

DRAGONFLY

A Story of Space Farers and Prairie Folk

How to Play

Roleplaying games are still games, and like most games they have rules. The main rule is for you Directors and the players to have fun.

Rules are not necessary for many aspects of the game. Simple things like talking or picking up an object do not require rules. Only if the outcome of an action is in doubt and the results of that action are important, do come into play. That's when it's time to start rolling dice.

All tested actions are resolved with a ten-sided die (D10). Basically, a player rolls a D10 and adds the appropriate Attribute and/or skill to the number rolled. If the result is nine or higher, the action was successful. If the result is less than nine, the action failed. A higher total value means a more spectacular success, and some actions may be more difficult than others (when modifiers are applied). If you can't get hold of a D10, don't worry - we've made a special print-out, cut and keep ten-sided top you can use instead.

Most actions add the values of one Attribute and one skill to a D10. You always determine which Attribute and skill should be used for a particular action. When no skill is appropriate, the Attribute is usually doubled and added to a D10. Some tough actions don't get the doubling. You, as the Director, make the call on which Attribute is used, and whether it is doubled or not.

Example: Kevin is playing Pete Malraux. Kevin wants Pete to climb from a balcony up to the roof of a building. You decide that this should be resolved using Pete's Strength 4 and Acrobatics 2. The player rolls a four on a D10, and adds six (the sum of Attribute 4 and skill 2). The result is 10. Since this is higher than nine, Pete succeeds in making his way to the rooftop. Kevin then decides that Pete will attempt to jump down to a ledge on the neighboring building. You decide that due to the precarious footing required, once the jump is successful (using a Dexterity + Acrobatics roll), the player must roll a Dexterity (doubled) action for Pete to keep his balance. Pete's Dexterity is three, so this is doubled to six. A D10 is rolled and comes up six, for a total of 12. You inform the player that Pete wobbles, but is able to keep from falling from the narrow ledge.

Sometimes a character attempts something and another character tries to stop her or avoid the action. This is a Resisted Action. It is resolved as a normal action, but both sides get to roll. If both rolls fail, neither side gets the desired effect. If one fails and one succeeds, the successful character wins. If both rolls are successful, the better result wins. In the case of a tie, the defender (if there is a defender) wins; otherwise it is just a tie.

To keep die rolling to the bare minimum, the basic rules apply only to Cast Members (the main characters) and (if you so choose) important Guest Stars and Adversaries (characters introduced into the game for plot reasons). Whenever Cast Members need to fight or outwit the Supporting Cast, they need only beat the appropriate Ability Score number for the Supporting Cast Member in question. No dice for them!

There are three Ability Scores: Muscle (for Strength contests), Combat (for attacks and defenses) and Brains (for perception and brainy stuff).

Modifiers and what they do

Sometimes circumstances make an attempted task easier or more difficult. In such a case, a positive or negative modifier may be added to the attempt. The following table shows some modifiers that may be used.

Base Modifiers Table

Easy	+5
Moderate.....	+3 to +4
Average.....	+1 to +2
Challenging.....	No modifier
Difficult	-1 to -2
Very Difficult.....	-3 to -5
Heroic	-6 to -9
Shaah, right.....	-10 or worse

In addition to those modifiers, Drama Points can add bonuses to rolls.

Success levels

In some situations, you need to know more than whether the character has succeeded at something — you need how well she succeeded. When that’s the case, check the result against the Success Level Chart. The greater the number of Success Levels, the better the character did. Some difficult tasks require more than one Success Level.

Example: When a character attacks someone, how well they struck influences how much they hurt the target. Add the Success Levels of the attack roll to the base damage of the attack. On the flip side, for uses of the Doctor Skill, each Success Level heals one point of damage.

For Supporting Cast Members that have Ability Scores, the damage listed in their Combat Maneuvers already includes the bonus for Success Levels.

Goin’ Loco

When the big hairy scary happens, the characters have to make a Willpower (doubled) roll (Qualities like Nerves of Steel or Fast Reaction Time help). This is known as the Fear Test. Modifiers may be called for. That’s up to the Director.

If the result of the roll is nine or higher, the character may be afraid or apprehensive, but she can act normally. If the result is eight or less, she wigs out. Use the Panic Table for inspiration.

