might wear off after a few games. Another reason was to give the Game Master (GM) a game mechanic by which he could create non-player characters for the players to interact with.

Bamf is not really a game for an inexperienced game master. Your GM should already have a strong familiarity with the concept of roleplaying and storytelling. However, new players within your group will be okay, since they will have your experience to draw from and enjoy the game.

For the first-time Bamf player, knowledge of the game system is not required and could in fact lessen the enjoyment of the game somewhat. However, the Game Master should become at least familiar with all of the rules presented on these pages.

The world where the campaign takes place is wide open and up to the GM's imagination. Also, in some cases, the player's character "self" may differ from the player in some ways (for those of you who opt to play yourself in the game), such as developing a special ability or power, and being in situations that you'll never find yourself in your life (you hope).

Peruse what's in this document. If you have any questions about Bamf feel free to e-mail me at
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The Rules

The rules contained in this guide provide a core of rules and character definition guidelines for the Bamf role playing game. While it is left up to the participants as to what exactly happens in different situations, the Game Master has the final say, no matter what the rules may say.

There may be alternate rules available in some cases. These alternate rules are indicated with shading, like this text.

Examples that are provided in the text appear with an outline box around it, as this text appears.

Player Rules

This section of the rules covers what the player will need to know to create his or her character. However, check with your GM before you read what is here! Your GM may not want you to know anything about the rules before you start playing. If that is the case, respect your GM's wishes, and don't read this!

At the end of these rules, you should find a character sheet that you can use when you are creating your character.

A note about dice in Bamf: Bamf uses percentile dice and ten-sided dice exclusively. For the most part, it is good for the player to roll low on the percent rolls.

Creating Your Character

In order to play Bamf, you are going to need to have a character. You will control this character's actions, attitude, and advancement in the game. A character in Bamf can be based on you, or can be a completely fictional character, depending on what you and your GM want your game to be like.

What follows are the steps you will need to take in order to create a character, starting with the generation of your ability scores. Then, select skills for your character. These are the things that your character does well. Once you have your skills, talk with your GM about the possibility of having a special ability. If you have a special ability, see the Special Abilities section, below. After you have decided what your character is going to be like, you need to decide what equipment he or she has. Ask your GM for more details on this, as he might have some ideas for your character already.

Start by printing a Bamf character sheet. Fill out the top section, including name, age, birthday, height, weight, appearance and personality. Next, find the section for ability scores.

Ability Scores

The characters are defined in a number of abilities. These abilities measure different aspects of the character. There are three different ways that you can come up with the ability scores for the characters in your game. The first is fairly deterministic. The second is even across the board, and the third is random.

The first way to come up with the ability scores is for the players to rate each other or to rate themselves. The scale that the players use for these ratings includes poor, below average, average, above average and exceptional.

Before you rate yourself, you need to find out from your game master (GM) which sets of ability scores you will need to determine. Ability scores are found in sets of four, by category. Each set (category) has four attributes (ability score) of the set, typically representing power, manipulation, resistance and appeal. The easiest way to explain this is by example.

Example 1: The Physical Set
The Physical Set is made up of Strength, Agility, Endurance and Comeliness. Strength represents the character's power in a physical form. Agility represents the character's manipulation of that physical form. Endurance represents the character's physical endurance and resistance. Comeliness shows the character's physical appeal, or looks.

Example 2: The Mental Set
The Mental Set is made up of Intelligence, Wisdom, Willpower and Charisma. Intelligence is the character's mental power. Wisdom tells how experienced the character is at manipulating his or her mental power. Willpower shows the character's mental endurance and resistance. Charisma is a measure of the character's personality appeal or like-ability.

Example 3: The Mystical Set
The Mystical Set is a measure of the character's relationship with the ethereal or spiritual world. The Mystical Set is made up of Power, Control, Resistance and Purity.

There are other sets available, such as Magic (which has similar Ability Scores to the Mystical set), Psionic, Virtual (as in Virtual Reality), Spiritual, Cybernetic, and anything else your GM requires. These will be made available to you depending on the game's genre, which is decided by the GM.

Once you know the sets you will need to rate yourself (or each other) in, and you know the rating words you have given yourselves or each other, write the numbers on your character sheet that correspond to the self ratings as follows:

Self rating	Score
Poor	30
Below average	40
Average	50
Above average	60
Exceptional	70

The second method is to assign scores that are the same, and have each player decide where his or her scores will go. For example, you might need 12 ability scores, so you give each player one "exceptional,"

three "above average", five "average", two "below average" and one "poor" each. The players would then decide where these stats would go on their character.

The third way to determine ability scores is to roll them randomly. Rolling ability scores randomly may be done if, for example, you are playing a Quantum Leap type game, and the body you will have is not your own; or you are playing a character that is not based on yourself. Random determination of ability scores is done using percentile dice. Use the following chart:

% Roll	Ability Score
01-10	Score is a 70
11-30	Score is a 60
31-70	Score is a 50
71-90	Score is a 40
91-00	Score is a 30

These are your ability scores. Ability Score rolls are determined by comparing your Ability Score versus the ability score of whatever you are trying to affect. Everything that you roll against these ability scores will be a percentage, and 00 always indicates failure while 01 always indicates success (subject to interpretation by the GM, of course).

From these ability scores, some other numbers are derived. One set of numbers is contest roll rating, and the other is aptitude rolls.

Base Skill Rating
Base Skill rating is equal to the ability score divided by 2 (round off).

Contest Roll
Contest roll is equal to 100 – the ability score's base skill. For example, if your ability score is 50, your base skill is 25. In this case, your contest roll would be 100-25, or 75. When you are required to make a contest roll, roll 2d10 and add them together, then add the contest roll for the appropriate ability score. The lowest total wins.

Aptitude Rolls
Aptitude Rolls comes from the ability score as well. Compare each ability score to the following chart to determine Aptitude Rolls:

Ability Score	Aptitude Rolls
01-50	1
51-75	2
76-90	3
91-99	4
00	5

Adequis has the Tumbling skill, which is Agility based. His Agility is 60, meaning that the Aptitude Rolls for Agility-based skills is 2.

Skills

Following ability scores, we move on to skills. Ask your GM which method you're going to use to determine which skills your character will have.

Skill Method I: Take the 5 things that your character does the best. Usually, the first and maybe even second ones are pretty easy, but after that, you may have trouble coming up with other things that you do well. Put these in order from best to worst. Then, for the best skill, give it a rating of the base skill plus **50**. For the next skill, give it a rating of the base skill plus **45**, then **40**, **35**, and **30**.

Skill Method II: As an alternative to assigning the scores, you may write down any number of skills and assign points to those skills out of a pool of 350 points. If you use this method, no skill may have a rating higher than 80. It's also a good idea to not rate a skill below half of the related ability score, since half of the ability score is the base starting point for a new skill.

Related Skills
Some skills are related to other skills. If you have a skill that you are trying to improve, related skills increase your chances of improving it. The related skill must be higher than the skill you're trying to improve. For each related skill, you get a +5% bonus to your roll to improve that skill (maximum bonus is +20%).

For a list of suggested and related skills, see Appendix D.

Plus Points
After skills are determined, at the GM's discretion, the players can get bonus points, called Plus Points, to use in the improvement of the character. The GM decides if and how many points. In these rules, you may see a notation such as +5+. This indicates 5 Plus Points. You may also see simply ++, which refers to Plus Points in general.

At the end of gaming sessions, your GM gives out Plus Points. These points allow you to purchase rolls, which you use to try to raise an ability score, skill or special ability.

➢ For the cost of +1+, you may make a roll against a specific skill.
➢ For +3+, you may roll against a special ability rating (see Special Abilities, below).
➢ For +5+, you may roll against an ability score.
➢ For +3+, you may purchase a knack slot (see Knacks, below).

When you purchase a roll to improve one of these aspects of your character, roll percentile dice (d%). Add any bonuses you may get for related skills, keeping in mind that the bonus for related skills cannot exceed 20%.

Compare your roll with your current rating. If your roll is higher than your current rating, increase your rating by 1 percent for every 10 points that your roll exceeds your current rating. Whether or not your check succeeds, you lose the Plus Points you spent trying to raise that skill or ability score. Scores should never go above 100.

Adequis is trying to improve his Computer Programming skill. The skill is currently at 50. He has no related skills that offer him any bonus to his roll. He rolls a 64. From his roll, he increases his Computer Programming skill by 2 points (51-60=1 point, 61-70=2 points, etc.).

> Adequis is trying to improve his Computer Hacking skill, and he has a related Computer
> Programming skill. He makes a roll and adds 5% to that roll (remember, you're trying to fail this
> roll). If his Hacking skill is 30%, and he rolls a 27, he will be able to improve his Hacking skill
> because of his related Programming skill.

Your GM has guidelines for ++ awards. You will earn between 0 and 12 points per session.

Professions

Characters may also opt to purchase a profession among their skills. Professions come with their own
set of skills, and typically cost less than getting the skills individually. A character may only have
one profession at the start of the game. Any other skills (from any profession) may be purchased at their
normal cost.

To take a profession, you must take all things associated with that profession.

Some profession packages come with more than skills – they may include equipment or even Ability
Score increases. The ratings of skills within a profession do not exceed 80 points.

Some profession packages have an additional cost in years. In other words, the character must be older to
represent the time it has taken to acquire the chosen profession.

Knack and Aptitude

If you have purchased Knack slots with Plus Points (see Plus Points, above), you may choose to spend
those knack slots during the adventure to gain a skill that you do not possess. If such an occasion
comes up, and you choose to use a Knack slot on that skill, your starting skill is your normal base skill
rating (ability score divided by 2, round off). In addition, you get one free roll to improve the skill (see
Plus Points, above). Related skills modify this improvement roll as normal.

> During the game, Adequis picks up a handgun for the first time, and decides that he wishes to use
> a Knack slot on Marksmanship: Pistols. His Agility is 60, which means that his normal base skill
> is 30. His skill for Marksmanship: Pistols would then be 30 to start. Then, making a free roll to
> improve the skill, he rolls 87. That would bring his starting skill in Marksmanship: Pistols up to
> 36.

After you make this roll, write down the new skill on your character sheet, and its associated rating. Mark
off the knack slot that you spent.

Special Abilities

Special abilities are the abilities that your character receives that make your Bamf self vastly different from your normal self. Not every game will have special abilities, however. Inclusion of these abilities is entirely up to the GM. Your GM might also opt to not tell you what your special ability is, preferring that you discover it during the adventure.

TAL
Before you get into using your special ability, you must first understand TAL. TAL is the measure of how much you can use your special abilities. At a basic level, TAL for your character is equal to your Willpower plus your Endurance, divided by five. **(Willpower + Endurance)/5**

Optionally, the ability scores used to calculate your TAL capacity may be changed based on the character concept and abilities associated with that character and its powers.

If you have a special ability, you will know what your skill rating is in that ability, as well as the TAL cost to either activate or maintain that ability.

TAL Recovery
The rate at which you recover TAL depends on your level of activity as well as your Power (mystical power). Recovering TAL takes rest, or at least time where you are not spending your TAL capacity.

- For every hour of rest, you recover 1 TAL. Rest, in this case, is defined as not spending TAL.
- For every hour of sleep, you recover 2 TAL.
- You also recover 2 TAL for eating a normal meal. By normal meal, that means a meal you eat at a time when you need food. You can't gorge yourself just to gain back TAL.
- You also recover 1 TAL for eating a snack. The same rule applies for this as applies to eating a meal.
- If you are unconscious, and not in danger of dying, you regain 1 TAL per hour. Your GM will know if you are in danger of dying (see GM's section, Combat).

TAL recovery is multiplied by your Power Aptitude Rolls (see Ability Scores – Aptitude Rolls).

If you used your Special Ability, and it cost you 15 TAL, in order to recover that TAL, you would have to sleep for just over 7 hours, or rest for a full day with two meals. If your Power is between 50 and 75, it would take you about 4 hours of sleep to regain.

TAL Fatigue
Using TAL is a physically tiring thing to do. Thus, expending TAL has an effect on your body. If your TAL drops below 50% of your starting TAL, you are fatigued (see chart below). If your TAL drops below 25% of your starting TAL, you are taxed. If your TAL drops below 0, you are spent, and cannot support your own weight; you are forced to rest. This can also cause unconsciousness.

Fatigue Level	Effect
Fatigued	You incur a -2 penalty to your Combat Speed (explained below), and a +5% penalty to all rolls made while you are fatigued.
Taxed	You incur a -4 penalty to your Combat Speed, and a +10% penalty to all rolls made while you are fatigued. When there is no activity in your area, such as being on guard duty, you need to make periodic Willpower (Mental) checks to keep from falling asleep.
Spent	You can take no offensive actions in combat. You cannot exert yourself. When you drop to the level of Spent, you must make a Willpower (Mental) check to keep from falling unconscious. Any actions you take that are somewhat strenuous, even something like running up a flight of stairs, cause you to make another Willpower check!

Side Effects
Special abilities don't come for free, in many cases. There can be a side effect associated with that ability. The severity of that side effect depends on how the GM designed your special ability, how much you use the special ability, and how skilled you are in the use of that ability.

Side effects fall into one of four categories: minor, moderate, severe and debilitating:
- Mild side effects could possibly provide negative modifiers to actions, but would be more like inconveniences. For example, slurred speech, pain, headaches, ringing in the ears (reduces hearing perception), penalty to combat speed, etc.
- Moderate side effects should provide negative modifiers to other actions without getting too much in the way, or perhaps cause some amount of surface damage to the character. Another possibility is to reduce an ability score temporarily by a quarter of its original value.
- Severe side effects should provide strong negative modifiers to other actions that the character is attempting, but still allow the attempt, or cause some amount of deep damage to the character, or reduce an ability score temporarily by half of its original value.
- Debilitating side effects should be something that precludes any other actions during its effect, such as brief unconsciousness, severe dizziness that disallows movement but allows speaking, temporary blindness or deafness, aging by a certain amount of time, etc.

Each level of side effect allows you to reduce the cost of activating the power by 1, 2, 3, or 4 categories respectively.

Using plus points, a character may "buy away" the side effects of a power, or reduce the side effects from one category to another. This is done similarly to the way skills, special abilities and ability scores are increased. For a cost, a player may purchase a roll to try to reduce a side effect's strength. To do this, the character must roll above a particular target number. Here is a chart showing the cost of the roll and the target number that the player must beat in order to reduce this side effect to the next category down:

Side effect level	++ cost of a roll	Target number to reduce side effect
Debilitating	9	80
Severe	7	60
Moderate	5	40
Mild	3	20

Note that when the player successfully reduces or removes a side effect, the TAL cost of the special ability increases to compensate. In other words, the character is paying the full cost of the special ability either through TAL or through side effects.

