

ROLEMASTER
UNOFFICIAL
EXPANSION

SECOND-BY-SECOND
INITIATIVE

THE B.A.S.E. INITIATIVE SYSTEM



PREFACE, FOR THE ROLEMASTER UNOFFICIAL EXPANSION SECOND-BY- SECOND INITIATIVE

WHY A GRANULAR SYSTEM?

So I won initiative, shot first and killed the bad guy. Hurray! That was great; and boring. Why, I always win initiative. Until the bad guy gets lucky and hits like a brick in the face and then I'm done. It's simple, it's direct, and it's boring! Where is the spirit of action? Where is the daring sword fights on the top of the castle walls? I want to kill him twice with an arrow in each eye before he even hits the ground!

Who goes first? Is that absolute? What if we draw at the same time and shoot each other in the head? It's tragic, but hilarious all the same time.

Like many before me, and hopefully many to follow Rolemaster was a system that emulated the realism in the fantasy world. Now don't get ahead of me, its magic and fantasy not a reflection of reality. It's all about what you can accept as believable. I've been at this a while so I can suspend a lot of disbelief but even that has limits.

It seems however I'm not alone in this desire for even more action and drama. In the new Rolemaster Arms Law (page 9) there is a footnote on "Second-by-Second" Rounds. So after reading though

the updated material and having virtually every ICE product ever made I decided to take a crack at fleshing this out. That's right I even bought DarkSpace at Gen Con in the 1980's and still have the plastic bag with title "BAG LAW" written on the side. The joke was bad then too, but it was priceless for those familiar with Rolemaster.

I also attempted to build into it a scaled system for actions and initiative that would represent experience levels, skill levels and environmental factors. A level one fighter shouldn't be as skilled as a level ten fighter. Even beyond the raw skills selected it doesn't account for style and experience (in its truest definition). For example my level one fighter studies the Broadsword; my go to weapon; and gains a bonus. By level ten there is nothing saying he has to spend any more points in the Broadsword but if didn't he'd be a really terrible fighter. Or would he? Samurai and classical Knights were trained in all kinds of skills not combat related. In a system where role-play is encouraged I've learned some harsh lessons from D&D (particularly 4th Edition) and my own experiences with larger parties back in University (two groups of 10-12 players). How do you encourage a well-rounded character while maintaining that edge that allows to survive a basic bar fight?

Allowing players to grow their characters beyond the mundane is one aspect that breeds a connection and entertainment. So how can you accomplish this and dish out a full can of Woop Ass all at the same time! Add to initiative a granular action component. Much like the activity table from the New Arms Law this breaks it down into an easy point driven system where multiple actions, interruptions and reactions can take place. Something that's flexible, choice driven and has consequences. That's the drama! It has to integrate well with the existing system and not be so alien so that you require a law degree to understand it (see what I did there, moving on).

It's easy to say I attack with seventy percent of my action and then move away with the remaining thirty percent. It's far more dramatic to leap from the stairs, draw a bow, knock an arrow and put it between his eyes of the guy on the thrown. Oh and it's easy to say, but what if you're the guy on the thrown? How do you react; you were just going to wave at the crowd? What the hell! Well I cancel my action and hope for the best. Maybe next round, or character? NO! I want to grab that dinner plate beside me because I'm the fastest man alive! I use it as an improvised shield. Then I leap out of this stupid chair! Can you say target! Guards!

So take realism add a dash of 'suspension of disbelief' a little magic and a whole lot of Rolemaster love and we get a blind and adaptive system of execution; or B.A.S.E. Boo!

This is an attempt at giving some granularity to actions while still respecting initiative. If a character moves at the speed of thought but are as dumb as a post it kind of balances out. But if you're a brilliant mage who has been doing some physical and mental training on the side; you're going to be a force to be reckoned with. Hopefully this can add dramatics, fun and entertainment to our sessions; or at the very least add those moments that are funny as hell!

No matter what you think opinions and comments are always welcome. Just remember, "All your base are belong to us". That's right, super nerd!

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THE B.A.S.E. INITIATIVE SYSTEM

WHAT IS THE SYSTEM?



The BASE system (Blind & Adaptive System of Execution) is fairly strait forward but has a significant amount of subtly baked into its design. The premise is that physical and mental characteristics along with environment choices and actions, define initiative.

Dynamic and fluid actions can change from round to round and can even change mid round (in phases) if you're willing to accept the consequences of your actions and decisions. All of this is done through a series of points that are generated by skills, experience and artifacts. This is the Action Pool.

We should be clear on two concepts and separate some ideas. An Action Pool is not a measure of who goes first but a measure of what you can do when you act. Initiative is a measure of who acts first but this can be effected by the action pool. This leads to an Action Pool and an Initiative Pool, both are separate but rely on each other.

You spend points from these pools like currency on any of the ten phases within the round. Some actions cost more than others and have a corresponding costs. Some actions can occur multiple times within a round or even within a phase. These can have ramifications on your initiative within the round. Points are spent as the round progresses and are executed at fixed intervals.

Who goes first is defined by skill and luck. We can this initiative. However, if you move at the speed of thought it stands to reason that you might have an advantage in initiative over a slow moving opponent. This is where you can use the action pool to increase you initiative with the likelihood that you will act first.

Throughout the document you'll see examples to help explain. In addition, the appendixes will also include larger examples drawn from the play test material. You might note how some subtle decisions changed the course of simple or major events.

Note: Characters versus creatures. This system is meant and intended to give player characters a much wider and realistic array of options. Although possible to be used with NPCs and creatures it is recommended that

limitations be applied for the sake of expediency and GM sanity. See appendices for some suggestions.

Now on to the basics.

THE ROUND

The round is a common concept in most games. It goes back to giving everyone a turn as we go around the table. A round is ten seconds in game time.

ROUND = Turn for everyone = 10 Seconds

THE PHASE

Each ROUND is broken into 10 phases representing 10% of the 100% of total activity one person can execute for that round. So each phase is 1 second of game time. There are five (5) defensive/skill phases and five (5) offensive phases.

PHASE = 1/10th of a ROUND = Actions taken = 1 second

ACTIONS

Actions are planned actions or reactions. They are the result of deliberate planning, "I'm going to kill you now"; or as a reaction to a situation, "You are going to do what?" Some actions can be executed multiple times within a round or as a series of smaller actions to form a maneuver or combat action (swing a sword, dodge a fireball, and hurl harsh language).

Each character gets a base pool of actions based on their background experiences mental and physical prowess. If you're fast on our feet, but dumb as a bag of hammers you're not going to be that effective.

Aside: Consider the Lord of the Rings and the Hobbit trilogies for some examples. Legolas fires his bow over three times in under 10 seconds. Aragorn takes on an entire hunting pack of Orcs single handily. The dwarves perform some pretty fancy maneuvers and attacks all from barrels floating in the river. Bilbo hides in plain sight as dozens of goblins run by. These are the actions of heroes, what you aspire to be. How do we get there? Planning and good decisions; luck helps too. Even wonder why the cave troll only has one big attack? He's big slow and about as sharp as a bowling ball. But if he connects, ouch!

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DEFINING THE ACTION POOL



$$f(x) = a_0 + \sum_{n=1}^{\infty} \left(a_n \cos \frac{n\pi x}{L} + b_n \sin \frac{n\pi x}{L} \right)$$

JUST KIDDING!

ACTION POOL = (Quickness Modifier (QU) + Reasoning Modifier (RE)) / 2 + Experience Bonus + Skills + Modifiers (Rounded down)

An **Action Pool (AP)** is a measure of what you can do when you act. Depending on the character, the circumstance, the weapon or the environment this represents a character's physical and mentally processing speed. This can translate into more or less physical and mental actions within a fixed time period.

Depending on the GM, this value can have a minimum value (suggested 10) or no minimum value. If given no minimum value, this could effectively simulate a petrification or immobilization if modified to 0 or below.

It is also recommended that the GM set the environmental conditions and game setting in advance so players can deal with or mitigate them if possible.

CHARACTER STATISTICS

The Quickness and Reasoning modifiers are based on the character or creature and are described fully in Character Law.