Success Levels Table

Roll Total	Success Levels	Description
9-10	1	Adequate
11-12	2	Decent
13-14	3	Good
15-16	4	Very good
17-20	5	Excellent
21-23	6	Extraordinary
24-26	7	Mind-boggling
27-29	8	Outrageous
30-32	9	Superheroic
33-35	10	God-like
Every extra 3 points thereafter	+1 extra point	Wow!

Panic Table

Roll Result	Effect	
7-8	Startled	The character is startled but not paralyzed, and can act normally. Initiative is lost, however; the critter wins Initiative automatically on that Turn.
5-6	Freak Out	The character screams and/or flinches away. Only defense actions can be attempted on that Turn, and the character cannot go on Full Defense.
3-4	Run Away!	The character takes off running like a spider-eating spine-missing Zeppo for a full Turn, unless cornered, in which case cowering in terror is on the agenda. No attacks are possible, and defense actions are at -2. After each Turn (or handful of seconds), a new Fear Test can be rolled (reduce any penalties by one with each successive Turn, until the character snaps out of it).
2-0	Total Terror	The character is not in control of her actions. She may lose her lunch, pass out or suffer some other oh-so-embarrassing fate.

Combat

To make things go a bit easier when the rough stuff starts, the action is divided into segments, known as Turns. A game Turn represents a short bit of time — five seconds or so — during which characters can attack and defend. During a Turn, a normal character can attack once and defend from one attack without penalties. Experienced or fast characters can make more than one attack during a Turn.

At the beginning of each Turn, the players declare the intentions of their Cast Member. This is where they say, "I want to aim my crossbow," or "I cast a Spell." You decide if that action is possible in one Turn. Most simple actions are, but if a character wants to knock a large hole in a wall with her axe, she is going to need more than five seconds.

Then you determine who attacks first. The simplest way is to have each character roll and add their Dexterity (and any Fast Reaction Time bonuses).

Once initiative is determined, the intended tasks are rolled. Usually, a character may only take one action per Turn, but those with Dexterity 5 or greater gain extra actions according to the Additional Actions Table.

Additional Actions Table	
Dexterity	Additional Actions
5-6	1
7-8	2
9-10	3
11-12	4
Every extra 2 points thereafter	+1 extra action

As it is difficult to do more than two things at once (or walk and chew gum for some of us), additional actions suffer cumulative penalties of -2. The player only rolls once — successive attacks or defenses each reduce the total by two. If the target defends against any of those attacks, the character can no longer continue attacking on that Turn.

Close Combat

In close combat, attacking uses Dexterity and the appropriate skill (Kung Fu bare handed or Getting Medieval with a weapon) or the Combat Score. In a pinch, Sports might be substituted for swinging attacks with a stick (baseball bat, hockey stick). When two or more attackers gang up against a single target, they get a +1 bonus to all actions for

each attacker, to a maximum of +4 for four or more attackers.

Weapons may only be parried by weapons. A hand-to-hand attack may be parried by a weapon and that's going to cause normal damage for that weapon to the bonehead who rushed in unarmed. A Parry uses Dexterity and Kung Fu, or Dexterity and Getting Medieval roll, or the Combat Score. Thrown weapons can be parried at a -2 penalty. Arrows and crossbow bolts are parried at a -6 penalty.

Anyone may attempt to dodge an attack. Dodging hand-to-hand attacks can be done once per Turn without penalty; dodging missile attacks (bullets, ninja stars, harpoons) suffers a -2 penalty on top of any other modifiers. Use a roll and add Dexterity and the highest appropriate skill (Acrobatics, Getting Medieval or Kung Fu), or just use the Combat Score.

Note that for those most feeble of Guest Stars and Adversaries (Combat Score 8 or lower), any chance at a successful attack requires Full Offense. This means the character foregoes any defense against attacks that turn, in exchange for a +2 on all attacks the character makes. The flip side is Full Defense, which allows the character to defend against two attacks at no penalty (and against others if extra actions are available), and gives her a +3 bonus to all defense actions (Dodges and Parries, for the most part). No attacks are allowed on any Turn the character is in Full Defense mode.