Defining Special Abilities
The GM often defines your special ability based on the factors he wishes to include in his game. The GM also sets the TAL cost of those special abilities to fit the campaign. For example, if the GM wants the characters to be less able to use their special abilities, he may set the cost 5 or 10 times higher than normal, depending on the ability. If the GM wants you to be able to use your special ability at will, he may lower the TAL cost of that special ability to allow you to use it whenever you want, or eliminate it altogether.

Another method for acquiring Special Abilities at character creation time, particularly for more experienced players, is to have a Special Abilities auction. Each player has a number of bidding points equal to his or her TAL. Using these points, players bid on Special Abilities that the GM has selected, starting with the most minor abilities and working up from there.

Special abilities typically have a cost associated with activating the ability. Activation of an ability is paid only when you turn it on.

Special abilities also typically have a duration for the TAL expended. For example, if you can make something levitate with your mind, you may have to spend TAL to get the object off the ground, and once off, it will hover for 10 minutes without further TAL expended.

Some special abilities have no duration.

Some special abilities may allow you to continue using them if you continue to push TAL into that ability. In the above levitation example, perhaps you can continue to levitate the object by continuing to spend TAL on that ability, and can stop spending TAL when you wish to stop using the ability. Continuing to use a Special Ability costs ½ of the cost to activate that Special Ability.

Another way for a special ability to work is to have a cost associated with using it. For example, shapeshifting. If a character can shapeshift, he may only have to spend TAL when he wants to change form, but not have to spend TAL once the character is in the new form.

Finally, a special ability may not cost anything at all to use. It may be uncontrolled, or have a trigger that you or your GM decide on. An example of this is possibly detecting the Bamf sphere when it is activated nearby. On these, the GM rolls the special ability check and tells the character what they detected when the ability activates.

I have included sample special abilities that I have used in the past. See Appendix C. As a guideline for the sample special abilities, I assigned a major special ability (a special ability with a base cost of H or higher), and two minor special abilities (a special ability with a base cost of G or lower).

Using Special Abilities costs TAL points. The amount of TAL you spend when using your ability depends on the Special Ability that you have, and your skill in that Special Ability. To determine how much TAL you spend when you use an ability, take the TAL cost of the Special Ability, and look it up on the following number line. Modify that by your skill in that Special Ability. For every 10% of skill you have beyond the first 10%, move one column to the right.

←	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	*
	60	50	45	40	35	30	26	22	19	16	14	12	10	9	8	7	*

*	G	F	E	D	C	B	A	A^1	A^2	A^3	A^4	A^5	A^6	A^7	A^8	A^9	●
*	6	5	4	4	3	3	2	2	1	1	1	1	1	1	1	0	●

* Column G should be considered to be to the right of column H.

> Adequis's special ability of Shapeshifting has a base cost of Q (26 TAL). Adequis's skill rating is 45%. Therefore, when Adequis activates his Shapeshifting, the cost is column M (14 TAL).

Increasing Activation Time

There are times when you may wish to conserve your TAL energy. One way to accomplish this is to activate your special abilities more slowly than normal. For each increment of time you increase your activation, move the cost of activation one column to the right on the number line. The increments are:

<div align="center">One combat action (base) ‖ one minute ‖ ten minutes ‖ one hour.</div>

You may not increase the activation time beyond one hour.

Concentration Checks

During the time that you are activating a special ability, if you are disturbed, you must make a concentration check. Success indicates that you may continue the activation of the ability. Failure means that the activation is nullified, and you lose half of the TAL it would have cost you to activate the ability.

Additionally, while you are activating a special ability, you may move around slowly ("baby steps"). For every 3 segments that you move at a normal walk, you will need to make a concentration check with a 20% bonus. If you move any faster, you must make a concentration check at a 20% penalty every 3 segments.

There are two different concentration checks. The first is against Control. This is used when you are trying to do two things at once, such as activating a special ability while walking. Roll percentile dice and add any modifiers that apply. If your roll is less than or equal to your Control ability score, you pass.

The second type of concentration check is against Resistance. You would make this check if you take damage while concentrating. Roll percentile dice and add any modifiers that apply. If your roll is less than or equal to your Resistance ability score, you pass.

Types of Special Abilities

There are several different types of special abilities that your character may possess. Some of them are under the conscious control of the character; some are not. The types include:

> Latent – Latent abilities are abilities that do not cost any TAL to use, and frequently happen without the character's conscious control. Your character may only ever have one latent special ability. That ability must be chosen when the character is created.

> Instantaneous – Instantaneous abilities are abilities whose effect lasts but an instant. They cannot be maintained, but they may be pushed.

Maintained – Maintained special abilities are abilities that the character can keep going over a certain increment. This increment is listed in the special ability's description. In order to continue this ability for another increment, the character must spend an amount of TAL equal to half of the activation cost.

Pushed – Pushed special abilities may be activated more than once at one time. For example, if you have the healing special ability, you may activate it twice on one injured character at the same time. The cost would be the activation cost plus half the activation cost, and the effect is instantaneous.

Scaleable – Scaleable special abilities are very flexible, and can be used at any level the character desires, providing that character has enough TAL to put into the special ability. A good example of a scaleable special ability is Invoke Harmful Energy (see Sample Special Abilities, Appendix C). If your GM allows, you may use scaleable special abilities to create spells. To do so, you must first attempt the specific effect. Do this by describing the effect you wish to achieve, spending the TAL, and making a Control roll.

Gaining Special Abilities

Some special abilities are grouped together (for specific grouping information, see appendix C). If you have one special ability in a group, it is the key to gaining other special abilities in that group. Once your skill rating reaches 75% in a special ability that is a member of a group, you may spend +5+ and select another special ability. This new special ability is added to your character at a 1% skill rating. You may only do this once for each time a special ability reaches 75%.

If you do not want to get a special ability from that same group, or no special ability is available for selection, you may instead spend +20+ to select another special ability. The same requirement, that your first special ability skill be 75%, still applies.

Finally, if you wish to acquire a special ability before your first special ability's skill reaches 75%, you may do so. The plus point cost is a base of +5+ or +20+ (depending on whether you have another special ability in the same group or not), plus +2+ for each percentage point that your skill is below 75%. For example, if you have Fog Weave at 70%, and you wish to pick up Create Wisps, it would cost +5+ (because the two are in the same group), plus an additional +10+ because your skill is 5% below the required 75%. The total cost would be +15+ to get the new special ability at 1% skill.

The cost of acquiring a special ability is always measured by your special ability having the lowest skill rating.

Contests and Opposed Rolls

Opposed rolls take place when two characters are competing directly in some area. This can be an arm wrestling contest, a battle of will or an attempt to charm a resistant subject. The opposed roll requires both parties in the contest to make a roll.

To do this, roll two ten-sided dice together. Add the numbers on the dice together (zero on the die is ten), and add that number to the ability score's Contest Roll. The lower number wins.

> Bob the Lich is trying to charm Joe Average. Bob's attribute is 70 (contest roll 65). Joe's attribute is 40 (contest roll 80). They each roll 2d10. Bob gets a total of 11 (average roll), which when added to his contest roll gives him 76. Joe gets 6 (a pretty good roll), giving him a total of 86. Bob wins and the charm takes hold.

Sometimes, a tie occurs. The specific effect of a tie is up to the GM. For example, if arm wrestling, perhaps a tie means that neither party makes any progress in the duel. Time passes, and the two arm wrestlers begin to sweat and grunt. Another roll is made. On other occasions, a tie may indicate that the target is just too stubborn. For example, if Bob the Lich is trying to charm Joe, but Joe and Bob's rolls indicate a tie, Joe resists the charm after all.

Some special abilities require that the character activating the special ability overcome the resistance of his or her target. In this case, it may be one character's power ability score against another character's resistance ability score.

Combat

In many role-playing games, sometimes you find yourself in a situation where you are forced to fight. Bamf is no different. The combat system for Bamf is based on skills and attributes of those involved in the fight. Unlike some combat systems you may be familiar with, the combat system in Bamf is not divided into rounds. It is a Continuous Time Combat System.

Calculating Combat Speed
Before you enter combat, you will need to know a few things about your character. The first of those things is the character's base combat speed. Your combat speed is based on your ability scores and modified by your armor and, at the GM's option, encumbrance.

The base combat speed is equal to your Strength and Agility added together, and divided by ten (round off). The formula would look like this:

$$\frac{(Agility + Strength)}{10}$$

For example, if your strength is 55, and your Agility is 45, your base speed would be (55+45)/10=10) 10. This would be your speed if you had no weapon or encumbrance modifiers.

Armor and encumbrance modifiers
Your armor weighs you down and causes you to move more slowly. There are four categories of armor and their associated combat speed modifier:

Armor Type	Modifier
Heavy	-5
Medium	-3
Light	-1
None	0

In medieval terms, heavy armor includes Plate Mail. Medium armor includes Chain Mail. Light armor includes Leather armor. This can be applied to science-fiction type and other type armors based on the GM's campaign. See Appendix B.

If the GM uses encumbrance, it uses the same chart.

Evasion

Evasion is how well you can maneuver to avoid a strike, or turn a hard hit into a softer one. It works against melee and thrown weapons, but its effectiveness is reduced when applied to bow-fired missiles, firearms, and futuristic weapons. Once you have found your Combat Speed, you can look up your Evasion ability on the following chart:

Combat Speed	Evasion
8 or less	0
9-11	1
12-15	2
16-19	3
20+	4

Initiative

Knowing your combat speed allows you to determine your initiative. It's simple. You roll a number of ten-sided dice equal to your Evasion plus one, and take the lowest roll. The only character that does not roll initiative is the character that takes the action that begins combat. That character's initiative is assumed to be 0.

Nuhrgon's evasion is 1, so he rolls 2 ten-sided dice. He rolls a 3 and a 7. His initiative is a 3.

Once you have determined your initiative, tell your GM. He or she will tell you when you can decide what you want to do in the combat.

Calculating Movement

Your movement rate indicates how long it takes (in segments) to move ten feet in distance. This is calculated by subtracting your Evasion from 4 (minimum of 1).

Nuhrgon's evasion is 1, so it takes him 3 segments to move 10 feet at a walk.

Taking a Combat Action

When your GM tells you that it is your turn to decide what you want to do in combat, and you know what you want to do, you need to figure out how long that action will take. Some factors that go into this include movement, attacking, number of attacks you are allowed at a time, the speed of your weapon (or its rate of fire), activating a special ability, the range to your target, and other special factors.

Movement: For every 10 feet you wish to move, add your movement in segments.
Special ability activation: To activate your special ability, add 5. If your special ability activation is extended, you must increase this time accordingly:

One minute	Increase activation time to 60
Ten minutes	Increase activation time to 600
One hour	Increase activation time to 3600

Melee weapon use: Add the speed of the weapon. The speed can be found with the weapon. This is modified by weapon skill (see Melee Weapon Skill below).

Normal weapon speeds:

Very light or martial arts:	2
Natural/Light:	4
Medium:	6
Heavy:	8

Ranged weapon use: Add the Rate of Fire of the weapon, plus one for each range category beyond "short."

Bracing: If you are using a firearm, and you wish to brace to steady your aim, add 2.

Other actions: Other actions take time as well. Such things as drawing an available weapon adds 1. More complex actions add more time, determined by the GM.

Once you have resolved your action, roll initiative again. There are some cases where you do not roll initiative again. One such case is if you have more than one attack available. A second is in the case of movement. If you are moving, and wish to continue moving once you reach your first announced destination. Another is if you are using a firearm, and do not move or change targets. You *can* still brace, however.

Add either your action's time or your initiative to the current segment, and that is when you will act again. The segments count up from 0, and do not reset.

Holding Your Action

You may, if you wish, choose not to act. Instead, you simply wait where you are until you choose to act. When you decide you wish to act, you may begin that action on the next segment.

Melee Weapon Skill

As you build your skill in a particular weapon, use of that weapon becomes faster. When you first start out with a particular weapon, you tend to be a bit slower with that weapon. For every 20% of skill below average, you are slower by one segment. For every 20% of skill above average, you are faster by one segment. Note that your weapon speed may not go below 0.

Skill Rating	Speed Modifier
01-19	+2
20-39	+1
40-59	0
60-79	-1
80-99	-2
100	-3

Snap Actions

Snap actions are actions that you can take when you are waiting for your initiative, usually in reaction to some surprise or change in conditions of the combat (such as the ceiling caving in or someone appearing and taking some action you didn't know about before).

If you are currently waiting for your next action to begin, you may make a snap action immediately by rolling an ability check. The specific check depends on the action you wish to take. If you are activating a special ability immediately, roll a Control check (remember to increase the cost of the special ability's activation by one category to use it as a snap action). If you are trying to dodge or move in some way, roll an Agility check.

If you are in the middle of an action, such as attacking or activating a special ability, you may abort that action and attempt a snap action on the following segment.

Characters who had been holding their action may take a snap action without the ability check. If the character activates a special ability as a snap action, the cost is still increased by one category.

Stun Weapons
Some weapons are weapons that are designed to subdue, not kill directly. They are indicated as being "stun only" weapons. Also, you may use a non-stun-only weapon as a stun weapon, simply by how you use it.

When attacking with a stun only weapon, you are inflicting surface damage. If the target's surface hits go to zero or below, they are knocked unconscious.

To use a non-stun-only weapon as a stun-only weapon, such as using the flat of a blade, you must make a skill check. If you pass, you have used the weapon properly. When you make your attack, your normal deep damage is considered surface damage. If you fail your check, you inflict normal damage.

