# TBS 1980
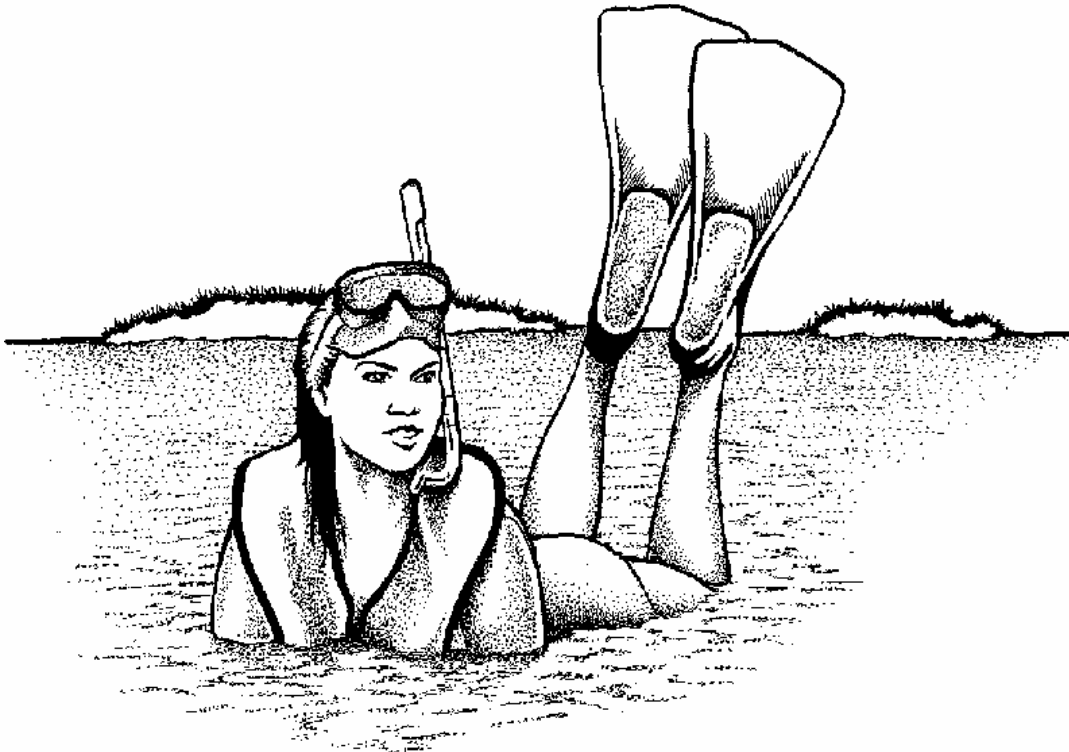
# "One-liners, Fast Cars, Faster Typewriters," the RPG of 80's TV sleuths and lawyers

Title by:
Curt Meyer

Written By:
J. Parker

## Introduction

We've all seen shows like *Magnum PI*[1] and *Murder She Wrote*. But there really hasn't been a game to reflect on this. Sure you have your retro 80's superhero games, but what about your TV shows? This game is designed to allow players and game masters to create characters and adventures set in the 1980's using TBS (The Basic System).

## <u>Character Generation</u>

### Getting a Character Idea

Characters in the 1980 TV shows all came from in-depth backgrounds and weren't novices in their fields. Be it the Ex-Navy SEAL turned Private Investigator or the Vietnam Vet turned Vice cop. So keep that in mind when choosing your character concept. Here are some quick samples:

**Ex-Military turned:** This is the guy or gal that served in the military before retiring to a much more subdued life. Or not. These characters have seen danger and know how to face it. They are combat trained and still have contacts and enemies out there. These players act as bodyguards, cops, PIs, security and other positions tuned to a military life. Players will start with an age of 35 and up. See the new age rules concerning benefits.

**Lawyer:** This is the guy or gal that took the job to protect the innocent. The problem is they tend to get into the mess that put their clients there in the first place. They can be 25 years old and up. Most will have staff that work for them, others go at it solo.

**Mystery Writer:** This guy or gal is along in their years. They spend their days writing and researching crime. Sometimes they get in over their heads. They are so good at solving crimes that the police tend to ask for advice sometimes. They usually start out at ages 40 to 50.

**The Rookie:** This is the new kid on the block. They can be cops, PIs, bodyguards, security, writers, lawyers, street contacts and other young characters. The Rookie starts off at any age under 30.

**The Out There:** This is the usual sidekick and not so bright character that gets themselves into more trouble than any other character. These players can be of any age and occupation, but they are a magnet for bad luck. Players who use this character type can pretty much run into any situation and not be penalized for it. The major benefit of this type is they always find what they are looking for.

**Perception** rolls get a **+10** regarding anything that will put them in over their head, but the roll isn't to detect but to stubble into it. *So if Joe rolls a **30** for his Perception while walking past an alleyway. He passes to he takes a turn and ends up interrupting a major arms deal.*

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[1] Property of Universal Studios

## Character Creation: Getting your Main Stats

Let's start with the seven basic Stats. We call them the **Main Stats**. Now in the Basic System the **average human Stat is 10.** For this game you will determine your stats by using the **Point Based Game** rules. Because this game is based on 1980 TV shows we are allowing players **12 Points to distribute among their Main Stats.** The points given are how many points you may add to a base 10 stat. For each number over 10 that is your **Main Stat Bonus**. So if you have a **STR** of 13, then your **Main Stat Bonus** is +3. When you have a stat under 10, then you have a **Main Stat Negative.** So if you have an **INT** of 7, then your **Main Stat Negative** is -3. Players may put a **Main Stat** to under 10 and then use the points from that to raise another stat. *So if Joe has a STR of 10 and makes it a STR of 8, he has two points to now use in another Main Stat.*

Here are the Main Stats:

### The Main Stats

| | |
|---|---|
| **INT** | Intelligence: How smart you are. Use this Stat when using brain power. |
| **WILL** | Willpower: How well you can withstand psychological effects. |
| **CHA** | Charisma: How charming you are and how well you can interact with people. |
| **AGI** | Agility: How agile you are. Used for dodging, fighting, and other agile acts. |
| **STR** | Strength: As it says, how strong you are physically. |
| **END** | Endurance: How healthy you are. Your ability to resist disease, physical stress and how well built you are. |
| **SPD** | Speed. How fast you can move. |

Now let's take a look at your **Secondary**. These are the results of your Main Stats. It helps round out the character. You learn how much damage you can take, how quick you are and a few other basics.

