**Berlin Zero RPG**

**Attributes:** For each attribute, roll 4D and leave out the lowest-scoring die.
Strength
Health
Agility
Perception
Willpower
Charisma

**Common skills:** You have these skills at attribute/2 value, or 5.

| | |
|---|---|
| Archery | AGI/2 |
| *Area Knowledge (home)* | 5 |
| Blades | STR/2 |
| Climb & Leap | AGI/2 |
| Craftsman | 5 |
| Crime | PER/2 |
| Dexterity | AGI/2 |
| Dodge | AGI/2 |
| Etiquette | CHA/2 |
| Evaluate | 5 |
| Farming | 5 |
| Fast Talk | CHA/2 |
| First Aid | 5 |
| Handguns | PER/2 |
| *Hobbies (pick one)* | 5 |
| Hunting | PER/2 |
| Interrogation | WIL/2 |
| Intuition | 5 |
| Languages | 5 |
| Leadership | WIL/2 |
| Lore | 5 |
| Loot | PER/2 |
| Mechanic | 5 |
| Melee | STR/2 |
| Motorcycles | AGI/2 |
| Polearms | STR/2 |
| Propaganda | 5 |
| Rattle | WIL/2 |
| Religion | 5 |
| Rifles | PER/2 |
| Running | HEA/2 |
| Seduction | CHA/2 |
| Stealth | AGI/2 |
| Survival | HEA/2 |
| Swimming | HEA/2 |
| Tactics | 5 |
| Throwing | AGI/2 |
| Trading | CHA/2 |
| Unarmed | STR/2 |
| Vehicles | PER/2 |
| Wasteland | 5 |

**Rare skills** have no value unless purchased.

| | |
|---|---|
| Academics | 5 |
| Acting | CHA/2 |
| Animal Handling | 5 |
| Artillery | 5 |
| Communications | 5 |
| Datatech | 5 |
| Disguise | 5 |
| Electronics | 5 |
| Engineering | 5 |
| Espionage | 5 |
| Explosives | 5 |
| Forensics | PER/2 |
| Gambling | WIL/2 |
| Gunner | PER/2 |
| Heavy Vehicles | PER/2 |
| Hypertech | 5 |
| Industries | 5 |
| Intrigue | 5 |
| Law | 5 |
| Martial Arts | AGI/2 |
| Music | CHA/2 |
| Pilot Airship | PER/2 |
| Pilot Winged | PER/2 |
| Reader | 5 |
| Research | 5 |
| Sailing | PER/2 |
| Security | 5 |
| Surgery | 5 |

**Skill points: 100**

| | | |
|---|---|---|
| +1 to skill when it is under 10 | 1pt | |
| +1 to skill when it is 10+ | 2pt | (max. skill value 15) |
| Learn Rare Skill at start value | 3pt | |

**Edges**: up to 10 points

| | |
|---|---|
| +1 bonus (or any minor roleplayable advantage) | 1 point |
| +2 bonus (or any significant roleplayable advantage) | 3 points |

Edges are circumstancial bonuses, narrowly defined areas or interest or special knowledge acquired through a specific event or feat in the past. Edges must have explanations. Examples:

*Used to be an enforcer in the collective: +1 to the use of a Revolver*
*Former Reich scout: +2 to following tracks*
*Was a Monk test subjects: +2 to Radiation checks*
*Former trick driver in a circus: +1 when driving Light Motorcycles*
*Weight lifter: +2 to Strength when lifting or pulling*
*Backpacker: +2 to Strength for figuring out Load*

Use your imagination and consult your GM.

**Flaws:** As many points as there are Edges

| | |
|---|---|
| -1 penalty (or any minor roleplayable disadvantage) | 1 point |
| -2 penalty (or any major roleplayable disadvantage) | 3 points |

These are drawbacks, hindrances, phobias etc. That under some circumstances weaken the character. There should be an explanation for all Flaws, perhaps something in the character's past.

*Minor mutations hidden with clothing: -1 to social skills if revealed*
*Alcoholism: -1 for shaking if the character goes without a drink for more than a day*
*Drug addict: -2 if the character goes without a fix for a day*
*Tortured with fire: -1 when in presence of flames*
*Disfigured: -2 to social skills when appearance is important*
*Bad accident: -2 to driving vans because of a traumatic accident*
*Former raider: -2 to social skills with the Guild*

In the end, the bonuses and penalties are quite small. The point of Edges and Flaws is to make the character feel more alive.