EXPERIENCE LEVEL

The experience is a measure of the expertise a character or creature gains from exposure to new events. This is not a linear progression and does grow more difficult as a time continues.

EXPERIENCE LEVEL	NUMBER OF BONUS ACTION POINTS PER LEVEL
1-4	1
5-10	1 every 2 levels
11+	1 every 5 levels

SKILLS

Skills are those character driven abilities that are developed over time. These can be physically honed abilities such muscle memory or mentally driven aptitudes like eidetic memory.

SKILL	CONDITION	MODIFIER
Body Discipline	Every 5 levels	+1
Mental Discipline	Every 5 levels	+1
Magical Expertise *	Every 5 levels	+1

*Note: * - Recommended that this be limited to spell related actions. Makes powerful mages really dangerous.*

Some optional skills for those of high magic, steampunk, cyberpunk and high technology campaigns.

SKILL	CONDITION	MODIFIER
Mechomagical Expert *	Every 5 levels	+1
Mechanical Expertise	Every 5 levels	+1
Cybernetics	Every 5 levels	+1
Technologic Expertise	Every 5 levels	+1

*Note: * - These are mechanical / magical steampunk machines that function on pseudo-scientific magical principals and properties.*

MODIFIERS

Of course there are always the modifiers. These can be environmental, magical, circumstance or a sadistic GM who likes to watch the party squirm. Below are some examples but these are not limited to the tables by any means.

CIRCUMSTANCE	CONDITION	MODIFIER
Surprise	You gain surprise	+1 to +2
Ambush	You spring the trap	+2 to +3
ENVIRONMENTAL		
Temperature	Too hot or too cold	-1 to -2
Rain	Light rain to monsoon	0 to -2
Humidity	Bone dry to cut the air	-1 to -2
High / Low Gravity	Versus normal for race	-1 to -3
MAGICAL		
Haste spells	Minor, Normal, Major	+1 to +3
Slowed spells	Minor, Normal, Major	-1 to -3
Stoned or Petrified	Temp. or permanent	-10
Magical Creature *	Depends	-3 to +3
Magical Talismans	Rings, Belts, Armor, ect.	-2 to +2
ADDITIONAL		
Cybernetics **	See Cybernetics	-3 to +3
Powered Armor ***	See Powered Armor	-2 to +2

*Note: * - Some magical creatures and supernaturally fast or slow. A Vile for example moves almost faster than can be seen, while a Juggernaut moves very slowly but its actions cannot be interrupted or stopped (the unstoppable force).*

*Note: ** - These high tech devices are the modern day magical talismans. Enhancing muscles, reactions, memory and thought processing. It can aid or hinder the user depending on the desired outcome.*

*Note: *** - This one has a special set of rules. The armor can have an intelligence of its own (so can some magical armour for that matter).*

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Examples:

EXAMPLE 1: $AP = (QU + RE)/2 + XP + Skills + Mods$ A Level 3 Fighter with a Qu of +7 and RE +3 and 4 ranks in Body Discipline; surprises a goblin on a winter road. $AP = (7+3)/2 + 3 + 0 + (2-1) = 9$ action points for the first round. 7 on subsequent rounds because he does not have surprise.	EXAMPLE 2: $AP = (QU + RE)/2 + XP + Skills + Mods$ A Level 8 Fighter with a Qu of +8 and RE +4 and 8 ranks in Body Discipline; attacks another unlucky goblin on the same road (dangerous place). $AP = (8+4)/2 + (4+2) + 1 + 0 = 13$ action points.	EXAMPLE 3: $AP = (QU + RE)/2 + XP + Skills + Mods$ A Level 18 Fighter with a Qu of +10 and RE +5 and 10 ranks in Body Discipline and 5 ranks in Mental Discipline; ambushes the last goblin (sucks to be a goblin). $AP = (10+5)/2 + (4+3+1) + (2+1) + 3 = 20$ for the first round. 17 on subsequent rounds because the goblin is not ambushed.
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ACTION FATIGUE

So as the rounds go on, fatigue, strain and general exhaustion starts to take their toll. This could be physical, mental or both. In any case this translates to a loss of 1 AP each round; beyond the first, and each subsequent round until you reach a minimum value of 1.

But I'm Conan the body builder and have a mind as sharp as a sword? So there are two approaches to this rule.

- 1) It's Rolemaster! So as you can imagine, skills can affect the AP loss (who would have guessed?)
- 2) It's optional! Ignore Action Fatigue and move on.

For the moment let's explore option one a little more and flesh out some skills that might affect this.

Some skills such as swimming or climbing are easily equitable to physical fitness, but how to you equate mental fitness? The easiest way is to use not one but groups of skills that cover both areas of focus. This encourages players to have more normal or well-rounded skill sets and not optimize for a single purpose (I am the COMBAT GOD, but can't swim to save my life).

For purposes of game mechanics every few levels of certain skills will delay the onset of action fatigue to the start of that round. Some possible suggestions might be but are not limited to:

SKILL	CONDITION	DEFER LOSS
Athletic Skills	Every 5 levels	1 Round
Science Skills	Every 10 levels	1 Round
Lore Skills	Every 5 levels	1 Round
Movement Skills	Every 10 levels	1 Round

EXAMPLE 1: Normally you lose 1 AP starting in Round 2 and one additional AP each round thereafter. So if you started with 10 AP in round 1, by round 4 you would have 7 AP (-1 Round 2, -1 Round 3, -1 Round 4).

EXAMPLE 2: So you started with 10 AP but you have some skills that offset that loss.

Climbing 11 ranks; gives a 2 round delay (1 /every 5 ranks of an athletic skill)

Math 3 ranks; gives no bonus (you're a fighter what the hell is math for?)

Lore 6 ranks (Dragons); gives a 1 round delay (1/5 ranks Lore)

TOTAL: $2 + 2 + 0 + 1 = \text{Round } 5$

So on round five you would lose 1 AP and not round 2.

LEFTOVER ACTION POINTS & FALLING TO ZERO

If a character or NPC has no AP remaining can no longer act. They cannot spend actions below zero unless they can draw points from a Reserve Pool, have a spell effects or artifacts that allow for involuntary actions. For example a Floating Shield can act to defend the wielder without direct intervention.

Likewise if a character or NPC has remaining AP at the end of the round it is lost. If you wish to carry AP into the next round it has to be allocated at the beginning of the round not the middle or end.

HASTE, & SLOWED EFFECTS

Characters and NPCs who have haste and slowed effects applied to them have the number of actions effected. If hasted or slowed in the middle of a round the number of AP and IP effected is the remaining AP and IP unspent. Just remember any unspent AP is lost at the end of the round. If the haste or slowed effects last over time then it will take effect at the beginning of the next round again.

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DEFINING THE INITIATIVE POOL



$$\cos \alpha + \cos \beta = 2 \cos \frac{1}{2}(\alpha + \beta) \cos \frac{1}{2}(\alpha - \beta)$$

It's Rolemaster. Wouldn't it be great to have one calculation in the game be some ridiculous formula?
NO!

Do we still need initiative? What use is it in a point based system? Short answers, yes and lots. Unlike some systems, initiative is not the end all, be all for the order of operations. It helps define a starting point for characters but then choices can take hold and it can change hands quickly. This is the **Initiative Pool (IP)**.

According to Arms Law (page 7), The Tactical Round the initiative is defined as 2d10 + Quickness Bonus + modifiers. In the more granular system of B.A.S.E the exact same system is used to maintain consistency.

INITIATIVE POOL = 2D10 + Quickness Modifier (QU)
+ Modifiers + AP

Option 1: Represents a more physical & mental approach to initiative.

INITIATIVE POOL = 2D10 + (Quickness Modifier (QU) + Reasoning Modifier (RE)) / 2 + Modifiers + AP

You still roll 2D10 openly to allow for chance, add your bonuses and modifiers. Then you can add to this result by spending points from your action pool (AP). One Action Point adds one to the initiative result. The tactical and fun element here is that this allocation is done secretly, even between players. This can be somewhat unfair as the GM knows what all the bad guys are doing so can plan accordingly. The intention is for players to role-play and build an effective party through teamwork. Or you could surprise the GM and other players by leaping in where angels fear to tread. Be first to see close up that

really big flaming sword; what's this thing called again? BAL..R..O....G. ah hell!

