

LOW LIFE

THE RISE OF THE LOWLY

boss blocker







CHARACTER CREATION FLOW CHART

1ST

CHOOSE UNTO THEE A SPECIES:

BODUL - BEINGS OF DUBIOUS LINEAGE

CREMEFILLIAN - SNACK CAKES WITH ATTITUDE

CROACH - HIGHLY EVOLVED ROACHES

HORC - VILE SNOT GOBLINS

OOFU - DESCENDANTS OF STRANDED ALIENS

PILE - CONTAMINATED FILTH

SMELF - ANNOYING LITTLE BASTARDS

TIZN'T - PARTS AND PIECES OF EXTINGUISHED THINGS

WERM - UMMM... WORMS.

3RD

SERIOUSLY DUDE, LEARN SOME SKILLS:

EVERYONE GETS 15 POINTS TO SPEND ON MAD SKILLS, YO. EACH DIE IN A SKILL COSTS 1 POINT UNTIL YOU EXCEED ITS LINKED ATTRIBUTE, AT WHICH POINT IS IT COSTS TWO.

5TH

GET YOURSELF SOME EDGES & HINDRANCES:

GET POINTS BY TAKING HINDRANCES. YOU CAN TAKE TWO MINOR (1 POINT EACH) AND ONE MAJOR (2 POINTS) HINDRANCES.

FOR 2 POINTS YOU CAN:

RAISE AN ATTRIBUTE ONE DIE TYPE.

GAIN AN EDGE.

FOR 1 POINT YOU MAY:

GAIN ANOTHER SKILL POINT.

GAIN ADDITIONAL CLAMS EQUAL TO YOUR STARTING FUNDS.

2ND

ASSIGN YOUR ATTRIBUTES:

YOU START WITH A D4 IN EACH ATTRIBUTE AND YOU GET FIVE (5) POINTS WITH WHICH TO RAISE THEM (1 POINT RAISES AN ATTRIBUTE 1 DIE).

AGILITY: SPEED & NIMBLITUDE.

SMARTS: THINKING & KNOWLEDGE.

SPIRIT: RESOLVE & WILLPOWER.

STRENGTH: POWER & FITNESS.

VIGOR: ENDURANCE & RESISTANCE.

4TH

FIGURE OUT YOUR DERIVED STATISTICS:

PACE: IT'S 6" UNLESS YOUR SPECIES OR EDGES SAY OTHERWISE.

PARRY: 2 PLUS HALF YOUR FIGHTING SKILL.

CHARISMA: 0 UNLESS EDGES OR HINDRANCES CHANGE IT.

TOUGHNESS: 2 PLUS HALF YOUR VIGOR PLUS ARMOR.

6TH

GET SOME GEAR. VISIT GORBO THE CLAND'S CRAPWAGON AND BUY SOME STUFF (PG. 57).

7TH

BE SOMEONE. CHOOSE A NAME FOR YOUR CHARACTER. FIGURE OUT SOME BACKGROUND DETAILS AND HISTORY. WHY IS HE OR SHE THE WAY HE OR SHE IS? WHAT, SO TO SPEAK, MAKES HIM OR HER TICK? WHAT KIND OF HAIRSTYLE DOES HE OR SHE HAVE? IS HE OR SHE A HE OR A SHE (OR A HERMAPHRODITE)? IT'S UP TO YOU.

SPECIAL RULES

AIM

+2 SHOOTING/THROWING NEXT ROUND (NO MOVING)

AREA EFFECT ATTACKS

- TARGET(S) UNDER TEMPLATE SUFFER DAMAGE
- TREAT COVER AS ARMOR
- MISSED ATTACKS DEVIATE 1d6" FOR THROWN WEAPONS

AUTOFIRE

- ROLL SHOOTING DICE UP TO ROF (ONLY 1 WILD DIE)
- -2 TO THE ATTACK; EACH DIE IS ROF BULLETS USED

BREAKING STUFF

- PARRY OF INANIMATE OBJECT IS 2
- NO ADDITIONAL DAMAGE FROM RAISES ON ATTACK ROLL
- NO ACES ON DAMAGE
- IF AN ATTACK CAN'T DO ENOUGH DAMAGE TO DESTROY AN OBJECT, IT CAN'T BE DESTROYED (IN COMBAT)

CALLED SHOTS

LIMB -2
HEAD -4; +4 DAMAGE
SMALL TARGET -4
TINY TARGET -6

COVER

LIGHT -1
MEDIUM -2
HEAVY -4



DARKNESS

DIM ... -1 ATTACK
DARK ... -2 ATTACK; TARGETS NOT VISIBLE BEYOND 10"
PITCH ... TARGET MUST BE DETECTED TO BE ATTACKED AT -4