**Blood Points:** HEA + (STR)/2 (round down)
**Deep Wound:** Blood Points/2, round up
**Initiative:** (AGI + PER)/8

**************
**TEST ROLLS**
All test rolls are made against an Attribute or a Skill value (+Edges, if applicable). If the player rolls the value of less, he succeeded. Otherwise he failed.

| | |
|---|---|
| Easy | 1D |
| Routine | 2D |
| Challenging | 3D |
| Difficult | 4D |
| Very Difficult | 5D |
| Near Impossible | 6D |

**Degrees of Success:**
Rolling equal or less is **Okay**
Rolling 5 under the limit is **Good**
Rolling 10 under the limit is **Superb**

**Automatic Success:**
If all dice rolled "1", the roll is automatically a **Superb Succcess**

**Automatic Failure:**
If two dice rolled "6", the roll is an automatic failure. Bad luck can happen to anyone.

**Catastrophic Failure**
If three or more dice rolled "6", the roll is a catastrophic failure likely to achieve the opposite of what was intended. Weapons jam, ropes break, a slip of a tongue makes the character say he is a Reich spy, etc.

## EXPERIENCE

At the end of each game session, the Gamemaster may award characters experience (XP)

| | |
|---|---|
| Reaching a major goal | +1 XP |
| Heroic accomplishment | +1 XP |
| Excellent roleplaying | +1 XP |

No more than 3 points of XP can be awarded per session.

**Reroll** means using 1 XP to get a reroll on any player-made dice roll during the game.
**Good Luck** means using 1 XP to reduce the difficulty of a task roll by 1D
**Bad Luck** means using 1 XP to make the enemy task roll more difficult by 1D
**Toughness** means using 1 XP to increase Blood Points by +1. Deep Wound does not change.
**Skill Increase** means rolling 1D for every point of XP. If skill value is exceeded, add +1 to it.
**Attribute increase** works the same way, except that it costs 2 XP per 1D rolled.

**COMBAT:**
For the sake of convenience, combat is divided into 6-second rounds. During a combat round all able participant can do the following:

- Attack at least once
- Defend any number of times
- Move AGI x 1 meters (three times that if not attacking, move complete by the end)
- If not attacking, perform two quick non-combat actions
- If not attacking, perform a long action

**Step One: Determine Surprise**
If one side of the combat is surprised, they will only have defensive and movement actions. No initiative roll, no shooting back.

**Step Two: Roll for Initative:** Weapon Speed Dice + Initiative (+ Edge, if any)

**Step Three: Resolve Attacks in the order Initiative results**

**Step Four: Resolve non-combat actions, if any**

**Close Combat**
To hit an enemy in Close Combat the enemy must be within the reach of the weapon. The default skill test is *Challenging.* However, there are modifiers:

| | |
|---|---|
| -1D | if attacking from behind |
| -1D | if attacking from above |
| +1D | if attacking from below/from the ground |
| +1D | poor visibility, bad terrain, too narrow confines for the weapon |
| +?D | injuries, if any |

The minimum difficulty is 1D. There is no maximum. Some melee weapons can perform more than one attack during their attack turn.

**Martial Arts**
Martial Arts attacks are treated as a different weapon with different stats. The skill is *Unarmed/Martial Arts*, whichever is lower.

**Ranged Combat**
To hit an enemy in Ranged Combat the attacker must have a line of sight to the enemy. The default skill test is *Challenging.* However, there can be bonuses from weapon accuracy or burst fire.

| | |
|---|---|
| -1D | if enemy at point blank range |
| -1D | if enemy is completely stationary |
| -1D | if enemy is larger than human |
| -1D | previous round spent aiming |
| +1D | Long range |
| +2D | Extreme range |
| +1D | enemy has some cover, aiming at a specific hit location, running target |
| +2D | enemy has good cover, bad visibility (smoke, twilight, disco lights), speeding target |
| +3D | superb cover, shooting by sound, target moving at aircraft speeds |
| +?D | injuries, if any |

**Weapon Accuracy**

Certain weapons have bonuses (or penalties) to the skill value for being accurate or wildly off. These may have special requirements: for example, scope sights are useless unless the attacker is stationary.