THE INITIATIVE BET

As each phase plays out players can choose to act in any order they wish should they choose to spend any amount of initiative. This is intended to reward characters or creatures with higher initiatives by allowing them to react to those with lower initiatives and not just always going first. How do I react? It's about choices. When a phase is called a question goes out of who wishes to act? Each player declares if they are going to act or not. For those who wish to act, the player and NPCs place a wager secretly for an amount of initiative they wish to devote to an action for that phase (placing two D10 on the table and coving it with your hand usually works). When everyone is done, a call goes out for to reveal.

The order for that phase then proceeds from highest to lowest with higher initiatives acting before lower numbers. For numbers that are the same see **Simultaneous Initiative** below.

PLAYER INITIATIVE > NPC -> Player goes first

PLAYER INITIATIVE < NPC -> NPC goes first

PLAYER INITIATIVE = NPC -> Player & NPC go

This last one is best addressed by reading Simultaneous Initiative below.

THE INITIATIVE AUCTION

OK so the initiative is done and you've misjudged or changed your mind. "Crap! That's a BIG sword!" What about speed and choices? For every two points of AP you spend you can increase your initiative by one point. This can be done by player characters only, it's good to be a real person. This dictates how you can change how the phase will play out (the action scene) and allows for some new interesting options for players.

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Interrupt: If you raise your initiative to be equal to or higher than the attacker (**PLAYER $\geq$ NPC**) you can;

- 1) Take a defensive action at a cost of 1 AP. You can devote any amount of your OB towards your DB as long as you don't exceed 100% of your total OB.
- 2) Take offensive action for the cost of the attack for that phase. A phase 2 attack costs 2 AP but limits you to using no more than 0% of your characters OB. A phase 6 attack has the cost of 6 AP but limits you to using no more than 50% of your characters OB, ect.

FALLING TO ZERO INITIATIVE

If characters or NPCs have an initiative of zero they can no longer act. They cannot spend initiative below zero to take actions, **UNLESS!** You can draw points from your Reserve Pool, have a spell effects or artifacts that allow for involuntary actions. For example an artifact that have automatic effects will always go off at the end of the turn even if you have no initiative remaining.

SIMULTANEOUS INITIATIVE

It's not often but you could have an equal initiative to someone in the same phase. This has all the makings of a comedy and a tragedy in one second of time. Short answer is if the actions can go off simultaneously and don't affect each other directly

EXAMPLE:

So if you wanted to stop the Gorgon before it attacks you in phase four. You have an initiative of 6 and the Gorgon has an initiative of 8. Now a phase 4 attack only allows the Gorgon to use up to 30% of its OB. Do you want to take that chance? You could choose to raise your initiative to 8 and defend yourself or to 9 and swing first.

- Raising it to 8 would cost 4 more initiative ((2 initiative $\times$ 2 = 4) and you can devote any amount of your OB towards your DB.
- Raising it to 9 would cost 6 more initiative ((3 initiative) $\times$ 2 = 6) and you could swing before it attacks but would be limited to a 4 AP attack (30% of your OB).

Choices!

then they do. So two fighters swing and they kill each other. You're cooked by a fireball just as you jump into the lake (you'll probably live but DAM, that's a sunburn!). Situations that are fuzzy are ones where actions affect the others roles. A mage casts Deflect Missile as the Ranger shoots. The spell effects the Rangers attack role so who goes first? The GM is encouraged that the funniest answer is always the best but in this case a compromise seems fitting. The spell is only half as effective (-50 to OB instead of -100).



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DEFINING THE RESERVE POOL



Sometimes you may want to hold your actions or wait for some circumstance to occur. This equates to readying yourself for a massive attack or preparing a super important series of actions, "When the door opens I'll shoot the first person to come through." You can bank AP from existing rounds and carry them forward into future rounds. This is the **Reserve Pool (RP)**. However you cannot bank initiative from one round to the next as your **Initiative Pool (IP)** can directly affect your **Action Pool (AP)**.

CARRY FORWARD

You can carry forward up to half of your **Action Pool (AP)** rounded down. You must decide at the beginning of the round how many AP you wish to put in the reserve pool. These AP are now untouchable until the beginning of the following round. Any AP in the reserve pool must be spent at the beginning of the following round (so you cannot walk around with extra amounts of AP to start any encounter).

EXAMPLE:

You're a level 6 mage named Squishy. You want to make a devastating spell attack (Shock bolt) against an Ogre. Round one was all about duck and cover. Round two FIGHT!

Your Action Pool (AP) is normally 9, but you banked the maximum number in round 1 (half your level round down, so 3) so round two begins with you having 11 AP (9 *your AP* + 3 *banked* - 1 *action fatigue*). So some choices;

- You spend 1 AP and 1 IP in phase 1 and cast an instantaneous spell, and still have enough AP to do a full attack in phase 8 (8 AP).
- You spend another 1 AP and 1 IP in phase 1 and start preparing the spell for a bonus in phases 2, 4, 6, 8, or 10.
- You could attack multiple times in phase 2 or 4 at 2 AP or 4 AP each.
- MORE....

So essentially you can prepare or hold actions for latter returns. Of course you can't hold your actions forever and can't bank them endlessly.



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SPENDING ACTION POINTS



So you have your **Action Pool (AP)**, an **Initiative Pool (IP)**, you've decided if you want to bank AP and in your **Reserve Pool (RP)**. It's go time! Now, how much does stuff cost because I want to hit him a lot!

The round is broken into 10 phases, five offensive and five skill\defensive.

Action costs are broken in four main categories; free actions, low cost actions, high cost actions and variable.

- **Free** actions cost as the name implies 0 AP. Simple actions like dropping a glass, looking over your shoulder, kicking your party member when they're down.
- **Low cost** actions fall mostly within the Skill\Defensive phases (odd phases) and require low AP. This could be as simple as drawing a weapon, shouting for help or doing a math problem.
- **High cost** actions are complex actions that might require some extended skill or thought. The offensive phases (even phases) fall into this group.
- **Variable cost** actions are those that can be executed a little or a lot. You can crawl a distance, you can run a distance or you can sprint out of sight. All are move actions but have variable results and AP costs.

The tables below (based on Arms Law Table 3-1: % Activity table) is designed as a guide of what AP costs you might want to consider. Of course not every situation can be accounted for and player/ GM interpretation will not always jive. Play nice, work it out and note your additions for latter (saves time).

NOTE: In the appendix at the end a handy tracking card is depicted to make rounds flow much smoother and easily.

SKILL CHECKS AND MANEUVERS

So you want to read the writing on the wall (literally), or do some math, or pick a lock or whatever else that can be assigned to a skill that can be accomplished in a brief period; that will cost you one (1 AP), one Initiative point (1 IP) and make you skill role.

DEFENSIVE ACTIONS

Devote a percentage of your OB (offensive bonus) to you DB (defensive bonus). This cannot exceed 100% of your offensive bonus UNLESS you are affected by a spell or have gear that can exceed the 100% allotment.

Allocating an amount of you OB to an ally's DB (less a penalty) also falls under a defensive action.

It should be also noted that when a player devotes an amount of their OB to DB this effects the maximum amount of OB available for the remainder of the phases if any offensive actions are taken. For example if you had +100 OB and +20 DB and in phase 3 you devote 30 OB to DB. For the remainder of the round you would have +70 OB and +50 DB. Then in phase 6 you made an attack; a phase 6 attack can use up to 50% of your available. That would equate to 50% of +70 (so +35) and not 50% of +100.

MOVEMENT ACTIONS

While out and walking the world characters and creatures have a BMR (Base Movement Rate) which equates to $BMR = 50' + \text{Stride} - \text{Encumbrance Penalty per round}$ (Table 12-4 from Character Law). But within a round (10 seconds) we need to look a little more granular. The **PMR** (Phased Movement Rate) equates easily $(PMR) = BMR/10$.

This is then modified by a multiple of how many AP a character wishes to use to move from A to B (Table 12-4 (B) below). The modifiers correspond from BMR to PMR for actions. Moving 20' in a second makes it really hard to study that ancient text on the wall.