DEFEND

+2 PARRY; NO OTHER ACTION POSSIBLE

DISARM

-2 ATTACK; DEFENDER MAKES A STRENGTH ROLL VS THE DAMAGE OR DROPS HIS WEAPON

DOUBLE TAP/THREE ROUND BURST

+1 ATTACK & DAMAGE/+2 ATTACK & DAMAGE

THE DROP

- +4 TO BOTH ATTACK AND DAMAGE ROLLS
- ATTACKER MUST HAVE INITIATIVE & IS CONSIDERED ON HOLD

FINISHING MOVE

HELPLESS VICTIM MAY BE DISPATCHED AS AN ACTION

GANGING UP

+1 FIGHTING PER ADDITIONAL ATTACKER; MAX. +4

GRAPPLING

FIGHTING ROLL TO GRAPPLE; RAISE CAUSES SHAKEN. OPPOSED STRENGTH/AGILITY ROLL TO BREAK FREE

INNOCENT BYSTANDERS

IF A SHOOTING ROLL FAILS WHEN FIRING INTO MELEE AND THE SHOOTING DIE IS A 1 (OR A 2 WITH CERTAIN WEAPONS) A RANDOM CHARACTER MAY BE HIT

NON-LETHAL COMBAT

- MUST USE BODY PARTS OR BLUNT WEAPON
- (-1 FIGHTING TO USE FLAT SIDE OF EDGED WEAPON)
- ROLL DAMAGE NORMALLY
- INCAPACITATED EXTRAS ARE DOWN FOR 1d6 HOURS
- WILD CARDS TAKE WOUNDS AS NORMAL INCLUDING GOING TO INCAPACITATION TABLE



OBSTACLES

IF ATTACK HITS BY CONCEALMENT PENALTY, THE OBSTACLE ACTS AS ARMOR (SEE OBSTACLE TOUGHNESS TABLE)

PRONE

- OFFERS MEDIUM COVER AGAINST RANGED ATTACKS BEYOND 3"
- -2 FIGHTING & PARRY IN CLOSE COMBAT.

RANGED WEAPONS IN CLOSE COMBAT

TN IS OPPONENT'S PARRY; ONLY PISTOL-SIZED OR SMALLER WEAPONS MAY BE USED

SUPPRESSIVE FIRE

- MAKE ATTACK ROLL WITH AUTOFIRE & RANGE PENALTY
- ON SUCCESS, TARGETS UNDER MED. BURST MAKE SPIRIT ROLL

SUPPRESSIVE FIRE

- MAKE ATTACK ROLL WITH AUTOFIRE & RANGE PENALTY
- ON SUCCESS, TARGETS UNDER MED. BURST MAKE SPIRIT ROLL OR BE SHAKEN (OR ARE HIT ON 1)
- USES 5X ROF IN AMMO

TOUCH ATTACK

+2 TO THE FIGHTING ROLL

TRICK

- OPPOSED AGILITY OR SMARTS (DEPENDING ON THE TYPE OF TRICK USED)
- TARGET IS -2 PARRY UNTIL NEXT ACTION & SHAKEN ON RAISE

TWO WEAPONS

-2 ATTACK; -2 TO OFF HAND IF NOT AMBIDEXTROUS

UNARMED DEFENDER

ARMED ATTACKER GAINS +2 ON FIGHTING ROLL

UNSTABLE PLATFORM

-2 SHOOTING FROM MOVING VEHICLE OR ANIMAL

WILD ATTACK

+2 FIGHTING; +2 DAMAGE; -2 PARRY UNTIL NEXT ACTION

WITHDRAWING FROM MELEE

ADJACENT FOES GET 1 FREE ATTACK AT RETREATING HERO

CREATURE SIZES

SIZE EXAMPLE CREATURE

- 2 OILY BOID
- 1 DWEEB, SMELF
- 0 MOST NORMAL GUYS
- +1 HORC
- +2 BAD ASS
- +3 PRIMORDIAL GOON
- +4 PUDDLE OF YUCK, ODRE
- +5 YOUR MAMA
- +6 HEADSTONE
- +7 SQUIGGLY MASS



SIZE EXAMPLE CREATURE

- +8 BABY GIANT SLOG
- +9 ADOLESCENT GIANT SLOG
- +10 CHEESE LEECH



FEAR

MAKE A GUTS ROLL.* IF IT FAILS (OR A 1 ON THE SKILL DIE):

● GROTESQUE OR HORRIFIC: SHAKEN, MAKE A VIGOR ROLL.