Attacking
To make an attack, roll percentile dice. Add your target's combat speed, along with any other modifiers your GM tells you to. Compare the result to this chart, based on your skill:

Weapon Skill	Critical	Max (cat 5)	High (cat 4)	Medium (cat 3)	Low (cat 2)	Flesh (cat 1)	Miss
01-04	-	-	-	-	-	01-S	-00
05-09	-	01	02	03	04	05-S	-00
10-14	01	02	03	04	05-06	07-S	-00
15-19	01	02	03	04	05-10	11-S	-00
20-24	01	02	03	04	05-15	16-S	-00
25-29	01	02	03	04-05	06-20	21-S	-00
30-34	01	02	03	04-10	11-25	26-S	-00
35-39	01	02	03	04-15	16-30	31-S	-00
40-44	01	02	03-05	06-20	21-35	36-S	-00
45-49	01	02	03-10	11-25	26-40	41-S	-00
50-54	01	02	03-15	16-30	31-45	46-S	-00
55-59	01	02-05	06-20	21-35	36-50	51-S	-00
60-64	01	02-10	11-25	26-40	41-55	56-S	-00
65-69	01	02-15	16-30	31-45	46-60	61-S	-00
70-74	01	02-20	21-35	36-50	51-65	66-S	-00
75-79	01	02-25	26-40	41-55	56-70	71-S	-00
80-84	01	02-30	31-45	46-60	61-75	76-S	-00
85-89	01	02-35	36-50	51-65	66-80	81-S	-00
90-94	01	02-40	41-55	56-70	71-85	86-S	-00
95-99	01-05	06-45	46-60	61-75	76-90	91-S	-00
00	01-10	11-50	51-65	66-80	81-95	96-99	00

*S in this column indicates your actual skill. For example, if your skill is 57, you hit in category 1 on a roll of 51-57, and miss on a 58-00.

There may be an instance where you might wish to pull your punch or cause less damage. For this, roll as normal, and get the result of your hit. You may reduce the damage class you roll as far as you wish. You may even opt to do no damage. The GM will interpret what happens in such a case. If you choose to pull your punch, you must announce that this is what you are doing before you make your attack roll. If you announce that you are pulling your punch, you must reduce the damage inflicted by at least one category.

The character sheet has a place where you can fill in all the information from the above chart, for each of your weapons. This makes combat move more quickly, as the lookup has been greatly simplified.

If you are fighting against more than one opponent, you may declare an attack on each opponent separately, providing you have multiple attacks. However, if you wish to switch targets after you have declared your intention, you must forego one attack each time you switch.

Precision
Evasion represents how well a character can avoid being hit hard, turning hard hits into softer ones (see Evasion, above).

Precision represents how accurately a character can strike even though that character's opponent is trying to avoid the blow. This is measured by the character's skill in a weapon. Find your weapon skill and consult the following chart:

Weapon Skill	Precision**
76-90	+1
91-99	+2
00	+3

** Opponent's evasion cannot be brought below 0.

The precision modifier increases damage category once a hit is scored against an opponent. Remember that critical hits cannot be modified below category 4 damage.

Actively defending yourself
Rather than attacking, if you are outclassed by your opponent, or for whatever reason, you may choose to actively defend yourself rather than attacking. To do so, make a roll on the chart above, using either your Agility score (dodge) or your weapon skill (block or parry) as the weapon skill rating. The damage class that you roll is subtracted from the damage class an attacker does to you. Anything less than 1 indicates no damage was inflicted by your opponent's attack.

Additionally, you may choose to be cautious. For each attack you have normally, when being cautious, you may make an attack roll, and additionally, make a defense roll. Both rolls have penalties:

- Your attack roll is doubled. For example, if you roll a 75, the result is then 150, which is surely a miss. You may still hit (with a low enough attack roll), but when being so cautious, attack opportunities are more difficult to find.
- Add 20 (penalty) to your dodge or parry roll (see above).

Being cautious gives you less of a chance of hitting, but also less of a chance of being hit.

If you are going to be either cautious or actively defend yourself, you must declare this before any attacks are rolled in your current initiative. Once this stance is declared, you cannot change this until your next initiative.

Armor
Armor, as you might expect, covers and protects you from damage. Armor has a soak rating that tells you how much damage it protects you from, and an encumbrance that tells you how much it slows you down in combat. When you are hit in combat, your armor reduces the amount of damage you take by its soak rating. If the armor takes all the damage from an attack, you must roll an armor check. To do so, roll two ten-sided dice and add them together. Add to this the damage category of the attack. If the result is greater than or equal to 13, your armor loses a point of soak until it is repaired.

Some armor is of a higher or lower quality. For these, the target number of 13 is raised or lowered respectively. This shows that some armor can take more punishment before becoming damaged, while other armor takes less.

Shields
When using a shield, you may either deflect a blow or reduce the damage inflicted from that blow. Make a roll when you are hit on your shield side. If you roll in the low range (1/3 of the overall protection granted), the shield takes all the damage from the attack. If you roll in the moderate range (2/3 of the overall protection granted), the shield soaks a certain amount from the attack (depending on the shield's soak rating). If you fail the roll, you take normal damage from the attack. Shields that take all the damage from an attack must make an armor check. Failure of this armor check indicates that the shield soak is reduced. Thus, after one failed armor check, a buckler becomes worthless until it can be repaired. See Appendix B for shield specifics.

Hit Points
Each character has two kinds of hit points:
- Surface Hit Points measure light, external damage you take. Once all surface hit points are taken, you may continue fighting, but you are at a penalty. Any time you land a blow when attacking, the damage is reduced by two damage categories.
- Deep Hit Points measure how much deep-body punishment you can withstand before dying. When your last deep hit point is taken, you collapse to the ground. You may die or you may simply wake up after a period of unconsciousness (your GM will determine which).

At full health, you have as many Surface Hit Points (SHP) as you do Deep Hit Points (DHP). These are calculated by dividing your Constitution by 2 and rounding off.

> If your Constitution is 29 (low), your SHP and DHP both equal 15.

Taking Damage
When you are hit and take damage, that damage is applied in the following order:
1. Shields are the first layer that may be hit or deflect damage away from you.
2. Armor has a Soak rating. Reduce the damage you take by the Armor Soak rating. Remember that if your armor soaks all damage from an attack, you must make an armor check.
3. Further damage is applied to your Surface Hit Points, up to the damage rating for the weapon. For example, you are taking 15 damage. Four damage was absorbed by your armor, leaving 11 damage. If the weapon's damage rating is 5, you apply 5 points of that damage to your Surface Hit Points, and reduce the damage by 5, leaving 6 points.

4. The damage above your Armor and Surface Hit Points is applied to Deep Hit Points. When your Deep Hit Points are reduced to 0, you are dead or dying.

Healing Damage

The rate at which you heal damage you have taken depends on your Constitution score. Every day after your normal sleep time, you regain a number of deep hit points equal to your Constitution Aptitude Rolls (see Ability Scores – Aptitude Rolls).

> Spork is very healthy. His Constitution score is 80. This means that he will heal 3 DHP's every day.

If you rest for the entire day, and take no strenuous action, this rate is doubled. If you are resting, and in the care of a healer, physician, or other full-time medical care, this rate is tripled.

In addition, you also regain two surface hit points every hour, as long as you are not fighting or performing strenuous activity during that time.

Hand to Hand Combat and Martial Arts

There are several different unarmed fighting styles, each complete with their own moves and specialties. This includes kickboxing, kung fu, judo, Jeet Kune Do, military hand-to-hand training, street fighting, boxing, and other styles. However, in order to represent this in the game without spending dozens of pages on it, the system has been simplified into various player-defined paths.

Number of Attacks

A martial artist has a base of one attack per round. An advantage to martial arts is that you may use your attacks as defense rolls. These defense rolls are treated like the "cautious" stance, in that you add a 20% penalty to your roll to parry or block an attack, without the penalty of doubling your attack roll.

Damage

The base damage for a hand-to-hand attack is Strength aptitude rolls. This may be increased, depending on the martial arts path the player chooses for his or her character. It may also be increased by such items as brass knuckles or spiked knuckles.

Moves

At certain thresholds of the martial artist's skill, that character gains certain special "moves," ranging from minor to major, which give the character certain advantages. The thresholds of skill to remember are: 35% (minor), 50% (lesser), 75% (middle), 90% (greater), and 100% (major). The player builds his own path for his character's martial arts skill by selecting a move at each threshold that his character reaches. Martial arts may be taken multiple times to gain more moves. There are also certain named paths (which appear below this list of moves) which the martial artist must take in order from Minor up. In other words, lower benefits in a path are prerequisites for higher benefits.

Minor Moves (35%)

Weapon use: If the art that the martial artist is designing is compatible with the use of a weapon, the martial artist can use that weapon with his or her moves. The damage from that weapon is increased by the character's strength aptitude rolls.

Martial attack: Martial artist's base number of attacks is increased to two.

Lesser Moves (50%)

Aggressive Parry: When using a defense, if an attack is blocked, the martial artist inflicts half damage on the blocked attacker. Damage is halved after adjusting for evasion and precision.

Dual Weapon Fighting: The character is able to use two weapons effectively. This is similar to multiple attacks, in that all attacks happen before initiative is re-rolled, and the attacks are separated by the weapon speed of the attacking weapon.

Nerve Strike: Instead of having multiple attacks against an opponent, the martial artist can concentrate on defeating his target's armor. If the attack roll is doubled and the attack successfully hits, the hit ignores armor. Otherwise, it is treated as a normal attack.

Trick Attack: Make two attack rolls and use the better of the two as your attack. This may only be used once per opponent per encounter and must be declared before the attack is rolled.

Walk off the Path: Select a minor move from any of the paths.

Middle Moves (75%)

All out Attack or Defense: Instead of the martial artist's normal attacks and defenses, the character gets two additional attacks and no defenses, or two additional defenses and no attacks. The normal 20% penalty on the blocks still stands.

Choke: The martial artist holds an opponent, choking them. The opponent and the martial artist make a Strength contest roll on the opponent's initiative to escape the hold. Failure to escape gives the target a cumulative penalty of 1 on the next check, which happens on the target's next initiative. When it is impossible for the target to escape, it is assumed that the target is unconscious.

Counterattack: When the character is on full defense, that character gets one return attack if at least one block completely removes damage. Opponent would get a block roll as normal, but can not dodge.

Disarm: The martial artist may attack the opponent's weapon grasp. Roll an attack normally. The opponent may make a strength check to hold the weapon. This roll is penalized by the damage shown on the martial artist's attack.

Feint: Costs two attacks to use. Martial artist makes an opposed Dexterity roll versus his or her opponent. If the martial artist wins, he or she gets an automatic hit attack. Roll 1d10: 1-2 is a category 5 hit, 3-4 is category 4, 5-6 is category 3, 7-8 is category 2, and 9-10 is category 1.

Martial Attack II: Martial artist acquires an additional attack/defense. This may only be taken once at this level.

Walk off the Path: Select a lesser move from any of the paths.

Greater Moves (90%)

Power Attack: The martial artist can decrease the number of attacks taken in order to add 4 damage to a single attack. This may be done as many times as desired, including compounding damage into a single attack. This must be declared before the attack is rolled.

Speed: Martial artist acquires an additional attack/defense. This is free, and may only be taken once at this level.

Escape: If the martial artist is being held by someone who does not have any special holding, choking or grappling skill, the martial artist may escape automatically on his initiative. If the holder has a skill, there are no penalties to the contest roll to try to escape.

Walk off the Path: Select a middle move from any of the paths.

Major Moves (100%)

Bulletcatcher: The martial artist can use blocks against ranged weapons including arrows and bullets.

Martial Attack III: Martial artist acquires an additional attack/defense. This may only be taken once at this level.

Walk off the Path: Select a greater move from any of the paths.

Break Stuff Path

The martial artist develops special skills necessary to be able to effectively break stuff. If the break attempt is at the highest level that the martial artist is capable of, the character must concentrate for a full minute before making the attempt. If the task is one level below the highest level the martial artist can perform, the character must concentrate for 45 seconds before making the attempt. At two levels lower, the character must concentrate for 15 seconds. At three levels lower, the character must concentrate for 5 seconds. At four levels lower, the character need not concentrate before making an attempt at breaking.

Minor: Character may break a board up to one inch thick. This is usable against light doors and other thin wood structures.
Lesser: Character may break wood up to three inches thick. This is usable against plaster walls and normal doors.
Middle: Character may break bricks. This is usable against heavy doors and wood-frame exterior walls.
Greater: Character may break stones up to six inches thick. This is usable against brick walls and heavy wood beams.
Major: Character may knock a hole into a stone wall that is up to 12 inches thick.

Deflection Path

As a lesser, middle, greater or major move, the martial artist may attempt to deflect thrown or bow-fired missiles. The martial artist must be aware that the missile was shot at him or her, and must give up an attack/defense roll. For every 10% below the target number, the martial artist may redirect the missile up to 45°. For example, if the target number is 20%, and the player rolls 07, the missile may be deflected up to 90° from its original flight path. The character may also develop a Deflected Missile skill once Middle move is achieved. This skill is used to determine if the character deflects the missile accurately at a target. Deflection path is related to Quickness path.

Minor: Character is able to use full evasion versus bow-fired missiles.
Lesser: Deflection target: 10%.
Middle: Deflection target: 20%.
Greater: Character may use full evasion versus pistol-fired missiles. Deflection target: 30%.
Major: Character may use full evasion versus rifle-fired missiles. Deflection target: 40%.

Power Path

The martial artist develops strength, toughness in hands and/or feet, and striking skill and technique to maximize the impact of blows landed.

Minor: Increase base open-hand damage by 1 (cumulative)
Lesser: Increase base open-hand damage by 1 (cumulative)
Middle: Increase base open-hand damage by 1 (cumulative)
Greater: Increase base open-hand damage by 1 (cumulative)
Major: Increase base open-hand damage by 1 (cumulative)

Quickness Path

The martial artist of this discipline works at improving his or her quickness in combat, and is able to make special moves that rely on this quickness. Quickness path is related to Deflection path.

Minor: Improve combat speed by 2.
Lesser: Improve evasion by 1. Reduce weapon speed by 1 (minimum 1) if using a melee weapon with your martial arts style (requires weapon use).

Middle: Martial artist gains the ability to make a thrown missile attack while in melee. Reduce weapon speed by 1 (minimum 1) if using a melee weapon with your martial arts style (requires weapon use).

Greater: Martial artist gains the Blade Trapping ability. When attacked with a medium or larger bladed weapon, the martial artist can trap the blade of that weapon in his hands. Attacker can roll a strength contest roll on his or her next initiative to try to free the blade. Reduce weapon speed by 1 (minimum 1) if using a melee weapon with your martial arts style (requires weapon use).

Major: Martial artist may attempt to catch a thrown or bow-fired missile that is aimed at him or her. The martial artist must be aware of the attack. Catching the missile is a Dexterity-based skill, which can be improved as a normal skill once attained. Reduce weapon speed by 1 (minimum 1) if using a melee weapon with your martial arts style (requires weapon use).

