EBB

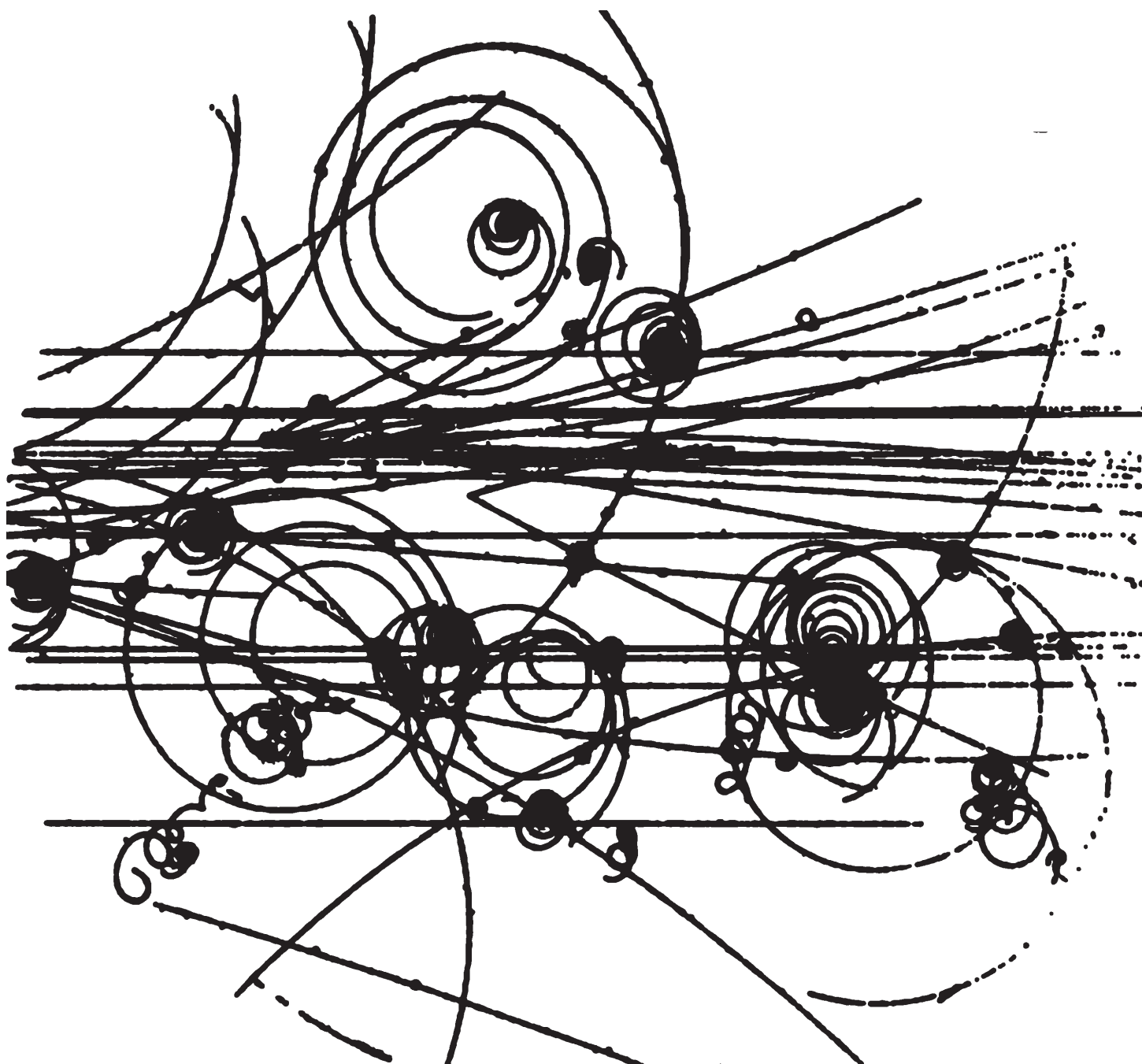## The STALKER RPG Edition

Burger Games 2014

CORE MECHANICS

To use the E66 rules you need a full set of traditional polyhedral RPG dice. The main system uses dice D4 through to D12. Some of the tables have been reconfigured for D20.

The First Rule

The penultimate rule of E66 is that *rolling dice is never a solution to anything by itself.* When the character is confronted with a challenge where the outcome is in doubt, the player must present his character's solution to the problem. If he can't give any, then the task is either impossible for the character, or can only be completed by sacrificing an Attribute point.

