SPEED RULES

Strength - Presence - Ego - Education – Dexterity

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SPEED Rules was written for players who are familiar with Role Playing Games, but want to generate a character quickly for a pick-up game, a spur-of-the-moment game with new friends or a new campaign where concept is more important than volumes of special rules.

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My own in–person group had been using a reduced set of **HERO** rules (which we called **HERO LITE**). I had released **PLUS** to the web in the early 90s and shepherded that system through seven versions (the most recent is being released at the same time as **SPEED Rules**). We found that the HERO system use of three six sided dice was comfortable and offered immediate results for the success or failure of an action. Several people liked the open nature of PLUS and its Career/Benefit system, which allowed each player to define a character through the concept, rather than the restriction of skill points.

The **SPEED Rules** began with two problems. **HyperCard** wizard **Quentin Long** was trying to help me build a generation stack for **PLUS**, but the many variables in the early stages of generation made it almost impossible to break down into a clear algorithm for programming.

At the same time, my friend **James West** (Dr. Perfect, a player from my days in Denver) asked for a reduced set of **PLUS** for an online RPG he was developing. **PLUS** is still playable, but the system has grown too damn big during seven revisions.

SPEED Rules is a distillation of the **HERO** mechanic, **PLUS** Careers and Benefits, with further reductions to speed up character generation. The most complicated part of the system is character development – the mechanics of game play are kept as simple as possible – die roll with modifiers and player controlled Luck rolls.

NOTE: The system generation works best if you use the spreadsheet. The web site offers an MS Office 97/98 sheet that guides you through the details of character generation, then prints a clean character sheet. If you do not have access to a spreadsheet program, instructions are given at the end of this document with a plain text character sheet.

INTRODUCTION TO SPEED RULES

The basic SPEED Rules structure gives you 5 Characteristics, 14 Given Skills with bases from your Characteristics, Hobbies, and user defined groups; a Background, a Primary Career, and a Secondary Career - which provide you with Benefits for use in game play. Characteristics have a base value and you have points to increase those values to shape your character's innate abilities.

Given Skills have base values according to your distribution of points into Characteristics, and you have points to increase those values to give a set of basic skills you feel your Character would have developed.

Background and Careers are structured to give you a general set of abilities according to the shared conception of that group, and you define certain Benefits you received (skills, knowledge or abilities) as a result of your choice of Background and Careers.

Each player describes what Benefits were obtained through the Career or Background. Aside from being more interesting in the description of the character, the named Benefits receive one bonus die when rolled during game play. This allows more flexibility in your character by allowing the normal things certain people in certain careers are able to de

Hobbies are free form points you use to create skill you decide are important to your Character.

BODY

BODY is the amount of damage your character can take. BODY is your STRENGTH plus your EGO. When you receive damage the point value of the damage is deducted from your BODY. When you heal, the restored number of your healing is added to BODY. When you reach zero BODY, the character falls unconscious and can not regain consciousness until positive point of BODY is regained through healing and medical care. A character with negative BODY will take 1d6 additional damage until the negative number is equal to the positive number of full BODY.

At negative 100% BODY, the character is dead. No healing or resurrection is possible unless the GM has determined a method of resurrection (a magic spell, a superscience device, etc.)

Your rate of healing is BODY/4. This means BODY/4 on the first day and BODY/4 per week thereafter until healed.

LUCK

LUCK is a pool of extra dice you can throw to improve your roll. LUCK is rolled separate from the dice rolled for your task or action. This can be rolled at the same time as the other dice if the LUCK die is a different color, size or easily identified as a seprate die.

LUCK die restore after one week of game time (time as experienced by the character). Each die restores independently one week after it was used, unless the die was "burned".

When you roll dice, a separate die is designated as the " LUCK " die - the number on this die is deducted from the other 3d6. You may want to indicate the LUCK die by throwing a particular color die, rolling the die in a separate location, or some other man you devise, but you must indicate WHICH die is your luck die before it is rolled.

Only one LUCK die may be rolled in an action die roll. If, after a failed roll, you decide you must have a LUCK roll, you may "burn" one LUCK die, but your LUCK pool is permanently reduced by one.

See **THE PUSH** as an alternative when you run out of luck.

