

# HAUNTED! System Core Ruleset Revision 1:

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## 2 **Introduction:**

The HAUNTED! system is a generic rule set suitable for a number of different settings. Some basic knowledge of basic role playing concepts is assumed here. Running a game requires either a source book or that the players and game master create one themselves as they go along. All material created this way is property of the creator and players are encouraged to share game elements. All dice in the HAUNTED! system are 20 sided (D20).

The first thing after deciding on a game setting and story is for all players to make characters.

## 3 **Character creation:**

A character is your fictional persona within the game.

In this system, characters have:

- **a title**
- **a name**
- **a sheet**
- **a personalty**
- **stats**
- **abilities**
- **alignment**



#### **4 Title:**

in some games you can choose from a number of different titles that can be upgraded later. Titles have different effects on game play, such as giving abilities, increasing or decreasing stats, and so forth. This can be used for race or class.

#### **5 Name:**

This is important in that during the game, people will refer to you by character name.

#### **6 Sheet:**

This is where you write down important details. You can make your own or use a HAUNTED! system official sheet. If you make your own, Ensure that there is space to write everything you need to there. Use a pencil to fill out character sheets when possible, except for things that don't change.

#### **7 Personality:**

This is important. Role playing is like acting. **Think about who your character is.** Where was he or she born? Is there anything in life that makes him or her feel very sad? What are his or her goals? It's important that you understand your characters mind, If you you want to roleplay well. Your character might be totally different from you and respond to the world in ways you normally wouldn't. Or your character might be similar to you. Just make sure you have a clear understanding of who your character is. You can write a paragraph about him or her in the character description section of your character sheet



#### **8 Stats:**

Stats are central to the game mechanics.

Stats describe how much a character excels in a certain area.

The higher the stat, the more developed you are in that area. At the beginning of an adventure, players create their characters stats by spending points. Each point increases one stat by one level. No stat can be lower than 1 or higher than 20. **you have 25 points to spend in:**

- **Strength(STR)**
- **Stamina(STM)**
- **Intelligence(INT)**
- **Dexterity(DEX)**

These are the four basic stats. your stats should match your characters personality. For example, If your character is a warrior, you should put more points into strength and stamina than intelligence and dexterity.

**An example character might have:**

**5 INT(intelligence)**

**7 DEX(dexterity) note: in this system, there is no speed stat. Dexterity is used for speed.**

**8 STM(stamina)**

**5 STR(strength)**

acronyms are helpful here. learn them. **The total of Strength,Stamina,Dexterity,and Intelligence must equal 25** at the beginning of the game no matter what. Later you can develop your character and increase the attributes.

## **9 Abilities:**

abilities work like stats and are bought with points the same way. **At the beginning you have 10 points to spend in abilities.** If using a source book a list of abilities to choose from is provided. Otherwise the players and GM must decide on abilities. Usually you have to roll a dice to see if an ability works or not,and most abilities require you to spend action points. Tests and action points are explained later

Abilities marked as **(Passive)** is source books do not require a test or action points and always work unless there is some other intervening factor.

## **10 Alignment:**

Characters can be good, neutral, or evil. Some campaigns might not allow all alignments.

Alignments don't normally, but rarely can. A character may have a change of heart.

Some items can only be used by characters of a certain alignment..

## **11 Gameplay:**

Now that you have your character, you can get started.

Most of what you do in the game will be in the form of conversation.

Example:

Dave(the GM): The star ship fires its cannons at Mike

Mike:I try to get out of the way (Note that in this example mike would be character name, as the action is in game)

The gm can now either decide what happens(the star ship misses, but leaves a large crater next to you) or call a test. **A test is when you roll a dice(d20) and compare it to a stat or an ability.**

A test can add an element of random chance to a game. In this case the relevant ability might be DEX(dexterity) as dexterity would be needed to avoid a cannon. so the GM might say:

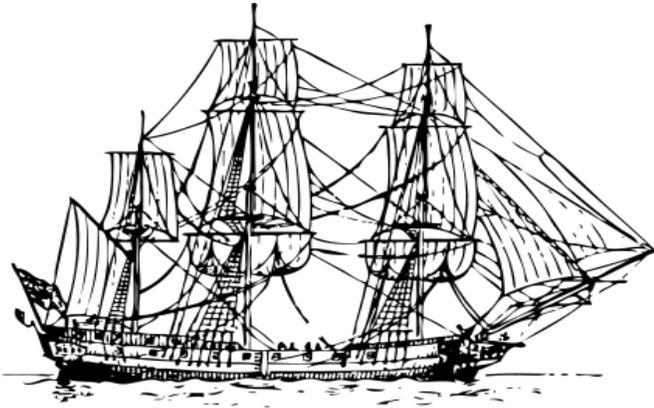
**“Roll your dexterity difficulty 10”**

Mike would then roll a dice and add the result to his DEX. If that number is equal to or higher then the difficulty(diff),he would succeed. Our example character has 8 dexterity. That means he would have to roll at least 2 to pass the test. This is a very easy test! otherwise, the cannon would hit him and do whatever that particular star ship cannon did. What it does, however, depends on the context and the story. The GM will decide what it does. Instead of one stat, you can also test a combination of stats by adding them together and dividing by the number of stats.