**Rapid Fire**

Some weapons have Rate of Fire (RoF) of more than 1. The attacker can do as many attacks as is the RoF. The first attack is normal. Later attacks have +1D to difficulty. Add +1D if the attacker changed targets between shots.

**Bust Fire**

Certain weapons can fire full auto. For every 10 rounds expended in the attack, add +1 to skill value and +1D to damage. Burst Fire is possible only against targets within the effective range.

**Explosions**

If the attack hits, the target is at ground zero. If it misses, it lands in a random direction 2D metres away. Anyone caught in the area may attempt a *Challenging Dodge* if the explosive was thrown, or *Difficult* if it was fired. -1D for fox holes, trenches and other good cover nearby, +1D for every defense already attempted in this round. Every degree of success halves the damage.

Explosives do listed damage (+1D per degree of Success) at ground zero. For every metre of distance reduce the damage roll by 1D.

*Enemy throws a handgrenade at the character and scores an Okay success. The listed damage is 6D and the first degree of success increases it to 7D. The character makes a Dodge roll of 3D and achieves Good result. This means the damage is quartered.*

*Damage from a roll of 6D is 25. The character made a second degree Dodge, so the damage is quartered that is just 6. Hand grenade is not a very powerful explosive if you can avoid the shrapnell and that is what the Dodge roll is all about. He rolled behind something sufficiently and hard massive for cover and only felt the concussion.*

**Defense: Blocking**

If the target is aware of the attack, not incapacitated and is either holding an item to block with or is using *Martial Arts*, he can attempt to block the attack. This is a skill test using close combat melee skills or *Unarmed/Martial Arts*. The default difficulties are:

*Challenging*   - to block a melee attack or deflect a thrown weapon
*Difficult*       - to block an arrow or slow-moving rounds
*Very Difficult* - to block or deflect bullets or beams (martial arts blocks at GM's discretion)
+1D               - poor visibility
+1D               - restricted movement, fighting from the ground
+1D               - for every earlier attempt at defence during this round

**Defence: Dodging**

Dodging means diving for cover. It is an effective defence also against firearms. It is a skill test using *Dodge* and the default difficulty is *Challenging*.

-1D               - easy cover immediately available
+1D               - no room to back into
+1D               - restricted movement, fighting from the ground
+1D               - for every earlier attempt at defence during this round

|  | Okay Attack | Good Attack | Superb Attack |
|---|---|---|---|
| **Failed Defense** | Normal damage | 2 x damage | 3 x damage |
| **Okay Defense** | Attack failed | Normal damage | 2 x damage |
| **Good Defence** | Attack failed | Attack failed | Normal damage |
| **Superb Defence** | Attack failed | Attack failed | Attack failed |

**Damage Roll:** All weapons have a listed damage roll, which is then multiplied by the table above. Note that explosives work differently.

**Armour Roll:**
The result of the Armour Roll is subtracted from the damage.

| | |
|---|---|
| *Light Armour (leather, vest etc.)* | *1D-1* |
| *Medium Armour (hockey pads, mail)* | *2D-2* |
| *Heavy Armour (solid plates, carapace)* | *3D-3* |
| *Headgear* | *+1* |
| *Helmet* | *+2* |
| *Shield* | *+3* |
| *An accessory, covering clothing etc.* | *+1* |

Any remaining damage is subtracted from Blood Points.

**Deep Wounds:**
If the a attack does equal or more damage than the target's Deep Wound value, it can have serious and long-lasting consequences.  As a rule of thumb, a character that takes a

- Target is knocked down and can only defend this round
- Target drops whatever he was holding
- +1D to all physical task rolls for a week
- Movement rate halved for a week
- Lose 1 Blood Point per round until treated or goes into shock.
- Long term injury: Roll 1D6

| 1 | Arm or hand injury. STR -1D3 |
|---|---|
| 2 | Gut wound never really heals. HEA -1D3 |
| 3 | Limping. AGI -1D3 |
| 4 | Head injury. PER -1D3 |
| 5 | Brain damage. WIL -1D3 |
| 6 | Disfigured or bad scarring. CHA -1D3 |

**Shock**
When Blood Points are at 0 or less, the character goes into shock. He is incapacitated and most are unconscious, although some have managed to crawl. They will keep bleeding at the rate of 1 BP/minute.