Sometimes a character just wants to grab someone and shake 'em until their teeth rattle in their head. She has to grapple them first, though. Grabbing people is fairly easy; use a Dexterity and Kung Fu + 2 roll, or the Combat Score + 2. The victim resists with a Dodge action. When Grappled, the target is at -2 to actions that involve the grappled limb, or -1 to all actions if grappled around the body. If two attackers grapple both arms, the victim is at -4 to most rolls, and cannot Dodge. The victim can try to break free with a Strength (doubled) roll, or the Muscle Score versus another Grapple action.

Example: Shannon, with Dexterity 7 and Kung Fu 4, finds herself up against three opponents. She's in a hurry to help a friend so she decides to attack each opponent in one Turn. That's fine, her high Dexterity allows her two additional actions, which she decides to take as attacks. Still, the second and third suffer penalties. She rolls a nine and adds her Dexterity and Kung Fu; the result is 20. That's over the first opponent's Combat Score of 18, so he

gets hit. Shannon's second attack uses the same result (20) but subtracts two and becomes an 18. That ties the second opponent's Combat Score (18 as well), so the blow doesn't land (ties go to the defender). Finally, Shannon does not get her third attack as the second opponent defended successfully against her.

Now Shannon has a problem. She has one defense action available at no penalty. Unfortunately, she has two uninjured opponents in her face. One tries to Grapple. She Dodges with a roll of nine plus her Dexterity and Acrobatics (5), or 21, beating the opponent's Combat Score (18) + 2. The other strikes unhindered; his Combat Score (18) is greater than the minimum success total (9), so he automatically connects. Let's hope that Shannon's been eating her Wheaties.

Ranged Combat

Generally speaking, ranged combat works just like close combat. Attackers make their rolls or use their Combat Score, and the target tries to defend (usually by Dodging). Sometimes it pays to take careful aim — if the character misses the target of the sniper shot, she may not get a second chance. Aiming delays the shot action until near the end of a Turn. The player adds Perception and the appropriate skill (Gun Fu for guns, Getting Medieval for archaic ranged weapons) to the roll, or just uses the Brains Score. The shot action gets a bonus equal to the Success Levels of the Aiming roll.

Range: To keep things simple assume no penalty at short range, a -1 penalty to shots at medium range, and a -3 penalty to shots at long range. Short range is under five yards for pistols, and 20 yards for rifles. Medium range is under 20 yards for pistols, and under 100 yards for rifles. Long range is up to 50 yards for pistols and up to 300 yards for rifles.

Multiple Shots: If shooting doesn't work at first, shoot them again and again. Most guns can fire more than once in a five-second period (in fact, most handguns can be emptied in five seconds). Roll and add Dexterity and Gun Fu; each additional shot uses the same roll, but drops down one Success Level. Bows use the Multiple Action rules. Crossbows and other single-shot weapons must be reloaded after each shot.

Burst Fire: Automatic weapons (assault rifles and machine guns) can fire a constant stream of bullets until the gun runs dry or the barrel overheats. Trained soldiers fire bursts—controlled gunfire that sends three or more bullets downrange. For bursts,

make one attack roll; each Success Level in the roll allows one bullet to hit the target. The base damage for each bullet is modified by armor, and then added together before applying the Bullet type modifier. Success Levels do not affect the damage calculation.

Damage

Damage is measured in Life Points. Each attack action has a base damage number or a formula, which is calculated and listed under Combat Maneuvers for the Cast presented in this pack. The actual damage inflicted is equal to the base damage, plus one per Success Level of the attack roll, minus any armor Value possessed by the defender (if applicable), multiplied by any damage type or other modifiers. In the case of bullet or slash/stab damage, damage is doubled against normal humans. Bash damage has no multiplier.

Bash attacks (Punches, Kicks, baseball bats, and so on) can be turned into Knockout attacks, using a Dexterity and Kung Fu - 2, or Dexterity and Getting Medieval - 2 roll, or the Combat Score - 2. The total damage of the attack is halved, but the victim has to make a Constitution (doubled) roll (or use the Muscle Score) with a penalty equal to the Success Levels of the Knockout roll. If she fails, she goes down for the count. Blasts from a taser are resisted similarly, with a penalty equal to five plus the Success Levels of the attack. Recovery from a knockout is in your fiendish Directory hands; the victim may recover in a few turns, or wake up an hour later, possibly in captivity.