Sense Path

This discipline helps the martial artist become aware of his or her surroundings, notice things that might otherwise not be seen, and help sense when danger exists.

Minor: 10% chance to detect a sneak attack or ambush (GM rolls this). Martial artist can abort attacks to react to another situation without penalty.

Lesser: 20% chance to detect a sneak attack or ambush (GM rolls this). Gain Escape skill, which allows the character to get out of combat even when surrounded.

Middle: 30% chance to detect a sneak attack or ambush (GM rolls this). Gain Combat Awareness, which provides the martial artist with his or her full evasion against all melee opponents, rather than just frontal ones.

Greater: 40% chance to detect a sneak attack or ambush (GM rolls this). Gain 360° vision when in combat.

Major: 50% chance to detect a sneak attack or ambush (GM rolls this). Gain the ability to fight as normal when blinded or blindfolded.

Throwing Path

The martial artist has trained in leverage and momentum, and can use these to throw opponents.

Minor: By winning an opposed Dexterity roll, the martial artist can roll a melee opponent to the ground. This costs two attacks.

Lesser: By winning an opposed Dexterity roll, the martial artist can throw a melee opponent 1d10 feet. This costs two attacks.

Middle: The martial artist can throw a melee opponent 1d10 feet. That opponent takes 1d10 points of damage. This costs two attacks.

Greater: The martial artist can throw a melee opponent 2d10 feet. That opponent takes 1d10 points of damage and must make a constitution check or be stunned for 2d10 segments.

Major: The martial artist can throw a melee opponent 1d10 + 10 feet. That opponent takes 2d10 points of damage and must make a constitution check at a 20% penalty or be stunned for 3d10 segments.

Firearms in Bamf

Some weapons, such as firearms, are easy enough for anyone to use that they may provide a bonus to the character's skill with that weapon. The lethality of firearms is rather high. Firearms are very

dangerous, and very lethal. However, keep in mind that the maximum lethality rating for a weapon's damage category is 99%.

<u>Projectile weapons versus evasion</u>
When a target is being shot at by a rifle, that target's evasion score is reduced by 3 (evasion cannot be brought below 0). When a target is being shot at by a handgun, that target's evasion score is reduced by 2. Bow-fired missiles (including crossbows) reduce evasion by 1. Thrown projectiles do not change evasion.

<u>Ballistic Weapon Sizes</u>
There are many sizes of ammunition for firearms: .22, .25, 5.56mm, .32, 9mm, 10mm, 7.62mm, .38 special, .357, .40, .45, etc. Each one has variances in ball type (i.e., ball, hollow point, pre-fragmented, etc.), grains, length, primer, etc. In terms of how firearms work in the real world, this game is an oversimplification, but I believe a necessary one. What is provided in these rules is a selection of different types of weapons, and a guideline for players and GM's to determine the specifics of other weapons.

<u>Firing on a Target</u>
When firing on a target, there are several factors to consider in determining chance to hit or how well you hit. These adjustments are made *after* the attack roll is made, and do not modify the skill of the shooter.

Here are the modifiers on the outcome of the attack roll. These modify the damage category that you hit.

Movement
Shooter is walking: -1 category
Shooter is running: -2 categories
Shooter is braced: +1 category
Target is moving: -1 category
Target movement erratic: -1 category (in addition to the penalty for target movement)

Cover
Target behind cover:
    25% cover = -1 category
    50% cover = -2 categories
    75% cover = -3 categories

Range
Range to target:
    +1 if in point-blank range (by weapon)
    -1 category per range category beyond short (medium, long, maximum)

Other
Adverse conditions: -1 to -5 categories at the GM's discretion (things like high winds, etc.)
Favorable conditions: +1 to +5 categories at the GM's discretion (things like target unaware, target really big, etc.)

The damage category that is hit is modified by the target's evasion score and shooter's skill, as normal. Remember, though, that modifiers to the damage category cannot turn a missed shot into a hit. In order for the modifiers to be taken into consideration, a hit must have been rolled.

Adequis is chasing down Nuhrgon the mad. Nuhrgon is quick (evasion -1), and Adequis's skill is average. Adequis is running, and the target is presently at long range, trying to get away. Adequis can hit Nuhrgon on a critical hit only (critical hits cannot be modified below category 4 damage).

Assuming that Adequis has caught up to Nuhrgon and is now at point-blank range. Nuhrgon cannot run any more and does not move while Adequis braces against a wall. Adequis's hit would be raised by two damage categories, giving him a good chance of hitting Nuhrgon critically.

Rate of Fire

When firing a semi-automatic weapon, the shooter does not have to roll initiative as long as he is not moving, and not changing targets. One round is fired every three segments (modified by weapon skill). During this time, the only action the shooter may take aside from shooting is to brace against something to get a better shot. This takes two segments.

Three round burst allows the shooter to make two attack rolls against the single target at which he was shooting.

Automatic weapons can be used to lay down a suppressive fire in an area. For every 45 degrees that the shooter is spraying bullets, add a 10% penalty to the to-hit roll. Make a to-hit roll against every target in the area of effect. Depending on the rate of fire of the weapon, the area of effect attack may be made for several rounds in a row before possibly ducking behind cover and reloading.

Grenades and Explosives

Fragmentation grenades are very dangerous explosives that are designed for throwing. They deal damage in a spherical area of effect. The further you are from one, the less likely it is that the grenade will deal damage to you.

Cover helps you reduce the damage you will take from a grenade. For every layer of soft cover between you and the explosion, reduce the damage by one category. For every layer of hard cover, reduce the damage by three categories. Kevlar armor and the like, which does not cover the whole body, only reduces the damage by two categories.

Grenade throwing is a specialized skill. It is related to other throwing skills, such as pitching a baseball. Rather than throwing the grenade to strike a target, the intent is to position the grenade so that it is most effective. Therefore, when you roll your attack roll with a grenade, the damage category really corresponds to the final position of the grenade, rather than how hard the enemy is struck. A critical hit indicates that the grenade has landed exactly where the person throwing it wanted it to land. For each damage category of the attack roll away from critical hit, the grenade lands an additional five feet from the desired location. To determine the direction that the grenade lands from the intended location, roll a d10. The direction that the "up" point on the d10 points is the direction that the grenade went.

Once you have determined the location of a grenade when it explodes, the grenade inflicts critical damage to anyone within five feet. For each five feet away from that location, the damage is reduced by one category.

Fragmentation Grenade Damage: 136 / 68 / 59 / 39 / 13 / 5

Adequis has a grenade skill of 70, and rolls a 43. According to his attack chart, that's a category 3 hit. This places the grenade 15 feet from where the character intended for the grenade to land. Adequis rolls a d10 for direction. The grenade's final position is set to 15 feet from the intended location, in the direction that the d10 points. The target can take cover from the grenade, trying to reduce the damage, or run from it (i.e., evasion), trying to reduce the damage. If the target does neither, it takes category 3 damage, or 39 points of damage.

Game Master Rules

Overview of the Game from the GM's Perspective

There are different steps in developing this and any other role-playing campaign. In the game of Bamf, there are many different ways to start the adventure outlined in this guide, as well as any way that you can think of yourself. Also, the place where you go must be defined before you start (unless you're feeling particularly ambitious and want to decide randomly). Your first step in designing a campaign is to decide what kind of campaign this will be. Then, decide how the players will be introduced. When you can get the players all together (or individually, if there are scheduling problems that we all know happen to gamers), you can define their characteristics and skills. A casual explanation of the rules of the game (usually involving not much more than, "you play yourself."), and you are ready to play. The sections later on explain more about the points that were quickly touched upon in this overview.

Decide Style

The GM must decide what type of Bamf campaign this will be. Possibilities typically include (but are most definitely not restricted to):

Quantum Leap - The players leave their own world and enter a world by entering someone else's body. That other body might be male or female, strong or weak, but will typically play an important role in the events of the time they appear in. In this type of game, the players should either be given pre-generated characters or create characters randomly.

Sliders - The players retain their own body, knowledge and skills, and enter an alternate reality where they would solve a mystery or enter into an epic campaign or whatever the GM desires.

Nowhere Man - The players retain their knowledge and skills, but not their body. In fact, they have no body. They cannot interact directly with the real world. Instead, they are trapped in a ghost-like state through which they must perform the adventure set up by the GM.

Out of Touch - The players remain in their own world, and play themselves, but are put out of touch with their former lives. They are put on a mission that would have some real-world consequences if they fail to perform their mission. Typically, they are picked up by some government or secret agency and briefed on what they will need to do.

Decide Setting

Another thing that the GM must decide is what type of campaign setting the players will be entering. This can incorporate any genre of game, or any setting. Possibilities include (but are not limited to):

Medieval fantasy - like the Advanced Dungeons and Dragons world and the like, with fantastic creatures, great warriors, wizards, magic items and happenings.

Medieval historical - like Robin Hood and Braveheart, where there is very little magic, save for the fear of it and the occasional witch. A high adventure setting.

The American Civil War - Or any other war time, for that matter. "What's so civil about war, anyway?"

Gothic Horror - Like the AD&D Ravenloft setting if you want medieval fantasy style or like Chill and Call of Cthulhu for a more modern version. Can also resemble some of the horror movies we've all heard about, like Dracula.

Futuristic Cyberpunk - Like Cyberpunk, this is a futuristic society based on technology. Sometimes, there is a resurgence of magic, but not always. Often, there is a sub-area known as the Net, which is a virtual world.

Beyond Cyberpunk - Incorporate ideas like nanotechnology (as described in the book "The Diamond Age" by Neal Stephenson), artificial intelligence, and such fearsome creatures as the Borg (from Star Trek: The Next Generation).

Adventures in Space - Star Wars, Star Trek, Starship Troopers, Aliens, or any of the other space themes you can think of.

Modern Day - This is often difficult to think about - a world very much like ours, but different somehow. This can be the setting for spy-thriller type games.

Superheroic - Enter the world of the comic books and movies about comic books where there are super heroes and super villains. Which will you be?

Cool World - a.k.a. "Roger Rabbit" - a loony world where cartoons meet real people halfway! Maybe some of your players are real, and some not!

Post-apocalyptic - Places like you'd see in Mad Max or 12 Monkeys

Insert your favorite book or movie here - Got an idea? Run with it! If you like a book a great deal, you can easily adapt it to a game. Bamf gives you simple mechanics to use to move people into a world that moved you.

Decide about Special Abilities

Next, you have to decide what kinds of things your players will be able to do. These are special abilities that they will have, that manifest themselves during the adventure, and not usually right away. Special abilities should fit into the world where they will be going. Some examples: Leave the body, regeneration, super speed, death ray, ability to change into two dimensions, just about anything you can think of. This is not a requirement, however. If you do not want to incorporate such elements into your game, don't! See the player section on Special Abilities and Appendix C.

If you choose to include special abilities, you must next decide if your campaign is going to be high-power, low-power or somewhere in the middle. The rules and special abilities defined in this guide are used for a medium-power game.

If you want a high-power game, you typically allow the characters to do much more for a much lower cost. To represent this in the Bamf system, simply adjust the base cost for special abilities to the right on the special ability cost number line (see "Defining Special Abilities" in the player's section).

For a low-power game, adjust the base cost for special abilities to the left on the special ability cost number line. This will make it more difficult for the characters to use and maintain their special abilities.

Another way to increase the difficulty in using special abilities is to have a more severe side effect. The specific side effect is up to you.

Introduction to the Campaign

In many incarnations of this game, the players are playing themselves. You need to get them from where they are in their life to where they will be in the adventure. Introduce the characters to the campaign any way you wish. Some methods of introduction can be:

The Orb - The orb can come up to a player and nab them out of their current existence directly into another. When using this approach, it is best to simply ask the player where he or she is right now. Tell them to pick a point in their life. They could be in school, or working, or on the firing range during Basic Training. The light will come to them wherever they say they are and take them out of this world and into the adventure. Whatever they are carrying and wearing at the time that they enter the adventure is what they will write down on their equipment list.

The Orb II - The orb may also be nice to the players and give them a little time to get themselves together. In this case, give the players 3 minutes to grab whatever they want to take with them. this is good to do to them the first time they Bamf (in a face to face game). It takes them by surprise and they never know just what to grab. When the 3 minutes are over, yell (not say, as probably the players will be all over the house, so you might want to hide the Playboys before starting this approach) "Stop!" When everyone stops, whatever they are carrying, they write on their equipment list. It doesn't matter whose things they have. They disappear at that moment with what they had in their arms and on their person. When I used this approach, I placed people in a sort of preliminary world, a quick visit to some time that they did not recognize (maybe 5 minutes' worth) and let them collect their wits and maybe some more useful items, because what they grabbed wasn't much. this is also a way to introduce new gizmos to the campaign from different time periods (like the virtual computer I gave one of my players). When I did this, I put a ticking in their head that grew louder and louder and eventually expired after a short time in this temporary setting. when it expired, they were brought into the real adventure. Of course, who says you have to be nice?

The Suits - Basically, this is where the players are kidnapped by guys wearing suits, perhaps in the guise of FBI or some such organization, drugged into unconsciousness, and brought somewhere that is not familiar to them (see Thugs).

Thugs - Like the suits, the only intent of the thugs is to make the character unconscious. This way, they wake up in unfamiliar surroundings. This is often used if you intend to dump them into the streets, whereas the suits tend to bring people into nicer places, like laboratories or some rich person's mansion.

The Accident - Sometimes an accident triggers their arrival in the adventure, like David Banner's accident with the Gamma Ray (which created the Incredible Hulk), or maybe a car accident. Sometimes, you can have the character die, and bring them to a cloudy realm. Voices from the ether talk about them for a few moments, then a decision is made to send them back to wherever they came from (which is of course not where they came from, but rather the adventure).

> **Something Else** - As usual, whatever you think up is probably pretty cool to you, so use it! Don't be shy! If you come up with something interesting that you don't mind sharing, e-mail me with it and I'll add it to this document!

Campaign Evolution

Later in the game, the players may begin to control the Bamf sphere (or whatever device you used to bring them into the different worlds). For each time they experience the teleportation, add 3% to their chances to control the sphere. then, once per week, they may attempt to call the sphere and have it take them somewhere else. At first, they will have no control over their destination, but as time goes on, they will be able to get it to take them exactly where they want to go. For each time they successfully call the sphere to bamf them, add 3% to their chances to control where the sphere takes them (before they teleport). For example, the group is stuck in the labyrinth of a minotaur. To escape, one of the players attempts to call the sphere. He has been forcibly teleported by the sphere twice now. His chance to call the sphere is 6%. He rolls a 03, successfully calling the sphere for the first time. He now has a 3% chance of getting the sphere to take him (and his group) wherever he wishes to go. Using this ability, you can construct cross-dimensional adventures against cross-dimensional opponents!