On the other hand, if the player's suggested solution is good enough, maybe no task roll is necessary for resolving the challenge, unless for some reason the Gamemaster wants to use the roll as a yardstick on how quickly, well or dramatically it was done.

In all cases in between, a task roll can be made, if the challenge is deemed important or dramatic enough. An action by a character against the environment or a non-player character is always made against a set difficulty value. If two characters are acting against each other, both can roll and the Gamemaster can apply bonuses or penalties to the result according to the merits of their respective ideas.

If the total result beats the target value (either a fix threshold or a roll), the character's solution to the challenge has worked. If not, either the solution wasn't good enough or something went wrong in the execution. Either way, his actions change the circumstances, although not always to the extent or into the direction the character intended.

Basic Task Roll

D10 + Attribute (if any) **+ Ability Die** (if any)

If the **D10** rolls "10", you can re-roll and add it to the total. In theory, there is no maximum limit to the roll result.

If the **D10** rolls "1", the task roll has failed regardless of all other factors and it can be a fumble (if all dice rolled "1").

Attribute can only be added to the roll if it's contribution to the player's described solution to the task is obvious, or the player can otherwise explain the attribute's relevance to the circumstances. In short, it is a *roleplayable bonus* and unless the proposed solution is also good roleplaying by the player, it is not applied.

Ability Die can be rolled and the result added to the task roll total, if the ability's relevance to the proposed solution is either obvious or well-explained by the player. In short, it too is a *roleplayable bonus* and unless the proposed solution is also good roleplaying by the player, it is not added.

*If the character has no prior experience in the things he is about to do to resolve a challenge, there won't be an ability die. If the character has no natural inclination to the kind of solution proposed, the attribute value is not added, or it is going to be 0 anyway. In short, the task roll of for a completely out-of-character solution is plain **D10**. It can still work.*

Difficulty Threshold

To resolve the challenge as intended, the Task Roll result must either reach or exceed the target threshold. The difficulty of the challenge is judged from the perspective of an average trained professional.

Easy	4+
Routine	7+
Tricky	10+
Difficult	13+
Very Difficult	16+
Near Impossible	19+
Legendary	22+

Easy Challenge can be attempted by anybody with a reasonable expectation of success. To anyone with training or experience it is hardly worth rolling.

Routine Challenge carries a significant risk of failure for a lay person but is the bread and butter for professionals. This is what they do and are called in for. There are sometimes complications but success is by and large guaranteed. *Non-adventure challenges often fall into this category.*

Tricky Challenge pushes the boundaries. It is very difficult for a lay person and while a standard professional probably has an idea of how to do it, there is a definite risk of failure. Only an expert could give any guarantees of success. *Adventure challenges often start from this category.*

Difficult Challenge is beyond the means of the non-initiated and even a professional is scratching his head. It's not impossible or unheard but best left to the experts, if you have a choice. Unless you are living dangerously and/or constantly pushing your boundaries, you don't usually even attempt these kinds of things.

Very Difficult Challenge can succeed only by blind luck or real mastery. A limited number of people in the world who take on this kind of challenge with any degree of confidence and even they have a back-up plan in case it fails. We are approaching the limits of human capabilities.

Near Impossible Challenge is flat-out crazy for anybody but a true master and very hazardous even for them. It has been done a few times before, probably by somebody famous who is still being talked about. If you can match that, they'll be talking about you as well.

Legendary Challenge is possible only as far as the laws of physics are concerned. Either no one has ever done, or someone did but nobody can understand how. Statistically, it helps to be really good at the stuff but still, pulling this off calls for an amazing stroke of luck and no one is going to believe it anyway. Not even if they see it with their own eyes.

The Value of Good Ideas

Any proposed solution to a challenge is, by definition, an idea. Logical and workable ideas can be attempted at the face difficulty. A flawed but not impossible idea might increase the difficulty threshold by one or two levels but the roll can still be attempted. However, the reason why a challenge is difficult can be broken down into major individual dilemmas. What this entails in practise varies by challenge and Gamemaster judgement, but as a rule of thumb, removing a major dilemma reduces the difficulty threshold by one level, down to Easy. The player may even propose new challenges to make the circumstances of the main challenge more favorable to his character. Assuming there is time to spare, extra effort can go a long way.

Success!

If the task roll result achieved or exceeded the difficulty threshold and the challenge was resolved successfully. I.e. the character achieved all or most of the goals he set out to achieve in his proposal. He shot the enemy, climbed the wall, fooled the security systems etc.