### The Secondary

| | |
|---|---|
| **HP** | Hit Points: **END** times 2. How much damage you can take before death. |
| **SP** | Stun Points: **END** times 2. How much light damage you can take before it starts to bleed or break bones. |
| **IN** | Initiative: **AGI MSB** + **SPD MSB**. How well you get the jump on the other guy or gal. **Whoever has the higher Initiative goes first.** |
| **LFT** | Lift: **STR** times **STR**. This is how many pounds you can lift. |
| **Punch** | Damage for punch is equal to your **STR** and only does light damage. |
| **Kick** | Damage for kick is equal to your **STR +2** and only does light damage. |
| **RUN** | This is equal to your **SPD times 2**. This is how fast you can move in MPH. |
| **Jump** | **STR+SPD/2**: How many feet you can leap with a running start. |

Here we have the Natural Abilities. People are born with these and they come in handy in the real world. How do you gain Natural Abilities? For each point above **10** in the Main Stats, you gain Natural Ability Points or **NAP**. Each Natural Ability costs 12 **NAP**. While most players might only be able to buy one or two Natural Abilities, that is ok. There are others ways to make up for it in the **Basic System.**

## Natural Abilities

| | |
|---|---|
| **Ambidexterity** | Your ability to use both hands equally. You suffer no penalty for using either hand. |
| **Expertise** | This is an area you are best at. Choose a specific skill that you are naturally an expert at. It must be a skill you have already purchased. Players gain a +4 to that one skill. |
| **Marksman** | You have the natural ability to hit the target. You gain a +5 when trying to hit something with a projectile or thrown object. |
| **Photographic Memory** | If you see it you don't forget it. Great for detective characters and such. |
| **Speed Reading** | You can read really fast and retain 95% of what you have read. |
| **Superb Agility** | You are extra agile. You gain a +4 to any actions involving **AGI.** |
| **Superb END** | You are physically all there. Buff and rough. You gain +15 to your **HP** and +4 to any rolls involving your **END.** |
| **Superb Immunity** | You body is just naturally immune to disease and toxins. Anytime you are exposed to these, you gain a +4 to resist. |
| **Superb Senses** | You are in tune with your senses. Most GMs will want you to pick a specific sense. Anytime you are using those senses you gain a +4 to any rolls involving them. |

**The New Aging Rule:**
As player grow older of course they will become more skilled, but they will also begin to fail in health. Below is the new Age Rules table which tells the benefits and problems that come with age. For every year if age over 20, players gain **1 Skill Point** per year in addition to regular **Skill Points**.

| Age | Benefit | Problem |
|-----|---------|---------|
| 25 | 5 Skill Points | None |
| 30 | 10 Skill Points | None |
| 35 | 15 Skill Points | -1 to one Main Stat |
| 40 | 20 Skill Points | -2 to two Main Stats |
| 45 | 25 Skill Points | -2 to three Main Stats |
| 50 | 30 Skill Points | -2 to four Main Stats |
| 55 | 35 Skill Points | -4 to ALL Main Stats |
| 60 | 40 Skill Points | -5 to All Main Stats |
| 65 | 45 Skill Points | -5 to All Main Stats |
| 70 | 50 Skill Points | -7 to all Main Stats |
| 75 | 55 Skill Points | -8 to all Main Stats |

# Skills

Everyone has skills. They help us live our day to day lives. Some are very obvious and others aren't. The Basic System uses **Skill Headers** to help players and GMs create characters and they also offer direction as well. To determine how many **Skill Points** or **SP** you get, **just multiply your INT times 2**. Each skill costs one **SP** per level. So if you were to buy a **Sword** skill at level two, it would cost you two **SP**. People also have **Common Skills**. These skills automatically start at level one free of cost. Even a cripple can try to dodge an attack. Use this formula when using skills:

**Main Stat Bonus/Main Stat Negative + Skill Level + 1d20**

Here are the Common Skills:

**Common Skills**

| | | |
|---|---|---|
| **Basic Fight** | This is your raw fighting ability in unarmed combat. Everyone can scrap when they need to. | **AGI** |
| **Dodge** | This is the ability to get out of the way when someone of something is about to hit you. | **AGI** |
| **Perception** | This skill helps you notice the obvious and not so obvious. Use this skill for spot, listen and other checks. | **INT** |
| **Basic Education** | This covers basic math, science, English, and artistic skills. Stuff you learn from common knowledge and well as slight formal schooling. | **INT** |
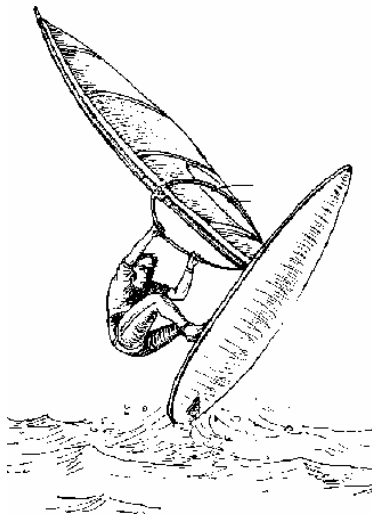


What is a Skill Header? These are main skill areas. They define what category skills fit into. In some cases there are no Skill Headers because the skills don't have them. Below is the list of Basic Skill Headers for the Basic System. You may not buy a generic Skill Header. Players must pick specific skills that fit their character. We have provided examples of skills, but it's up to the player to be creative. If you want a Drug Chemistry skill so you can make Crack, it fits underneath the Advanced Education Skill Header. If a Skill Header has an **AGI/STR or Varied** that means that the player needs to draw from one of those Main Stats. Driving requires smarts, like how to hotwire it, but an **AGI** to maneuver it.