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Table 12-4 (b): Phased Pace, Character Law

Page	Multiplier	Penalty	AP Cost
Creep *	x½	-5	1
Walk *	x1	-10	1
Hustle *	x1½	-20	1
Jog	x2	-30	2
Run	x3	-50	3
Sprint	x4	-70	4
Dash	x5	-100	5

* These have a minimum cost of 1 AP. Only the modifier and distance moved changes.

NOTE: For miniatures, you should be able to use the PMR equitable in inches. So a PMR of 5' would equate to 5". This of course does not account for terrain modifiers. See Appendix at the end for suggested modifiers.

Example 1: A Level 6 Elven mage wearing nothing but robes needs to get out of town. His BMR = $50' + 5' - 0 = 55'$ round. His PMR = $55'/10 = 5.5'$ per second. He has initiative so in phase 1 he wants to move to another location quickly. He spends 4 AP to move at a sprint (x4 PMR). He would move $(5.5 \times 4) = 22'$ in one second and receive a -60 to all further actions that turn (that's a motivated elf!).

Example 2: The same elven mage is realizing he is not far enough away after someone took a shot at him in phase 2. So in phase 3 he wants to make for the hills. He has the higher initiative again so moves before the goblin archer. He uses three more AP in phase 3 and runs for $(5.5 \times 3) = 16.5'$ again. Since he already moved for a -60 to activity from the move in phase 1 it doesn't get any worse (not -60-40 = -100 NO!). It should also be noted that when phase 4 comes along that the 10 AP he had started with is now down to 3. He can no longer attack in phase 4 like he wanted as it would cost him 4 AP. That's the cost of running around the field like a madman.

COMBAT ACTIONS

Its meat and potatoes time. "I want to hit him! How can I accomplish this and how often?" Let's cover the how first. The amount of action points required to perform an attack is based on the phase. Offensive phases are evenly numbered and have corresponding costs. So a phase 2 attack costs 2 AP. A phase 6 attack costs 6 AP and a phase

10 attack costs 10 AP. OK, so why not just attack ten times in phase 2? The answer is preparation time. Attacks in early phases are at the expense of being rushed or performing an incomplete combat maneuver. In game terms, early phases can only have a maximum percentage of their OB applied to an attack. This is the first step. See **Table P1: Maximum OB Limitations**.

MULTIPLE ATTACKS

Next single biggest question, "Can you attack someone more than once in a single round?" Short answer, yes. You could in the base rule system as well (Arms Law, page 23). The B.A.S.E. system simply assumes that not everyone has the speed and skill to even attempt multiple attacks. There are in fact two ways to perform multiple attacks.

It should be noted for all multiple attacks in the BASE system that you do not decrease your maximum OB for the purposes of calculating your multiple attacks from one phase to the next or within phases. That is, a 30% attack in phase four based on a +100 to OB yields a +30 attack role. A same round phase 6 attack at 50% is still based on a +100 OB and would yield a +50 (not $100 - 30$).

• PHASED ATTACKS

First is to attack a target once in each of the offensive phases (2, 4, 6, 8, and 10). This has inherent limitations to the amount of OB that can be used for each of those attacks, in each phase. Again see **Table P1: Maximum OB Limitations**. The cost for these attacks in AP is equal to the phase number (2 for 2, 8 for 8 ECT.)

• MULTIPHASE ATTACKS

The second method accounts of the near super human speeds of some characters and creatures. That is attacking more than once in a single phase (still only phases 2, 4, 6, 8, or 10). This follows similar rules found in the Arms Law, page 23 and is equally similar to the phased attacks above; but with two notable differences.

First you're starting OB is limited by the phase. This is exactly like phased attacks above. Next modifiers of multiple attacks, targets and other modifiers are applied. Finally the final hit bonus is then divided by the number of attacks.

Second if the final OB after modifiers has been reduced into the negative number, then that number is used for all attacks that phase. The cost for these attacks in AP is still equal to the phase number times the number of attacks (2 for 2, times 2 attacks = 4 AP; 8 for 8, times two attacks = 16 AP, ECT.)

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In all cases if fractional numbers are encountered always round down.

Table P1: Maximum OB Limitations	
Phase	Maximum OB Used
2	0%
4	30%
6	50%
8	100%
10	120%

Table 4-12: Multiple Attack Penalties	
# Attacks	Penalty
2	-50
3	-75
4	-100
5	-125
6	-150
7	-175
8	-200

* -Note: These modifiers are if attacking a single foe multiple times in a single phase. If attacking different foes in the same phase then add an additional -20 to these numbers.

Example 1: Conan Jr. a level 3 Fighter has 10 AP +50 OB with a broadsword. He wants to attack in phases 4 and 6. Each attack would cost him 4 and 6 AP respectively (total of 10 AP) so assuming he does nothing else he will get two swings.

- The first attack in phase 4 he can use up to 30% of his OB. So 30% of 50 is 15. So he could make an attack with a +15 OB.
- The second attack in phase 6 he can use up to 50% of his OB. So 50% of +50 is 25. So he could make an attack with a +25 OB.

Example 2: Conan Jr. is back for more. He is still level 3, but has 12 AP and +60 OB. This time he wants to attack twice in phase 6 (for a total of 12 AP).

- The attacks in phase 6 can use up to 50% of his OB. So 50% of +60 is +30.
- The penalty for two attacks in a single phase is -50 if against the same foe.
- This modifies his OB to +30-50 = -20
- So he will have two attacks at -20 to the attack roles.

Example 3: Conan Jr. just doesn't know when to quit. He still has 12 AP but his OB is now +40. He wants to attack twice in phase 6 again (for a total of 12 AP).

- The penalty for two attacks in a single phase is -50 if against the same foe.
- This modifies his OB to +40-50 = -10
- Because the number is negative he would get two attacks at -10 each.

Example 4: Conan Jr our angry energizer bunny has a +130 OB, +90 Multiple attacks skill and 18 AP. Three goblins are advancing on him. LET'S BE EPIC! He wants to attack all three in one phase. This plan equates to 3 attacks that will hopefully be impressive!

Round 1: FIGHT!

Lest start by assuming he is going to win initiative; because he's epic like that. In phase 4 he is going to make three attacks @ 4 AP each (12 total) and leaves him with 6 AP for whatever else.

- A phase 4 attack limits the amount of OB that can be used to 30%.
- 30% of +130 is +39 ($130 \times 30\% = 39$ round down).
- So three attacks has a penalty of -75.
- He is attacking multiple targets so an additional -20 is applied.
- He has a +90 to his multiple attacks skill for a total modifier of -5 ($-75 - 20 + 90 = -5$).
- His OB is now +34 ($39 - 5 = 34$).
- Three attacks is $34/3 = 11.3 = 11$
- So he can execute three attacks at +11 each. Not bad; not good, but not bad.

NOTE: Even though he has used 100% of his OB. He could attack again in phase 6 and his OB that could be used would be 60% of +130 = 78. Of course it would also cost him his last 6 AP.

Here we demonstrate how a level 15 fighter could execute both a multiphase attack and a phased attack all in one round. Now THAT'S EPIC!

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SPELL ACTIONS

Spell actions for the most part mirror those of combat actions. Spells can be cast in any of the even numbered offensive phases (2, 4, 6, 8, and 10) and cost a number of AP based on the phase.

However practitioners of magic are already used to the AP and IP pool ideas that's because they draw their power from a pool, Power Points (PP). These also need to be expended as spells are cast.

Magic can be a funny thing and the intrinsic nature of the individual realms offer some food for thought. For example spells from the realm of Mentalism should be lightning fast, while channelling divine power might take a little longer. True these are generalizations but a second here, a second there. In the moment, every second counts. To reflect this in game terms the four realms have a bonus or penalty to their IP for casting during a phase.

Table P2: Magical Realm IP modifier	
Realm	IP Modifier
Channelling	-2
Mentalism	+2
Essence	0
Arcane	-1

• PHASED AND MULTI-PHASED ATTACKS

Again here sorcery mirrors the sword. When calculating OB bonuses and penalties they function exactly the same the only difference is that spell modifiers can be larger (meaning there are a lot more of them). You still need to spend the AP and IP, but now you also have to spend the PP as well (SO MANY ACRONIMS).