MOVEMENT

Movement is figured in "hexes", approximately two meters across. Ranges are also figured in hexes. You can move the same number of hexes per combat round as you have points in **DEXTERITY**. There may be more than one action in a combat round, so you may want to divide your movement to fit the number of actions you have. You cannot move more than your allotted number of hexes in any combat round, no matter how many actions you have. You have exactly the same number of hexes to move in the next combat round - no unused hexes are carried from the previous round.

ACTIONS and DICE MECHANICS

When you attempt a task or action, you will roll 3d6 and need to you're your skill number or less to succeed.

BONUS DICE AND PENALTY DICE

Your Gamemaster may require you to roll additional dice, as a Bonus or a Penalty.

With a BONUS, you may roll one or two extra dice, then remove one or two highest numbers of your roll for dice (the number of extra dice you were required to roll). This makes it easier for you to roll below the number of your score.

With a PENALTY, you remove the lowest numbers from your roll, making it harder to achieve the Target Number. If removing the low numbered dice would deprive you of a set of Fate Dice, then it really is a Penalty. [insert evil laugh]

FATE DICE

A die mechanic called FATE DICE opens the door for spectacular success with attempted actions and combat. If you roll you exact skill, you may choose to reroll and DEDUCT that total from your skill (you may choose not to). This is the only time in the game where you want to roll high.

TOXIC DICE

If you choose to reroll FATE DICE, another die mechanic kicks in. TOXIC DICE make the risk much greater when attempting spectacular success. Rolling a natural 18 on a reroll means the action has turned dangerously sour. You don't just fail with the roll, something bad happens to your character.

QUALITY OF SUCCESS

Results in SPEED RULES are based on the Quality of your Success – the difference between the results of your roll and the number of your skill or ability.

Someone with a skill of 11 and a roll of 8 has a success of 3. Someone with a skill of 8 and a roll of 3 has a success of 5.

COMBAT and DAMAGE

In combat, combatants roll on INITIATIVE to determine the order and number of their actions. Your number of actions is related to your success in your roll. Measure the difference between your roll and your roll.

INITIATIVE RESULTS	
ROLL	**ACTION**
Failed roll	No action possible.
by 0 - 3	1 Actions
by 4 - 8	2 Actions
by 9 – 12	3 Actions
by 13 – 15	4 Actions
by 14+	5 Actions

NOTE: If you roll you INITIATIVE number exactly, the FATE DICE Rule applies. Reroll 3d6 and deduct from your INITIATIVE. If you roll 18, you have no action for the next two rounds.

Damage is the number of points between the Character's skill level and the success of the die roll. This number can be modified by the "Factor" of a weapon, if one is used.

Most weapons have a FACTOR, which will modify the damage to your opponent or target. A FACTOR is usually a number. The damage is increased by one for each full set of that number.

EXAMPLE 1: With a Factor of 4 and a target of 13, you roll 3d6 for a total of 4. The difference between the two is 9, so you do 9 points of no additional damage for the remaining 1 point.

EXAMPLE 2: With a factor of *3*H, and a target of 11, you roll 3d6 for each shot fired. The weapon is set for a burst of three shots. You roll three times. The first shot missed with a roll of 13. The second roll hits with a roll of 8, and the third roll hits with a total of 6. You get two hits with a burst of three with automatic weapon. Damage is calculated as:

1st roll	Miss	0				
2nd roll	Hit	3	*	3 (Factor)=	9	
3rd roll	hit	5	*	3 (Factor)=	15	
					24	

DAMAGE is deducted from BODY.

ARMOR

Characters are protected from damage with Armor.

HEALING

Your healing rate is a maximum of BODY/4 on the first day, BODY/4 per week after the first day.

HIT LOCATIONS

Hit location is by a 3d6 after a successful attack is made.

3	Head
4	Hand
5-6	Arm
7-8	Shoulder
9-10	Chest/Back
11-13	Stomach / Back
14-15	Thigh
16	Calf
17	Foot
18	Gahoolies

Right/Left, Front/Back is determined by the position of the characters to each other. The Gamemaster may need to adjust damage up or down if part of the target is hidden.

Try to use some logic to results rather than depending on a quantified table to define the effect of damage. When a character takes 21 points of damage to the hand, that hand will be unusable. 18 points to the head will take you down, unconscious or dead.

