BONE ORCHARD

A Combat and Roleplaying System
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CREATING GAME CHARACTERS

ROLLING ABILITY SCORES

At the beginning of the game, each person will roll percentile dice to determine their scores, in order. Both the raw scores and the modifications should be tabulated on the character sheet. After all scores are rolled, they may optionally be amended as per the enclosed roleplaying rules. Otherwise they should remain as-is at the start of play.

STRENGTH

Dice Roll	Vitality Points [A]	Brawl Level [B]	Brawl Damage [C]	Wrestle Bonus [D]
1-5	8	-25	-2	-10
6-10	9	-15	-1	-7
11-15	10	-8	-1	-5
16-20	11	-5	-1	-3
21-35	12	-2	-	-2
36-50	13	-	-	-1
51-65	**14**	**-**	**-**	**-**
66-80	15	-	-	+2
81-90	16	+2	-	+2
91-95	17	+4	+1	+4
96-98	18	+6	+1	+6
99	19	+8	+2	+8
00	20	+12	+2	+12

SPEED

Dice Roll	General Speed [E]	Base Move [F]
1-5	-4	-3
6-10	-2	-2
11-20	-2	-
21-35	-1	-
36-50	**-**	**-**
51-65	+4	-
66-80	+6	-
81-90	+8	+1
91-95	+12	+1
96	+14	+1
97	+16	+2
98	+18	+2
99	+20	+2
100	+22	+3

SHOOT

Dice Roll	Shoot Level [G]	Shoot Speed [H]
1-5	-9	-4
6-15	-6	-2
16-25	-3	-
26-35	**-**	**-**
36-50	+1	-
51-65	+2	-
66-75	+5	-
76-85	+7	-
86-95	+10	+2
96-98	+15	+3
99	+18	+4
00	+20	+6

BRAWL

Dice Roll	Brawl Level [I]	Brawl Speed [J]
1-5	-9	-4
6-15	-6	-2
16-25	-3	-
26-35	**-**	**-**
36-50	+1	-
51-65	+2	-
66-75	+5	-
76-85	+7	-
86-95	+10	+2
96-98	+15	+3
99	+18	+4
00	+20	+6

GUTS

Dice Roll	All Levels [K]	All Speeds [L]
1-10	-6	-4
11-20	-4	-2
21-35	-2	-1
36-65	**-**	**-**
66-80	+1	+1
81-90	+3	+2
91-98	+6	+4
99-00	+10	+6

FIGHTS

Dice Roll	Dangerous Fights Had [M]	All Levels [N]	All Speeds [O]
1-40	0	-15	-5
41-60	1	-7	-3
61-75	2	-4	-2
76-85	3	-2	-
86-90	**4**	**-**	**-**
91-93	5	+1	-
94-95	6	+2	+2
96	7	+3	+4
97	8	+3	+5
98	9	+4	+6
99	10	+4	+7
00	11+	+5	+8

Tabulating Scores

The character's active scores should be tabulated as follows:

Vitality Points

$$[A]$$

Limb HP

$$[A]/2 \text{ (Rounded Down)}$$

Movement Speed

$$6+[F]$$

General Speed

$$[E]+[L]+[O]$$

Shoot Level

$$50+[G]+[K]+[N]$$

Shoot Speed

$$[E]+[H]+[L]+[O]$$

Brawl Level

$$50+[B]+[I]+[K]+[N]$$

Brawl Damage

$$[C]$$

Brawl Speed

$$[E]+[J]+[L]+[O]$$

Wrestle Level

$$50+[B]+[D]+[I]+[K]+[N]$$

Unless you're using any roleplaying rules, that's about it. Your character's all ready to go forth and die.

Roleplaying Rules

Buffing Up
If for whatever reason having a second-rate lame duck wuss of a character is undesirable, and you can't stand waiting around for natural selection to grant you a new one, you're welcome to set any subpar attribute to its bolded value. In consequence you have to agree with the GM about something that'll get you in trouble, such as...
-You're currently wanted for a felony.
-You've got a terrible vice you can't kick.
-You've got a strong, unfortunate principle.

Character Balancing
For every subpar stat you choose not to raise to the bolded value, subtract it from fifty. Total up all the differences. That's your Skill Pool.

You can spend your Skill Pool one-to-one to purchase skill at something useful but unrelated to combat, such as sneaking, medicine, science, business, or puzzle-solving. For full skill rules, see the Roleplaying Chapter.

Handicapping
If you wish to augment your Skill Pool, you may lower any higher-than-fifty stat to fifty. Every point lost can be placed in the Skill Pool.