Plus Points

Plus Points are awarded to the players at the end of a gaming session, based on how well you believe the session went. Here are some guidelines to help you determine how many Plus Points to award.

Story Progress
The first thing to consider when determining how many points to award is story progress. Did the players make decent progress in the game's story? This is entirely up to the GM. If, for example, the characters started a tangent at the beginning of the session that the GM didn't expect, the story still made progress, and could have been very entertaining for all involved, but didn't necessarily advance the GM's expected story line. However, I believe if the story is being created, and everyone is enjoying themselves, this is acceptable.

Effective use of special abilities and skills
In a game where special abilities are not included, this is still a useful category, since the GM can rate the players on their creativity in using the skills and equipment they had available. If the game does include special abilities, consider them among the other aspects of the characters when deciding this rating.

Roleplaying of Characters
This may seem to be the same as the previous paragraph, but this actually refers to how well the players stayed in character during the session.

Discretionary Points
Finally, the GM may award additional discretionary points as he or she desires.

In each of the above categories, the GM should rate the players in the scale of Excellent, Good, Fair and Poor. For each Excellent, award 3 points. For each Good, award 2 points. For each Fair, award 1 point. Poor rating does not earn any Plus Points. Add the awards together and give them to the players.

It is the GM's decision whether these points are awarded individually or by group. Another option is to award a base number of points to every member of the group, and award bonus points to certain members

of the group that the GM believes has performed better than the rest. Not all role players are created equal! This is effectively the same as awarding points individually, but stresses the recognition for better role-playing.

Skills

During the game, the players will use their skills to perform tasks, trying to make progress in the adventure you have prepared for them. It is your job to adjudicate what their chances of completing the task is, and what skill they will use to perform the task.

Once you have decided what skill or skills may be used to perform a particular task, you must then set the difficulty of the check. For tasks that are more difficult, you add a modifier to the player's die roll. For tasks that are easier, you add a modifier to their skill rating. The player must make a percent roll, and that roll must be lower than or equal to their skill once these modifiers are applied.

Here are some standard skill and roll difficulty modifiers:

Difficulty	Modifier
Extremely easy	No roll needed
Very easy or routine	+80 to skill
Easy or assisted	+40 to skill
Average	*No modifier*
Slightly challenging	+10 to roll
Difficult	+30 to roll
Very difficult	+50 to roll
Extremely difficult	+70 to roll
Nigh Impossible	+90 to roll

Combat

During combat, some characters and creatures may lose their last hit point. When that happens, if they are not killed, the GM needs to decide how long they will remain unconscious. Here is a guideline for you to use.

Roll %. Add the damage that the character took to this roll, then look on the following chart:

Roll + Damage	Duration of Unconsciousness
01-33	1d10 minutes
34-67	1d10 x 10 minutes
68-100	1d10 hours
101-110	1d10 days
111-116	Dead in 1d10 days
117-122	Dead in 1d10 hours
123-128	Dead in 1d10 x 10 minutes
129-134	Dead in 1d10 minutes
135+	Instant Death

Perception

There are times during the game that you may wish to see if a player or group notices something subtle. For this, have one of the players roll a Wisdom ability score check, applying appropriate modifiers (see skill modifier chart above). Remember that you do not want every member of the group rolling a separate perception check, as that greatly increases the odds of noticing the event or item that they may notice. If there is a large group, I suggest making the task of noticing it easier, rather than calling for separate rolls.

Appendix A - Weapons List

The weapons list shows the name of the weapon, the combat speed modifier, and the amount of damage that this weapon inflicts per hit category.

Melee Weapons List - Swords and Knives		
Weapon	Combat speed	Damage
Bastard Sword, 51"	8	4
Cutlass, 30"	4	3
Dagger	2	1
Darts	2	1
Falchion, 30"	4	3
Hand-and-a-half sword, 39"	6	4
Katana, 38"-42"	6	4
Knives	2	1
Long Sword, 37"	6	4
Rapier, 42"-46"	4	2
Scimitar, 37"	6	4
Short Sword, 30"	4	2
Shuriken	2	1
Sword, 45"	6	3
Two-handed sword, 54"-66"	8	5
Wakizashi, 28"	4	3

Melee Weapons List - Non-Sword Weapons		
Weapon	Combat speed	Damage
Battle Axe (Fantasy)	8	5
Battle Axe (Historical) (23"-32")	6	4
Brass Knuckles	*	**
Footman's Flail (48")	8	4
Hand Axe	4	2
Horseman's Flail (18")	6	2
Lead Pipe	6	2
Mace	6	3
Morning Star	6	3
Nunchaku	4	2
Police Baton	6	2
Sai	4	2
Spear	6	2
Spiked Knuckles	*	***
Staff	6	3
Tonfa	6	2
Wooden Stake	4	1

* Weapon speed is based on punching speed.
** This weapon increases the amount of damage done by punching by +1, to a maximum of +3 between the weapon and training.
*** This weapon increases the amount of damage done by punching by +2, to a maximum of +5 between the weapon and training.

Missile Weapon List						
		Armor		**Range (yards)**			
Missile Weapon	**Damage**	**Piercing**	**ROF***	**PB**	**S**	**M**	**L**
Crossbow	4	2	15	4	7	20	30
Longbow	3	0	4				
Shortbow	2	0	3				

* ROF is Rate of Fire. This is the combat speed modifier for a missile weapon.

Firearms List						
		Armor		**Range (yards)**			
Firearm	**Damage**	**Piercing**	**ROF***	**PB**	**S**	**M**	**L**
Small caliber handgun	3	0	3	2	5	15	25
Large caliber handgun	6	4	3	6	10	25	40
Small caliber rifle	4	1	3	8	50	150	250
Medium caliber rifle	6	4	3	10	65	200	400
Large caliber rifle	8	9	3	15	100	350	600
Shotgun, small gauge	3	0	5	3	5	7	10
Shotgun, large gauge	6	2	5	3	5	7	10
Shotgun slug	8	7	5	3	5	7	10

* ROF is Rate of Fire. This is the combat speed modifier for a firearm.

Appendix B - Armor

Armor			
Armor Name	**Soak Rating**	**Combat speed modifier**	**Notes**
Chain Mail	6	Medium (-3)	
Clothes	0	None (0)	
Flak jacket	4	Medium (-3)	
Full Plate Mail	10	Heavy (-5)	
Kevlar	9	Medium (-3)	
Leather	3	Light (-1)	
Padded	2	Light (-1)	
Plate Mail	8	Heavy (-5)	
Scale Mail	6	Medium (-3)	
Studded Leather	4	Light (-1)	
Shields			
Shield Name	**Soak Rating**	**Combat speed modifier**	**Notes**
Buckler	1	None (0)	01-03 | 04-10 | 11-00
Small	2	Light (-1)	01-05 | 06-15 | 16-00
Medium	3	Light (-1)	01-10 | 11-30 | 31-00
Body	4	Medium (-3)	01-15 | 16-45 | 46-00
Riot	5	Large (-5)	01-20 | 21-60 | 61-00

Appendix C - Sample Special Abilities

These are special abilities I have used in my games before. Use them as you wish. Modify them to your heart's content. These are only guidelines.

Anything with a TAL cost marked as constant means that the cost of activating that special ability does not change based on skill.

How to read these entries

The name of the Special Ability is given in **Bold**. Following this, a few notes about the special ability are noted. These can include:

Type	There are several different types of special ability. These include **Latent** (a Special Ability that the player or character does not control), **Maintained** (a Special Ability that the character can continue beyond a single activation), and **Instantaneous** (a Special Ability that, once activated, takes effect immediately and cannot be extended by the character). If this is followed by **(Roll)**, that means that the Special Ability only activates on a successful skill roll.
Activate	Activate is the base TAL cost to activate the Special Ability. This is modified by the character's Special Ability skill rating. If this number is followed by **(K)**, that means that the cost is constant, and is NOT modified by the character's Special Ability skill rating. If this is followed by **(Scaleable)**, that means that the special ability is adjustable when activated, and could cost more or less based on how it was changed. Scaleable abilities may also be used to create spells.
Increment	Increment measures how long the Special Ability remains active once Activation or maintenance cost is paid.
Range	This is the distance at which the effect of the Special Ability may be used.

If one of these notes is not included, it does not apply.

Many of these special abilities can be adapted from one category to another as the GM sees fit.

Index of special abilities by type

Latent Special Abilities

Detect Bamf Sphere Activity	Eidetic Memory
Ignored by Spirit Creatures	Immunity to Aging
Immunity to Toxins and Poisons	Invisibility to Undead
Regeneration	Rejuvenation

Instantaneous Special Abilities

Cast spells through projected image	Create Undead
Create Wisps	Cure Wounds
Evasive Maneuvers	Find a Familiar
Fog Weave	Gem Spell Storage
Guidance	Holy Strike
Hyper-speed	Impart Energy
Invoke Harmful Energy	Invoke Helpful Energy
Leave the Body	Lightning Strike
Lock/Unlock	Major Abjuration
Minor Abjuration	Permanent Transmutation
Return to Body	Shadowport

Shapeshifting, Limited   Shapeshifting, Return to Normal
Shapeshifting, Whole Body   Smite
Spirit Window   Summon Animal or Bird
Temporary Transmutation

Maintained Special Abilities
Armor   Bilocation
Cause Vessel to Fly   Cause Vessel to Fly, Restricted
Change Surroundings, gas   Change Surroundings, non-gas
Clairaudience   Clairvoyance
Channel Spirit   Command Animal or Bird
Confusion   Control Undead
Create Breathable Atmosphere and Gravity   Create Holy Water
Detect Evil   Detect Invisibility
Detect Spirit Residual   Flight
Gain Abilities of an Animal   Hand glow
Hold Person Immobile   Image Projection
Invisibility   Locate Object
Major Divination   Malleability
Minor Divination   Minor Illusion
Minor Telekinesis   Partial Shapeshifting
Silent Movement   Speak with Animal or Bird
Speed Reader   Spirit Shield
Telekinesis   Telepathic Link

Index of special abilities by related group

Group I
Image projection   Cast spells through projected image
Gem spell storage

Group II
Temporary transmutation   Permanent transmutation
Partial Shapeshifting   Malleability
Shapeshifting, Limited   Shapeshifting, Whole Body/Return to Normal

Group III
Fog weave   Create wisps
Create undead   Control undead

Group IV
Invoke harmful energy   Invoke helpful energy
Impart energy   Cure wounds
Armor   Hand glow
Spirit shield   Spirit weapon

Group V
Evasive maneuvers   Guidance
Lightning strike   Smite

Hyper-speed   Speed Reader

Group VI
Major abjuration   Minor abjuration
Bilocation   Shadowport

Group VII
Clairaudience   Clairvoyance
Channel spirit

Group VIII
Detect evil   Detect spirit residual
Spirit Window   Detect invisibility
Minor divination   Major divination
Leave the body/return to body   Locate Object

Group IX
Minor telekinesis   Telekinesis
Lock/unlock

Group X
Change Surroundings (gas)   Change Surroundings (non-gas)
Create Breathable Atmosphere and Gravity

Group XI
Telepathic link   Speak with animal or bird
Hold person immobile   Find a familiar
Summon animal or bird   Command Animal or Bird
Confusion   Gain abilities of an animal

Group XII
Holy strike   Create holy water

Group XIII
Cause vessel to fly   Cause vessel to fly (restricted)
Flight

Group XIV
Minor illusion   Silent movement
Invisibility

Special abilities and their descriptions

<u>Armor</u>
Type: Maintained
Activate: J
Increment: 1 minute
Armor creates a barrier around the character that prevents damage. For every 25% of skill (or part thereof), the armor soaks 2 points of damage from physical or energy attacks.

Bilocation

Type: Maintained
Activate: T
Increment: 10 minutes

The character creates a temporary clone of himself. That clone acts just like a duplicate of the character.

Cast spells through projected image

Type: Instantaneous
Activate: D

This special ability allows the character to cast a spell through an illusionary image that character is projecting.

Cause Vessel to Fly

Type: Maintained
Activate: N
Increment: 1 hour
Range: Touch

This special ability allows the character to cause the vessel that he or she is in or on to take flight. The vessel can be a ship, a car, or even a carpet. The vessel moves at a rate equal to the character's Power base skill in miles per hour.

Change Surroundings, gas

Type: Maintained
Activate: M
Increment: 1 hour
Range: 0

In a 15' radius from the character, that character can make his surroundings, especially weather, look like anything he wishes, manipulating only gases. Note that this can be very beneficial if the party encounters some hostile environment or gas attack.

Change Surroundings, non-gas

Type: Maintained
Activate: Q
Increment: 1 hour
Range: 0

In a 15' radius from the character, that character can make his surroundings look like anything he wishes, creating a solid or liquid illusion.

Clairaudience

Type: Maintained
Activate: I
Increment: 10 minutes
Range: TAL Skill in miles

Allows the character to hear a great distance away as though that character were at the location he or she is listening to.

Clairvoyance
Type: Maintained
Activate: I
Increment: 10 minutes
Range: TAL Skill in miles
Allows the character to see a great distance away as though that character were at the location he or she is seeing.

Channel Spirit
Type: Maintained
Activate: I
Increment: 10 minutes
Range: Sight
This special ability allows the character to force the life essence of a spirit creature into his or her body. That creature is then able to be spoken to by those in the normal world. The spirit is not required to cooperate, and while being channeled, may be able to overcome the channeler's control, and take over that character's body.

Command Animal or Bird
Type: Maintained
Activate: L
Increment: 1 hour
Range: Animal or bird must hear the character
This special ability allows the character to command the actions of an animal or bird. The character can affect one animal per 10% TAL skill.

Confusion
Type: Maintained
Activate: M
Increment: 1 minute
Range: TAL Skill in feet
This special ability causes a person to become confused and act in abnormal ways. The target is allowed a TAL check (against highest TAL skill) to resist the effects of this special ability. If the character wishes to target more than one creature or character, they must use this special ability for each creature or character they wish to target.