• INSTANTANEOUS SPELLS

So if everyone can attack on phase 2 why should I even need instantaneous spells? So here is why; and stop you're whining! Two things; first Instantaneous spells can be cast in any of the even phases (2, 4, 6, 8, and 10) but also in phase 1. Second; you get full spell bonuses, full damage and it still costs the full amount of PP no matter what phase it cast in. So a Shock Bolt cast in phase 4 would normally be restricted to 30% of its spell bonus. Instantaneous spells like this would get access to 100% of their bonus. Now the catch; you can cast a single instantaneous spell for the entire round. Whether that is a cast spell, an item that grants access to instantaneous spells or any options that where spells can be turned into instantaneous spells. You get 1, period.

• SPELL PREPARATION

So in the standard system spell preparation can take rounds. The same idea applies to the BASE system here but it is assumed to be happening a little faster. In every other defensive/skill phase (3, 7 and 9). These are considered SKILL actions for purposes of declaration. Assume you start the round with no preparation on any spells.

STAGGERING, STUNNING AND TAKING ACTIONS

According to the Arms Law if you are staggered or stunned you cannot initiate any attacks or cast spells. While that may be true from a point of view where everyone has an equal 100% activity, it doesn't really address haste, slowed or other conditions where I would not like to be incapacitated and beaten to death please. So for the granular system we're going to open this up a bit to choices.

In Arms Law, there are three types of staggering, three different types of stunning and one option for being incapacitated. Each grows in severity and carries penalties to activity for a fixed number of rounds. We're not going to cover those again here but we will lay out how they interact with AP and IP.

For the sake of argument and how this is effected by a more granular system you can choose to "pay off" staggering and stunning effects IP so you can take your phase normally without penalty; but at the cost of actions and initiative (AP and IP).

Table 7-2: Staggered and Stun Effects (Arms Law)				
Effect	Modifier	Melee vs.	Missile vs.	Other
Staggered	-25	0	0	Lasts one round
Knocked Back	-25	0	0	
Prone	-50	+30	-30	
Dazed	-25	0	0	
Stunned	-50	+20	+20	
Stunned unable to parry	-75	+20	+20	PB missile is at +20

Table P3: Staggered and Stun Costs			
Effect	AP cost	IP cost	Other
Staggered	2	2	
Knocked Back	3	3	
Prone	4	4	Cost includes standing up.
Dazed	3	3	
Stunned	6	6	
Stunned U.P.	9	9	

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SKILLS, SPELLS, ITEMS AND BACKGROUNDS



Throughout this document you may have seen references to skills, abilities and items (wait for it) that could affect AP and IP. These in turn can affect your OB and DB all to make sure you're not RIP (see what we did there?).

Using or adapting existing skills, spells and equipment isn't always clear cut. Remember you're in this to have fun. So work with the GM to strike a balance between challenging and fun without heading in the realm of OP (overpowered). Then make a note somewhere and remain consistent. People in the IT industry love to say that documents are "living", which means that no rule is so set in stone that is cannot adapt. This has always been Rolemaster's greatest strength, so work with that.

SKILLS, SPELLS AND ITEMS

Some suggestions have been made in other examples but addition ones can be seen in the tables below are intended to give flavor to ordinary campaigns and stories. Any fool can buy a sword, but you want a "Hanso" sword. Almost magical in balance and craftsmanship. You can use these as a guide for those inventive players, or as a framework for those who just want to pound the bad guys into a fine paste.

AFFECTS THE ACTION POOL – AP & IP		
SKILLS EFFECTS	CONDITION	MODIFIER
Body Discipline	Every 5 levels	+1
Mental Discipline	Every 5 levels	+1
Magical Expertise *	Every 5 levels	+1
SUBTERFUGE	Taunt	- % DB
SPILLS EFFECTS	CONDITION	MODIFIER
Haste	Adds % activity	+ % AP
Slowed	Loose % activity	- % AP
Longdoor / Teleport	Shorten move distance A to B	Less AP for move
ITEM EFFECTS	CONDITION	MODIFIER
Spell Adder	Allows use of spells for free	Costs 1 less AP (min 1)
Spell Multiplier	Multiplies existing PP	Costs 1 extra AP
Lighter weapon than normal	Per -10 % to OB	+1 AP or +2 IP
Heavier weapon than normal	Per +10% to OB	-1 AP or -2 IP
Quality weapon design or balance	Per 10% faster / balanced	+1 AP or +2 IP

Example 1: The story so far. Conan Jr has been fighting his way through hordes of goblins orcs and trolls but is only one man. He has been asked by the king to help build an army to destroy the growing threat. He seeks out his old traveling companion "Heavy Hand", a blacksmith turned adventurer. He asks for his help to produce some weapons out of the poor metals the king can provide. Heavy Hand has a knack for blacksmithing. He has a background (a subset of Prodigy) that any weapon he smiths in a normal amount of time is automatically of quality design and balance (+5% OB and +10% faster (+2 IP)). So as a weapon smith in an army he would be invaluable. Now it still takes time to make the weapons and Heavy Hand likes his gold so....we might have to find a compromise, and gold, MUCH GOLD!

Example 2: After years of work in the city library your curious scholar discovers a tome of lost knowledge from an obscure dwarf clan. In its pages detail the creation of weapon called a pistol. Working with his brother Heavy Hand in secret they finish the creation of the device that throws small stones faster than a bow. In fact it's so quick that drawing the weapon and "shooting" can be done by the untrained hand almost as fast as an experienced bowman (it offers +4 IP). Training where to shoot on the other hand....that's going to take some time and skill.

Example 3: "They have a cave troll". Is that a tree he's swinging? Improvised weapon; tree. -2 AP, -2 IP, +25% hits in damage; OUCH! Now that's a sliver!

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CUSTOM SKILLS

- **SUBTERFUGE**

TAUNT (EM/ME/IN) – A fusion of many areas of speech, gestures and fairly awful language. It is the ability to unsettle your enemy without actually touching him. The effect is to reduce their existing defensive bonus (DB) by goading them into actions that would leave them unprepared or unaware. A skill role is made as an absolute maneuver. If successful a RR is made by the target against a fear effect. The difference between the RR and Skill role is deducted from the targets DB. A couple of important notes. First the character and target must be able to understand each other (speak the same language) relatively well. Treat the difference in language levels as a bonus to the target RR of 5 times the difference in levels.

Example: A fighter taunts a goblin guard. Both speak Common, the fighter at 8 the goblin at 5. Because the goblin does not speak common very well (vs the fighters 8), the bonus to his RR is $(8-5)*5 = +15$. The fighter rolls a total of 105 on an absolute maneuver; success! The goblin rolls an RR vs fear and gets a total of 70, plus 15 from “nots so goods understandings” for a total of 85. $105-85 = 20$. The goblin would take a -20 to his DB this round. Must have been that last comment about his mate.

One option to this skill is that you walk a fine line between taunting an enemy and enraging them. If the total RR by the creature is higher than the skill, then the enemy gets a bonus to its OB for that round.

Example 2: Same example as above but had the goblin rolled an RR of 110, then $110 + 15 = 130$. $130- 105 = +25$. A goblin would gain a +25 to his OB this round. Must have been that last comment about his mom.

- **COMBAT EXPERTISE**

QUICK DRAW (QU/AG) – It’s all about hand eye coordination. How fast can you pull a weapon? Even the fastest Samurai takes time to draw a sword. This skill requires an absolute maneuver to succeed. If it does, reduce the amount of AP required to draw a weapon by one.