Critical Success

If the result was high enough to reach higher tresholds, for every additional difficulty treshold achieved (or +3 past the threshold), he accomplished something on top of his original goals. Maybe he took out multiple enemies, or found a route over the wall that the rest of the party will find the challenge easier, or managed to sabotage the security equipment in the process slipping past it.

Jacob Moncke, AKA "Pilgrim", is attacked by two street thugs. Normally, defeating such a punk would be Routine for a martial arts professional but given their numerical superiority, the challenge is now Tricky. The player makes an acceptable proposal and rolls against a threshold of 10. He rolls well and scores 15. This succeeds not only at Tricky but also at Difficult, giving him an extra result. The Gamemaster rules that a kick to the gut sent one thug flying into the arms of another. With the second thug now busy wrestling with his convulsing comrade, Moncke can safely flee the scene, thus ending the hostile encounter.

Failure!

Nothing just "fails". Any failure at a challenge represents wasted time and resources and it still changes the circumstances one way or the other. As a rule of thumb, if the result still achieved the preceding threshold (i.e. fell within 3 points of the target threshold), the effort still had some effect and if there is time left, some other member of the party can try his luck using the same solution. If the result was nowhere near the target, the proposed solution was either unworkable from the start, or the character's blundering made it unworkable now. Given enough time, a new proposal with a sufficiently different approach to the challenge may be attempted.

In any case, if the challenge was time-critical or actively challenged, such as in combat, any failure means the opportunity was lost and the character will now suffer the consequences.

Automatic Failure

If the **D10** in the task roll scored "1", the attempt failed irredeemably for whatever reason, including plain bad luck. However, there are two levels to this: an abject failure and *a fumble.*

Fumble

If all dice in the task roll scored "1", the character has fumbled and there is an additional negative outcome to the attempt, or the results were otherwise the polar opposite of the goal, often complicating future efforts. Note that this kind of blundering is not uncommon to amateurs (10% odds when rolling just D10) but rarely happens to trained professionals (since both the main die and the ability die would have to score "1").

Moncke feels bloodthirsty and opts not to flee but to take on the lone remaining thug instead. The numbers now even and the threshold drops to Routine. However, the player rolls "1" with both the main and the ability dice, so it's a fumble! Not only does the thug stab him in the shoulder (which costs him 1 point of Fitness to turn the hit into a flesh wound), he misses and punches a wall, badly bruising his hand. Since Moncke is now disoriented by pain and his right hand is disabled for the day, the treshold of beating (or fleeing) the thug jumps to Tricky. It is no laughing matter.

Specialist Knowledge

Some tasks may involve such specialized knowledge and training that they cannot be attempted at all unless the character has a suitable ability. For example, any trained pilot would know the start-up procedures of any commercial aircraft even without a task roll but a lay person (someone lacking the ability "Pilot") could not even turn on the engines of a Boeing 747. It is hard to give concise rules on what is or isn't special knowledge but professions requiring years of training are a good yardstick.

Superior Equipment

Difficulty Tresholds are judged from the perspective of a trained professional and include the use of any tools deemed crucial for the task. Lacking tools could increase the difficulty or sink the whole proposal unless they can be improvised somehow. In some specific circumstances, superior tools might make the job one level easier (repairs made in a dedicated car factory vs. mechanical workshop) but this is usually rare. In some circumstances, xenotech tools may have a similar effect to superior equipment but mostly they just enable proposals that would normally be impossible.

As a system, EBB glosses over the minutiae of doing stuff and avoids small and direct bonuses or penalties (like +1 or -1 to the roll). If an item is powerful enough to have a concrete positive effect on the proposal, the difficulty threshold goes down. Of course, the Gamemaster may choose apply direct bonuses and penalties to reflect differences between tools or weapons but it is not used in this rules description.

Injuries

Whenever the character is hit by something capable of causing serious injury, the player may choose to sacrifice a point of Fitness to turn into a flesh wound. If he chooses not to do this or has ran out of Fitness, the damage effect is applied in full. **Stalker RPG** rulebook has descriptions of typical damage effects. Severe injuries usually make physical challenges impossible for a while, or at least until treated. After that, challenges calling for the use of injured body part are one level more difficult and can be flat-out impossible if the player has no idea of how his character would compensate for his injury and weakness. Lost Fitness is restored between sessions or after a rest of one week or so, but the debilitating effects of severe injuries can last for months.