**Death**
When BP drops below HEA x -1, the character is dead.

## First Aid

To a normal patient, a successful application of First Aid restores 1D3 BP and stops bleeding. Add +1 BP for every additional degree of success. Default difficulty out on the field is *Challenging*. Once successfully treated, the patient cannot be treated again unless injured again.

A patient that is in shock is revived and restored to 1D3 BP (+1 per degree of success). All bleeding is stopped. Of course, a patient with that few Blood Points is still very weak. Default difficulty is *Difficult.*

Both task rolls are modified by conditions, tools and available help. -1D for rudimentary medical facilities, -2D for hospital-level support.

## Surgery

Surgery cannot be applied in combat. With all its preparation it takes at least an hour. As a rule of thumb, a successful application of Surgery restores the patient to half BP and reduces the stat loss from a Deep Wound by 1 point per degree. However, it cannot bring back more than what was lost at theme.

Surgery can also be used fix the stat loss of old Deep Wounds. It inflicts a Deep Wound's worth of damage (although not the effects). Character can undergo several attempts at surgery but only the best attempt counts. They do not stack.

*E.g. Character has lost 3 points of Strength due to a major wound. He undergoes three attempts to fix it by surgery with degrees of Okay, Good and Okay. The best result is Good, so he got 2 points of Strength back. The the last surgery could not improve on the accomplishments of the previous one.*

## Natural healing

Make a HEA roll at the beginning of each day. Difficulty depends on conditions, from 1D (hospital bed) to 6D (on the move, cold, hungry and dirty in the wasteland). Every degree of success restores one BP overnight. Every fumble costs 1D BP due to infection, unless the character has a ready supply of antibiotics.

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## GEAR

| Blade Weapons | Init | RoF | Damage | Cost |
|---|---|---|---|---|
| Switchblade | 2D | 2 | 1D* | 15 |
| Combat Knife | 2D | 1 | 2D* | 25 |
| Machete | 2D | 1 | 3D* | 50 |
| Sword | 3D | 1 | 3D* | 100 |
| Greatsword (2h) | 2D | 1 | 4D* | 200 |
| Buzzsaw (2h) | 1D | 1 | 5D* | 150 |
| Chainsaw (2h) | 2D | 1 | 5D* | 300 |

*\* Add STR/4 to the damage roll*

| Melee Weapons | Init | RoF | Damage | Cost |
|---|---|---|---|---|
| Club | 2D | 1 | 2D* | 10 |
| Maul (2h) | 1D | 1 | 4D* | 30 |
| Morning Star | 2D | 1 | 3D* | 50 |
| Wrench | 1D | 1 | 2D* | 20 |
| Axe | 1D | 1 | 3D* | 30 |

| | | | | |
|---|---|---|---|---|
| Great Axe (2h) | 1D | 1 | 5D* | 80 |
| Sharpened shovel (2h) | 2D | 1 | 4D* | 60 |

*Add STR/4 to the damage roll*

| Polearms Weapons | Init | RoF | Damage | Cost |
|---|---|---|---|---|
| Staff (2h) | 2D | 2 | 2D* | 10 |
| Wood Spear (2h) | 3D | 1 | 2D* | 20 |
| Spear (2h) | 4D | 1 | 3D* | 30 |
| Halberd (2h) | 3D | 1 | 4D* | 50 |

*Add STR/4 to the damage roll*

| Unarmed | Init | RoF | Damage |
|---|---|---|---|
| Unarmed attack | 2D | 1 | 1D* |
| Martial Arts attack | 3D | 2 | 2D* |