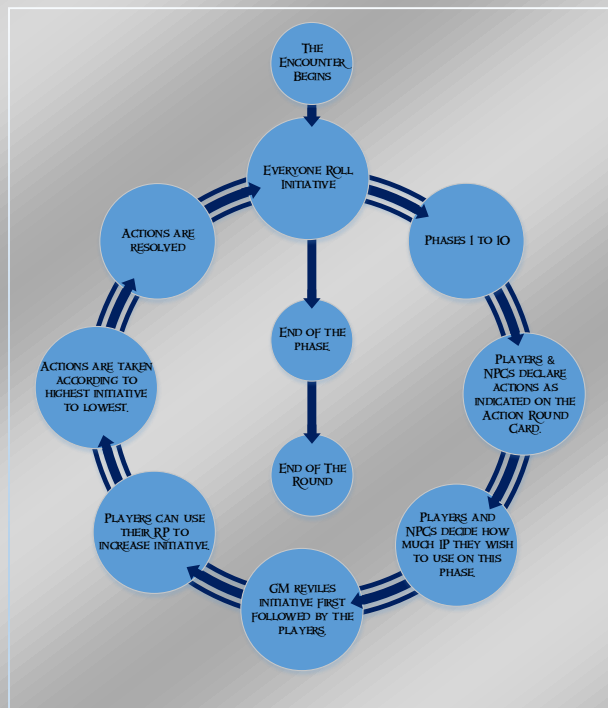
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ACTION POINT COSTS				
ACTION TYPE	ACTION	DESCRIPTION	PHASE(S)	AP/IP COST
MOVEMENT	Move	Move a multiple of your PMR	1,3,5,7,9	1 to 5
	Swim	Swim ½ the multiple of your PMR	1,3,5,7,9	1 to 5
	Climb*	Climb a sharp incline	1,3,5,7,9	1 to 5
	Prone	Fall down. Gravity is your friend.	1,3,5,7,9	0
	Stand up	Get up from prone. Gravity is a cruel mistress.	1,3,5,7,9	1
	Mount	Mount/Dismount a beast	1,3,5,7,9	2
	Defend	Devote a % of your OB to your DB for the round	2,4,6,8,10	1
COMBAT	Attack	Use 0% of your OB for a single attack	2	2
	Attack	Use 30% of your OB for a single attack	4	4
	Attack	Use 50% of your OB for a single attack	6	6
	Attack	Use 100% of your OB for a single attack	8	8
	Attack	Target a body part at -75% penalty	10	10
	Charge	Use 100% OB and can run for free (-50 to activity next round).	10	8
	Dodge	Make yourself a moving target and harder to hit	2,4,6,8,10	depends
MAGIC	Instantaneous	Cast an instantaneous spell	2,4,6,8,10	6
	Spell	Use 0% of your bonus / OB for a single attack	2	2
	Spell	Use 30% of your bonus / OB for a single attack	4	4
	Spell	Use 50% of your bonus / OB for a single attack	6	6
	Spell	Use 100% of your bonus / OB for a single attack	8	8
	Preparation	Prepare a spell to be cast	1,3,5,7,9	1
	Concentration	Concentrate on maintaining a spell effect	Any	1/per phase
INVENTORY MANAGEMENT	Drop Item	Drop it! Hope it's not breakable.	Any	0
	Draw weapon	Draw a sword, a bow, dagger, ect.	1,3,5,7,9	2
	Draw Ammo	Pull an arrow from its quiver, a bolt from its pouch	1,3,5,7,9	1
	Get item	Pull an item from a pouch or pocket	1,3,5,7,9	1
	Pick up item	Pick up an item in one hand	1,3,5,7,9	2
	Drink / Eat	Drink a potion or eat a herb	Any	2
LOAD WEAPON	Bow	Load a bow (knock an arrow)	1,3,5,7,9	2
	L Crossbow	Load a crossbow (knock an bolt)	1,3,5,7,9	3
	H Crossbow	Load a heavy crossbow (knock an bolt)	1,3,5,7,9	4
OTHER	Read	Read a few sentences of a known language	1,3,5,7,9	1
	Read Skill	Skill check to read an unknown language	1,3,5,7,9	1
SKILL	Skill Role	Player or NPC uses a skill to perform an action	1,3,5,7,9	1
STAGGERED	Shake it off	Pay cost in AP and IP to remove negative mods.	Any	2
KNOCKED BACK	Shake it off	Pay cost in AP and IP to remove negative mods.	Any	3
PRONE	Shake it off	Pay cost in AP and IP to remove negative mods.	Any	4
DAZED	Shake it off	Pay cost in AP and IP to remove negative mods.	Any	3
STUNNED	Shake it off	Pay cost in AP and IP to remove negative mods.	Any	6
STUNNED UNABLE TO PARRY	Shake it off	Pay cost in AP and IP to remove negative mods.	Any	9



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Appendix 1 – A circular process depicting a typical action phase and round. The encounter begins, initiative is rolled and phase 1 begins. AP, IP and RP are spent and actions resolved. On to phase 2, and repeat until phase 10.



Appendix 2 – Play test example 1:

Conan Jr. is taking on the ogre chieftain single handed. He is a level 6 Fighter has a +110 OB and a Broadsword, +40 to multiple attacks, +40 DB and has 14 AP. He calls out the big guy, its fight night.

The Ogre Chieftain has a +90 OB with a BIG club, +20 DB and 12 AP. In his case reputation is everything so, it's not going to be a fair fight is he can help it.

Round 1: Both men stand only 20' apart on either side of a roaring fire pit. Initiative: Conan (2D10+10) 25. Ogre (2D10+5) 20. The Ogre devotes 1 AP to his IP.

Phase 1: Conan AP:14, IP:25, RP:0 ; Ogre AP:11, IP:21, RP:0

Conan> I want to reserve 4 AP for next round (-4 AP into RP).

Ogre> No Action.

Phase 2: Conan AP:10, IP:25, RP:4 ; Ogre AP:11 IP:21, RP:0

Conan> No Action.

Ogre> No Action.

Phase 3: Conan AP:10, IP:25, RP:4 ; Ogre AP:11 IP:21, RP:0

Conan> No Action.

Ogre> He declares two actions. First a **MISC** action and calls for guards (1 IP) (1 AP). Then a **MOVE** action and madly rushes Conan Jr.! (1 IP) (4 AP) Run move = 5' x 4 = 20' easily closes to melee range (but -50 to all activity the remainder of this round).

Phase 4: Conan AP:10, IP:25, RP:4 ; Ogre AP:6, IP:19, RP:0

Conan> Chances are with 6 AP the ogre is going to either attack him now or in phase 6. So he declares a **COMBAT** action. Then when the Ogre says nothing he chooses a defensive stance; devote +20 OB to DB (1 IP) (1 AP). He really wants to hit the ogre in phase 8.

Ogre> No Action. (He really want to hit him hard in phase 8 too).

Phase 5: Conan AP:10, IP:25, RP:4 ; Ogre AP:6, IP:19, RP:0

Conan> No Action.

Ogre> No Action.

Phase 6: Conan AP:10, IP:25, RP:4 ; Ogre AP:6, IP:19, RP:0

Conan> No Action. Curious the Ogre didn't attack in phase 6?

Ogre> No Action.

Phase 7: Conan AP:9, IP:24, RP:4 ; Ogre AP:6, IP:18, RP:0

Conan> No Action and Oh CRAP!

Ogre> Declares an **INVENTORY** action. He touches a gem around his neck (1 IP) (1 AP). It's an instantaneous minor Haste (doubles speed for 1 round). Since its phase 7 it's only good until phase 10, but his remaining 4 AP are doubled to 8 AP and his IP to 34.

Phase 8: Conan AP:9, IP:24, RP:4 ; Ogre AP:8, IP:34, RP:0

Ogre> Declares a **COMBAT** action. Crush little man with club! (25 IP) (8 AP)

Conan> Declares a **COMBAT** action. That club is BIG! It's time to draw first blood; swing that sword (23 IP) (8 AP).

COMBAT ACTIONS

Ogre> OB +90, DB +20. Attacks first with IP: 25. Roles 93 (D100). + 93 + 90 - 60 - 50 = 73 (Roll, OB, DB, Run). Conan Jr. is wearing some decent armor; damage is minimal.

Conan> OB +90, DB +60. Attacks second with IP: 23. Roles 87 (D100). + 87 + 90 - 20 - 25 = 132 (Roll, OB, DB, Move Mod). Ogre only wearing skins, and the critical die roll was fairly good.

Phase 9: Conan AP:1, IP:1, RP:4 ; Ogre AP:0 IP:9, RP:0

Conan> Declares an **SKILL** action. He is going to use his **TAUNT** skill (1 IP) (1 AP); a custom **SUBTERFUGE** skill. He achieves a success. The Ogre's DB next round will be reduced by 23, so down to 0 (20-23 = -3; minimum of 0).