THE CONCEPTUAL CHARACTER

Your concept is everything. With **SPEED Rules** you get a fist full of skills, but you tell me about your background and your careers, then tell me what you get out of that group - your Benefits. People have been very creative and come up with great Benefits in our years of doing PLUS games; chat up stranger, all about melons, PBS watcher, melt away in crowd, shade tree mechanic, cute little animals, access street value, and crazy spin kick are some I remember fondly.

GENERATION

FIVE CHARACTERISTICS

The game uses five specific **CHARACT-ERISTICS**. Each begins with a base score of 10. You have an additional 15 points to distribute into the five characteristics.

STRENGTH - Your physical/force ability,
PRESENCE - How other people react to you,
EGO - Your internal mental/emotional strength,
EDUCATION - The information you have gathered,
DEXTERITY - Your ability to manipulate your body.

OPTIONAL SIXTH CHARACTERISTIC

For specific campaigns or types of games, the GM may need an additional characteristic. For a game involving Magic, this might be SPIRIT or MANA. For a pulp campaign it can be WEIRD or PSYCHIC. In a science fiction campaign it can be PSIONICS.

This additional Characteristic is calculated. The following suggestions are provided for common additional needed. For this version, it is called "Weird".

NINE GIVEN SKILLS AND AN OPTION

These skills are common to most people in the game, and each skill has a BASE calculated from your distribution of points into **CHARACTERISTICS**. You have an additional 30 points to distribute into Given Skills.

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BRAWL .................................... (STR x DEX) / 3
CONCEAL ................................ (EDU x PRE) / 3
DODGE ..................................... (DEX x EGO) / 3
FIRST AID ............................... (EGO x EDU) / 3
FOLLOW .................................. EGO - 6
INFORMATION SEARCH ...... EDU - 3
INITIATIVE ............................. (DEX)
PERCEPTION ........................... (PRE x EGO) / 3
STEALTH ................................. (EDU x STR) / 3
THROW .................................... DEX – 3
WEIRD ..................................... (STR+EGO+PRE)/5
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THREE SKILLS GROUPS

You have three "Groups" that will provide you with an idea of your character's basic abilities and areas of knowledge. Each of these Groups begin with a broad description. Benefits are a specific You have 40 points to distribute into these three groups.

A **BACKGROUND**, with Two BENEFITS; Where or How you were raised and what you got out of the experience.

A **PRIMARY** Career, with Four BENEFITS; Your primary self identification, not NECESSARILY how the world sees your character.

A **SECONDARY** Career, with Three BENEFITS; Another set of descriptors on how your character spent a large chunk of time. It can be the same as your PRIMARY CAREER, but you do not increase skills you already had through your PRIMARY CAREER, but have three different benefits.

ONE SPECIALTY - one additional bonus you assign to one BENEFIT.

HOBBIES

Your also get freeform **HOBBIES** - 40 points to distribute as you see fit, based on what your character decided was important enough to learn.

Weapons are only obtained through **BACKGROUND**, **CAREERS**, or **HOBBIES**. If the name of the **BACKGROUND** or **CAREER** implies specific weapons, the weapon does not need to be taken as a **BENEFIT**. For example, SOLDIER implies knowledge of the weapon(s) of the era. A Greek warrior would be assumed to have some skill with sword and spear. A US Marine probably knows knife, rifle and sidearm. A

member of the Void Legion might have a bippy gun, Wammo rifle and some kind of drinking skills.

Using the spreadsheet in the **SPEED Rules** archive, you can simply go down the list, fill in the blanks - number or words, and the spreadsheet will provide you with a printable character sheet, and a smaller sheet that can be used to display your character on the web.

WHY ARE THERE FOUR GROUPS OF SKILL POINTS SPEED

SPEED RULES is designed to serve both experienced gamers and players who are generating their first character for their first game.

CHARACTERISTICS represent your basic raw material, as a person walking around in the world. This is your genetic potential, the environmental impact with the degree to which you have been able to learn how to interact with the world - mentally, physically and socially. Each one starts off with 10 points, and you have an additional 15 points to put into those five **CHARACTERISTICS**.

GIVEN SKILLS - These are fall back abilities every adult should have at SOME level. The base values are calculated from your **CHARACTERISTICS** and will carry the weight of your first choices in point distribution AND you will have 30 additional points to put into those skills.