Fire damage is a special case. A person on fire takes three points of damage every Turn until somebody puts her out. If more than 20 points of Fire damage are inflicted on a character, some scarring occurs. Fire damage also heals at half the normal rate; the player should keep track of fire damage separately.

Effects of Injury

Characters reduced to 10 Life Points or below are severely injured, and find it hard to continue fighting; all combat rolls are at a -2 penalty. If reduced below five Life Points, this penalty goes up to -4. At zero LPs or below, the character is knocked down, stunned and semi-conscious. A Consciousness Test (Constitution and Willpower minus the number of LPs below zero) is required to remain conscious. So, at -7 LPs, a Consciousness Test suffers a -7.

At -10 LPs, a Survival Test is required (Constitution and Willpower minus one for every

10 LPs below zero). The Survival Test must be passed once each minute until the character receives some doctor'n. Each additional Test is at a cumulative -1. A successful Intelligence and Doctor roll stabilizes the character.

Example: Jess, a White Hat, is wounded for 51 points of damage. She had 38 LPs and is now at negative-13 LPs. Her Constitution is two and her Willpower is four. This total of six is reduced by one (she's at -13) for her Survival Test. She needs to roll a four or better to live. If she lives, she must make a Consciousness Test to avoid passing out. This is at a -13, so unless she uses a Drama Point, she is going to go unconscious. If she does not receive any kind of medical attention, a minute later she has to make another Survival Roll with a -1 penalty.

Getting Better

For most characters, injuries heal at the rate of one Life Point per Constitution level every day spent under medical care. Use of Drama Points can greatly speed recovery.

Spaceship Combat

Engage or Disengage: Each pilot potentially involved in a space dogfight must choose to either Engage or Disengage. If they choose to Engage, the pilot chooses a target opponent and continues to "Maneuver for Position" below. If they choose to Disengage, continue to "Chases" below.

Maneuver for Position: The pilots of all opposing ships roll their Pilot skill and compare results to that of their chosen targets to see who has the best position. Situational Awareness adds +2 to this roll; Fast Reaction Time adds +1.

If the attacking pilot failed to roll higher than her target, she was unable to get a firing position and cannot fire any fixed-forward weapons at the target. Gunners in turrets are free to open fire.

If the attacking pilot rolled higher than her target, she was able to get a good firing position and may add her successes to any attacks made by her spacecraft against the target.

Open Fire: If the attacking spacecraft has good firing position on its target, the pilot may fire any fixed-forward weapons at the target with a bonus equal to the number of successes of the piloting roll (see above).

Even if the pilot failed to get good position, any gunners in turrets may fire at any target within range, but will only add successes against the pilot's chosen target.

Spacecraft weapons fire is resolved using Dexterity + Gun Fu + 1d10. Visual and short range attacks suffer no penalty, medium range suffer -1, long range -3, extreme range -5.

Take Evasive Actions: If fired upon, the pilot may use his Pilot skill to attempt evasive maneuvers. Evasive maneuvers work just like Dodges in regular combat. The first is free, each additional requires an action

Spaceship Damage

Whenever a ship takes fire, damage occurs. A ship can be hit as many times as it has size points before things go badly wrong. For each hit after that, a critical system fails. This requires an engineer or technician to attempt a repair roll to get it going again. However, if the same system takes damage a second time, the repair roll suffers a -5 penalty. If the system is hit a third time, it is irreparable without new parts, time, and a complete overhaul in a spaceport. To see which system takes damage, roll on the Ship Damage Table

Once a ship has taken twice its size points in damage, it is no more than debris. At that point, the characters better have space suits on.

Ship Damage Table	
Roll 1d10	
1	Life Support (1d10 hours remaining)
2-3	Engines (no chasing/fleeing)
4	Medical Facilities (or Life Support)
5	Drive Controls (no maneuvering)
6	Weapons (or sensors if unarmed)
7-8	Cargo space (destroys 1 cargo unit rather than requires repair)
9	Crew Quarters (destroys random possessions rather than requires repair)
10	Food and Supplies storage (when "destroyed" there are none left)

Hiding

The sensor operator on board a spacecraft is automatically made aware of all spacecraft out to extreme range unless the target spacecraft is attempting to hide.