## Skill Headers

| | | |
|---|---|---|
| **Advanced Fight** | Choose a fighting style for unarmed combat. This includes: Boxing, Karate, Judo, Kung Fu and other styles. | **AGI** |
| **Melee/Firearms Combat** | Choose a melee weapon that you are proficient in. This can be anything from swords to baseball bats. Or choose a firearm or projectile weapon that you are proficient with. This can be anything from laser pistols, regular pistols, bows and others. | **AGI** |
| **Physical** | Choose a physical activity that your character is good at. This can include sports or other body exercises. | **AGI/STR** |
| **Advanced Education** | Here is where you get your high education and trade skills. This includes First aid, Mechanics, sciences and such. | **INT** |
| **Social Interaction** | Choose skills that help you in the social arena. This includes: Leadership, Conversation, Streetwise, Interrogation and such. | **CHA** |
| **Extra-Curricular** | Does your character like to cook, paint, sew or do artsy things? This includes musical skills as well. | **Varied** |

## Skills with no Headers

| | | |
|---|---|---|
| **Driving** | Pick a vehicle you are good at driving. This includes bikes as well. | **AGI/INT** |
| **Pilot** | Pick a flying machine that you are good at piloting. This includes: Helicopters, Planes, and such. | **AGI/INT** |
| **Boating** | Pick a watercraft you are proficient in piloting. This includes: speed boats, sail boats and others. | **AGI/INT** |
| **Riding** | Pick an animal you are good at riding. This includes: Horses, cows, dragons and other creatures. | **AGI** |

## How Skills Rank

| Rank | Skill Level | Description |
|---|---|---|
| No Training | 0 | No Skill at all. |
| Average | 2 | The average person is at this level. |
| Above Average | 7 | You have some advanced training. |
| Expert | 10 | You have fantastic training and are an expert with this skill. |
| Master | 20 | The Master of this skill. |

- **No human may have a skill above 20.**

## The Extras

In every game you have to have extras. The ally, friend, sidekick and such. You also have to have certain uppers as well. Wealth, contacts, memberships and maybe that license to thrill. Below is the chart players roll on to see if they get any of these extras. Roll once. **Roll 1d8:**

| 1 | Contacts | **Roll 1d4.** This is how many contacts you have. When you need information these are the people to go to. Players must specify who the contact is. This may include: police, military, librarian, janitors and more. |
|---|---|---|
| 2 | Friends | **Roll 1d4.** These is how many close friends one has. These are people that can help you or be victims of your enemies. |
| 3 | Sidekick | This is the sucker who thinks that your character is the one. The person who can do something so fantastic, that they want to be there when it happens. Sidekicks are rolled up like normal characters, but may not be as powerful as the main character. |
| 4 | Wealth | **Roll 1d12 times 1000.** This is how much money you have on hand. **Roll 1d10 times 100 thousand.** This is how much money you have saved up. It may be liquidated over a few months as needed. |
| 5 | Ally | This is someone who will work with you for a common cause. The Ally is created by the GM and will assist in times of great need. |
| 6 | Membership | **Roll 1d10 for rank.** You belong to some organization. The higher the rank the better you are. Rank one is equal to the mailroom boy. Rank ten is the head of command. |
| 7 | License to Thrill | With this license you can get away with the most insane stunts. Skydiving off of office buildings, skiing down the highway. There are no limits. The authorities would like to bust you, but for some reason they can't. All they can do is pray you die a slow and painful death. |
| 8 | Not a Bloody Thing | You stink! |

# How the system works

The Basic System is real basic. Whenever you take an action it's called a turn. Each turn lasts about five seconds. When doing something that is either difficult enough to warrant a die roll, or if someone is acting against you, the player needs to roll their twenty-sided dice. If they are taking an action against someone or if they are dodging they use this formula:

**Main Stat Bonus/Main Stat Negative + Skill Level + 1d20**

Whoever rolls higher gets the dibsies. Now if you are just making a skill check, GMs can use the chart below:

### Difficulty Chart

| | Difficulty Levels |
|---|---|
| 10 | Easy (this is that task you might not be able to do on the first try) |
| 15 | Challenge (you might not be able to easily do this task) |
| 20 | Difficult (this means you might not be cut out to do this action) |
| 25 | Very Difficult (ok, you're now getting into the miracle stage of things, good training will pull you through) |
| 30 | Heroic (only a hero can pull this off) |
| 35 | Legendary (ok, we're heading out of the normal range of man or woman) |
| 40 | Insane (good luck, you'll need it) |
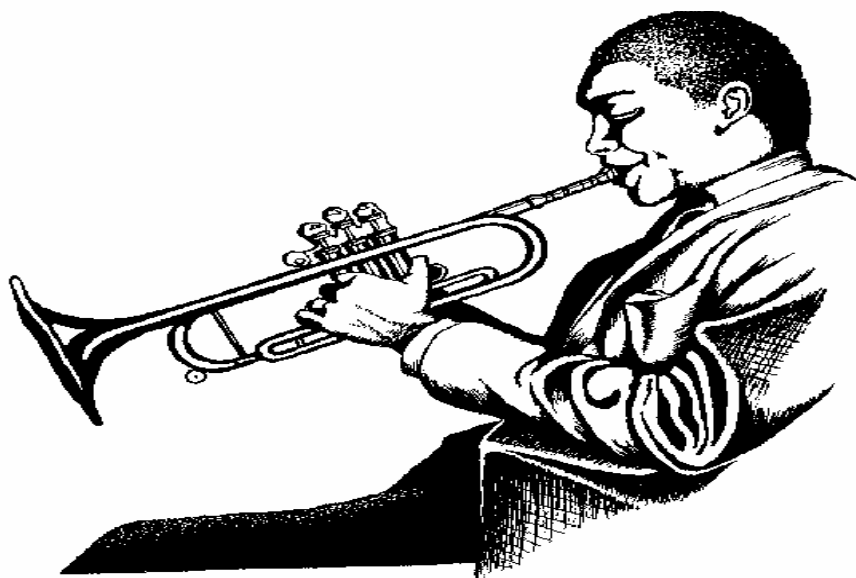
## Material Strengths