FAILURE: -1 FOR REMAINDER OF ENCOUNTER.

1 ON SKILL DIE (REGARDLESS OF WILD DIE)

● SAME AS FAILURE PLUS ROLL ON FEAR TABLE BELOW

● TERROR: EXTRAS ARE PANICKED; WC ROLL ON FEAR TABLE BELOW

FEAR TABLE

d20	EFFECT
1-4	ADRENALINE SURGE: THE HERO'S "FIGHT" RESPONSE TAKES OVER. HE ADDS +2 TO ALL TRAIT AND DAMAGE ROLLS ON HIS NEXT ACTION.
5-8	SHAKEN: THE CHARACTER IS SHAKEN. NOT STIRRED.
9-12	PANICKED: THE CHARACTER WETS HIMSELF IN A MOST HUMILIATING MANNER AND IS PANICKED.
13-16	MINOR PHOBIA: THE CHARACTER GAINS A MINOR PHOBIA HINDRANCE SOMEHOW ASSOCIATED WITH THE TRAUMA.
17-18	MAJOR PHOBIA: THE CHARACTER GAINS A MAJOR PHOBIA HINDRANCE.
19-20	THE MARK OF FEAR: THE HERO IS SHAKEN AND ALSO SUFFERS SOME BIZARRE COSMETIC PHYSICAL ALTERATION - A WHITE STREAK FORMS IN HIS HAIR, HIS EYES TWITCH, HE GROWS A VESTIGIAL TAIL OR SOME OTHER MINOR PHYSICAL ALTERATION. THIS REDUCES HIS CHARISMA BY 1.
21+	MYOCARDIAL INFARCTION: THE SO-CALLED HERO IS SO OVERWHELMED WITH FEAR THAT HIS HEART STUTTERS. HE BECOMES INCAPACITATED AND MUST MAKE A VIGOR ROLL AT -2. IF SUCCESSFUL, HE'S SHAKEN AND CAN'T ATTEMPT TO RECOVER FOR 1d4 ROUNDS. IF HE FAILS, HE DIES IN 2d6 ROUNDS. A HEALING ROLL AT -4 SAVES THE VICTIM'S LIFE, BUT HE REMAINS INCAPACITATED, JELVIS, MAN. GROW A PAIR.

*Add the creature's Guts penalty as a positive number to this roll.



INCAPACITATION

AN INCAPACITATED HERO MUST MAKE AN IMMEDIATE VIGOR ROLL, APPLYING WOUND MODIFIERS AS APPLICABLE. THIS DOES NOT COUNT AS AN ACTION.

● **RAISE:** THE HERO IS ONLY STUNNED. HE STILL HAS 3 WOUNDS, BUT IS NOT INCAPACITATED. HE IS SHAKEN AND SUFFERS A TEMPORARY IMPAIRMENT AS WELL. ROLL 2d6 ON THE INJURY TABLE. THE EFFECTS ARE SHORT-TERM AND GO AWAY WHEN THE COMBAT IS OVER.

● **SUCCESS:** THE HERO IS UNCONSCIOUS. HE REGAINS CONSCIOUSNESS WITH A SUCCESSFUL HEALING ROLL, AS NOTED ABOVE, OR AFTER AN HOUR HAS PASSED. ROLL 2d6 ON THE INJURY TABLE. THE INJURY GOES AWAY WHEN ALL WOUNDS ARE HEALED.

FAILURE:

THE VICTIM IS BLEEDING OUT. AT THE START OF EACH ROUND, HE MUST MAKE ANOTHER VIGOR ROLL (WITH APPLICABLE PENALTIES). A FAILURE MEANS HE HAS TO ROLL AGAIN NEXT ROUND. A RESULT OF 1 OR LESS IS A CRITICAL FAILURE. SUCCESS MEANS HE STABILIZES BUT REMAINS UNCONSCIOUS UNTIL HEALED. ROLL 2d6 ON THE INJURY TABLE AS WELL. THE INJURY IS PERMANENT AND REQUIRES SPECIALIST HEALING (SUCH AS THE GREATER HEALING POWER).

WITH NONLETHAL DAMAGE, TREAT THIS AS A SUCCESS EXCEPT THE HERO IS UNCONSCIOUS FOR 1d6 HOURS.

CRITICAL FAILURE:

THE HERO IS DEAD. NOTHING CAN BRING HIM BACK. WITH NONLETHAL DAMAGE, TREAT THIS AS A SUCCESS EXCEPT THE HERO IS UNCONSCIOUS FOR 2d6 HOURS.

