

## Rules to the table top role-playing game - 1D5 Supernatural:

by RedBirdofChaos

At character creation roll 1D5 twice , choose the highest , multiply it by 50 and add 100 to that. The end result equals Body , Mind , or Speed. This will represent your characters percentile level above the human normal.

Each player will also choose a supernatural weapon power and supernatural power for their character at creation.

100% Average Humans have the following stats.

Supernaturally , your character has those stats increase by the proper percentage + whatever stats it gains for the levels it has and attains.

### Body

+1 Minimum Damage

+5 Hit points

+10lbs of strength (in one arm)

### Mind

-1/2 Damage Taken

+5 Energy

+1 Ability Minor (can trade 3 ability (minor) for 1(major) or 6 for 1(unique)

### Speed

+1 Minimum Attack

+1 Speed

+1 Defense

### Supernatural Powers

*Superior {X}*(must choose 1 stat)(that stats growth defaults to 400%)

### Some Definitions:

1D5 (1D6 where 6 = 0) = can be used in attack rolls and calculations of effects grandeur.

Ability = A learned skill or ability your character has. It helps to better effect the game world.

Attack = use of the training you have got in the world with using your abilities to their greatest.

Attack/Damage + = the bonus you get to your attack and damage rolls.

Attack Die = Roll this to see if your effect is successful.

Attacks = how many times you can attack a single target.

Armor = Armor that defends against attacks

Effect = most commonly damaging weapon attacks. Such as melee , ranged , or spell.

Damage = A form of effect

Damage Die = Roll this to calculate the grandeur of the effect you wish to do.

Damage Reduction = Strong materials such as cement and steel have their damage reduced by 1/2 their Defense.

Defense = The ability of an unwilling target to resist an effect.

Dice Step = Add one more 1D5 to your pool of dice that you use for attack and damage.

Fur/Hair Coloration, Eye Coloration , Hide Coloration , Height , Weight , Name = Descriptors of your characters.

Game Master = The one who is usually assigned the task of making up the storyline to the game. This can be taken on by all players present.

Hit Points = the amount of damage your character can take.

Level = how far you have come in your learning and training. You level up whenever it is decided by the Game Master to be appropriate.

Melee Weapons = Your characters uses these to damage enemies close to you. Each enemies has resistance to different forms of attack.

Ranged Weapons = a form of attack that fires weapons from a distance to attack the enemy

Speed = How fast something is. Faster things go first.

Spell = A form of attack that uses focus items to attack the enemy

Target = something you are choosing to effect.

Targets = how many things you can hit at once.

Weapon = Item you use to damage a target

You die at 0 hit points

You cannot hit multiple targets and attack multiple times on the same instance of battle.

You may group attacks or targets into single rolls , once you do so you cannot separate the rolls and must roll all that group as a single attack.

If a rule isn't listed here I either forgot to write it down or it doesn't exist. If you want such a rule added to your game then make one up.

### **Abilities (Minor):**

*Death's Door* (attack \* 1/4 , damage \* 1/4 when below 20% of your max hit-points)

*Demolitions* (on a successful attack roll you bypass 100% of the damage reduction of strong materials such as cement , steel , etc)

*Fast of the Ages* (does not need to eat)

*Light Sleeper* (does not need to sleep)

*Double Bladed Justice* (You can no longer effect good aligned characters , double damage against evil things)

*Heal* (Touch does healing of hit points instead of damage)(max 1 target)

*Immortal* (does not age)

*Iron Clad Stomach* (can digest anything even stuff that would usually result in death)

*King-Fisher* (on a successful attack roll up to your max targets will concentrate on you)

*Master Crafter*

*Master Crafter of Equipment* (with the right materials you can craft equipment)

*Master Crafter of Armor* (with the right materials you can craft armor)

*Master Crafter of Weapons* (with the right materials you can craft weapons)

*Master Crafter of Vehicles* (with the right materials you can craft vehicles)

*Outdoors Mastery* (you can easily navigate , track , hunt , and leave little trace outdoors.)