BASIC COMBAT RULES

THE TURN

Every combat is broken up into turns. One turn consists of about three seconds of high-impact violence.

A turn runs as follows:

1. Actions are determined.
    a. Players each silently decide what they want to try to do, writing it down if they are in competition with one another.
    b. The GM determines what each nonplayer combatant is doing.
2. Initiative is determined.
    a. Players read their actions aloud and determine what their speed will be using the tables.
    b. The GM records these speeds. Characters will act in order from highest to lowest speed.
3. Actions are resolved.
    a. The GM reads off each character's turn.
        i. Relevant dice rolls are made in the correct order.
        ii. Depending on the results of these rolls, characters who have yet to act may have their speeds lowered, affecting their place in the initiative.
4. A new turn begins and the process repeats.

In a turn, a character generally takes either one action, such as firing a pistol or ducking behind cover, or several actions that may be taken simultaneously. When characters take simultaneous actions, the lowest action speed is used to determine initiative. Rules will be given for resolving many common, specific actions. If a player wishes to take action that rules do not exist to simulate, the GM is required to make appropriate rulings.

MOVING

Declaring
A character states where and how they wish to move. To determine movement distance and how it can affect accuracy, see "Movement Distance" and "Accuracy Modifiers."

Determining Speed
A character's movement speed (ie, when they act in the turn) is generally just their General Speed. If they are taking any action on top of moving, such as shooting or brawling, their initiative is determined from whichever speed is lower.

Mobile
Characters who have declared an intention to move, but not yet moved, are considered *mobile.* This makes them slightly harder to hit.

Moving
On their turn, the player may move their token. They are no longer considered *mobile*, and instead, attackers receive a penalty to hit them based on how fast they chose to move (see "Accuracy Modifiers").

SHOOTING

Declaring
When a player wishes to shoot, they declare which targets they are shooting and how many times. There will be a limit, depending on what weapon they're using. If they are moving while shooting, or remaining in cover, they must declare this as part of their action.

Determining Speed
The player consults the chart labelled "Speed Modifiers." They also add or subtract the speed for their firearm.

Determining Hits and Damage
For each declared shot, the player consults the "Accuracy Modifiers" table and adjusts their Shooting Level for that attack accordingly. They also add or subtract the accuracy bonus from their firearm.

Each attack is a roll of percentile dice. If the roll is at or below the attacker's modified Shooting Level, they successfully hit and will be able to

roll damage. **However, all of a character's attacks should be rolled *before* damage is determined.** With the muzzle flash, adrenaline, and possibility of being fired upon in return, it is generally not possible to determine an opponent's fighting fitness in between intended shots.

Damage is determined by rolling percentile dice and cross-referencing the result with the weapon's damage and the "Injuries" table. The opponent should note the damage taken immediately. If a location would be blocked by bulletproof cover, the shot does not hit.

If a target moved out of range on their action, that portion of the character's turn is wasted but they aren't shot at.

BRAWLING

Declaring
When a player wishes to strike a target with a weapon or unarmed blows, they declare which targets they are attacking and how many times. Depending on their weapon, there will be a limit to how many strikes they can make.

Players can move in a turn *before* a brawl attempt, but not afterwards. Their move must be declared.

Determining Speed
The player consults the chart labelled "Speed Modifiers." They also add or subtract the speed for their weapon.

Determining Hits and Damage

If the intended target declared an intent to brawl, regardless of their intended victim, they are to be *in melee* for the purpose of resolving the attack. If they did not declare an intent to brawl, they are considered *flat footed.*

For all brawl attacks, the player modifies their Brawl Level by consulting the "Accuracy Modifiers" table and the bonus or penalty form their weapon.

If the target is *flat footed*, there are no other considerations. However, targets who are *in*

melee are better prepared to dodge, parry, or return brawl attacks. For this reason, for every point an *in melee* target's modified Brawl Level is currently above 50, their opponent subtracts one point from their roll. In other words, if a target *in melee* has a modified Brawl Level of 65, the attacker subtracts 15 from each roll.

The attacker then attempts to roll under their modified Brawl Level on percentile dice, as with a firearm attack.

When an attack hits, damage should be rolled immediately, even if there are more attacks to roll afterwards. Players with exceptional strength add a bonus to damage.

Counter-Attacks
When a player misses a brawl attack against a target who is *in melee*, they are open to a counterattack. The target rolls an attack with a Brawl Level equal to however much the attacker missed by. If this attack missed, there are not further counter-attacks.