OBJECT TOUGHNESS

OBJECT	TOUGHNESS	DAMAGE TYPE
CRAPPY DOOR	8	BLUNT, CUTTING
HEAVY DOOR	10	BLUNT, CUTTING
LOCK	8	BLUNT CUTTING
MANACLES	12	BLUNT, PIERCING CUTTING
METAL WEAPON	10	BLUNT CUTTING
ROPE	4	CUTTING, PIERCING
CRAPPY SHIELD	8	BLUNT, CUTTING
DECENT SHIELD	10	BLUNT, CUTTING
GOOD SHIELD	12	BLUNT, CUTTING
OATMEAL	1	SPILLING

INJURY TABLE

ROLL 2d6 ON THE TABLE BELOW. IF THE ATTACK THAT CAUSED THE INJURY WAS DIRECTED AT A SPECIFIC BODY PART, USE THAT LOCATION INSTEAD OF ROLLING RANDOMLY.

2d6 WOUND

2 **BUSINESS:** IF THE INJURY IS PERMANENT, REPRODUCTION AIN'T HAPPENIN' WITHOUT MIRACLE SURGERY OR MAGIC.

3-4 **ARM:** ROLL THE LEFT OR RIGHT ARM RANDOMLY; IT'S RENDERED USELESS.

5-9 **GUTS:** YOU'RE HIT SOMEWHERE BETWEEN THE JAW AND THE JEWELS.

ROLL 1d6:

1-2 **BROKEN:** AGILITY REDUCED A DIE TYPE (MIN d4).

3-4 **BATTERED:** VIGOR REDUCED A DIE TYPE (MIN d4).

5-6 **BUSTED:** STRENGTH REDUCED A DIE TYPE (MIN d4).

10 **LEG:** ROLL LEFT OR RIGHT LEG RANDOMLY. IT'S RENDERED USELESS AND PACE REDUCED -1.

11-12 **HEAD:** A GRIEVOUS INJURY TO THE HEAD.

ROLL 1d6:

1-2 **HIDEOUS SCAR:** YOU GAIN THE UGLY HINDRANCE.

3-4 **BLINDED:** GAIN THE ONE EYE HINDRANCE (OR THE BLIND HINDRANCE IF YOU ONLY HAD ONE GOOD EYE).

5-6 **BRAIN DAMAGE:** MASSIVE TRAUMA TO THE HEAD. SMARTS REDUCED ONE DIE TYPE (MIN d4).

NPC REACTIONS

2d6 INITIAL REACTION

2 **HOSTILE:** THE NPC IS OPENLY HOSTILE AND DOES HIS BEST TO STAND IN THE HERO'S WAY.

3-4 **UNCOOPERATIVE:** THE NPC ISN'T WILLING TO HELP UNLESS THERE'S A SIGNIFICANT ADVANTAGE TO HIMSELF.

5-9 **NEUTRAL:** THE NPC HAS NO PARTICULAR ATTITUDE, AND WILL HELP FOR LITTLE REWARD IF THE TASK AT HAND IS VERY EASY. IF THE TASK IS DIFFICULT, HE'LL REQUIRE A REWARD.

10-11 **FRIENDLY:** THE NPC WILL GO OUT OF HIS WAY FOR THE HERO. HE'LL LIKELY DO EASY TASKS FOR FREE AND IS WILLING TO DO MORE DANGEROUS TASKS FOR A REWARD.

12 **HELPPFUL:** THE NPC IS ANXIOUS TO HELP THE HERO FOR FREE DEPENDING ON THE NATURE OF THE TASK.

CLIMBING MODIFIERS

SITUATION	MODIFIER
CLIMBING EQUIPMENT	+2
ADV. CLIMBING EQUIPMENT	+4
SCARCE/THIN HANDHOLDS	-2
WET/SLIPPERY SURFACE	-2
ICY SURFACE	-4

- MAKE A ROLL FOR EVERY 10" (20M) CLIMBED
- DURING COMBAT, CLIMB 1/2 STRENGTH ROUND BUT ONLY IF USING ROPES OR IF THERE ARE GOOD HANDHOLDS



TRACKING MODIFIERS

SITUATION	MODIFIER
TRACKING >5 INDIVIDUALS	+2
RECENT SNOW	+4
MUD	+2
DUSTY AREA	+1
RAINING	-4
TRACKING IN POOR LIGHT	-2
TRACKS >1 DAY OLD	-2
TARGET TRIED TO HIDE TRACKS	-2