To give people a better understanding of material strengths we have thrown together this quick table with ranking to make it basic. The **AC** for each material is given. To determine the Hits for these materials multiply the **AC** times the **AC**. *So if a brick has an AC of 10, then a brick wall has 100 Hits.*

| Rank | AC | Material |
|---|---|---|
| Below Average | 1-9 | Cloth, glass, paper, ice, crystal, rubber, soft metals |
| Average | 10 | Mortared brick, aluminum, light machinery |
| Above Average | 15 | Some types of armors, meshes |
| Excellent | 20 | Concrete, iron, bullet proof glass |
| Extraordinary | 30 | Reinforced concrete, steel |
| Incredible | 40 | Solid stone, advanced metals |
| Awesome | 50 | Steel alloys, granite |
| Mighty | 70 | Diamond and heavy super alloys |

## Armor

Most games will allow players to use some type of armor. There are many different types of armor which cover specific areas of the body. Let's get the terms out of the way, shall we?

**-Armor Class:** How much damage the armor can take before you receive damage. Each time the damage goes over the **AC**, the Armor Class is reduced by that much. So if Tom gets shot with a rifle and he is wearing a vest that offers 10 **AC** and the damage is 13, then the **AC** is reduced to 7 **(AC (10)-Damage (13)=3 damage and AC reduced to 7).** Armor also has **Hit Points (HP)** and it is **HP** that is taken away which makes the **AC** drop. If something is Armor Piercing then you just take off the **HP** from the armor until it is gone.

**-Max Agility:** Armor can sometimes limit your Agility. This number represents that maximum **AGI** bonus one can use with this specific type of armor.

**-Location:** What part of the body the armor protects.

**-Special:** Any special qualities that the weapon might have.

**-Cost:** How much an item costs.

## Armor Examples

| Type | AC | HP | Max AGI | Location | Special | Cost |
|------|----|----|---------|----------|---------|------|
| Leather | 13 | 13 | 0 | | | $40 |
| Bullet Proof Vest | 18 | 18 | 0 | | | $300 |
| Flak Vest | 21 | 21 | 0 | | | $400 |
| Light Full | 18 | 18 | 0 | | | $500 |
| Medium Full | 26 | 26 | -1 | | | $600 |
| Heavy Full | 34 | 34 | -1 | | | $1,000 |

## Weapons

Weapons are a common thing in most role-playing games. Let's jump right into the terms.

**Melee Weapon Terms**

**-Damage**: As it says. Add your **STR MSB** to your damage. So if you have a **STR** of 13, then you'd gain a +3 to the final damage.

**-Number of hands:** How many hands it takes to use this weapon.

**-Special:** Any special qualities that the weapon might have.

**-Cost:** How much an item costs.

| Melee Weapon | Damage | # Hands | Special | Cost |
|--------------|--------|---------|---------|------|
| Knife | 1d6 | 1 | | $10 |
| Short Sword | 2d6 | 1 | | $100 |
| Medium Sword | 3d6 | 1 | | $500 |
| Large Sword | 5d6 | 2 | | $1,000 |
| Hand Axe | 2d6 | 1 | | $20 |
| Medium Axe | 3d6 | 2 | | $30 |
| Large Axe | 4d6 | 2 | | $50 |
| Mace | 4d6 | 1 | | $100 |
| Whip | 1d6 | 1 | | $30 |
| Spear | 3d6 | 2 | | $100 |
| Staff | 4d6 | 2 | | $30 |
| Katana | 5d6 | 2 | | $500 |

**Shooting Weapon Terms**
-**Damage**: As it says.
-**Range:** How far the weapon can shoot.
-**Ammo:** How much ammunition the weapon has in a clip and such.
-**Firing Rate (FR):** How many rounds can be fired in one turn. When firing more than one round players roll the damage times the number of rounds fired.  So if a rifle fires three rounds, then the damage would be 6d6 times three.
-**Number of hands:** How many hands it takes to use the weapon.
-**Special:**  Any special qualities that the weapon might have.
-**Cost:** How much an item costs.

| Weapon | Damage | Range | Ammo | FR | # Hands | Special | Cost |
|---|---|---|---|---|---|---|---|
| Light Revolver | 2d6 | 50 | 6 | 2 | 1 | | $150 |
| Medium Revolver | 3d6 | 65 | 6 | 2 | 1 | | $200 |
| Light Automatic Pistol | 2d6 | 40 | 7 | 3 | 1 | | $350 |
| Medium Automatic Pistol | 3d6 | 70 | 6 | 2 | 1 | | $500 |
| Heavy Automatic Pistol | 4d6 | 75 | 6 | 2 | 2 | | $800 |
| Light SMG | 3d6 | 120 | 20/32 | 3/10/32 | 2 | | $700 |
| Medium SMG | 4d6 | 175 | 30 | 3/12/30 | 2 | | $1,200 |
| Light Rifle | 6d6 | 1000 | 10 | 3 | 2 | | $400 |
| Medium Rifle | 8d6 | 2000 | 4 | 2 | 2 | | $1,200 |
| High Powered Rifle | 10d6 | 2500 | 12 | 3 | 2 | | $2,000 |
| Automatic Rifle | 6d6 | 350 | 20/30 | 3/12/30 | 2 | | $1,600 |
| Shotgun (slug) | 8d6 | 20 | 10 | 2 | 2 | Knock Down | $200 |
| Light Machine Gun | 6d6 | 450 | 30 | 15/45 | 2 | | N/A |
| Medium Machine Gun | 10d6 | 800 | Belt | 8/24 | 2 | | N/A |
| RPG | 1d6x50 | 500 | 1 | 1 | 2 | | N/A |
| LAW | 1d6x100 | 200 | 1 | 1 | 2 | | N/A |