Ogre> No Action. He can't do anything about it. He is considering letting the guards handle this and booking it!

Phase 10: Conan AP:0, IP:0, RP:4 ; Ogre AP:0, IP:9, RP:0

Conan> No Action.

Ogre> Drops his club (0 IP) (0 AP). The GM has ruled that he will gain a bonus to movement next round for having nothing in his hands.

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Appendix – Play test example 2:

So it's Round 2. The Ogre Chieftain dropped that freaky large club and there's a good chance he headed for the hills. However two goblin guards are closing from about 40' away.

Conan Jr. is a level 6 Fighter has a +110 OB with a Broadsword, +40 to multiple attacks, +100 thrown weapon (axe), +40 DB and has 14 + 4 = 18 AP (+4 from round 1). He also has 10 ranks in climbing (2) and 10 more in swimming (2) so he doesn't start to lose AP until round 6 (2 base + 2 climb + 2 swim = 6).

The approaching goblin guards are terrible! Each has +50 OB with short swords, +25 DB using small shields and 8 AP and a BMR of 60' (they are fast).

Round 1: Everyone is 40' and there is still the fire pit in the middle of the room. Initiative: Conan (2D10+10) 21; and he has to expend his 4 RP. Goblin 1 (2D10+5) 18, Goblin 2 (2D10+5) 21. No AP devoted to IP.

Phase 1: Conan AP:18, IP:21, RP:0; Goblin 1: AP:8, IP:18, RP:0; Goblin 2: AP:8, IP:21, RP:0 – Distance 40'

Conan> No Action.

Goblin 1 & 2 > Declares a **MOVE** Action. Yes they're terrible, but not entirely stupid. Each goblin hustles towards Conan Jr. (1 IP) (1 AP). Hustle move = $6' \times 1.5 = 9'$; -20 to all actions for the remainder of this round.

Phase 2: Conan AP:18, IP:21, RP:0; Goblin 1: AP:7, IP:17, RP:0; Goblin 2: AP:7, IP:20, RP:0 – Distance 31'

Conan> No Action.

Goblin 1 & 2> No Action.

Phase 3: Conan AP:18, IP:21, RP:0; Goblin 1: AP:7, IP:17, RP:0; Goblin 2: AP:7, IP:20, RP:0 – Distance 31'

Conan> No Action.

Goblin 1 & 2> Close that gap! Declares another **MOVE** Action. Each goblin hustles again towards Conan Jr. (1 IP) (1 AP). Hustle move = $6' \times 1.5 = 9'$. Getting closer!

Phase 4: Conan AP:18, IP:21, RP:0; Goblin 1: AP:6, IP:16, RP:0; Goblin 2: AP:6, IP:19, RP:0 – Distance 22'

Conan> No Action.

Goblin 1 & 2> No Action.

Phase 5: Conan AP:18, IP:21, RP:0; Goblin 1: AP:6, IP:16, RP:0; Goblin 2: AP:6, IP:19, RP:0 – Distance 22'

Conan> Declares a **SKILL** action (1 IP) (1 AP). He wants to pull a throwing axe from his belt. Normally costs 2 AP, but if he succeeds with the QUNICKDRAW skill (a custom *Combat Expertise* skill the GM allowed) then it only costs 1 AP. If he fails then it would cost 3 AP; no risk no reward. He gets a success!

Goblin 1 & 2 > **MOVE** actions. Each goblin hustles again towards Conan Jr. (1 IP) (1 AP). Hustle move = $6' \times 1.5 = 9'$. Even closer! Still only -20 to all actions for this round.

Phase 6: Conan AP:17, IP:20, RP:0; Goblin 1: AP:5, IP:15, RP:0; Goblin 2: AP:5, IP:18, RP:0 – Distance 13'

Conan> Declares a **COMBAT** action. He is going to throw the throwing axe (go figure) at goblin two (he's giving him the stink eye). Throw that axe! (1 IP) (6 AP).

Goblin 1 & 2> Remember when I said "not entirely stupid", yah, stupid. No actions.

COMBAT ACTIONS

Two notes. Conan Jr can only use 50% of his OB in phase 6 so his +100 becomes a +50, and there is no modifier for range. The goblin does not have to use any IP or AP in phase 6 to use the shields natural 20 DB vs. missile weapons.

Conan> He attacks alone (using 1 IP) because no one else chooses to act in phase 6. He rolls a 99 (D100), YAH! Rolls D100 again for 56 for a total of: $99 + 56 + 50 - 20 = 185$ (Roll, Roll, OB, and DB). The poor goblin is wearing only skins too. Critical role of 66 on the piercing table. Oh he's gone, axe buried in its head!

Phase 7: Conan AP:11, IP:19, RP:0; Goblin 1: AP:5, IP:15, RP:0; Goblin 2: He's dead JIM! – Distance 13'

Conan> No action but WHO DA MAN!

Goblin 1 > Poops himself a little (that's a free action). Time for tactical retreat! **MOVE** action. Ahhhh.... Sprint away (1 IP) (5 AP). He moves $5 \times 6' = 30'$ away.

Phase 8: Conan AP:11, IP:19, RP:0; Goblin 1: AP:0, IP:14, RP:0; Goblin 2: Still dead. – Distance 43'

Conan> No Action.

Goblin 1 > No Action.

Phase 9: Conan AP:11, IP:19, RP:0; Goblin 1: AP:10, IP:18, RP:0; Goblin 2: AP:10, IP:21, RP:0

Conan> Declares an **SKILL** action. Pull another axe using QUICKDRAW (1 IP) (1 AP). Success again (his lucky day).

Goblin 1 > No Action.

Goblin 2 > No Action.

Phase 10: Conan AP:10, IP:18, RP:0; Goblin 1: AP:10, IP:18, RP:0; Goblin 2: AP:10, IP:21, RP:0

Conan> **COMBAT** action (1 IP) (10 AP), FIRE!

Goblin 1 > No actions left (poor bastard).

COMBAT ACTIONS

Conan Jr can use 100% of his OB in phase 10. He could target a particular body part should he choose at -75, say another head shot (nah). Range is medium so -20, and the GM rules that the goblin cannot use so his shield effectively because he is in full retreat (10 DB only).

Conan> He attacks. He rolls a 75 for a total of: $75 + 100 - 20 - 10 = 145$ (Roll, OB, Range, and DB). It's a bad day to be a goblin. The critical role stuns the goblin for 2 rounds. No matter how to cut it, this is going to end badly for one of these two.

For the record, had he targeted the head and achieved the same stunned result, the GM could rule that he was knocked unconscious for 2 rounds.

THE B.A.S.E. INITIATIVE SYSTEM

Appendix – Play test example 3:

Our favorite magician Squishy is in for the fight of his life. Two orcs are facing off against him. The bad news is that these guys are way tougher than goblins. The good news, Squishy is awesome! And maybe a little over confident.

So to recap everything so far; Squishy is a level 12 Magician.

ACTION POOL = (Quickness Modifier (QU) + Reasoning Modifier (RE)) / 2 + Experience Bonus + Skills + Modifiers

Squishy AP = (9 + 9) / 2 + (4 + 3) + 2 + 0 = 18

Squishy – Level 12 Mage			
OB (staff)	+50	ME: Grace *	+60
DB	+20	MD: Meditation *	10 Ranks
AP	18	Power Points	60
		Light Law (BASE)	20 Ranks (+120)
		Shield Mastery (CE)	15 Ranks

* - ME: Magical Expertise, MD: Mental Discipline

For the sake of argument these Orcs are X level enemies. AP = 11

Orcs – Level x creatures	
OB (short bow)	+70
DB	+30 (only +5 vs missile)
AP	11

Note: The Orcs are wearing a metal breastplates; Type x armor.

Round 1: The orcs are 50' away on guard with bows already drawn. No one was surprised, but Squishy needs to act before the alarm goes up! Initiative: Squishy (2D10+9+2) 29; Orc 1 (2D10+5) 20, Orc 2(2D10+5) 10 (wow unlucky).