THE GROUPS - All characters have a **BACKGROUND** and two **CAREERS**. Each of these GROUPS give you general definition of that GROUP, from which you will derive the abilities and skills you and your GM agree would be expected from someone with that definition. Unlike other systems, a "COWBOY" means something other than the specific skills you thought to put into it, a "FORESTER" can be assumed to know something about trees and woodland fauna without having to buy them as separate and distinct skills.

Each of these three GROUPS also have named **BENEFITS** - some specific abilities or areas of knowledge the Player decides are "what my character got out of being a [group name]." As a "POLICEMAN" you might be assumed to have some ability with using a gun or a baton, the paperwork and bureaucracy of the job, some street contacts, some snippets of other languages common to your area to use in doing your job, and using standard equipment (like a patrol car, radio, field computer or call box). But you decide what BENEFITS come with that career. Each BENEFIT gives you 1 BONUS DIE when you roll for that benefit. This means you have the level of the basic GROUP, for which you would roll 3d6, and the named BENEFIT means you roll 4d6 and take the lowest three numbers in the roll.

At the end of the GROUPS is a named **SPECIALTY**. The **SPECIALTY** is one of your nine named benefits from **BACK-GROUND**, **PRIMARY** or **SECONDARY** career.

Characters start between 21 and 35 years old. Your choice - tell me why they are so old or so young.

For easy generation, there are several downloadable versions of the character generation system in spreadsheet form. There are Excel (4.0) spreadsheets for the Die Pool and 3d6 methods, and because people have had problems with raw Excel sheets in the past, there are also .hqx archives of the Die Pool and 3d6 generation sheets (decompress as Excel 4.0).

The spreadsheets also have a nifty copy of the Arms & Armor section at the bottom of the page so you can cut and paste weapon and armor detail. Or at least as much detail as Speed offers.

There is a Blank Character Sheet that can be used in d20, 3d6 or Die Pool systems in .pdf format. There is an Arms & Armor page in .pdf.

NOTE: Please let me know if you find problems. Send errors, omissions and suggestions to: speedrpg@aol.com.

CHARACTER GENERATION QUICK REFERENCE

CHARACTERISTICS

Bases	10
Add to Base	+15

GIVENS

BASES	(Calculated)
Add to Base	+40
Brawl	(STR+DEX)/3
Conceal	(EGO+DEX)/3
Dodge	DEX-3
First Aid	(EDU+EGO)/3
Follow	EDU-6
Info. Search	EDU-3
Initiative	(DEX)
Perception	(EGO+PRE)/3
Stealth	(EDU+STR)/3
Throw	DEX-3

BODY	STR+EGO
LUCK	2+1d

GROUPS

BACKGROUND	40 Points
w/2 Benefits	Distributed
PRIMARY CAREER	Between the
w/4 Benefits	Three Groups
SECONDARY CAREER	
w/3 Benefits	Benefits +1B ea.
ONE SPECIALTY	1 Benefit with an additional Bonus die (+1B for a total of +2B)
NATIVE LANGUAGE	under Background
HOBBIES	40 Points
HEALING	BODY/4 first day BODY/4 per week after

NOTE: The Excel spreadsheet in the download archive will do your math, track the points you spend and then print out a clean, easy to use character sheet.

GAME PLAY OPTIONS

Characters start between 21 and 35 years old. Your choice - tell me why they are so old or so young.

Florentine/Two Handed Combat

A player may want to fight with two blades or two guns or two weapons, one in each hand. There is no allowance for "Ambidextrous" in SPEED, but you may still use this style of fighting. If you take up two weapons for which you are trained, there is 1 **PENALTY** in each die roll. If the weapons is named as a benefit, the **BONUS** for the benefit will cancel the BONUS -OR- the player may choose the roll both **BONUS** and PENALTY, throwing out the highest and lowest dice in the roll. The off hand does not lose the **PENALTY** with the use of the weapon in that hand.

Out of Luck - The Push

You are at the end of the game, you have used up all your **LUCK**. You have one last chance for an action. It is really a last ditch effort. It may be the effort that saves your character's life, or it may be going out in a blaze of glory.