## Vehicle Rules

Vehicle rules are pretty simple. You can apply rules from other games with ease. We actually suggest if you have a game mechanic from another system you like, use it here. It will require some conversion I'm sure. Vehicles are pretty basic. Let's cover some terms.

**-Weight:** Like it says, the weight of the car in pounds.

**-Maneuver:** Vehicles can only react at certain rates. So just because you have a high Agility, doesn't mean that the vehicle can react as fast as you. The number in the Maneuver box represents what the max **AGI** bonus, or in some cases the penalty on **AGI**.

**-Passengers:** How many people can safely fit inside.

**-Speed:** How fast the vehicle moves in MPH

**-AC (Armor Class):** just like it works in the armor section.

**-Body:** The material toughness of the vehicle. How much damage it can take, works just like Hit Points.

**-Weapons:** Any weapons that might be built in.

**-Extras:** Other cool things that have been placed in the vehicle. Like radios, radar guns and so on.

### Basic Vehicles

| Vehicle | Maneuver | Passengers | Speed | AC | Body | Cost |
|---|---|---|---|---|---|---|
| Medium Car | -4 | 5 | 110 | 5 | 300 | $9,500 |
| Sports Car | -3 | 2 | 120 | 5 | 300 | $20,000 |
| Van | -5 | 8 | 120 | 8 | 350 | $9,000 |
| Truck | -6 | 2/4 | 120 | 10 | 300 | $15,000 |
| Motorcycle | -2 | 1/2 | 100 | 5 | 50 | $500 |
| Sports Bike | -2 | 1 | 130 | 7 | 100 | $2,500 |
| Motor Boat | -4 | 4 | 30 | 7 | 100 | $500 |
| Medium Boat | -4 | 8 | 35.5 | 15 | 400 | $800 |
| Speed Boat | -2 | 2 | 62 | 10 | 200 | $12,000 |
| Small Helicopter | -2 | 2/8 | 150 | 7 | 200 | $450,000 |
| Private Jet | -2 | 10 | 600 | 5 | 800 | N/A |

## Random Vehicle Hit Chart

| Roll | Location | DM | HD | Result |
|------|----------|----|----|--------|
| 1 | Right Front Tire | O | -5 | Blowout, -2 Maneuver |
| 2 | Left Front Tire | O | -5 | Blowout, -2 Maneuver |
| 3 | Right Back Tire | O | -5 | Blowout, -2 Maneuver |
| 4 | Left Back Tire | O | -5 | Blowout, -2 Maneuver |
| 5-9 | Front | X2 | +2 | |
| 10-12 | Right Side | O | +2 | |
| 13-15 | Left Side | O | +2 | |
| 16-19 | Back | O | +2 | |
| 20 | Engine | X3 | -3 | Vehicle shuts down |
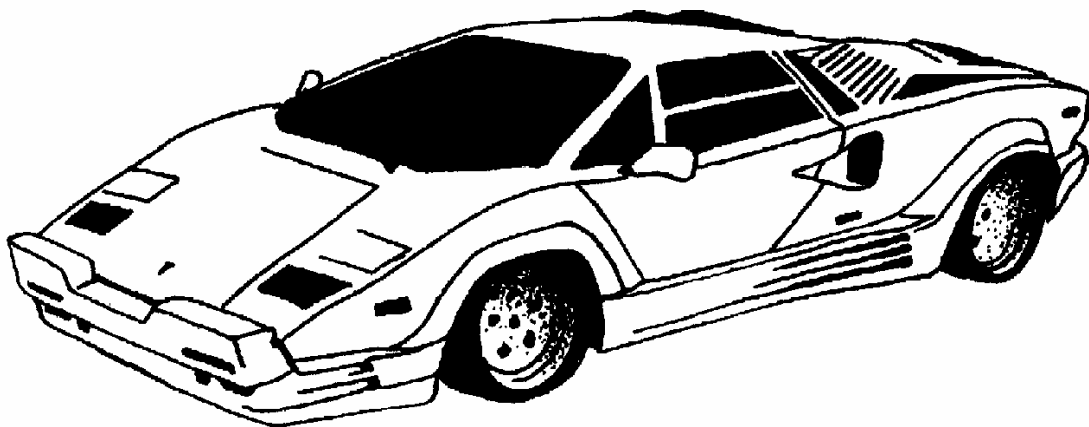
## The Location Table & Taking Damage

When locked in combat, you're not always going to hit where you want to.
Sometimes if you hit them, it doesn't matter where. Let's look at some quick terms.
-**Location:** As it says.
-**Damage Modifier (or DM)**: Does a hit to this location do more damage than other locations?
-**Hit Modifier (HD):** What penalties to you get when trying to hit there locations?

Here is a random hit location chart using a Twenty-sided die.

