

Basic SDL

A Simplified Version of the System DL Diceless Roleplaying System

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Creating Your Character

In *Basic SDL*, characters have four main statistics to describe their basic abilities.

BODY: Raw strength and endurance. A character's BODY score is essential when determining how much punishment he can take, how much he can lift and carry, and his proficiency with actions that rely more on brawn than finesse.

MOVE: Agility and manual dexterity. A character's MOVE is used to find how fast he can move and how well he can dodge attacks. MOVE is also the base stat for any action which relies on a character's coordination.

MIND: Mental acuteness. A character's MIND score determines his potential for learning and his ability to withstand pain. A high MIND is necessary to excel with technical actions as well.

LUCK: This special score is the heart of the *Basic SDL* diceless system. Characters with high LUCK scores tend to be more dynamic and succeed more often than those with low scores.

Divide 12 points among these four statistics. The minimum score for any stat is 1 and the maximum score is 5.

Skill Options

Your character can choose any six of the Skill Options listed below. Any Option can be taken twice for double the effect.

Acrobat: You have experience with tumbling. Add 2 points to MOVE whenever you need to keep balanced or resist a fall.

Archer: You're good with a bow. Add 2 points to MOVE for all your shooting attempts.

Artilleryman: You know your way around siege engines. Add 2 to any action involving very large weapons, like catapults and cannon.

Brawler: You can handle yourself in a fight. Add 2 points to BODY when you make an unarmed attack, or to block such an attack.

Charming: You're a smooth talker. Add 2 points to MIND whenever you want to talk your way into someone's good graces.

Cracksman: You know how to bypass security measures. Add 2 points to MOVE when you try to open a secured item without a key.

Defender: You've learned how not to get hit. Add 2 points to MOVE when dodging any weapon-based attack.

Horseman: You're an experienced rider. Add 2 points to MOVE when attempting an unusual action while on horseback.

Mechanic: You have a knack with gadgets. Add 2 points to MIND to design or repair any mechanical object.

Merchant: You live by the adage of "buy low, sell high." Add 2 points to MIND while appraising the value of any object.

Navigator: You've learned to find your way by landmarks and stars. Add 2 points to MIND if you need to know exactly where you are.

Sage: You've spent much of your life in academic pursuits. Add 2 points to MIND for any attempt to research a subject or remember lore.

Stealthy: You know how to move silently and unseen. Add 2 points to MOVE to sneak up on someone or escape a pursuer.

Swordsman: You're proficient with bladed weapons. Add 2 points to your MOVE score when attacking with a sword of any type. (Similar Options include Pikeman, Axe Wielder, Street Fighter, etc.)

Tough Guy: You're combat hardened and can withstand more damage. Add 2 points to your PD and SD scores (described in the next section).

Tracker: You have a keen hunting instinct. Add 2 points to MIND whenever you try to follow a quarry by the trail they leave.

Equipment

Choose any two items:

Sword (dmg 3PD)
Short Sword (dmg 2PD)
Dagger (dmg 1PD)
Sap (dmg 3SD)
Bow & Arrows (dmg 4PD)
Armor (prot 1)
Shield (prot +1)
Lockpicking Tools

Physical and Stun Damage

Weapons do either Physical Damage (bone-crushing hits, slashes, stabs, etc.) or Stun Damage (pain or senses-scrambling effects). Once a character's PD score reaches 0 or below, he dies; if his SD score reaches 0 or below, he passes out. Injured characters heal one PD point per day and one SD point per hour.

To find your character's Physical Damage score, add BODY and MOVE. The character's Stun Damage score is the sum of BODY and MIND. If you've taken the Tough Guy Option, add that bonus too.

How Things Work in Basic SDL

Time in *Basic SDL* is divided into turns, during which each character can attempt one action. For basic actions, simply compare your character's relevant stat + Option bonus to the Difficulty Number (DN) of the action, as determined by the GM. If the stat total is equal to or greater than the DN, you succeed. If it's several points greater, the GM should give you extra perks beyond the mere success. If you don't succeed, the severity of your failure depends on the difference between your total and the DN.

You can also force an automatic success by spending points directly from your LUCK statistic. However, if your LUCK + stat total is still less than the DN, your GM will plague your success with inconveniences. Weapons do increased damage for surplus points and decreased damage for shortages on a 1-to-1 basis.

LUCK points don't regenerate naturally. However, you can regain LUCK points by declaring a failure on any action. If you declare a 2-point failure, for instance, you suffer a failure as if you had missed the Difficulty by 2 points AND you receive 2 LUCK points for immediate use. You can't increase your LUCK score higher than the initial score, and you must actively declare that you're going to fail your next action to get LUCK points. You can only declare a failure the first time you attempt an action.

The GM has the right to smack you down (figuratively speaking) if you try something patently ridiculous just to regain LUCK points. "I'm going to walk to the Moon, and fail" might be met with "Okay, you get about a third of the way there before you realize you can't breathe in space." Or else he'll tell you not to be so silly.

Choosing Difficulty Numbers

In any action not opposed by another character, the GM chooses the Difficulty Number (DN) as appropriate. This number ranges from 1 for a very easy action up to 12 for something nearly impossible to accomplish. If the action is actively opposed by another character, use that character's relevant stat + any Skill Option bonuses as the DN.

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