You may roll on **EGO** for a final action, and will have 2d **PENALTY** dice on any action or task for the following X minutes - and X equals the number of points of your success on the roll. If you make your roll by 6, you have the **PENALTY** dice for 6 minutes. You then have a 1d **PENALTY** for any action for another X minutes. If the Character is still around after the 2d **PENALTY** and the 1d **PENALTY**, there are no additional penalties.

A Push may not be tried if the Character still has **LUCK** remaining.

Actions on a Push are rolled on **EGO**, but represent the Player's choice of a **CHARACTERISTIC**, **GIVEN**, **BACK-GROUND**, **CAREER**, **HOBBY** or **BENEFIT** showing on the Character Sheet. This includes any of the skills under Additional Characteristics (like Magic, Weird, etc.).

You may only Push once. After all **LUCK** has regenerated, another Push is allowed when that pool of **LUCK** has been used up.

An Additional Characteristic

Magic

A Magic power pool (called Spirit, Mana or something specific for your campaign) can be created by providing a formula of (STR+PRE+EGO)/5 as a base and allowing players to add points from "Given Skills" to increase that value.

In the model Magic system created for SPEED (check the home page), this pool is modified by how the player creates Background and Careers. If the Background, Primary or Secondary career include Magic training and use, then one point is added into the calculations. If the character has no Magic in his/her Background or Careers, one or two points may still be created if there are one or more Magic-related activities in Hobbies. That would be one point for a single Magic-related hobby, two points for two or more.

A set of six Gods is supplied in the SPEED magic system, but GMs will be able to create their own magic systems, should the spirit move them.

Weird, Psychic, Occult

Many Pulp, Supernatural or Horror campaigns may have some strange powers or abilities appropriate to the campaign. In our SPEED Pulp campaign that includes some psychic, magic or voodoo type possibilities. We have simply called it WEIRD. As with the Magic power pool a pool of Weird Points. The base is the same as for Magic - (STR+PRE+EGO)/5 and you can add points from "Given Skills". If the Background, Primary or Secondary career include Weird training and use, then one

point is added into the calculations. If the character has no Weird in his/her Background or Careers, one or two points may still be created if there are one or more Weird-related activities in Hobbies. That would be one point for a single Weird-related hobby, two points for two or more.

Psionics

Because of the nature of Psionics, the Characteristic is (EGO+PRE+STR)/5, at least in the model for SPEED. Points can be added from "Given Skills".

As with the Magic power pool a pool of Psionics Points. If the Background, Primary or Secondary career include Psionics training and use, then one point is added into the calculations. If the character has no Weird in his/her Background or Careers, one or two points may still be created if there are one or more Psionics-related activities in Hobbies. That would be one point for a single Psionics-related hobby, two points for two or more.

Super Powers

Superpower have not been developed for SPEED, but a system is under consideration.

Ask me if you have any corrections, suggestions or questions.

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Weapons

MELEE	FAC	RANGE	ROF	Reload*	
Small Club/Stick	9	5	-	n/a	
Moderate Club	7	4	-	n/a	
Big Club	5	3	-	n/a	
Small Knife	7	7	2	n/a	
Moderate Knife	6	6	1	n/a	K-Bar or Survival knife
Big Knife	5	5	1	n/a	Kukri
Small Sword	6	5	1	n/a	Machete, Rapier, Epee
Moderate Sword	5	4	1	n/a	Cavalry saber
Big Sword	4	3	1	n/a	Claymore

RANGED	FAC	RANGE	ROF	Reload*
Small Sling	7	9	1	1/1
Moderate Sling	6	12	1	1/1
Big Sling	5	15	1	1/1
Small Bow	6	10	1	1/1
Moderate Bow	5	12	1	1/1
Large Bow	4	14	1	1/1
Small Crossbow	5	12	1	1/2
Mod. Crossbow	4	14	1	1/2
Large Crossbow	3	16	1	1/2
Small Spear	6	12	1	n/a
Moderate Spear	5	14	1	n/a
Big Spear	4	16	1	n/a