WRESTLING

Declaring
When a player wishes to grapple with another, they declare the subject to be wrestled. They can only wrestle one subject per turn.

Grappling
Players consult the Accuracy Modifiers table to modify their own Wrestling Level. Finally, they subtract the difference between the defender's Wrestling Level and their own. In other words, an attacker with a WL of 52 facing a defender with a WL of 63 has a modified WL of 41, while an attacker with a WL of 59 against a defender with a WL of 42 has a modified WL of 76.

When the time comes to grapple, the attacker rolls percentile dice. The difference between their modified Wrestling Level and roll becomes Might. Might can be spent, on a one to one basis, on the Grappling Table, but any Might not immediately spent is lost.

Leverage
Players who store up Leverage by spending Might can spend it in two ways.

Firstly, *after* rolling a Wrestling check against their opponent, they can spend points of Leverage to act as though they had rolled that much lower.

Secondly, *after* the person they have Leverage against rolls a check against them, they can spend points of Leverage to act as though the opponent had rolled that much higher.

All Leverage is lost when a player ceases wrestling for any reason, no matter how briefly.

INJURY LOCATIONS

Overview
Every hit that does damage creates a new *injury*. How long an injury takes to heal, how badly it debilitates, and how close it brings the victim to death are all determined by the weapon, hit location, and other circumstances.

Every hit deals damage to a character's Vitality Points. These hits may grow worse over time. A character who runs out of Vitality Points (and especially goes into the negatives) passes out and may eventually die.

Hit Locations
There are ten hit locations:

1. Left Leg
2. Right Leg
3. Left Abdomen/Groin
4. Right Abdomen/Groin
5. Left Arm
6. Right Arm
7. Left Chest/Shoulder
8. Middle Chest
9. Right Chest/Shoulder
10. Head

INJURY EFFECTS

General
A character who takes damage equal to half their Vitality (rounded down) gets a -5 penalty to all Levels and Speeds.

A character who takes damage equal to greater than half their Vitality takes a penalty of -20 to all Levels and Speeds.

A character who has lost all Vitality is unconscious and, assuming the wounds are not treated, dying (see *Dying)*.

Legs
Damage sustained by both legs equaling less than half of a character's Vitality (rounded down) mean a character cannot Sprint.

Damage sustained by both legs equaling or greater than half of a character's Vitality mean a character cannot Run or Sprint.

If one leg takes damage equal to or greater than a character's Vitality, the leg is permanently disabled. One quarter of the character's Vitality is permanently lost. Any further effects on gameplay are resolved by the GM, factoring into play what prosthetics or disability aids are available.

Arms
Damage sustained by an arm equal to less than half a character's Vitality mean any attacks utilizing that arm (or Wrestling checks) have -25 Level.

Damage sustained by an arm equal to or greater than half a character's Vitality mean any attacks utilizing that arm have -30 Level. Brawl checks are at -2 Damage.

If an arm takes damage equal to or greater than a character's Vitality, it is destroyed in much the same manner as a leg.

Head
Characters whose heads are injured for less than half their total Vitality (rounded down) take -5 to all Levels.

Characters whose heads are injured for more than half their total Vitality (rounded down) take a -10 to all Levels and -5 to all Speeds.

If a character takes damage to their head equal to or greater than their total Vitality, they are effectively dead, regardless of other factors.

Bleeding Out

Some injuries require competent and appropriate medical care immediately. If this isn't received, a serious wound will inflict as much damage as a light wound would have (and a grievous as much as a serious) one point at a time over the course of an hour.

Recuperating and Dying

Injuries heal at a rate dependent on the weapon being used. If a character loses more than double their full Vitality Points, they are stone dead.

Circumstance	Value
Additional Shot	-10 (Cumulative)
Off-Hand Attack	-10
Guns Akimbo	-30
Attacking Hastily	-10
Prone/Gun Rest	+10
Close Range	+10
Mid Range	-
Long Range	-15
Extreme Range	-25
Extreme Range (Spotter), Second Shot	+5
Extreme Range (Spotter), Subsequent Shots	+10

COMBAT CHARTS AND VALUES

MOVEMENT DISTANCE

Movement Type	Distance
Crawl	5ft
Walk	10ft
Run	30ft
Sprint	60ft

SPEED MODIFIERS

Circumstance	Speed Bonus/Penalty
<1/2 Vitality Damage	-5
>1/2 Vitality Damage	-20
>1/2 Vitality Head Injury	-5
Draws 1-Handed Weapon	-3
Draws 2-Handed Weapon	-6
Turns 90 Degrees or More	-3
Surprised	-10
Attacking Hastily	+5