Any pilot may attempt to hide her spacecraft from another vessel's sensors by shutting down all power, hiding behind debris, pretending to be a false sensor reflection, etc. The pilot attempting to hide first must make a Notice test, modified by her own sensors, to find a place to hide. Then she makes a Piloting skill test minus the Size rating of the spacecraft vs. the Notice skill test of the sensor operator of the detecting spacecraft modified by the

gain of the sensors and the distance between the two vessels. If successful, the hiding spacecraft is hidden from the detecting spacecraft. A new skill test is made if either spacecraft changes range relative to the other.

Sensor Detection Modifiers	
+5	Visual Range
+0	Close Range
-2	Medium Range
-5	Long Range
-10	Extreme Range
-2	Low-Gain
+2	High-Gain
+5	Very-High Gain
+/- Size	Size of Target
+2	Light Cover (1-6)
+5	Medium Cover (7-9)
+10	Heavy Cover (10)

The spacecraft attempting to hide may not engage engines or move in any way. Doing so automatically alerts the detecting spacecraft to its presence and location. The exception being if the hiding spacecraft is within a debris field, behind another body, or is similarly out of line-of-sight from the detecting spacecraft. In which case, the detecting spacecraft will be aware of the presence of the other spacecraft, but will not be able to pinpoint its location until it emerges from behind its cover.

Chases

If one spacecraft is attempting to outrun or escape another, the faster engine automatically outruns the slower, increasing the gap between the spacecraft by one range level (Visual, Close, Medium, Long, Extreme) each Turn until the fleeing vessel has escaped beyond Extreme range.

If both vessels are equally matched in speed, the pilots of both vessels compare Pilot skill tests. The winner may either close or increase the gap between spacecraft by one range level until the fleeing vessel has escaped.

If outright flight doesn't appear to be working, the target might instead choose to lose their pursuer by maneuvering behind some obstacle, cutting all power and thrust, and attempting to lay low (see Hiding above)

Fleeing is a separate action from Evading (see above) and requires an additional action on the part of the pilot to do both in the same Turn.

Drama Points

A player has to announce her character is using a Drama Point during the Intentions phase of a Turn, or before rolling during non-combat situations. Drama Points can be used in several ways:

Heroic Feat: By spending a Drama Point, the character gets a +10 bonus on some value. This can be an attack or defense roll, or any use of a skill, or even for a Fear or Survival Test. The Heroic Feat can also make things hurt more; the +10 bonus is added to the base damage in addition to any Success Level bonuses (then armor, damage type and other modifiers are applied). Also, only one Heroic Feat may be performed in a Turn.

I Think I'm OK: For a mere Drama Point, half the Life Point damage (round down) the character has taken up to that point is healed up. I Think I'm Okay can be used only once per Turn, but it can be used several Turns in a row, each use halving whatever damage remains. If the character had suffered enough damage to be incapacitated or unconscious, however, healing does not necessarily awaken her. You decide if the time is right for the character to revive and join the action.

Example: If Jess, from the Injury section, spent a Drama Point to aid her Consciousness Test, she would add + 10 to her base modifier, for a total of +3. So she could stay conscious and try to defend herself against her attacker with a roll of six or better. An even better use of the Drama Point would be to halve the damage done immediately, reducing it from 51 to 25 pts. This leaves her in positive Life Point territory, lucky 13, negating the need for the tests at all! She's still not "the hills are alive" fine, but able to hold on for now. Next Turn, she'll be able to use another Drama Point to further reduce the damage from 25 pts to 12.

Plot Twist: Once per game session, each character can spend a Drama Point and get a "break." This is not a Get Out of Jail Free Card. If the heroine stupidly walked into a pirate's base and she is surrounded by a bunch of murderers, a Plot Twist won't allow her to escape unscathed. If you decide that a Plot Twist is not possible, the player gets back the Drama Point.

Righteous Fury: By spending two Drama Points, the character gets a +5 bonus to all attack actions for the duration of the fight. These benefits are cumulative with Heroic Feats, above. Problem is, an appropriate provocation is necessary to invoke the Righteous Fury rule. A player can't decide her character is pissed about the existence of evil, or global warming, or other vague concepts.