FIREARMS	FAC	RANGE	ROF	Reload*	
Small Handgun	2	12	2	6/1	.22 or .25 caliber
Moderate Handgun	x3	16	2	15/1	.38 caliber / 9 mm Barretta 92F
Large Handgun	x4	20	1	7/1	.45 caliber / 10 mm
Shotgun, 12 gauge	x3	12	1	8/1	Remington 870
Shotgun, auto, 12 guage	x3	12	7/13/09	5/1	Atchisson Assault Shotgun
Small Rifle *	x3	50	1	12/2	.30-08 caliber Winchester .30-08
Moderate Rifle *	x3	50	1	12/2	.30-08 caliber Winchester .30-08
Big Rifle *	x4	70	1/3/30	15/2	7.62 mm M4 assault rifle
Small SMG	x2xH	25	1/30	30/1	.25 caliber Skorpion
Moderate SMG	x3xH	35	1/3/30	15/1	9 mm H & K MP5A4
Big SMG	x4xH	45	1/30	30/1	.45 caliber Ingram Mac 11

GRENADES	FAC	RANGE	ROF	Reload*
Flash/Dazzle	3/2/1	6	1	1
Fragmentation	30/15/7	6	1	1
Irritant Gas	3/2/1	6	1	1
Smoke	n/a	6	1	1
Stun	5/2/1	6	1	1

   *   Reload shows   # of shot before reload / actions to reload.
   ** A scope on a rifle gives 1 Bonus die to the roll.

LAUNCHERS	FAC	RANGE	ROF	Reload*	
M203	by type	30	1	1	
M79	by type	30	1	1	
Talon	by type	30	1	1	

ROUNDS	ROUNDS	RANGE	ROF	Reload*	
Flash/Dazzle	3/2/1	n/a	n/a	1	
Fragmentation	30/15/7	n/a	n/a	1	
Irritant Gas	3/2/1	n/a	n/a	1	Flash Bang
High Explosive	40/20/10	n/a	n/a	1	
Armor Piercing	40/20/10	n/a	n/a	1	
Smoke	n/a	n/a	n/a	1	
Stun	5/2/1	Knife	1	1	

MINES	FAC	RANGE	ROF	Reload*
Claymore	30/15/7	5	n/a	1

SCI-FI WEAPONS	FAC	RANGE	ROF	Reload*
Fleschette - Pistol	5	20	2	6/1
Fleschette - Rifle	4	45	1	15/1
Gyro-jet - small	4	15	1	7/1
Gyro-jet - Medium - Rifle	3	35	1	8/1
Gyrojet - Large - Rifle	2	55	1	2/1
Stun Rod	3	1	1	5/1
Injector Dart Gun (Var)	n/a	12	1	30/1
Rocket launcher (Var)	n/a	40	0.5	12/2
Ships Cannon	x5	200	0.3	15/2
Ship Torpedo	x7	500	0.3	30/1
Chem. Flamethrower	x5	4	1	15/1
Superheated Slab Gun	x2	9	1	30/1

*　　Reload shows　　# of shot before reload / actions to reload.

** A scope on a rifle gives 1 Bonus die to the roll.

ARMOR TYPES AND VALUES

ARMOR	Protection	Val.	Abl.
None	None	-	-
Cotton	E F	1d	20
Woolen	S E F	2+1d	25
Denim	B S E F	2+2d	35
Leather	B S E F	4+2d	90
Ring Mail	B P S F	2+3d	120
Plate	B P S F	4+3d	150
Kevlar	B P S E F	6+3d	175
Gha'aul Shield	P E F	6+3d	200
Ceramic	P S E F	4+4d	250

Sample Weird
Voudoun

Weird provides options for magic, mystic, psychic and unexplained powers. These are simple models and each GM is free to modify the lists or create new lists for specific campaigns.

Each style of Weird is dictated by the gamemaster, with a list of available skills or powers. The player rolls under the "Weird" characteristic, most effects are defined by the number of points by which the roll succeeds (if it succeeds) and that same number is deducted from the Weird Pool.

For You can create a character with a very faint connection to the reality of Voodoun, or you can create a true master who has been trained and is steeped in the culture. You multiply the basic "Weird" score by the modifiers resulting from the related aspects in the character's construction.

A character's modifier can range from 0 to 6, depending on the way the player has created the character.

STANDARD	1 or 0
BACKGROUND	1 or 0
CARRER – PRIMARY	1 or 0
CAREER – SECONDARY	1 o 0
HOBBIES	2 Max.
MAXIMUM MODIFIER	6

The Weird Pool is created by multiplying the Weird characteristic by the modifier. The pool is reduced by the number of points of success during a roll on a Voudoun power.

