Base12 RPG System

OVERVIEW:

Base12 is a game system designed to support virtually any setting and to allow the easy adaptation of most existing reference materials. It's focus is to allow above average customization and depth in character creation, while simultaneously allowing streamlined encounter resolution.

CHARACTER CREATION:

Characters are built using 12 attributes that are the basis for any conceivable skill, ability, or power, and are relevant across all genres and settings.

ATTRIBUTES:

STRENGTH – Might, carrying weight, melee weapons
DEXTERITY – Hand coordination, ranged weapons, crafting
INTELLIGENCE – Knowledge skills, technology skills, arcane powers
AWARENESS – Perception, senses, weapon and shield defense
AGILITY – Acrobatics, reflexes, dodging
WILLPOWER – Mental resistance, concentration, psionic powers
CONSTITUTION – Heartiness, physical resistances, health points
STAMINA – Endurance, athletics, stamina points
WISDOM – Intuition, insight, divine powers
CHARISMA – Leadership, diplomacy, allurement
SPEED – Reaction time, stealth, action points
LUCK – Random chance, treasure hunting, gambling

DERIVED STATS:

HP – Health Points (or Hit Points) are derived from the CONSTITUTION attribute. This is the representation of how much physical damage a character can take, whether it be from a fire ball, a sniper rifle, or from a rattle snake bite.

SP – Stamina Points (or Spell Points) are derived from the STAMINA attribute. This is a representation of how many special abilities a character can use, spells a wizard can cast, or additional physical stress a character can undergo, such as running for long periods of time or taking additional actions beyond the basics.

AP – Action Points are derived from the SPEED attribute. This is a representation of how far a character can move during a turn, how many specific actions one can take, or how complicated of an action one is capable of within the time restraints of a single turn.

CALCULATING ATTRIBUTE POINTS:

Base12 allows for characters to be created using random dice rolls or preset archetypes, but the system was actively designed to allow players to assign attribute points to their characters themselves. A standard allotment for a Level 1 character would be 40 attribute points at game start. This number may be different depending on your GM, house rules, or the guidelines of a specific setting's reference materials.

However you choose to assign points, the total score of a specific attribute will determine two things: The die that is rolled when performing skill checks or actions that use that attribute, and a bonus number or modifier that may be used to express aptitude.

ATTRIBUTE DIE	1d0	1d1	1d2	1d3	1d4		1d6		1d8		1d10		1d12			1d20			1d50		1d100
BONUS/MOD	-3	-2	-1	+0	+1	+2		+3		+4		+5		+6	+7		+8	+9		+10	
SCORE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
STRENGTH																					
DEXTERITY																					
INTELLIGENCE																					
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Based on the chart above, you can see that assigning a character 4 points in DEXTERITY would allow him or her to roll 1d4 for DEX checks, and have a +1 bonus score. The bonus/mod is not automatically added to dice rolls, it is a separate value used in specific situations. For example, the DC to pick the lock on a chest may be 3, and so a thief would need to roll a 3 or better on a DEX check in order to be successful. With a 1d4 die that is a 50% chance. Or perhaps instead the DC of the lock is a static +2, meaning that only thieves with at least a +2 bonus to dexterity will be able to open the lock (no roll is necessary). Our 4 DEX thief would not be skilled enough to open this lock until her DEX is at least a 5, granting a +2 bonus/mod.

Notice that adding points to an attribute will most commonly raise only the die or the bonus, not both. Moving from 6 to 7 in an attribute for example will raise the bonus up from +2 to +3, but the die used for checks remains a 1d6.

CALCULATING DERIVED STATS:
HP is based on a character's CONSTITUTION. At level 1 each character starts with a base of 10 HP, +/- the character's starting CON Bonus, + the total of one roll of the starting CON Die. At each additional level the character gains HP equal to one roll of his/her current CON die. If a character's CON Bonus has increased since the last level, the extra is added to the HP total.

SP is based on a character's STAMINA. At level 1 each character starts with a base of 10 SP, +/- the character's starting STA Bonus, + the total of one roll of the starting STA Die. At each additional level the character gains SP equal to one roll of his/her current STA die. If a character's STA Bonus has increased since the last level, the extra is added to the SP total.

AP is based on a character's SPEED. AP is always equal to 4 +/- the character's SPD Bonus. This value can rise and fall at any time, not only while leveling up.

ACTIONS AND MOVEMENT:
AP represents both the distance a character can move during a turn in battle, and how complicated of an action or actions she can take. On a character's turn in battle, she can move up to 5 feet per AP, and use one or both hands to make attacks or take actions. Note that these two aspects consume AP separately; that is, if a character has 5 AP, they can BOTH move 25 feet AND use 5 AP worth of attacks or actions between their two hands. Different attacks and actions have a specific amount of AP that they consume. A basic attack may only consume 1 or 2 AP per hand, for example, but a more complicated action may consume more. Our character with 5 AP might be able to throw a dagger with one hand (2 AP) and then cast an ice bolt spell with the other hand (3 AP) for a total of 5 AP. They can also on that turn move anywhere between 0-25 feet if they wish.

Unused AP does not carry over until the next turn, and it is immediately replenished at the beginning of a new round (unless specific effects say otherwise). Although settings and other resource material for the campaign you are playing may have their own rules for AP, the basic rule of thumb is that any character on their turn can move and then take an action with each hand.

Whereas HP and SP are generally tracked and updated as they are consumed and restored, AP need not be as it is only a limit "per turn".

OTHER CHARACTER ASPECTS:
Additional aspects of your character will be based on the reference material or campaign setting used—or your imagination. Things like physical appearance, race, class, and unique powers will vary greatly from game-world to game-world. See your GM for more info.