STEALTH MODIFIERS

SITUATION	MODIFIER
CRAWLING, SLITHERING	+2
RUNNING, DANCING	-2
DIM LIGHT	+1
DARKNESS	+2
PITCH DARKNESS	+4
LIGHT COVER	+1
MEDIUM COVER	+2
HEAVY COVER	+4

- GUARDS ARE EITHER INACTIVE OR ACTIVE.
- SUCCESS AVOIDS INACTIVE GUARDS; FAILURE MEANS GUARDS ACTIVE.
- ACTIVE GUARDS MAKE NOTICE ROLLS TO OPPOSE THE STEALTH ROLL. FAILURE MEANS GUARDS SPOT THE CHARACTER.
- LAST 5" ALWAYS REQUIRES OPPOSED STEALTH VS NOTICE CHECK.
- MOVE 5xPACE PER STEALTH CHECK OUTSIDE COMBAT; IN COMBAT, EACH ROUND.



FIRE DAMAGE

DESCRIPTION	DAMAGE
BURNING WEAPON	+2
SPOT FIRE, TORCH	1d10
CAMPFIRE, BURNING HOUSE	2d10
LAVA, CHOPPING BLOCK CHILI	3d10

TEST OF WILLS

INTIMIDATE OPPOSED ROLL VS SPIRIT; +2 TO NEXT ACTION VS TARGET WITH SUCCESS; WITH RAISE, TARGET ALSO SHAKEN.

TAUNT OPPOSED ROLL VS SMARTS; +2 TO NEXT ACTION VS TARGET WITH SUCCESS; WITH RAISE, TARGET ALSO SHAKEN.

LOAD LIMITS

A CHARACTER'S LOAD LIMIT IS EQUAL TO 5x STRENGTH. EACH MULTIPLE OF THE LIMIT AFTER THE 1ST SUBTRACTS 1 FROM AGILITY AND STRENGTH, AND ALL LINKED SKILLS. CREMEFILLIANS CAN CARRY 15x STRENGTH BEFORE PENALTIES.

MOVEMENT

CRAWLING: 2" PER TURN; COUNTS AS BEING PRONE
 CROUCHING: 1/2 PACE, MAY RUN (HALVE TOTAL PACE AFTER ROLLING). RANGED ATTACKS AGAINST HIM SUFFER A -1 PENALTY
 DIFFICULT GROUND (MUD, STEEP HILLS, SNOW, ETC...): COUNT EACH INCH AS 2" FOR MOVEMENT
 JUMPING: CAN JUMP 1" HORIZONTALLY FROM DEAD STOP, OR UP TO 2" WITH A "RUN AND GO." SUCCESSFUL STRENGTH ROLL GRANTS +1".

OBSTACLE TOUGHNESS

ARMOR	OBSTACLE	ARMOR	OBSTACLE
+1	GLASS, LEATHER	+8	BRICKS, ROCKS
+2	BONE, SCABS	+10	MUCOSITE, METAL
+3	TYPICAL WOODEN WALL		
+4	THICK DOOR		
+6	INCREDIBLY HUGE MONSTER™ HAIR		

RANDOM STUFF

MONTHS OF THE YEAR

ONEUARY	FIVEUARY	NINEUARY
TWOUARY	SIXUARY	TENUARY
THREEUARY	SEVENUARY	ELEVENUNE
FOURUARY	EIGHTUARY	TWELVEUARY

DAYS OF THE WEEK

SPOONDAY	BOORGSDAY
MOONDAY	FRIED EGG
TUBESDAY	SPLATTERDAY
WENSDAY	

GEOLOGICAL EPOCHS

A REALLY REALLY LONG TIME AGO
 A REALLY LONG TIME AGO
 WAY BACK IN THE DAY
 BACK IN THE DAY
 THE TIME OF THE FLUSH
 AFTER THE WIPE
 YESTERYEAR
 RECENTLY



UNITS OF MEASURE

MEASUREMENT	UNIT	MEASUREMENT	UNIT
DISTANCE	YORT	SPEED	YORT/YORT
WEIGHT	YORT	ACCELERATION	YORT/YORT²
VOLUME	YORT³	AREA	YORT²
PASSAGE OF TIME	YORT	UGLINESS	HORCAL YORT
LENGTH	YORT	FLAVOR	YORT
WIDTH	YORT	AGE	YORT
HEIGHT	YORT	TEMPERATURE	YORT
DIMENSIONLESS	YORT	EVERYTHING ELSE	YORT
QUANTITIES			



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