A SAMPLE VOUDOUN CHARACTER

Marissa Danton is a 28 year old field researcher for a large chemical company. She was raised by her Grandma in Louisiana a few miles from Baton Rouge. She was an athelete in college and did a four year turn in the Army.

C H A R A C T E R

Marissa Charlotte Danton

A 28 year old field reseracher, raised by her grand-mother outside Baton Rouge. Self styled tough guy.

Height	5' 7"	**Weight** 115#	**Hair**	Black
Eyes	Brown	**Skin** Hi Yellow	**Race**	Creole

CHARACTERISTICS		GIVENS		BODY	
12	STRENGTH	12	Brawl	Base	26
13	PRESENCE	12	Conceal	Heal	4
14	EGO	11	Dodge		
14	EDUCATION	11	First Aid		
12	DEXTERITY	11	Follow	**LUCK**	
		11	Info. Search	Base	2
BACKGROUND		12	Perception	1 Week	
12	Raised by Granny	11	Stealth		
Lang.	Creole/English	11	Throw	**INITIATIVE**	
+1B	Folk Healer				14
+1B	Small Farm Life	**H O B B I E S**			

PRIMARY CAREER		
14	Field Botonist	12 Listen to the Spirits
+1B	English	15 Serious Knife (Large)
+1B	Latin	13 Electronic Gadgets
+1B	Botony	
+1B	Field Technique	

SECONDARY CAREER		**WEIRD** 8	Pool	23
14	Army	Night Shroud		
+1B	Small Arms	Dead Man's Eye		
+1B	Obstacle Course	It is a real human eye		
+1B	Playing the Structure			

SPECIALTY		Roll	Location*
Adds 1B to 1 Benefit		3	Head
Playing the Structure		4	Hand
		5-6	Arm
		7-8	Shoulders
WEAPONS	FAC.RNG ROF	9-10	Chest/Back
Big Knife	5 5 1	11-13	Stomach/Back
Moderate Rifle	x4 60 1	14-15	Thighs
Small Handgun	x2 12 2	16	Calf
		17	Foot
		18	Gahoolies

VOUDON SPELLS AND TALENTS

Voudon is also called Voo Doo or Santa Ria. For gaming models a few actions are involved. This does not represent any belief in or actual description of either Voudon or Santa Ria.

Some spells or talents may cost more than the direct number of points, deducting two or three times the number of points from the Pool.

Dead Man's Ear – Character carries a mummified dead man's ear, can hear X words from a distant, but visible, target, on a successful roll.

Dead Man's Eye – Character carries a desiccated dead man's eye, can see for X seconds from the point of view of a distant, but visible, target, on a successful roll.

Dead Man's Hand – Character carries a mummified dead man's hand and can manipulate an object as by hand from X yards away for X seconds, on a successful roll.

Hand of Glory – Character carries a fresh hand of an executed prisoner and can take over the hand of a living person from X yards away for X seconds, on a successful roll.

Create Zombie – Can reanimate one dead body. Must then use CONTROL ZOMBIE to control actions for X minutes.

Control Zombie x minutes – Can vocally command an animated zombie for X minutes, even if the Character attempting to control the Zombie did not create the zombie.

Flaming Spear - Character can throw a spirit spear that does Factor 5 damage as fire. Range is as a Moderate Spear (14 Hexes).

Plague of (See Table) – Cost twice the number of points in the pool, but character can bring down a plague for X minutes onto a target area.

Night Shroud – Character can become invisible for X minutes in shadow or at night, but not in direct sunlight. The shroud can include anyone or anything within the armspan of the character.

Make Invisible – Character can make self or target invisible, even in bright sunlight, for X minutes. This spell can be used to detect something made invisible by another caster.

Face of Terror – Character can cast the image of the target's worst fear, larger than life size and threatening the target directly. Target can resist paralyzing fear with a roll on Ego with 2 Penalty dice.

Zombie Army – Three times cost to the pool, caster can control up to ten zombies for X minutes

Protect (X Hours) – Character can place a ward of magical alarm (to the caster) or barrier against magic or physical entry for X hours. Caster must define the Protection before the chicken is killed and it may not be changed once the sacrifice has been made. Requires the sacrifice of a white chicken for Barrier (physical), red chicken (alarm) or black chicken (magical barrier). The barrier against magic is not useful against a non-magic intruder, and visa versa.