Control Undead
Type: Maintained
Activate: J
Increment: 10 minutes
Range: Sight
This allows the character to control undead that were not created by the character. If the undead are under direct control of their creator, an opposed Power check must be made in order for this to take effect. Direct control may only be established by sight.

Create Breathable Atmosphere and Gravity

Type: Maintained
Activate: J
Increment: 1 hour
Range: 0

This relates to the Cause Vessel to Fly special ability. The character is able to create a breathable atmosphere around the vessel in flight, and gravity on the vessel will be equal to that of the vessel's home planet.

Create Holy Water

Type: Maintained
Activate: G
Increment: 1 quart
Range: Touch

This special ability requires no skill check. Upon activation, the character creates one quart of holy water from existing water, and can continue making holy water at one quart for each time that character spends the continuation cost.

Create Undead

Type: Instantaneous
Activate: T
Range: TAL Skill in feet

This special ability causes a corpse to animate under the character's control. The newly created undead creature remains animated for one week for each 10% of the character's TAL skill.

Create Wisps

Type: Instantaneous
Activate: I
Range: TAL Skill in feet

When activated, the character creates one or more Wisps (see Sample Monsters). The Wisp remains for one day (24 hours) for every 10% skill the character has. This special ability may be pushed.

Cure Wounds

Type: Instantaneous
Activate: F
Increment: One deep hit point and three surface hit points
Range: Touch

This cures one deep hit point and three surface hit points, and may be continued (1 DHP, 3 SHP's). This special ability may be pushed.

Detect Bamf Sphere Activity

Type: Latent (Roll)
Range: TAL Skill in miles

This special ability lets the character know when the Bamf Sphere has been activated nearby for any reason. The character would know compass direction (i.e., North, Northeast, East, etc.), and approximate distance.

Detect Evil
Type: Maintained
Activate: G
Increment: 1 minute
Range: TAL Skill in feet
This special ability gives the character the ability to detect evil persons or intent within that character's range.

Detect Invisibility
Type: Maintained
Activate: G
Increment: 1 minute
Range: Sight
This special ability allows the character to see invisible creatures or characters.

Detect Spirit Residual
Type: Maintained
Activate: G
Increment: 1 minute
Range: TAL Skill in feet
This special ability gives the character the ability to detect whether or not a spirit creature has passed through the area recently. The character can detect whether a spirit has passed through this area within the last amount of time equal to the character's TAL skill in minutes.

Eidetic Memory
Type: Latent
The character is able to remember facts and information perfectly. To use this special ability during the game, if the character wishes to remember something specific, even if it wasn't explicitly stated, make a roll against the skill of this special ability. For example, to notice the position of a pressure gauge that the character walked past several hours after having walked past, make a roll. Success indicates that the character can picture the gauge, and can recall where it read. The character may also state that he or she is memorizing something specific, like a map or picture, or a place that they are looking at. If this is the case, there is no need to make a roll.

Evasive Maneuvers
Type: Instantaneous
Activate: G, 0-phase
When activated, the character's evasion increases by 2 for 20 segments. The character can use this to escape from being surrounded.

Find a Familiar
Type: Instantaneous
Activate: All
This special ability is lost once it is used successfully. This allows the character to bond with an animal of their choice. Takes a full 24 hours of interaction with that animal to form the bond. If the bond is not formed, the special ability is not lost. Once the familiar dies for whatever reason, the special ability is regained to the character.

Flight

Type: Maintained
Activate: L
Increment: 10 minutes

This allows the character and a number of pounds equal to three times the character's TAL skill to fly through the air at a rate equal to the character's Power divided by 5, in miles per hour.

Fog Weave

Type: Instantaneous
Activate: K
Range: TAL Skill in feet

This special ability allows the character to weave a thick bank of fog. The radius of the fog cloud is equal to the character's TAL skill in feet. It takes 10 minutes for the cloud to fully form. Once formed, the cloud remains for a number of minutes equal to the character's TAL skill.

Gain Abilities of an Animal

Type: Maintained
Activate: N
Increment: 1 hour

This special ability allows the character to gain the abilities of an animal for a duration. The animal's abilities cannot include flight, as the character does not have wings. However, something like the ability to climb trees like a squirrel is fine.

Gem Spell Storage

Type: Instantaneous
Activate: O
Range: Touch

This special ability enchants a gem so that a spell may be stored within it. Required is the gem the character wishes to enchant. The effect put into the gem may not have a base TAL cost greater than O.

Guidance

Type: Instantaneous
Activate: Any

Guidance increases a character's chance to hit with a missile weapon. The chance to hit is increased by five times the amount of TAL that the character puts into this Special Ability. That amount cannot exceed the character's TAL skill.

Hand glow

Type: Maintained
Activate: C
Increment: 1 hour

This special ability causes a ball of light to appear in the hand of the character. This light will be as bright as a lantern, but can be dimmed down to the brightness of a single candle. Using this light has a slight (5%) chance of revealing spirit creatures when it comes within range of such creatures.

Hold Person Immobile
Type: Instantaneous
Activate: O
Increment: 1d10 minutes
Range: TAL Skill in feet
This special ability causes a person to become rigid and stiff. The target is allowed an opposed roll
(Power versus Resistance) to resist the effects of this special ability. If the character wishes to target more
than one creature or character, they must use this special ability for each creature or character they wish to
target.

Holy Strike
Type: Instantaneous
Activate: R
Range: TAL Skill in feet
Has a radius of 30' radius. This special ability inflicts deep wounds on all undead in the area of effect,
and surface damage to all living enemies of the character. The amount of damage inflicted is equal to the
character's TAL Skill divided by 10 (round off).

Hyper-speed
Type: Instantaneous
Activate: G, 0-phase
When activated, the character is able to move 100 feet per segment for 20 segments (approximately 35
miles per hour).

Ignored by Spirit Creatures
Type: Latent (Roll)
Range: Sight
This special ability makes the character invisible to spirit creatures like ghosts.

Image Projection
Type: Maintained
Activate: M
Increment: 10 minutes
Range: TAL Skill in yards
This special ability allows the character to project a human or humanoid image to another location. The
character is able to see what the image sees, and can speak and listen through the image.

Immunity to Aging
Type: Latent
The character does not age.

Immunity to Toxins and Poisons
Type: Latent
The character is immune to the effects of poisons. This may be limited to certain types of poisons.
Usually, radioactivity is not included in this ability.

Impart Energy
Type: Instantaneous
Activate: A
Range: Touch
When a character imparts energy, that character gives another character an amount of TAL from his or her current TAL. The amount that a character can transfer with this Special Ability cannot exceed the character's TAL skill divided by 10.

Invisibility
Type: Maintained
Activate: O
Increment: 10 minutes
This causes the character to become invisible to the eye (and optionally the camera). However, the character still has a spirit, and is visible to spirit creatures.

Invisibility to Undead
Type: Latent (Roll)
Range: Sight
This special ability makes the character invisible to undead.

Invoke Harmful Energy
Type: Instantaneous
Activate: L (Scaleable)
Range: TAL skill in feet
Having the Invoke Harmful Energy special ability allows you to cause damage through invocation. For the base cost, you inflict 1d10 points of damage to a single target at a range up to your TAL skill in feet. You must make a Control roll in order to hit.

By increasing the cost by one category, you can:
        Increase the damage done by 1d10;
        Double the range;
        Cause the energy to automatically hit a single target; OR
        Increase the area of effect by either one target or 5-foot diameter sphere.

Reducing the range to touch reduces the cost by two categories.

For spherical areas of effect, the character can try to shape that area into any shape desired (following the other rules) for no extra TAL, but that requires a Control roll. If the roll is failed, however, the shape reverts back to a sphere, and the diameter of that sphere is halved.

For example, if your skill is 100%, you can do a 100' diameter sphere of 5d10 damage at double your normal range (using normal time) for 14 TAL. If your skill is 40%, it would cost 35 TAL.

Invoke Helpful Energy
Type: Instantaneous
Activate: K (Scaleable)
Range: 0 (Scaleable)
The Invoke Helpful Energy special ability allows you to create a frontal shield (60 degrees or one hex side, about 3 feet wide) that is as tall as you, which may be either curved or straight. This shield soaks an amount of damage equal to your TAL skill and is 100% reliable.

By increasing the cost by one category, you can:
     Increase the coverage by 60 degrees (one hex side);
     Create a shield that interposes itself between you and a specified creature;
     Place a shield on someone else;
     Create a shield at a range up to your TAL skill in feet;
     Create a horizontal shield that can carry up to your TAL skill x 10 in pounds;
     Create a shield that does not move (and lasts for a number of minutes equal to your TAL skill);
     Double the width of the shield (for straight shields); OR
     Increase the shield's soak by 10.

By increasing the cost of the shield by three categories, you may create a suit of form-fitting armor. Such armor is 100% effective against blows, and absorbs an amount of damage equal to your TAL skill x 2.

By decreasing the shield's reliability by 25%, you can reduce the cost by one category. For example, for a shield that works 50% of the time, reduce the cost by 2 categories.

Leave the Body
Type: Instantaneous
Activate: P
This special ability allows the character to enter the spirit world. That character leaves his body behind. Once activated, this is permanent until the character decides to return to his or her body. If the body dies while the character is in the spirit world, the character will die. The body could possibly die of dehydration or starvation.

Lightning Strike
Type: Instantaneous
Activate: D, 0-phase
When the character activates Lightning Strike, that character gains an extra attack immediately. This attack happens in one-half the usual weapon speed for the character. This special ability may be used without having the skill as long as a Power check is made.

Locate Object
Type: Maintained
Activate: G
Increment: 1 minute
Range: TAL Skill in yards
This special ability allows the character to determine the specific location of an object within the range of the detection. The character must know what object is being specifically sought.

Lock/Unlock

Type: Instantaneous
Activate: G
Range: TAL Skill in feet

This special ability allows the character to lock or unlock one or more locks. For each 25% in the character's TAL skill (round up), that character can affect one lock when the special ability is activated.

Major Abjuration

Type: Instantaneous
Activate: R
Range: TAL Skill in yards

This special ability covers a lot of ground. It's effect is to abjure a large creature back to that creature's home. This can also be used for such things as large-area circles of protection, and so on. It is a very broad category.

Major Divination

Type: Maintained
Activate: P
Increment: 10 minutes
Range: TAL Skill in miles

This special ability assists the character in locating an object or obtaining information from an object or person. This is a very general special ability. Specific application of this special ability is decided by the GM.

Malleability

Type: Maintained
Activate: N
Increment: 10 minutes

This allows the character to be able to stretch and contort his body as though it were elastic. The character can fit through a 6" by 6" hole, stretch to reach a second story window, and other effects. When the character activates this ability, he or she heals 1d10 surface wounds. While this special ability is in effect, the character gains an armor-like soak that soaks one point of damage per 20% skill.

Minor Abjuration

Type: Instantaneous
Activate: M
Range: TAL Skill in feet

This special ability also covers much. It's effect is smaller than Major Abjuration.

Minor Divination

Type: Maintained
Activate: L
Increment: 10 minutes
Range: TAL Skill x 10 in yards

This special ability is similar to Major Divination, but on a smaller scale.

Minor Illusion
Type: Maintained
Activate: J
Increment: 10 minutes
Range: TAL Skill in yards
This special ability allows the character to create an illusion around a single object. That illusion cannot be more than 10 times the size of the original object. The illusion is also translucent. The illusion cannot amplify available light.

Minor Telekinesis
Type: Maintained
Activate: E
Increment: 10 minutes
Range: TAL Skill in feet
This special ability allows the character to move an object with his or her mind. The weight of the object cannot exceed a number of ounces equal to the character's TAL skill. The object may make attacks, but the attack skill of the object is only equal to the difference between the weight of the object in pounds and the character's TAL skill.

Partial Shapeshifting
Type: Maintained
Activate: J
Increment: 10 minutes
The character shape-shifts 25% of that character's body. This can form a cat-clawed arm or some similar effect. The shape shifted into must be part of some animal.

Permanent Transmutation
Type: Instantaneous
Activate: Q
Range: Touch
This special ability permanently changes an amount of non-animal matter into another non-animal matter. The amount of matter that can be changed is equal to the character's TAL skill in ounces.

Regeneration
Type: Latent
Activate: A (Cost not affected by skill)
This regenerates one point of surface hit points per 10 minutes, and 1 point of deep hit points per hour. It is only activated if TAL is available.

Rejuvenation
Type: Latent
A character with Rejuvenation regains TAL at double the normal rate.

Return to Body
Type: Instantaneous
Activate: F (Cost not affected by skill)
Range: 10 feet
This special ability allows the character who can leave the body to return to his or her body. This can be activated no matter what the character's current TAL is, even if that means the character's TAL will become negative.

Shadowport
Type: Instantaneous
Activate: L
Range: TAL Skill x 10 in yards
This special ability allows the character to teleport from one shadow to another.

Shapeshifting, Limited
Type: Instantaneous
Activate: N
This special ability allows the character to shift his or her form into one of three animal forms. The three forms must be selected when this special ability is selected. The character may rest and recover TAL while in the new animal shape. The character also gains all properties of that animal, but is able to maintain his or her own mind. Speech is only possible in forms that allow speech. When the character shapeshifts, that character heals 1d10 surface damage. Once activated, the shift is permanent until the character decides to change shape again, dies or falls unconscious.

Shapeshifting, Return to Normal
Type: Instantaneous
Activate: F (Cost not affected by skill)
This special ability allows the shapeshifting character to return to his or her normal form. This can be activated no matter what the character's current TAL is, even if that means the character's TAL will become negative.

Shapeshifting, Whole Body
Type: Instantaneous
Activate: Q
This special ability allows the character to shift his or her form into an animal of that character's choosing. The character may rest and recover TAL while in the new animal shape. The character also gains all properties of that animal, but is able to maintain his or her own mind. Speech is only possible in forms that allow speech. For example, if the character meets a Centaur, it can shift into that shape and still be able to talk. When the character shapeshifts, that character heals 1d10 surface damage. Once activated, the shift is permanent until the character decides to change shape again, dies or falls unconscious.

Silent Movement
Type: Maintained
Activate: G
Increment: 10 minutes
This special ability allows the character to move without being detected by means of sound made.

Smite
Type: Instantaneous
Activate: Any
Smite increases a character's chance to hit with a melee weapon. The chance to hit is increased by five times the amount of TAL that the character puts into this Special Ability. That amount cannot exceed the character's TAL skill.

Speak with Animal or Bird

Type: Maintained
Activate: F
Increment: 10 minutes
Range: Animal or bird must hear the character
This special ability grants the character the ability to communicate with a single animal or bird.