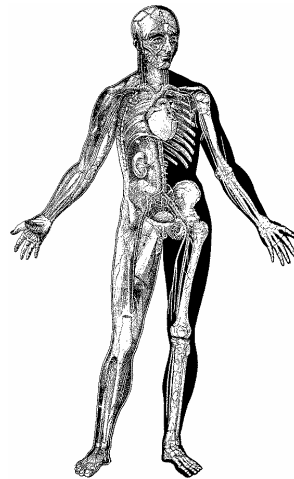| Roll 1d20 | Location | DM | HD |
|-----------|----------|-----|-----|
| 1 | Head | X2 | -6 |
| 2 | Neck | X2 | -6 |
| 3-5 | Chest | | 0 |
| 6-8 | Torso | | 0 |
| 9 | Right Upper Arm | | -3 |
| 10 | Right Lower Arm | | -3 |
| 11 | Right Hand | | -4 |
| 12 | Left Upper Arm | | -3 |
| 13 | Left Lower Arm | | -3 |
| 14 | Left Hand | | -4 |
| 15 | Left Upper Leg | | -3 |
| 16 | Right Upper Leg | | -3 |
| 17 | Right Lower Leg | | -3 |
| 18 | Left Lower Leg | | -3 |
| 19 | Right Foot | | -4 |
| 20 | Left Foot | | -4 |

## Damage

In RPGs you are bound to get hurt. Any damage done by a fist or a fall less than ten feet only does **Stun Damage**. Any damage done by a weapon, vehicle, or a fall from more than ten feet does **Killing Damage**. When you run out of **Stun Points** or **S*P** you begin to take damage to your **Hit Points** or **HP**. When your **HP** reaches zero you are down for the count, but not dead. Once your **HP** reaches **-10** you die. At zero **HP** you are in need of serious medical care. Without treatment, players will take one point of damage each hour until they reach **-10**. Skills like First Aid and Paramedic can quickly put a stop to this. Only someone with a Paramedic skill or higher can stabilize someone who is under zero **HP**. Anyone who is bleeding from an injury takes one point of damage each round until the bleeding has stopped. Anyone with the First Aid skill or higher can stop bleeding.

**The Knockout Rules**

When a player takes enough stun damage that it goes over their **S*P**, then they must make an **END** save or be knocked out cold. You calculate the save like this: **Roll 1d20 plus the number of points over your S*P. If the results are more than your END you are out cold for 1d6 rounds.** So if Buster gets hit for 15 points of stun damage and he only has 10 points left, he'd roll 1d20, add 5 from that and look at his **END**. Buster has an **END** of 12. He rolls a 16 plus 5, and that leaves him out cold. If he had rolled anything lower than a 6 and he could still be standing. **1d20 + damage over Stun Points= END save difficulty level.**

# Healing

Healing is the most important part of any game. Sometimes you will have spell caster and other time you'll have super healing potions. For those of you who are playing real world games, there is down time. Players heal their **END** bonus per day. With medical attention (meaning in hospital stay) they gain their **END** bonus times two per day. Anytime damage is done to one area that goes over 15 points of damage there is a good chance of being scarred. For each day that an injury goes without medical care that area will become scarred and the player will lose -1 **CHA** per day until treated. Plastic surgery can fix up to 3 points of **CHA**.

**Gaining Experience**
Experience Points are usually based on the settings. Some ways to determine
**Experience Points or XP** are to divide the opponent's Hit Points by two. This
doesn't mean you need to kill them. A subdued adversary rewards **XP** the same way.
In general for the Basic System, we determine **XP** in the following ways:
**-Divide Hit Points by 2= XP**
**-Scale XP with awesome actions with values 10 to 50. Award 10 to 50 XP.**
**-Award XP for teamwork. Hand out anywhere from 10 to 20 XP.**
**-Everyone who games really well and is not disruptive, hand out 10 XP.**
**-You can pretty much hand out XP for anything. It's always up to the GM.**

**Using Experience**
In a point based system, Experience is used to upgrade characters. This allows
more skills to be purchased and stats to be raised. Here's a simple way of doing it:

-To raise a **Main Stat,** multiply the **Stat** number desired by **15.** So if you have a
**STR** of 13 and you want to raise it to 15, you multiply **15x15=the number of XP
needed.** You may not skip numbers. So if you have a **15 STR** and you want to make
it 17, you'll need to make it 16 first.
-For every 100 **XP** you gain 1 **NAP**.
-For every 100 **XP** you gain 1 **SP**
-For every 200 **XP** you may buy one **Extra** or level an **Extra** you already have up by
one rank.

# 1980's Freaks and Geeks

| Human | | | Gang Member | |
|---|---|---|---|---|
| **Stat** | **#** | **MSB** | **Secondary** | **#** |
| INT | 10 | 0 | Hit Points | 24 |
| WILL | 10 | 0 | Stun Points | 24 |
| CHA | 10 | 0 | Initiative | 3 |
| AGI | 11 | 1 | Punch | 11 |
| STR | 11 | 1 | Kick | 13 |
| END | 12 | 2 | Run | 22 |
| SPD | 11 | 1 | Popularity | -5 |
| **Skills** | **LvL** | **MSB** | **Main Stat** | |
| Attack | 3 | 1 | AGI | |
| Dodge | 3 | 1 | AGI | |
| Perception | 2 | 0 | INT | |
| Education | 2 | 0 | INT | |
| Unarmed | 3 | 1 | AGI | |
| Criminal Skill | 4 | Vary | vary | |
| **Weapon** | **DMG** | **RNG** | **Special** | |
| L. Revolver | 2d6 | 50 | | |
| Knife | 1d6 | | | |
| | | | | |