*Add STR/4 to the damage roll*

| Archery | Init | RoF | Ran | Dam | Mag | Cost | |
|---|---|---|---|---|---|---|---|
| Slingshot (2h) | 3D | 1 | 20m | 1D* | 1 | 20 | |
| Sling | 1D | 1 | 50m | 2D* | 1 | 20 | -1 to accuracy |
| Wood Bow (2h) | 2D | 1 | 50m | 3D* | 1 | 80 | |
| Longbow (2h) | 1D | 1 | 100m | 3D* | 1 | 150 | |
| Composite Bow (2h) | 2D | 1 | 100m | 3D* | 1 | 200 | |
| Wristbow | 3D | 1 | 10m | 2D* | 1 | 60 | |
| Pistol Crossbow | 3D | 1 | 30m | 3D* | 1 | 200 | |
| Crossbow (2h) | 1D | 0.5 | 100m | 4D* | 1 | 400 | +1 to accuracy |
| Arbalest (2h) | 1D | 0.5 | 100m | 5D* | 1 | 600 | +1 to accuracy |

*Add STR/4 to the damage roll*

| Thrown Weapons | Init | RoF | Ran | Dam | Cost | |
|---|---|---|---|---|---|---|
| Stone | 3D | 1 | 30m | 1D* | - | |
| Wood Spear | 2D | 1 | 30m | 2D* | 20 | |
| Spear | 2D | 1 | 30m | 3D* | 30 | |
| Shuriken | 3D | 1 | 10m | 2D* | 30 | |
| Knife | 2D | 1 | 10m | 2D* | 30 | |
| Bola (entangle) | 1D | 1 | 30m | 1D* | 20 | |
| Boomerang | 1D | 1 | 30m | 2D* | 30 | |
| Hand Grenade | 2D | 1 | 30m | 6Dex | 100 | |
| Pipe Bomb | 1D | 1 | 30m | 8Dex | 150 | -1 to accuracy |
| Molotov's Cocktail | 1D | 1 | 30m | 4Dex | 50 | -1 to accuracy |

| Small Arms | Init | RoF | Ran | Dam | Mag | Cost | |
|---|---|---|---|---|---|---|---|
| Scrap Pistol | 3D | 1 | 30m | 3D | 1 | 250 | -2 to accuracy |
| Pistol | 3D | 3 | 30m | 3D | 12 | 500 | |
| Revolver | 2D | 2 | 50m | 4D | 6 | 500 | |
| Submachinegun | 2D | 3B* | 50m | 3D | 30 | 1500 | |

*Capable of firing bursts*

| Rifles (2h)      | Init | RoF | Ran  | Dam | Mag | Cost |                 |
|------------------|------|-----|------|-----|-----|------|-----------------|
| Rat Rifle        | 2D   | 1   | 100m | 3D  | 1   | 500  |                 |
| Light Rifle      | 2D   | 1   | 100m | 3D  | 5   | 1000 |                 |
| Hunting Rifle    | 1D   | 2   | 150m | 4D  | 5   | 2000 | +1 to accuracy  |
| Assault Rifle    | 2D   | 3B* | 150m | 4D  | 30  | 4000 |                 |
| Sniping Rifle    | 1D   | 1   | 300m | 5D  | 8   | 3000 | +2 to accuracy  |
| Light Machinegun | 1D   | 3B* | 100m | 5D  | 100 | 5000 |                 |

- *Capable of firing bursts

| Armour                               | Prot | Cost   |                             |
|--------------------------------------|------|--------|-----------------------------|
| Light Armour (leather, vest etc.)    | 1D-1 | 100    |                             |
| Medium Armour (hockey pads, mail)    | 2D-2 | 300    | +1D acrobatics and stealth  |
| Heavy Armour (solid plates, carapace)| 3D-3 | 1000   | +2D acrobatics and stealth  |
| Headgear                             | +1   | 10     |                             |
| Helmet                               | +2   | 30     | +1D to noticing things      |
| Shield                               | +3   | 50     |                             |
| An accessory, covering clothing etc. | +1   | 10-100 |                             |

### FIREARM SPECIAL PROPERTIES (1D):

On a roll of 6, any given firearm has a special property. Some unique weapons can have two or three of them. Special property makes the weapon price shoot skyhigh.

| 1 | Laser sight, +1D initiative |
|---|-----------------------------|
| 2 | Scope, double range |
| 3 | Special barrel, +2 damage |
| 4 | Extended magazine: +50% |
| 5 | Advanced design, +1 RoF |
| 6 | Customized: Add Burst mode and increase magazine size by 10. (if already there, burst costs 5 rounds, not 10) |