Bargaining with Lady Luck

If the player is unwilling to risk a task roll, he can make his character succeed, if only barely, with any even borderline feasible proposal by **sacrificing a point from the most relevant attribute** to go with it. For the rest of the game session, the attribute value is considered one point lower and of course, no sacrifices can be made if the effective attribute value is 0. Sacrificed attribute points represent actual losses or injuries: physical overexertion, mental trauma, memory loss, abnormal behavior etc. Lost attribute points are restored between game sessions, or if the game events feature sufficient downtime or rest periods.

CHARACTER RULES

The character creation works exactly as in the rule-book. However, there are a few simple rules on converting and using them in E88.

The Ability Die

In FLOW, abilities are binary; you either have it or you don't. In E88, having an ability is a major boost but abilities themselves can be of different proficiency and importance. They are rated by their Ability Die tier:

D4	Student, trainee, enthusiast
D6	Professional, adept, reliable
D8	Veteran, competent, prominent
D10	Expert, specialist, teacher
D12	Master, guru, champion

The default Ability Die for FLOW characters is D6 in all their chosen talents. However, the player may choose to increase an ability die to D8, if another ability is reduced to D4. For all other intentions and purposes (such as wealth, encumbrance and starting equipment) the abilities are still considered to be binary, or the implied differences between dice levels will have to be written into the backstory and/or roleplayed.

A newly created character has his 10 chosen abilities at D6. The player chooses to max him out and increases five abilities to D8. The remaining five other abilities will be reduced to D4. But he still has the abilities and they all make up the person that he is.

Attributes

Abilities/2 (round up) per Attribute group (just like in FLOW).
However, in E88, it is easier to learn new abilities and attribute values will change accordingly. In theory, there is maximum to how high an attribute score the character can have but +5 or beyond is practically unheard of.

Matching Abilities and Attributes

While learning an ability always improves a specific attribute, when applied to task rolls the abilities and attributes are chosen by logic, intent and circumstance. Any ability represents a wide range of experiences, knowledge and anecdotal events and can be matched with almost any attribute, independent of what attribute it helped to increase.

Drawbacks

One Drawback for every Ability learned (just like in FLOW)
In most cases, the effects of drawbacks will have to roleplayed and players are advised to avoid challenge proposals that go against them. However, if they insist of defying their characters' drawbaks, a challenge afflicted by one or more drawbacks can not benefit from any attribute and the challenge is one level more difficult than normal. Some things may be flat out impossible to do if the drawbacks are severe enough.

The character will always have as many drawbacks as he has abilities. However, the nature and severity of Drawbacks can be altered. Defeating powerful enemies will turn that Drawback into bad memories or perhaps notoriety, while an acute drinking problem may be reduced to a mental trauma over something stupid done while drunk (and which evidently made the character stop drinking too much).

Earning Fate Points

Any major achievement by the character is worth one Fate point: an expedition into the Zone, the defeat of a major enemy, reaching a major milestone in the adventure, etc. On average, the character should earn 1-2 Fate Points per game session. However, if the character does not face danger or otherwise push his boundaries, no Fate points are earned.

Most gamemasters do not want to keep track of individual characters' Fate earning and instead give everybody 1 or 2 Fate points per session, or perhaps even 3 or 4 if the session concludes a major adventure or event.

Re-roll the Ability Die (1 Fate)

By spending a Fate Point, the player may reroll his character's Ability Die in any task roll. Note that this option applies only to the Ability Die in the task roll and not to the main die. If Ability Die wasn't rolled, this option is not available either. Fate is a fickle thing.

Acquire a new Ability at D4 (10 Fate)

To learn a new ability at the lowest tier, the player must give a plausible explanation on how the character came to acquire the ability during his recent travels and also determine a new drawback that came with it. Since profession- or skill-based abilities are more easily explained in the context of adventuring than life circumstances, character progression tends to focus on those kinds of ability. If the Gamemaster accepts the explanation, the player can learn the new ability at tier **D4** by spending 10 Fate points. Note that acquiring new abilities may also increase attribute values.

Acquiring a new ability means also acquiring a new drawback, either something related to the ability or the circumstances it was acquired in. Just like when creating a character, it must be relevant, borderline logic and cannot counter existing abilities or drawbacks. The new ability and its drawback extend the character backstory outlined at character creation.