| Human | | | Bigger Gang Member | |
|---|---|---|---|---|
| **Stat** | **#** | **MSB** | **Secondary** | **#** |
| INT | 13 | 3 | Hit Points | 26 |
| WILL | 11 | 1 | Stun Points | 26 |
| CHA | 15 | 5 | Initiative | 4 |
| AGI | 13 | 3 | Punch | 11 |
| STR | 11 | 1 | Kick | 13 |
| END | 13 | 3 | Run | 22 |
| SPD | 11 | 1 | Popularity | -10 |
| **Skills** | **LvL** | **MSB** | **Main Stat** | |
| Attack | 5 | 3 | AGI | |
| Dodge | 5 | 3 | AGI | |
| Perception | 4 | 3 | INT | |
| Education | 4 | 3 | INT | |
| Unarmed | 5 | 3 | AGI | |
| Criminal Skill | 6 | Vary | Vary | |
| **Weapon** | **DMG** | **RNG** | **Special** | |
| M. SMG | 4d6 | 175 | | |
| M. Auto Pistol | 3d6 | 70 | | |
| **Armor** | **AC** | **MxAGI** | **Special** | |
| Kevlar Vest | 12 | 0 | | |
| | | | | |

| Human | | | Ninja | | |
|---|---|---|---|---|---|
| **Stat** | **#** | **MSB** | **Secondary** | | **#** |
| INT | 14 | 4 | Hit Points | | 34 |
| WILL | 16 | 6 | Stun Points | | 34 |
| CHA | 14 | 4 | Initiative | | 12 |
| AGI | 17 | 7 | Punch | | 15 |
| STR | 15 | 5 | Kick | | 17 |
| END | 17 | 7 | Run | | 30 |
| SPD | 15 | 5 | Popularity | | 0 |

| Skills | LvL | MSB | Main Stat |
|---|---|---|---|
| Attack | 7 | 7 | AGI |
| Dodge | 7 | 7 | AGI |
| Perception | 8 | 4 | INT |
| Education | 4 | 4 | INT |
| Unarmed | 7 | 7 | AGI |
| Ninja Skills | 7 | Vary | Vary |

| Weapon | DMG | RNG | Special |
|---|---|---|---|
| Katana | 3d10 | 2 | |
| Shuriken | 1d4 | **STRx5** | |

| Armor | AC | MxAGI | Special |
|---|---|---|---|
| Padded | 5 | 0 | |
| | | | |

| Human | | | Mercenary | | |
|---|---|---|---|---|---|
| **Stat** | **#** | **MSB** | **Secondary** | | **#** |
| INT | 13 | 3 | Hit Points | | 28 |
| WILL | 15 | 5 | Stun Points | | 28 |
| CHA | 10 | 0 | Initiative | | 5 |
| AGI | 14 | 4 | Punch | | 14 |
| STR | 14 | 4 | Kick | | 16 |
| END | 14 | 4 | Run | | 22 |
| SPD | 11 | 1 | Popularity | | 0 |

| Skills | LvL | MSB | Main Stat |
|---|---|---|---|
| Attack | 5 | 4 | AGI |
| Dodge | 4 | 4 | AGI |
| Perception | 4 | 3 | INT |
| Education | 4 | 3 | INT |
| Unarmed | 5 | 4 | AGI |
| Military Skill | 5 | Vary | Vary |

| Weapon | DMG | RNG | Special |
|---|---|---|---|
| Auto-Rifle | 3d12 | 350 | |
| M. Auto-Pistol | 3d6 | 70 | |

| Armor | AC | MxAGI | Special |
|---|---|---|---|
| Flak Vest | 21 | 0 | |
| | | | |

| Human | Common Crook | |
|---|---|---|

| Stat | # | MSB | Secondary | # |
|---|---|---|---|---|
| INT | 10 | 0 | Hit Points | 20 |
| WILL | 10 | 0 | Stun Points | 20 |
| CHA | 10 | 0 | Initiative | 3 |
| AGI | 13 | 3 | Punch | 12 |
| STR | 12 | 2 | Kick | 14 |
| END | 10 | 0 | Run | 20 |
| SPD | 10 | 0 | Popularity | -5 |

| Skills | LvL | MSB | Main Stat |
|---|---|---|---|
| Attack | 3 | 3 | AGI |
| Dodge | 3 | 3 | AGI |
| Perception | 3 | 0 | INT |
| Education | 2 | 0 | INT |
| Unarmed | 3 | 3 | AGI |
| Criminal Skill | 3 | Vary | Vary |

| Weapon | DMG | RNG | Special |
|---|---|---|---|
| L. Revolver | 1d12 | 50 | |
| Knife | 1d6 | 2 | |
| | | | |

| Human | Terrorist | |
|---|---|---|

| Stat | # | MSB | Secondary | # |
|---|---|---|---|---|
| INT | 14 | 4 | Hit Points | 26 |
| WILL | 16 | 6 | Stun Points | 26 |
| CHA | 14 | 4 | Initiative | 6 |
| AGI | 13 | 3 | Punch | 11 |
| STR | 11 | 1 | Kick | 13 |
| END | 13 | 3 | Run | 26 |
| SPD | 13 | 3 | Popularity | -10 |

| Skills | LvL | MSB | Main Stat |
|---|---|---|---|
| Attack | 5 | 3 | AGI |
| Dodge | 6 | 3 | AGI |
| Perception | 7 | 4 | INT |
| Education | 4 | 4 | INT |
| Unarmed | 5 | 3 | AGI |
| Terror Skills | 5 | Vary | Vary |

| Weapon | DMG | RNG | Special |
|---|---|---|---|
| Auto-Rifle | 3d12 | 350 | |
| Explosive | 1d4x10 | | |
| | | | |

| Human | Mobster | |
|---|---|---|

| Stat | # | MSB | Secondary | # |
|---|---|---|---|---|
| INT | 14 | 4 | Hit Points | 24 |
| WILL | 16 | 6 | Stun Points | 24 |
| CHA | 17 | 7 | Initiative | 3 |
| AGI | 13 | 3 | Punch | 13 |
| STR | 13 | 3 | Kick | 15 |
| END | 12 | 2 | Run | 20 |
| SPD | 10 | 0 | Popularity | 10 |