Phase 1: Squishy AP:18, IP:29, RP:0, PP: 60; Orc 1: AP:11, IP:20, RP:0 ; Orc 2: AP:11, IP:8, RP:0 – Distance 50'

Squishy> Declares a **MAGIC*** action (*- you can use instantaneous spells in phase 1) (1 IP) (1 AP). He casts Shield Mastery: Deflections II (9 PP). Caster can deflect up to two missiles within 100' (-100 to attack).

Orc 1 & 2 > Declares two actions, an **INVENTORY** action and a **LOAD** action. Look...shoot him! (1 IP) (3 AP, -1 AP to pull an arrow, 2 AP to load the arrow).

Phase 2: Squishy AP:17, IP:28, RP:0, PP: 51; Orc 1: AP:8, IP:19, RP:0 ; Orc 2: AP:8, IP:9, RP:0 – Distance 50'

Squishy> No Action.

Orc 1 & 2> No Action.

Phase 3: Squishy AP:17, IP:28, RP:0, PP: 51; Orc 1: AP:8, IP:19, RP:0 ; Orc 2: AP:8, IP:9, RP:0 – Distance 50'

Squishy> Declares an **INVENTORY** action (1 IP) (1 AP). He uses a magical ring. Twice a day he can use Silence I, *Open Channeling Sound's Way Level 7* which creates a 10' radius of silence around a target up to 100' away. Target, Orc 1! Hope they stay within 10' of each other.

Orc 1 & 2> No Action.

Phase 4: Squishy AP:16, IP:27, RP:0, PP: 51; Orc 1: AP:8, IP:19, RP:0 ; Orc 2: AP:8, IP:9, RP:0 – Distance 50'

Squishy> No Action.

Orc 1 & 2> No Action.

Phase 5: Squishy AP:16, IP:27, RP:0, PP: 51; Orc 1: AP:8, IP:19, RP:0 ; Orc 2: AP:8, IP:9, RP:0 – Distance 50'

Squishy> No Action.

Orc 1 & 2 > No Action.

Phase 6: Squishy AP:16, IP:27, RP:0, PP: 51; Orc 1: AP:8, IP:19, RP:0 ; Orc 2: AP:8, IP:9, RP:0 – Distance 50'

Squishy> No Action.

Orc 1 & 2 > No Action.

Phase 7: Squishy AP:16, IP:27, RP:0, PP: 51; Orc 1: AP:8, IP:19, RP:0 ; Orc 2: AP:8, IP:9, RP:0 – Distance 50'

Squishy> No Action.

Orc 1 & 2 > No Action.

Phase 8: Squishy AP:16, IP:27, RP:0, PP: 51; Orc 1: AP:8, IP:19, RP:0 ; Orc 2: AP:8, IP:9, RP:0 – Distance 50'

Squishy> Its go time! Declares two **MAGIC** actions (IP 20 & IP 7) (AP 8 & AP 8). He is going to cast two Shock Bolts (*Magician Base, Light Law level 2*) at the orcs (2 PP, 2 PP).

Orc 1 & 2 > Declares **COMBAT** actions (IP 19 & IP 9). Both are going to shoot their short bows at Squishy (8 AP & 8 AP).

COMBAT ACTIONS

The order; Squishy @ 20, Orc 1 @ 19, Orc 2 @ 9, Squishy @ 7.

Note: Squishy is performing two spell actions in one phase against two different targets. That equates to -50 for two attacks & -20 for more than one target of the multiple attacks. So a total of -70. But he has the GRACE skill at +60 which aids in multiple spell actions. So -70+60 = -10. So his total OB with the spell attack is +120-10= +110. He can make two attacks at +55 each. Wow, that's a lot of math. MATH HARD!

Squishy> He fires at Orc 1. He roles a 77 for a total of: 75 + 55 +10 -5 = 135 (Roll, OB, Mods, and DB). Shocking (booooo!). He inflicts some damage and -20 to all activity for 3 rounds.

Orc 1> He fires. He roles a 91 for a total of; 91 + 70 - 20 -20 = 121 (Roll, OB, DB, Mods). Oh wait the Deflection II spell goes off, -100 more. New total is 21. Whoosh! What the hell were you shooting at?

Orc 2> He fires. He roles a 4. Noooo! Critical fumble! Breaks the string on the bow. You're done.

Squishy> He fires at the poor orc with, now no weapon. He roles a 15 for a total of 15 + 55 + 10 - 5 = 75 (Roll, OB, Mods, and DB). Some minor electrical burns.

Phase 9: Squishy AP:0, IP:0, RP:0, PP: 47; Orc 1: AP:0, IP:0, RP:0 ; Orc 2: AP:0, IP:0, RP:0 – Distance 50'

Squishy> No Action.

Orc 1 & 2 > No Action.

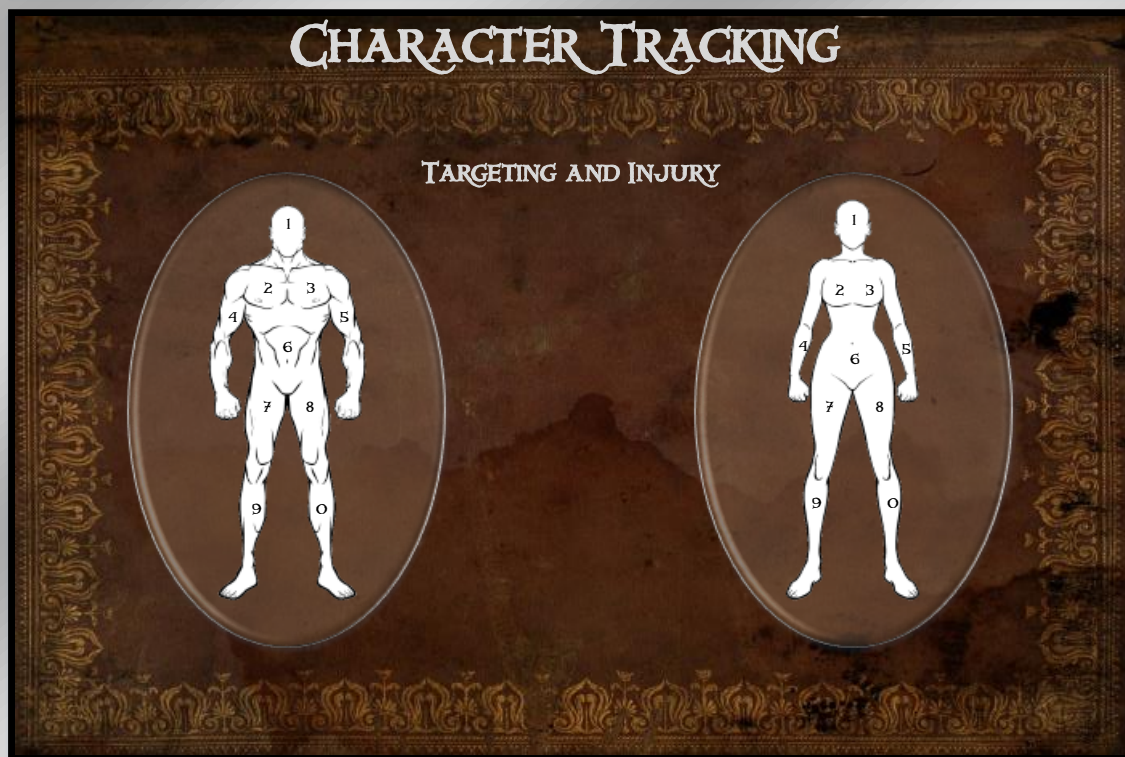
Phase 10: Squishy AP:0, IP:0, RP:0, PP: 47; Orc 1: AP:0, IP:0, RP:0 ; Orc 2: AP:0, IP:0, RP:0 – Distance 50'

Squishy> No Action.

Orc 1 & 2 > No Action.

END OF ROUND 1. On to ROUND 2; reroll initiative and FIGHT!

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NORDIC RUNIC ALPHABET

A=		H=		O=		V=	
B=		I=		P=		W=	
C=		J=		Q=		X=	
D=		K=		R=		Y=	
E=		L=		S=		Z=	
F=		M=		T=		TH=	
G=		N=		U=		NG=	

THANK YOU FROM THE AUTHOR