## 12 Action points:

Players receive an a number of action points equal to their characters DEX at the beginning of every point cycle that must be spent to do certain actions. 15-30 minutes is the suggested point cycle length. Actions requiring one or more action points in a sourcebook are marked with **(number of action points required AP)** so a skill needing 3 AP would say **(3AP)**. You can never have more then your STM in action points, even if your DEX is higher then your STM (unless a special item, like a Strong Brew is used) having a clock on hand might help with this. The GM or assistant should announce point cycles clearly.

## 13 Items:



An item is any material thing your character has. Using items is usually simple, but some items have stat requirements for use. Items can be kept track on a scratch pad (good for things that can be used up) and crossed out when used, or on the “items” section of your character sheet.(good for things you keep for a while) If you are only going to use an item once (like being given a key to a door that is a few feet away) you can just remember it.

## 14 Equipping:

Items can be equipped in several character slots.  
Slots:

- Left hand, arm , leg
- Right hand, arm,leg
- Shirt
- Pants
- 10 fingers
- 2 wrists
- Anything the gm says is OK(Toe rings?)

You may only have 1 item per slot. Equipping items changes the appearance of your character, and you can only use equipped weapons in combat(except as a tool)You may change your equipped items at any time. There is a space on your character sheet for equipped items.

## 15 Effects:

An effect is a condition your character is under. Things like (beaten up) and (under a spell) or (high on drug) would be effects. Effects can also be represented by index cards, and usually last a specific time (until cured, the whole game, forever,etc) and do things to your character like temporarily change stats,and other things. Effects can be found in the sourcebook or made up by the gm.

## 16 **Battle:**

Battle is resolved in a simple way in one round.  
There are 4 types of combat. each has its own formula.

- **Verbal(arguments,psi attacks,spells):**  
INT
- **Unarmed:**  
STR
- **Armed (swords,knives,knuckle dusters)**  
(STR+STM)/2 + weapon strength
- **Ranged (arrows,bows,guns,etc)**  
(DEX+STM)/2 + weapon strength

At the beginning of combat, both combatants choose their attack types and calculate their score based on their stats and weapons if applicable. Then they both roll a dice and add that to the score. Whoever has the highest total (attack score+dice) wins. So if you were using verbal, you would use your intelligence, If you were using Armed, you would add your strength and stamina, divide that by two and add the weapon strength. No matter what attack type is used, don't forget to add the dice roll to it. monsters from the source-books have a fixed fight score. Add a die roll to this as usual, just substitute the fixed score for the formula.

### **In case of a tie, repeat.**

Note: not all combat types are usable all the time. If you don't have a weapon, armed or ranged is not an option. If a cold-blooded criminal is after you, verbal might not be the best option. Also,if using an a ranged attack, there is a chance of missing. Some weapons require you have an ability to use. There is a space on your character sheet for what weapons you have equipped.

### **when combat involves more then 2 people:**

- **In a free for all:** Whoever has the highest score wins. If two or more combatants tie, repeat the combat with just the tied players until it is resolved.
- **with teams:** Add the fight score of all the players on a team to get the team score. the team with the highest team score wins.

### **After combat:**

**if you win:** The gm may decide to award you gold,items, or even EXP points.

**if you lose** a battle, you take 1 or more (Injured) effects. Unless otherwise noted or the gm decides otherwise, you take 1 per loss. Each (injured) effect you have reduces your fight score by 1 also, having more then your stamina in (injured) effects is considered life threatening. Character death is still the decision of the game master, this is just a guideline. You may rest for 5 action points too remove 1 (injured) effect at any time. (injured) effects do not last between actual game sessions.

## **17 Development:**

Improving your character is also based on spending points. Your gm may assign EXP points in various ways.

- **per game:** every game session, player get a number of EXP(usual 1,2,or 3)
- **or per quest**(EXP given on completing a quest)

There is a space on your character sheet for EXP. you mark EXP with 1 circle per per point. When you spend it, Increase the value of the stat you spent it on(remember abilities and stats are upgraded the same) by one(there are 20 circles to fill in for each stat to mark progress. Stats can only go up to 20.) and cross out an EXP circle. Some abilities may require more than one point to upgrade. Spent EXP points become *wisdom points*. Some titles or abilities may require you to have a certain number of wisdom points but They are not used up and always stay with your character.

## **18 Tile Maps:**

A tile map Is a grid on paper with a map of an environment on it. You can add a visual element to a game with a tile map and mini figurines for each character. Rules depend on context, but a suggestion is (1AP) per grid square to move, 2 to swim, 3 to swim against current. Instead of mini figures you can use any recognisable token.

## **19 Money and currency:**

In general, treat banknotes, coins, and other currency like any other item.

## **20 Game tips:**

You may want to have:

- A timer or clock, to help with action points
- Poker chips or similar small tokens for action Points. Decorative glass beads work great and can be found at the craft store
- A calculator or slide rule
- A diary of what occurred at each game session.
- A pad of scratch paper for items. When you get an item write it down and cross it out after you use it. You can also keep track of effects this way. The back of character sheets can also be used.

And that's the basic rules! The author wishes you happy gaming!

A big thanks to OpenOffice and johnny\_automatic at openclipart for making this possible.

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