| Skills | LvL | MSB | Main Stat |
|---|---|---|---|
| Attack | 5 | 3 | AGI |
| Dodge | 4 | 3 | AGI |
| Perception | 4 | 4 | INT |
| Education | 4 | 4 | INT |
| Unarmed | 4 | 3 | AGI |
| Mob Skills | 7 | Vary | Vary |

| Weapon | DMG | RNG | Special |
|---|---|---|---|
| M. Auto Pistol | 2d6 | 70 | |

| Armor | AC | MxAGI | Special |
|---|---|---|---|
| Concealed | 7 | 4 | |

| | | | |
|---|---|---|---|

| Human | Soldier | |
|---|---|---|

| Stat | # | MSB | Secondary | # |
|---|---|---|---|---|
| INT | 13 | 3 | Hit Points | 32 |
| WILL | 15 | 5 | Stun Points | 32 |
| CHA | 10 | 0 | Initiative | 7 |
| AGI | 15 | 5 | Punch | 16 |
| STR | 16 | 6 | Kick | 18 |
| END | 16 | 6 | Run | 24 |
| SPD | 12 | 2 | Popularity | +10 |

| Skills | LvL | MSB | Main Stat |
|---|---|---|---|
| Attack | 7 | 5 | AGI |
| Dodge | 6 | 5 | AGI |
| Perception | 6 | 3 | INT |
| Education | 5 | 3 | INT |
| Unarmed | 7 | 5 | AGI |
| Military Skill | 7 | Vary | Vary |

| Weapon | DMG | RNG | Special |
|---|---|---|---|
| Auto-Rifle | 3d12 | 350 | |
| M. Auto Pistol | 3d6 | 70 | |

| Armor | AC | MxAGI | Special |
|---|---|---|---|
| Tactical | 10 | 6 | |
| Flak Vest | 21 | 0 | |

| | | | |
|---|---|---|---|

| Human | | | SWAT | | |
|---|---|---|---|---|---|
| **Stat** | **#** | **MSB** | **Secondary** | | **#** |
| INT | 13 | 3 | Hit Points | | 32 |
| WILL | 15 | 5 | Stun Points | | 32 |
| CHA | 10 | 0 | Initiative | | 7 |
| AGI | 15 | 5 | Punch | | 16 |
| STR | 16 | 6 | Kick | | 18 |
| END | 16 | 6 | Run | | 24 |
| SPD | 12 | 2 | Popularity | | +10 |
| **Skills** | **LvL** | **MSB** | **Main Stat** | | |
| Attack | 6 | 5 | AGI | | |
| Dodge | 5 | 5 | AGI | | |
| Perception | 5 | 3 | INT | | |
| Education | 5 | 3 | INT | | |
| Unarmed | 5 | 5 | AGI | | |
| Military Skill | 3 | Vary | Vary | | |
| **Weapon** | **DMG** | **RNG** | **Special** | | |
| Auto-Rifle | 3d12 | 350 | | | |
| M. Auto Pistol | 3d6 | 70 | | | |
| **Armor** | **AC** | **MxAGI** | **Special** | | |
| Tactical | 10 | 6 | | | |
| Flak Vest | 21 | 0 | | | |

| Human | | | Police Officer | | |
|---|---|---|---|---|---|
| **Stat** | **#** | **MSB** | **Secondary** | | **#** |
| INT | 13 | 3 | Hit Points | | 32 |
| WILL | 15 | 5 | Stun Points | | 32 |
| CHA | 10 | 0 | Initiative | | 7 |
| AGI | 15 | 5 | Punch | | 16 |
| STR | 16 | 6 | Kick | | 18 |
| END | 16 | 6 | Run | | 24 |
| SPD | 12 | 2 | Popularity | | +10 |
| **Skills** | **LvL** | **MSB** | **Main Stat** | | |
| Attack | 5 | 5 | AGI | | |
| Dodge | 4 | 5 | AGI | | |
| Perception | 3 | 3 | INT | | |
| Education | 4 | 3 | INT | | |
| Unarmed | 4 | 5 | AGI | | |
| Police Skills | 7 | Vary | Vary | | |
| **Weapon** | **DMG** | **RNG** | **Special** | | |
| Auto-Rifle | 3d12 | 350 | | | |
| M. Auto Pistol | 3d6 | 70 | | | |
| **Armor** | **AC** | **MxAGI** | **Special** | | |
| Tactical | 10 | 6 | | | |
| Flak Vest | 21 | 0 | | | |

# Pick your show

Each game needs to have a theme. So Game Masters need to plan ahead. Do you want your game to be a mystery show or a cop show? Some shows combine both. So what show type do you want? Here are some samples:

**Cop Show:** Your classic cops and robbers. Players have to follow the law and bust bad guys.

**Law Show:** Players are lawyers and cops looking to solve the crime and prosecute the criminal.

**Murder Mystery:** This game is set for a good murder mystery or "Who Done It?"

**Retired Turned:** This game is for players who want to work the retirement theme. This show puts players in the position of being out of their profession and taking on new more interesting hobbies.

**Vice:** Drug dealers need to go. The streets need to be cleaned up. You're a vice cop. Kick butt, take names, get the chicks.

# Where to Run your Games?

Most shows in the 1980's had a central location. Some took place in Hawaii, New England, others in Miami. So when GMs begin thinking about game ideas, they need to pick a spot to start in or just run a complete campaign. Here are some quick picks:

**Small New England Community**
This is a small town of people who know one another. Once and a while something occurs that is out of the ordinary. This setting is good for mysteries.

**Boston**
Boston is fitting for any lawyer game. Also works good for cop games.

**Miami**
Perfect for vice games. Get out on the streets and bust some drug dealers. Or play a retired lawyer who solves crimes in the city.

**Hawaii**
Working for the rich making sure their property is safe. Lots of military folk have retired to the island. Great for just about any game type.

**New York City**
While I shy away from this setting, people can use it for any game type.

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**Blender Production**