SHOOTING MODIFIERS

Shooter Conditions

Circumstance	Level Bonus/Penalty
<1/2 Vitality Damage	-5
>1/2 Vitality Damage	-20
<1/2 Arm Injury	-25
>1/2 Arm Injury	-30
Walking and Shooting	-5
Crawling and Shooting	-10
Running and Shooting	-20
Sprinting and Shooting	-40

Target Conditions

Circumstance	Level Bonus/Penalty
Target Mobile/Walking	-5
Target Crawling/Running	-10
Target Sprinting	-20
Target ~50% Obscured	-10
Target Totally Obscured	-30
Target Unawares	+15

BRAWLING MODIFIERS

Circumstance	Level Bonus/Penalty
<1/2 Vitality Damage	-5
>1/2 Vitality Damage	-20
<1/2 Arm Injury	-25
>1/2 Arm Injury	-30
Additional Swing	-10 (Cumulative)
Off-Hand Attack	-10
Attacking Hastily	-10
Target Unawares	+15

WOUND TABLE

	1	2	3	4	5	6	7	8	9	0
10-Left Leg	L	L	L	L	S	S	S	S	S	S
20-Right Leg	L	L	L	L	S	S	S	S	S	S
30-Left Abdomen/Groin	L	L	L	L	S	S	S	S	G	G
40-Right Abdomen/Groin	L	L	L	L	S	S	S	S	G	G
50-Left Arm	L	L	L	L	L	L	S	S	S	S
60-Right Arm	L	L	L	L	L	L	S	S	S	S
70-Left Chest	L	L	S	S	S	S	G	G	G	G
80-Center Chest	L	L	S	S	S	S	S	G	G	G
90-Right Chest	L	L	S	S	S	S	S	G	G	G
00-Head	L	L	S	S	G	G	G	G	G	G

WRESTLING MIGHT COSTS

Effect	Might Cost
Store 5 Leverage	10*
Pin Limb**	20
Throw***	30
Strangle****	40
Disarm	40
Headlock*****	50

*Costs 5 if opponent has at least 1 pinned limb, 3 if opponent is in headlock
**Limb cannot be used to make attacks. Target cannot leave without breaking hold.
***All opponent leverage is exhausted, limbs are freed.
****Banks 10 Leverage, reduces opponent Vitality by 1. If thrown, or Strangling stopped, opponent regains Vitality next turn. Once unconscious, it takes three rounds of strangle to reduce each further point of Vitality.
*****Opponent cannot leave, face to make attacks.

ADVANCEMENT

EFFECTS OF COMBAT
Whenever you successfully conclude a combat that placed your life in danger, increase your number of Dangerous Fights Had. Then replace whatever level and speed benefits you'd previously received, if any, for the benefits corresponding to your new total.

You may also increase your Guts. Roll percentile dice and add whatever result you get after the decimal point of your guts skill (ie, if you have a Guts of 53 and roll a 19, your new Guts is 53.19). When your Guts reaches a new range, update your bonuses appropriately.

If the GM feels you made an especially bold, courageous effort, they may allow you to roll multiple times.

EFFECTS OF SHOOTING
For every incident wherein you make practical, necessary, and high-pressure use of your shooting ability, roll percentile dice and add whatever result you get after the decimal point of your Shooting ability. When your Shooting reaches a new range, update your bonuses appropriately.

If you've fought especially hard and left a heap of casings behind, the GM may allow you to roll more than once.

EFFECTS OF BRAWLING
For every incident in which your skill at brawling allows you to inflict or sustain harm while fighting a dangerous combatant, roll percentile and add the result after the decimal of your Brawl ability. When your Brawl reaches a new range, update your bonuses appropriately.

If you've acquitted yourself extremely well and in a very tight spot, your GM may allow you to roll more than once.

ROLEPLAYING

SKILL POOL
If you're using the optional skill system, you can spend your skill pool one-to-one at the beginning of the game to purchase proficiency in a skill. Having any amount of proficiency at something means you are of above-average skill at it relative to the rest of the general population.

SKILL CHECKS
When doing something routine, you do well or poorly relative to how high or low your skill is.

When doing something out of your usual routine, roll percentile dice.

If you roll much, much higher than your skill level, you do very, very poorly at something of average difficulty.

If you roll much, much lower, you do fabulously well at something of average difficulty.

Anything in between is up to the GM to administrate.