Upgrade the Ability Die (6/8/10/12 Fate)

To improve the die of an existing ability costs the max roll of the new die in Fate Points. Or in other words, to upgrade from **D4** to **D6** would cost 6 Fate, while upgrading from **D8** to **D10** would cost 10. The highest possible Ability Die tier is **D12**. The player should also have a borderline plausible explanation why the character would improve in this regard but this isn't as strict as when learning entirely abilities.

*To develop an entirely new ability from none to **D12** would cost 10 (the acquisition) + 6 + 8 + 10 + 12 Fate points, for a total of 46. At the rate of 1-2 Fate points per session that would take 30 game sessions. At the rate of 1 game session per two weeks that would take over a year.*

ANOMALY TABLES

Anomaly generation tables converted to **D20**. Properties have been split into common and rare variants. See **Stalker RPG** rulebook for descriptions.

D20	First Property
1	Liquid, static
2	Hot, dynamic
3	Growth, static
4	Cold, dynamic
5	Translucent, static
6	Air movement, dynamic
7	Gaseous, dynamic
8	Instinctual, static
9	Emotion, static
10	Mirage, dynamic
11	Gaseous, static
12	Sound, dynamic
13	Light, static
14	Cold, static
15	Shimmering, dynamic
16	Crystalline, static
17	Growth, dynamic
18	Hot, static
19	Liquid, dynamic
20	*Rare variant, roll from below*

D10	Rare Variant
1	Instinctual, dynamic
2	Shimmering, static
3	Light, dynamic
4	Air movement, static
5	Crystalline, dynamic
6	Sound, static
7	Emotion, dynamic
8	Mirage, static
9	Translucent, dynamic
10	Destruction

D20	Second Property
1	Crippling
2	Magnetizing
3	Crushing
4	Radioactive
5	Accelerating
6	Freezing
7	Suffocating
8	Caustic
9	Dissolving
10	Stopping
11	Burning
12	Sickening
13	Hallucinating
14	Slowing
15	Hurling
16	Electrifying
17	Controlling
18	Entrapping
19	Dehydrating
20	*Rare variant, roll from below*

D10	Rare Variant
1	Wounding
2	Repairing
3	Petrifying
4	Lifting
5	Mutating
6	Buoying
7	Metaphysical
8	Transporting
9	Preserving
10	Deadening

ARTEFACT TABLES

Artefact generation tables converted to **D20**. Properties have been split into common and rare variants. See Stalker RPG rulebook for descriptions.

D20 First Property

D20	First Property
1	Aura, exogenetic
2	Touch, endogenetic
3	Beam of light, exogenetic
4	Cloud of gas, endogenetic
5	Weightless, endogenetic
6	Malleable, exogenetic
7	Piercing, exogenetic
8	Heavy, endogenetic
9	Psychic, exogenetic
10	Mobile, exogenetic
11	Projectile, exogenetic
12	Cyclical, endogenetic
13	Weightless, exogenetic
14	Radiating, endogenetic
15	Beam of light, endogenetic
16	Touch, exogenetic
17	Aura, endogenetic
18	Bioelectric, exogenetic
19	Magnetic, exogenetic
20	*Rare variant, roll from below*

D10 Rare Variant

D10	Rare Variant
1	Machinery, exogenetic
2	Mobile, endogenetic
3	Cloud of gas, exogenetic
4	Invisible, endogenetic
5	Sensitive to light, exogenetic
6	Projectile, endogenetic
7	Radiating, exogenetic
8	Changing, endogenetic
9	Cyclic, exogenetic
10	Random, endogenetic

D20 Second Property

D20	Second Property
1	Disabling
2	Healing
3	Colour change
4	Immateriality
5	Time acceleration
6	Strengthening
7	Time stop
8	Trick of light
9	Malfunctions
10	Container
11	Burning
12	Freezing
13	Magnetizing
14	Maintaining
15	Electric
16	Weightlessness
17	Flashback
18	Sound
19	Shooter
20	*Rare variant, roll from below*

D10 Rare Variant

D10	Rare Variant
1	Invisible
2	Petrifying
3	Immateriality
4	Time delay
5	Vacuum
6	Teleportation
7	Metaphysical
8	Gravity
9	Killing
10	Telepathy

STALKER

Tag

Name

Age

Country

Sex

Role

Description

Group

Renown

Fate

FITNESS	
ALERTNESS	
INTELLECT	
WILLPOWER	
CHARISMA	
EDUCATION	
TECHNICAL	
ZONE	

Drawbacks

Injuries

Scarring

Abilities

Equipment

Assets