*Pick Locks* (attack roll to pick locks) (can pick apart the most complex locks under the most horrifying conditions)

*Reflection* (return 1/10th damage done to source)

*Regeneration* (Regenerate 1 Hit point per round outside battle)

*Siege Vehicle Use* ( a master at using ground , air , water and space vehicles.)

*6 Foot Under* (use Hit points as damage that bypasses armor on a 1 to 1 basis)(cannot be healed of hit points used till after battle)

*Steal* (attack roll to steal vs there armor class , then there attack roll)

*Telekineses* (lbs effected =damage dice\*10)

*Telepathy* (Can detect surface thoughts) (radius = damage die in miles)

*Vampire* (regain 1/10th damage you do as lost hit points)

*Vision [Dark]*

*Vision [Infrared]*

### **Abilities (Major) :**

*Clone* (concentrate to produce a clone of you that can use all Abilities (cannot attack))(range=damage die in feet)

*Deep-Space Adaptation* (Does not need to Breath) (Immune to Vacuum)

*Detect {X}* (must specify X)(you can detect {X}'s sources, direction and magnitude.) magic, evil,good, "Empathy" , Etc.

*Fly*

*Friend to Animals* (non-sentient creatures in the area may not attack you unless they feel threatened)

*Identify{X}* (must specify X)(common = instant / uncommon = hour )(rare = day) (unique = week or more to identify)

*Immune to Illness* (immune to natural and supernatural diseases)

*Immune to Poison*

*Immune to Radiation* (immune to negative damage auras)

*Mesmerize* (on successful attack roll you and 1 chosen enemy become locked in a staring contest unable to act)(must re-roll every 1 round)

*Revive* (Divide the number of hours dead by your HP. That is the length in hours to revive. Over a day = Impossible)

*Shaper* (can shape anything (shape (damage die) cubic feet of material per minute)

*Stealth* (require attack rolls = 1 per group of enemies hiding from)

*Teleport* (any where previously visited )(that is not warded)

*Transform* (Can transform into 1 alternate form.)(you gain nothing from the alternate form and lose nothing by being in the form)

*Vision [Sonar]*

*Vision [X-Ray]*

### **Abilities (Unique):**

*Aura{X}* (must choose known ability {X})(ability becomes a aura that has a radius of (damage die \* 2) in feet)

*In The Zone* (can give 50% of any given roll at will instead of actually rolling the dice)

*Master Imbuer* (can imbue items you craft with special , often magical , properties)

*Phoenix* (You can construct a site where your body well appear and rise from its ashes when slain)(only usable once per any level)

*Pocket Dimension* (Possess a self sustaining pocket-dimension)(dimension = (max hit points \* 10)cubic feet)

*Synthesize* (may produce 1 of an inanimate item per minute)(Mass = damage die = cubic feet)(complicated items must have associated craft)

*Their Can Be Only One* (Able to enter into a 1 to 1 death match with any target. Nothing can interfere with the match)

### **Ability (Spell)**

[These can be got in the place of any other ability unless specified otherwise.]

*Damage* (deal 1D5 damage per 2 energy points + 1 energy point for each extra die)

*Sleep* (deal 2D5 sleep damage per 2 energy points +1 energy point for each additional die)(sleep damage take 1 day to wear off)

*Poison*(deal 1D5 damage per 6 points +3 energy points per additional die , damage repeats every round after delt)

*Extra Attacks* ( for 10 energy points you can attack 1 additional time this instant of battle)

*Charm* (deal 1D5 charm damage for every 10 points spent +5 points per additional die , enemies defeated with this attack become allies)

*Recharge*(Exchange all actions this instant of battle to recharge your energy pool by one damage action)