Speed Reader

Type: Maintained
Activate: F
Increment: 10 minutes
This special ability allows the character to absorb written material very quickly. The character can read at a rate of 100 pages per minute.

Spirit Shield

Type: Maintained
Activate: E (Scaleable)
Increment: 1 minute
The character gains a shield similar to a small shield. This shield hovers (the character need not concentrate on the shield in order for it to protect the character), and will attempt to intercept any melee attacks against the character. By increasing the activation cost by one category, the protection is similar to a medium shield. Increasing the activation cost by two categories increases the protection to that of a body shield.

Shield Type	Soak	Protection
Small	2	01-05 | 06-15 | 16-00
Medium	3	01-10 | 11-30 | 31-00
Body	4	01-15 | 16-45 | 46-00

Spirit Sword

Type: Instantaneous
Activate: K
Increment: 1 minute
Range: TAL skill in feet
When this special ability is activated, a spiritual weapon that resembles a sword appears within range. Range is always determined by the location of the character who brought the sword into being. The weapon then begins to attack (weapon speed 5, no initiative roll necessary). As long as the weapon is directed to attack a creature, it will do so. If that creature is slain, knocked unconscious, or exits the range, the sword will wait, hovering in mid-air, until directed to another target by the character or until the target is once again reachable. Redirecting the sword is a 0-phase action. At the base cost, the sword inflicts 1d10 damage on a successful hit. A successful hit is determined by a Control roll. The damage may be increased by 1d10 by increasing the cost by one category. This damage cannot exceed 1d10 per 10% skill.

Spirit Window
Type: Instantaneous
Activate: I
Range: TAL Skill in feet
This special ability allows the character to open a window between the spirit world and the prime world. This window can be opened from either world into the other. Any creatures that can see the window can look at the activities taking place within that window. The size of the window is a cube where the length of each side is equal to the character's TAL skill in feet. This window remains open for 2 minutes only.

Summon Animal or Bird
Type: Instantaneous
Activate: M
Range: TAL Skill x 10 in yards
This summons one creature per 10% TAL. The creature remains for 10 minutes per 10% TAL. The size and type of creature summoned is decided by the GM.

Telekinesis
Type: Maintained
Activate: M
Increment: 10 minutes
Range: TAL Skill in yards
This special ability allows the character to move an object with his or her mind. The weight of the object cannot exceed a number of pounds equal to the character's TAL skill. The object may make attacks, but the attack skill of the object is only equal to the difference between the weight of the object in pounds and the character's TAL skill.

Telepathic Link
Type: Maintained
Activate: J
Increment: 10 minutes
Range: TAL Skill x 10 in yards
This special ability allows the character to establish a telepathic link with a sentient creature. That creature must be able to speak and understand the language that the character is able to speak and understand. If the character wishes to target more than one creature or character, they must use this special ability for each creature or character they wish to target. If the character targets more than one creature or character, it is the choice of the character performing the link whether or not the other creatures or characters can hear or speak to each other telepathically.

Temporary Transmutation
Type: Instantaneous
Activate: I
Range: Touch
This special ability is similar to Permanent Transmutation, except that the transmutation lasts a number of hours equal to the character's TAL skill.

Appendix D – Suggested Skills and Professions

This list of skills and professions should be considered merely a suggested list of what is possible, and is not all-encompassing.

Skills

Academics/Clerical (Int)
Computer Use, Data Mining, Lab equipment use, Library science, Logic problem solving, Research techniques, Scientific method, Typing (Agl), Writing

Animals
Dog sledding (Con), Falconry (Cha), Handling (Cha), Hunting (Wis), Husbandry (Wis), Training (Wis), Trapping (Int)

Artistic
Animation, Appraisal, Calligraphy, Candle making, Cartography, Cinematography, Drafting, Drawing, Flower arranging, Interior design, Painting, Photography, Sculpting

Athletics
Climbing, Contortion, Dancing, Firefighting, Fishing, Golf, Gymnastics, In-Line Skating, Meditation, Outdoorsmanship, Parachuting, Rappelling, Riding (Air-based), Riding (Land-based), Riding (Sea-based), Rowing, Running, Sailing, SCUBA, Sports (specify), Swimming, Tracking, Tumbling, Wilderness survival

Combat
Boxing, Escrima, Hand to Hand Fighting, Kickboxing, Knife Fighting, Martial Arts, Street Fighting

Computers and Electronics (Int)
Artificial intelligence, Computer Operation, Computer Security, Cryptography, Electronic Counter Measures, Hacking, Logic, Operating systems, Programming, Repair, Security, Surveillance Systems, Telephone Networks

Crafts
Armorer, Arrowsmith, Barrlemaker, Bookbinding, Bowmaker, Bricklaying, Carpentry, Cartwright, Clockmaker, Clothier, Cobbling, Embroidering, Engraving, Gemcutting, Glassblowing, Hatter, Knitting, Leatherworking, Marble, Metallurgy, Mining, Masonry, Pottery, Sewing, Smithing (brass, copper, gold, iron, silver), Tailoring, Tanning, Weaponsmithing, Weaving, Woodworking

Engineering
Computer engineering, Electrical engineering, Mechanical engineering

Firearms/Munitions
Demolitions, Hunting, Pistol marksmanship, Rifle marksmanship, Sniper marksmanship, Weapon systems

Food

Baking, Brewing, Cooking, Planting, Preservation

History/Law (Int)

Ancient history, Archaeology, Architecture, Art appreciation, Astrology, Astronomy, Criminology, Current events, Ecology, Economics, Ethics, Geography, Heraldry, Law (Civil, Corporate, Criminal, Tax, etc), Military history, Political science, Regional history (American, Black, European, Japanese, etc.), Religion, Sociology, Trivia

Interpersonal Skills (Cha)

Acting, Advertising, Bartering/trading, Bribery, Conversation, Debate, Detect lies, Diplomacy, Etiquette, Flirting, Foreign culture, Foreign Language, Forgery, Gambling, Hypnotism, Impersonation, Innkeeping, Interrogation, Intimidation, Leadership, Oration, Persuasion, Sales, Seduction, Social Engineering, Teaching, Tracking

Mathematics

Accounting, Algebra, Calculus, Cryptology, Discrete mathematics, Gaming (Chess, Go), Geometry, Probability, Logic, Multivariable calculus, Non-Euclidean geometry, Statistics, Trigonometry

Medical Science

Acupressure, Acupuncture, Chiropractic, Dentistry, ER Doctor, First Aid, Forensics, Healer, Herbalism, Midwife, Nurse, Nurse Practitioner, Paramedic, Plastic Surgeon, Poisons, Surgeon, Technician, Trauma surgeon, Veterinarian

Metalwork

Armorer, Plumbing, Smelting, Weaponsmith

Music

Composition, Conducting, Genre knowledge (Big band, Blues, Classical, Country, Disco, Jazz, Opera, Pop, Ragtime, etc.), Music history, Play Musical Instrument (specify), Reading, Singing, Theory

Performance

Acting, Choreography, Costuming, Dance, Directing, Disguise, Impersonation, Juggling, Makeup, Mime, Storytelling

Sciences

Agriculture, Alchemy, Astrophysics, Biochemistry, Biology, Biophysics, Botany, Clinical psychology, Genetics, Geology, Geophysics, Meteorology, Microbiology, Neuroscience, Nuclear physics, Physics, Physiology, Psychiatry, Psychotherapy, Religion, Quantum physics, Seismology, Zoology

Streetwise

Concealment/Detect concealment, Escape Artist, Forgery, Hiding, Lip reading, Lock Picking, Pick pockets, Safe Cracking, Shadowing, Sleight of hand, Stealth, Tactics, Torture,

Vehicles (Land)

Driving (18-wheeler, all-terrain vehicle, hovercraft, motorcycle, passenger vehicle, rail vehicle, snowmobile, tracked vehicle), Land navigation

Vehicles (Air)

Aerial navigation, Parachuting, Pilot (balloon, commercial jet, dirigible, double engine aircraft, fighter jet, glider, helicopter, historical aircraft, quad engine aircraft, single engine aircraft, ultra light)

Professions

Law Enforcement Officer (50)

Marksmanship (Pistol) [50]
Hand to Hand Combat [50]
Running [50]
Law [60]

Appendix E: Running a Play-By-E-Mail Campaign

"What is a PBEM?" PBEM stands for Play-By-E-Mail, and is a game that people play by sending e-mail to each other. It is a very flexible, versatile, yet very demanding environment to run a game in. It takes a level of commitment from the GM and the players both, as well as persistence in order to keep a game running.

You can find a lot of information about PBeM games through Irony Games' site at http://www.pbem.com/. There you will find more information on running a PBeM game, sample games with web pages, and new game announcements. This is a great site to use when you are ready to run a PBEM game and want to let everyone know that you are ready.

If after reading the information maintained on Irony Games' site, if you still have questions, drop me an e-mail at brett_paul@mindspring.com. I'll be glad to help. I've run several PBeM games in the past, and participated in many others.

After you have decided on running a campaign, and have at least some idea of what is going to take place in the campaign, you can post an announcement at the web site above. Expect to get a lot of responses (I count a lot as "more than 10, fewer than 50"). When you create your post to the web site or to the newsgroup or e-mail list, keep in mind that you need to give the players information about the game that they can use to decide if they want to play.

Start with a good subject that tells them straight away that you are running a Bamf game, for example, "Bamf - At The Gates." The subject is important because it is the first thing people will use to judge whether or not they want to take part in your game. There are typically many games opening at the same time, so the player should be able to scan through the announcements quickly.

Let people know that if they don't know anything about Bamf they can visit the Bamf web site (http://theicemage.home.mindspring.com/bamf.htm) to find out more about the game. Not many people know about Bamf (possibly a couple hundred at this point), so I think this reference is very important.

Tell people how many players you expect to include in the game, as well as the kind of player you are looking for. Mention something about the orientation of your game (i.e., combat heavy, role playing, whatever). Tell people that they will be receiving a questionnaire from you before they get into the game and give them a deadline for character submissions. Stick to the deadline!

Once you have posted your announcement and gotten replies from several people, you must begin the process of selecting your players. Since you don't want to take on more players than you have time for you need some way to weed out the people who replied but won't fit well into your game. For this I'd recommend creating a game questionnaire that you will send to the people who express interest in the game. Below is a sample questionnaire that you may use and modify to suit your needs.

Use the responses from the questionnaire to select your players. Remember when you send them the questionnaire to tell them when they can expect a reply from you. Allow yourself some time to look through their answers and clarify anything that you may need to clarify. Some parts of the questionnaire may reiterate things you had put in your initial announcement but this is ok. It serves as a reminder to players of what kind of game they're getting into.

Player Questionnaire

This questionnaire is sent to prospective players for the GM to help him select players for the game. If you are planning on running a game, feel free to make up your own questionnaire. If you don't want to use a questionnaire, you could simply take the first (X) people who apply (where X is however many player characters you want in the game).

```
Sample Questionnaire

Please return this questionnaire to me by __/__/__. I will notify everyone as soon after
that date as possible. Feel free to omit answers if you think I'm being too personal.

Keep in mind as you are filling this out that you will be playing yourself in this game.
You. The person that receives this e-mail. This will be basically a fictional game based
on fact in some ways. In other words if you are sending me the stats for your favorite
werewolf character, you should probably find a different game.

Once player selection has been made, we will need to make characters (a rather simple
task, really). I'd like to get started on the actual campaign on __/__/__.

Preferences
===========
1. [This is a big one] Are you still interested in joining this PBeM game?
2. When you were a kid, what did you dream you could do? [Total fantasy here – fly, go to
the moon, etc.]
3. Now that you are older, what is your fantasy ability?
4. What are your top 3 favorite RPG genre? [Fewer than 3 answers is okay] Before you
answer, look up "genre" in the dictionary if you don't already
know what it means.
5. I would absolutely not play in this game if _____.
6. In this game, I would love to see _____. (Don't say "me.")
7. Does this game have to be similar to an AD&D-type game for you to enjoy
it?

Character
=========
8. Your name:
9. Your age:
10. Occupation:
11. Military experience:
12. Hobbies:
13. Education:
14. Appearance (height, weight, hair, eyes, etc.) [You can lie about your
weight if you really want to]:
15. Personality:
16. Gender

Administrative stuff
====================
17. Have you ever read or seen the Bamf rules? [If you have not seen the
rules, don't worry -- it's a curiosity, not a prerequisite.]
18. What kind of computer do you have?
19. What word processor do you use?
20. Can you receive attachments? [Attachments are files attached to e-mail.]
21. Do you have access to the World-Wide Web?
22. Would you mind if the moves of this PBeM game are posted to the web after e-mail
responses are put together?
23. What does "That which is not seen" refer to? [If you don't know, feel
free to make something up.] (GM's note: This is only a test of creativity.
Feel free to replace the question with another, but try not to make it
obvious what the purpose of the question is.)
24. Are you really still interested in playing?

Please look over your answers. Note that if you answered differently for #1
and #24, you should check your answers a little more carefully. Thanks
again for your time in filling this out.
```

Bamf Rejection Letter

Out of politeness to those who responded to your game post, you should send a rejection letter to anyone that you did not select for the game. The rejection letter need not be a lengthy affair telling them any reason why you rejected them. It is simply a notification to them that they need to look for another game for themselves. I have included a sample rejection letter:

```
Ok.  I've gone through everyone's responses, and like I said I can only choose a maximum
of __ people for the game. Out of a field of over __, this was a pretty difficult task.
This e-mail is to let you know that you were NOT chosen for the game. After normal
attrition (people who didn't respond, others who withdrew themselves from the game),
there are only __ of you that "got disappointed."

If you are still interested in playing in a PBEM game, go to http://www.pbem.com/. This
page has PBeM games announcements for various systems.

Thanks again for your interest. Sorry you didn't get in this time.
```

Interaction Style

Interaction style sets down the rules so that what you send to the GM is immediately understood. For example, you could have actions that depend on the outcome of other actions, but since you don't know what that outcome is, and you want to keep the game going, you may include possible actions. That way, the GM doesn't have to get back with you for every little step.

I've included what I use in my PBeM. What you use depends on your style or preference.

"What you say out loud should be put in quotes."
Narration is not set apart with anything. This includes actual actions.
::Possible actions should be indicated using double-colons.::
[GM comments, notes, questions, requests, etc. are set off with square brackets.]