Leave Body – Three times the cost to the pool. Caster may leave own body for X hours and may reenter the body by choice before the end of that time. The body is sustained but vulnerable during the absence of the spirit. The spirit may travel to observe locations within one day's walk, or my fight spirit forms as though they were physical. If the spirit is prevented from returning to the body at the end of the time, the body dies and the spirit becomes a poltergeist, no longer controlled by the player.

Defend with Fire – Two times the cost to pool, causes burn damage with a factor of X2 on the success.

Downloads and additional resources through
http://hometown.aol.com/speedrpg

The following page has a regular full size character sheet, and two strip format sheets.

SPEED RULES Character Sheet

Campaign _____   Height _____
Player _____   Weight _____
Character _____   Hair _____
Description _____   Eyes _____
_____   Origin _____
_____   Skin _____

CHARACTERISTICS

____ **STRENGTH**
____ **PRESENCE**
____ **EGO**
____ **EDUCATION**
____ **DEXTERITY**

BODY _____ _____
            FULL   CURRENT

BACKGROUND

LANGUAGE _____

____ _____
+___B_____
+___B _____

PRIMARY CAREER

____ _____
+___B _____
+___B_____
+___B_____
+___B_____

SECONDARY CAREER

____ _____
+___B_____
+___B _____
+___B _____

____ _____

SPECIALTY _____

HOBBIES

____ _____
____ _____
____ _____
____ _____
____ _____
____ _____

GIVEN SKILLS

____ Brawl
____ Conceal
____ Dodge
____ First Aid
____ Follow
____ Info. Search
____ Initiative
____ Perception
____ Stealth
____ Throw

MONEY

On Hand _____
Banked _____

NOTES (and Weird)

_____
_____
_____
_____
_____
_____

LUCK _____ _____
            FULL   CURRENT

ARMOR	PROTECTION	VALUE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

adds +1B to Benefit from Background, First or Second Career, or Hobby

WEIRD

____ Base
____ Pool
____ Current

ROLL	LOCATION
3	Head
4	Hand
5-6	Arm
7-8	Shoulder
9-10	Chest
11-13	Stomach
14-15	Thigh
16	Calf
17	Foot
18	Gahollies

WEAPONS

	FACTOR	RANGE	RATE OF FIRE
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SPEED RULES   Character Strip
Character   _____
Description _____
             _____
             _____

CHARACTERISTICS   Height _____
  __   STRENGTH   Weight _____
  __   PRESENCE   Hair   _____
  __   EGO   Eyes   _____
  __   EDUCATION   Origin _____
  __   DEXTERITY   Skin   _____
GIVEN SKILLS   =====================
  __   Brawl   __   Info. Search
  __   Conceal   __   Perception
  __   Dodge   __   Stealth
  __   First Aid   __   Throw
  __   Follow   WEIRD ============
INITIATIVE   ____   Base   _____
MONEY   Pool   _____
 On Hand _____   Current _____
 Banked _____
BODY F: ___ C: ___   LUCK F: ___ C: ___
BACKGROUND   _____
LANGUAGE   _____
  +1B   _____
  +1B   _____
PRIMARY   _____
  +1B   _____
  +1B   _____
  +1B   _____
  +1B   _____
SECONDARY   _____
  +1B   _____
  +1B   _____
  +1B   _____
SPECIALTY   _____
HOBBIES   ___   _____
          ___   _____
          ___   _____
          ___   _____
NOTES   _____
         _____
         _____

WEAPONS   FAC.   RNG   ROF
_____   ____   ____   ____
_____   ____   ____   ____
_____   ____   ____   ____
_____   ____   ____   ____
_____   ____   ____   ____

PROTECTION   VALUE   ROLL   LOCATION
_____ _____   3   Head
_____ _____   4   Hand
_____ _____   5-6   Arm
_____ _____   7-8   Shoulder
_____ _____   9-10   Chest
_____ _____ 11-13   Stomach
_____ _____ 14-15   Thigh
_____ _____   16   Calf
_____ _____   17   Foot
_____ _____   18   Gahoolies