Name									
Level									
Hair									
Eyes									
Skin									
Height									
Weight									
Body									
Mind									
Speed							Strength		
							Speed		
					Attacks				
					Targets				
					Attack 1D5s		Defense		
					Attack +		- Damage		
					Damage 1D5s		Hit Points		
					Damage +		Energy		
					(Minor)				
					1				
					2				
					3				
					4				
					5				
					6				
					7				
					8				
					9				
					10				
					11				
					12				
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					14				
					15				
					16				
					17				
					18				
					19				
					20				
					(Major)				
					1				
					2				
					3				
					4				
					5				
					6				
					7				
					8				
					9				
					10				
					11				
					(Unique)				
					1				
					2				
					3				
					4				
					5				
					6				
					7				

				(2)Color	(3)Material	(4)(7D5)	<b>Type:</b>
				(3D5)	(4D5)	1	Acid
				Black	Adamant	2	Adult
				Blue	Bamboo	3	Air
				Brown	Bloodstone	4	Ancient
				Green	Bronze	5	Angel
				Grey	Ceramic	6	Cave
				Orange	Crystal	7	Cloud
(4D5)	Enemy			Purple	Diamond	8	Demon
1 to 6	Melee			Red	Emerald	9	Dessert
7 to 12	Ranged			White	Energy	10	Dire
13 to 18	Spell			Yellow	Iron	11	Dungeon
19	Champion			Clear	Jade	12	Earth
20	Boss			Silver	Mythril	13	Emperess
				Gold	Onyx	14	Emperor
(4D5)	<b>Races:</b>			Bronze	Polymer	15	Fire
1	The Elders			Copper	Ruby	16	Forest
2	Big Things				Sapphire	17	Gas
3	Photosynths				Silver	18	Great
4	Maze Makers				Steel	19	Gully
5	Flesh Eaters				Topaz	20	Hidden
6	NPCs				Wood	21	Hill
7	Carnivores					22	Ice
8	Familiars					23	King
9	Edibles					24	Lightning
10	The Good					25	Lurker
11	The Bad					26	Mountain
12	The Ugly					27	Old
13	Undead					28	Quasi
14	Grazers					29	Queen
15	Reptiles					30	Undead
16	Constructs					31	Urban
17	Synthetics					32	Valley
18	Bugs					33	Water
19	Over Powers					34	Were
20	Water						
(1D5)	<i>The Elders</i>	<i>Big Things</i>	<i>Photosynths</i>	<i>Maze Makers</i>	<i>Flesh Eaters</i>	<i>NPCs</i>	
1	Velociraptor	Elephant	Grass	Bush	Maggot	Guard	
2	T-Rex	Hippo	Vine	Hedge	Worm	Merchant	
3	Pterodactyl	Rhino	Weed	Tree	Larvae	Traveler	
4	Dragon		Fungus			Vagabond	
5			Mushroom			Robbers	
(1D5)	<i>Carnivores</i>	<i>Familiars</i>	<i>Edibles</i>	<i>The Good</i>	<i>The Bad</i>	<i>The Ugly</i>	<i>Undead</i>
1	Bear	Bat	Bean	Centaur	Giant	Gorgon	Ghost
2	Leopard	Cat	Flower	Dwarf	Gnome	Medusa	Ghoul
3	Lion	Dog	Fruit	Elf	Goblin	Naga	Lich
4	Panther	Ferret	Nut	Faerie	Kobold	Troll	Skeleton
5	Tiger	Wolf	Vegetable	Human	Ork	Vampire	Zombie
(1D5)	<i>Grazers</i>	<i>Reptiles</i>	<i>Constructs</i>	<i>Synthetics</i>	<i>Bugs</i>	<i>Over Powers</i>	<i>Water</i>
1	Antelope	Lizard	Ceiling	Android	Locus	Deity	Dolphin
2	Deer	Newt	Floor	Cyborg	Mosquito	Elemental	Eel
3	Gazelle	Serpent	Golem	Drone	Roach	Force	Octopus
4	Moose	Snake	Vehicle	Mech	Spider	Power	Shark
5	Unicorn	Turtle	Wall	Robot	Tic	Titan	Whale