Appendix F – Sample Monsters

Worlds are full of strange and unusual creatures and entities. I have included some of the creatures I have used in the Bamf games I have run in the past. Use these, or create your own. If you are feeling particularly creative, and wish to share a creature you have designed, please send it's definition to me for review and inclusion in this document.

Dog Men

Soak:	By armor type (usually Leather – 4)
S/DHP's:	30 (Senior); 35 (Adult); 25 (Junior)
SHP Soak:	4 (Senior and Junior); 5 (Adult)
Weapons:	Mace, Bite
Attacks per round:	3 (Senior); 2 (Adult and Junior)
Combat Speed:	13 (Evasion 2)

Dog men are canines that walk upright, and have mastered the use of tools, including weapons and armor. They hunt in packs, typically consisting of 1 Senior, 2 Adults and 5 Juniors (the equivalent of adolescents). Their favored weapon is the mace, which they wield with great skill. Additionally, these dog men have mastered their own variant of martial arts. 50% of Juniors know a minor move. All adults know a minor move. 50% of adults know a lesser move, and the rest know both a lesser move and a middle move. Seniors know a minor, lesser, middle and greater move. These are typically on the Dog Men Path, though other moves could be selected from the martial arts section:

Dog Men Path

Minor:	Martial attack (2 attacks)
Lesser:	Bite attack on a successful dodge (Agility 65)
Middle:	Speed (3 attacks)
Greater:	Escape skill – can get out of combat even when surrounded

Senior Mace	Crit	5	4	3	2	1
Roll	01	02-40	41-55	56-70	71-85	86-90
Damage	24	12	10	7	4	2
Lethality	50	50	40	30	20	10

Adult Mace	Crit	5	4	3	2	1
Roll	01	02-20	21-35	36-50	51-65	66-70
Damage	24	12	10	7	4	2
Lethality	50	50	40	30	20	10

Junior Mace	Crit	5	4	3	2	1
Roll	01	02-10	11-25	26-40	41-55	56-60
Damage	24	12	10	7	4	2
Lethality	50	50	40	30	20	10

Bite	Crit	5	4	3	2	1
Roll	01	02-10	11-25	26-40	41-55	56-60
Damage	20	10	8	6	4	2
Lethality	25	25	20	15	10	5

Flitter

Soak: 0
S/DHP's: 4
Weapon: Miniature dagger
Attacks per round: 1
Combat speed: 16 (Evasion 3)

Dagger	Crit	5	4	3	2	1	Miss
Roll						01-75	76-00
Damage						1	0
Lethality						0	0

Flitters are approximately four inches tall, and resemble human women. A pair of feathered wings grows from their backs, which they can use to fly. Flitters also have a tail that is vaguely bug-like. A flitter can make her tail glow, similar to the way a firefly glows. All flitters are female. Flitters reproduce asexually. Whey they are ready to have a child, essentially, their tail falls off. They are warned of this when they are unable to make their tails light up. After a short period of gestation, this tail section hatches, and a new flitter emerges. They refer to this process as "budding." Flitters typically reproduce one to four times in their lives. The first time they "bud," they are anywhere from 18 to 23, in flitter years. A flitter year is about 3 months long. Flitters make feather nests for themselves and their offspring. Flitters refer to death as "being in the cycle." A flitter dies at about age 35 or 40 (in flitter years).

Flitters tend to not wear clothes, except for a belt around their waists. On this belt, they typically wear a tiny knife or dagger. The knife is constructed from whatever they find, including bits of wood, stone, even metal or odd-shaped gems (gems being most prized). They use the knife to cut away bits of their food, or to help shape the stone of their home after it has hardened.

Flitters are intelligent, and can speak a language. They are notoriously fast learners, for the most part. Flitters live underground in limestone caves, where they shape the limestone as it forms into hive-like structures that hang from the ceiling. Often, they will add gems to the limestone as it forms, to make the overall structure prettier (and very sparkly). A flitter's diet includes mushrooms (which they call "tabletops"), water, moss and jellyfish (squishies) that are found in the caves.

Flitters measure distance in wings. A wing is about 25 feet. They count in "hands," like "three hands and three." A hand is 5 (they have 4 fingers and an opposable thumb). Beyond 25 or so, they can't really understand numbers.

As currency, they trade food and shiny gemstones, though there is seldom a need for currency.

Hydra

Soak:	8
S/DHP's:	120
SHP Soak:	12
Weapon:	Bite
Attacks per round:	One per head
Combat speed:	14 (Evasion 2)

The hydra is a huge (x4 on hit points and damage) creature with many heads that is 12 feet tall at the shoulder, 8 feet wide and 15 feet long. It has thick, rubbery hide that is difficult to penetrate (hence the high Soak rating). The hydra is also extremely strong (Strength 90), and can easily knock down many obstacles, push boulders, or step on hapless characters who get under foot.

In combat, each of the hydra's heads is capable of attacking with a viscous bite (up to 10 feet away from the front of the hydra), or spitting acid up to 50 feet away (like a thrown missile). The bite inflicts damage equal to four daggers due to the long, sharp teeth. Each head is capable of spitting acid once per day. Further, the hydra regenerates at a rate of one SHP and one DHP per hour. As long as the hydra has at least three heads, it may apply its evasion to enemies on all sides.

To attack with acid, roll Agility (75). Add 10% to the roll for every point of evasion that the target has. A successful hit deals 1d10 points of damage immediately, and 1d10 points of damage in 5 segments.

Bite	Crit	5	4	3	2	1	Miss
Roll	01	02-30	31-45	46-60	61-75	76-80	81-00
Damage	80	40	32	24	16	8	-
Lethality	50	50	40	30	20	10	-

Wisp

Soak:	All
SHP's:	20
DHP's:	N/A
Weapon:	Heat Lash
Attacks per round:	1
Combat speed:	14 (Evasion 2)

Heat Lash	Crit	5	4	3	2	1	Miss
Roll	01	02	03	04-05	06-20	21-25	26-00
Damage	20	10	8	6	4	2	-
Lethality	30	30	24	18	12	6	-

Wisps appear in great numbers, and tend to gang up on a single opponent as much as possible. They look like dense clusters of smoke that reach 8-10 feet in height, and can be seen at night from the glow given off by their fire-hot bodies. Wisps are able to detect, attack and follow spirit-creatures and characters who are out-of-body.

Zombie

Soak: 5 (does not decrease)
SHP's: N/A
DHP's: 12
Weapon: Hands (wielded like clubs)
Attacks per round: 2
Lethality: 7
Combat speed: 2 (0)

Club hands	Crit	5	4	3	2	1	Miss
Roll	01	02	03-15	16-30	31-45	46-50	51-00
Damage	24	12	10	7	4	2	0

A mindless walking dead creature, the Zombie is terribly slow and easy to hit, yet can be lethal to an unprotected opponent. Zombies cannot opt to actively defend themselves during combat.

Appendix G – Sample CTCS Combat

Situation: Two groups are facing each other in a warehouse in San Francisco. The first group consists of two marksmen, JOHN and PAUL, and two swordsmen, GEORGE and RINGO, none of whom have any special ability. The second group consists of two marksman, MOE and LARRY, an expert swordsman, CURLY and a sniper, SHEMP, who is hidden somewhere in the rafters.

Combat begins as the second group enters the warehouse through the south door. For this reason, all involved in the combat will have to roll initiative.

	Statistics	Initiative
JOHN:	Pistol 45, 20 hp	3
PAUL:	Pistol 37, 30 hp	3
GEORGE:	Long sword 47, 25 hp	8
RINGO:	Long sword 42, 15 hp	2, 5 (keep 2)
SHEMP:	Rifle (sniper) 44, 20 hp	7
CURLY:	Long sword 42, 25 hp	8
MOE:	Pistol 35, 30 hp	1
LARRY:	Pistol 35, 30 hp	3, 6 (keep 3)

Initiative 1: CURLY decides to move to cover behind a large crate in the middle of the warehouse, hoping to engage the other sword fighters. Action costs: 45 feet of movement = 27, pause = roll initiative. Initiative is 4 (new action on 32). Note: CURLY can abort his move at any time and do a different thing!

GM Note: Write CURLY's new initiative on the initiative sheet. By doing this, it is easy to see who is to go at any given time. Also, use the notations above the initiative number to tell yourself what type of action is to happen on that initiative. No notation indicates that they will need to announce their action for their initiative.
        CURLY ─1─ 32

Initiative 2: RINGO sees CURLY run to the right, so he runs to the right, going around the same large crate. 45 feet = 18, pause = roll initiative, init is 6, 9 keep 6 (new action on 26).
        RINGO ─2─ 26

Initiative 3: JOHN and PAUL move inside the room and shoot (7). JOHN will stop at that position while PAUL moves to the other side of the crate from the sword fighters. SHEMP holds his action (waiting for the others to be drawn in).

Initiative 7: JOHN and PAUL fire. PAUL has penalty for movement, but won't roll initiative until movement is stopped (unless shooting on the run). JOHN fires, rolls 06. Range to target 80 feet (medium caliber handgun, medium range). That's a category 4 hit, moved to category 3 for range, 24 damage. 9 is soaked from the Kevlar that everyone except the Sniper is wearing. 5 to SHP, 10 to DHP. JOHN will continue to fire from here (semi-auto, no change in targets). He goes again on a 9. PAUL fires, rolls 45. Miss. PAUL will continue the 20 feet to the crate. Movement ends on a 19, initiative 6 means next move is on a 25. MOE, who was hit, decides to take cover behind the box on his right. Movement of 10' is 6 (he'll be exposed for the next 2 segments), initiative of 6 means next move is on a 19.

Initiative 8: GEORGE follows RINGO. 40 feet = 24, initiative of 3 means GEORGE acts again on 35. Larry sees that he has no cover here, and his friend just got hit. He moves 10' to cover and fires on JOHN. His shot will go off on a 15.

Initiative 9: JOHN fires again just before target ducks behind cover. Rolls a 76 (miss). His target is no longer visible, so he rolls initiative (8). He will act again on 17.

Initiative 10: SHEMP takes aim at JOHN. He will brace (2 segments), at a range of about 30 yards (short range), Rifle (+1 segment) means shot goes off on a 13.

Initiative 13: SHEMP fires. Rolls 09, cat 3. Braced moves it to cat 4. 45 damage to JOHN. Soak 9, 4 to SHP, 32 to DHP. Last DHP taken, roll lethality. Roll 50, lethality is 80, JOHN dies. Sniper changes target, rolls initiative: 5, 10, keep 5.

Initiative 14: LARRY realizes his target is no longer alive. Roll initiative (10).

Initiative 18: SHEMP sees PAUL running, decides to fire on him. Brace on new target + rifle speed = attack on a 21.

Initiative 19: MOE also sees PAUL running, decides to fire on him. Brace on new target + range = attack on 22.

Initiative 21: SHEMP fires (rolls 01 - CRIT!). PAUL is dead. Initiative 1, 3 = keep the 1.

Initiative 22: SHEMP has no target. Holds action. MOE sees his target turn to red mist. Roll initiative (1).

Initiative 23: MOE wants to help out the sword fighter. He will move across the warehouse to a position where he can fire on the swordsmen. Move of 50' = +30. Initiative 3 = next move on a 56.

Initiative 24: LARRY copies MOE's move. +30, initiative 10 = next move on a 64.

Initiative 26: RINGO rounds the corner of the crate and sees CURLY coming. He announces his attack (weapon speed 2=28, but target won't arrive until 32, therefore attack happens on a 32).

Initiative 32: CURLY arrives, RINGO attacks. Rolls a 61 (miss). Roll initiative 8, 10, keep the 8. :-(Next move is on a 40. CURLY begins his attack (speed 2).

Initiative 34: CURLY attacks. Rolls a 08. Target evasion 1, 6 damage (cat 2), armor takes it. Armor check: 8+1=9, check passes, no damage. Initiative 3.

Initiative 35: GEORGE arrives on scene and wants to attack. It'll take him 3 segments to move into position, plus attack, his attack goes off on a 40.

Initiative 37: CURLY announces an attack, but cautiously, since he now has 2 attackers on him.

Initiative 39: CURLY attacks. Rolls 18, doubled to 36 (cat 1). Evasion causes it to be a miss. Initiative 9. :-(

Initiative 40: GEORGE attacks. Rolls 54 (miss). Initiative 3. RINGO sees the two gunmen halfway across the warehouse and runs. 40' to the door, 16 segments. At the end, he will be visible to SHEMP for 4 segments (might be enough for SHEMP to get a shot off).

Initiative 43: GEORGE announces an attack.

Initiative 45: GEORGE attacks. Rolls 17 (cat 3). CURLY parries, rolls 87 (no parry). 9 damage to CURLY. Armor takes it. Armor check: 2+4 (passes). No damage. GEORGE rolls initiative (4).

Initiative 48: CURLY announces an attack (cautious).

Initiative 49: GEORGE announces attack.

Initiative 50: CURLY attacks. Rolls 27 (cat 2). 6 damage. Armor check 8+2 = no damage. Initiative 4.

Initiative 51: GEORGE attacks. Rolls 67 (miss). Initiative 1.

Initiative 52: GEORGE announces attack.

Initiative 54: CURLY announces attack. GEORGE attacks. Rolls 86 (miss). Initiative 2. RINGO visible to Sniper. Sniper rolls to notice, rolls 89. Looks like RINGO will get away.

Initiative 56: CURLY attacks. Rolls 04, doubled to 08, category 3, 9 damage, armor check. 9+8=check fails, GEORGE's armor's effectiveness reduced by 1. Initiative (2). GEORGE announces attack. RINGO keeps running (removed from combat for all intents and purposes). MOE sees only the swordfight, so waits.

Initiative 58: GEORGE attacks. Rolls 02 (cat 5). CURLY parries. Rolls 65 (miss). CURLY takes 17 damage. 9 soaked by armor, 5 SHP, 3 DHP. GEORGE's initiative is 1. CURLY announces attack.

Initiative 59: GEORGE announces attack.

Initiative 60: CURLY attacks. Rolls 87, big miss. Initiative 7.

Initiative 61: GEORGE attacks. Rolls 81 (miss). Initiative 4.

Initiative 64: LARRY decides to brace and shoot at GEORGE.

Initiative 65: GEORGE announces attack.

Initiative 66: LARRY fires. Rolls 03 (cat 4). 36 damage to GEORGE, armor soaks 8, 5 SHP, 23 DHP. GEORGE is alive, but surrenders.