

KISS D2 RPG SYSTEM

By Wilf K. Backhaus

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INTRODUCTION

1. HISTORY

Role Playing Games (RPG) began in 1974 with the publication of *Dungeons & Dragons*. Over the last 25 years the RPG hobby evolved from merely being an off shoot of miniatures war gaming to interactive story telling. The last 25 years have tested a great many ideas on how best to achieve the RPG experience. Some ideas and approaches have been very successful in encouraging the RPG experience while others have been discarded and forgotten.

The three main elements needed to achieve the RPG experience are the Conversation, the Story and the Mechanics. The Conversation is what the RPG experience as interactive story telling is all about. The Story itself is the setting (Fantasy, Horror, Futuristic, Super Hero, etc.), the background and all those aspects of the world normally handled by the Referee or Game Master. The Mechanics give the players the character generation rules and the action resolution rules.

What is KISS RPG?

KISS (keep it simple stupid) RPG is intended and designed to be only the Mechanics (that is Character Generation and Action Resolution) for any and all Stories for an RPG experience. Players may find that

some Stories such as those involving Supers or other extremes cannot be directly handled by the KISS approach. Such backgrounds may require extra rules or other mechanical considerations which puts them beyond the KISS ideal. In other words KISS is totally customisable by players and Game Masters.

What is D2?

D2 stands for two sided dice - a coin for example is a two sided die. Rolling a six-sided dice and dividing the results between Odd and Even is treating the dice as D2. I have made my own D2 out of ½" hardwood cubes with 3 of the face painted Black using permanent marker and 3 of the face painted White or left Blank. I call the painted die a D2D (Two Sided Die).

What makes KISS simple?

The KISS ideal is speed. It does not take very long to generate a KISS D2 character. During action resolution the numbers are small enough so that you can immediately see whether or not you have succeeded or failed. There is no extra damage roll - it is simply the result of factoring. KISS does not award experience points rather the Game Master can reward characters with what I call an Extraordinary Check during an adventure and once a year with a Periodic Check for a number of skills.

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PART I: THE IDEAS OF THE KISS D2 SYSTEM

KISS D2 uses two main ideas: **D2 Dice [D2D]**, and **Resistance**.

1. THE ROLE OF FATE

When you have to take a chance you can toss a coin - heads or tails! Coin tossing is simple, results are easy to see, but it's not very easy to toss more than one coin at a time.

So you roll dice. You can roll any number of dice at a time. Dice are easy to use but the results not as simple or easy to see as coins. In KISS D2 I went for the best of both. When faced with an uncertainty where you take have to take a chance you use **D2D**. Tossing **D2D** is simple and quick. All you do is look to see what the results are, **D2D** have no numbers or pips on them. Each **D2D** has three black and three white faces. You decide *before* you roll what counts as a positive outcome: **black** or **white**.

The **Nemesis Die** is a special **Die** marked with four black faces, one face with a *Crown* and one face with a *Skull*. When you roll a *Crown*, it means good things or a **Triumph**. When you roll a *Skull*, it means bad things or a **Perdition**

Each player should have between five and ten **D2D** and one **Nemesis Die**.

Those not having **D2D** can use regular six sided dice with either odd or even as the positive result. The **Nemesis Die** could be a six-sided die of another colour with a six being the 'Crown' and a '1' the 'Skull'.

D2D and the **Nemesis Die** insure simple speedy results with more time for role playing.

2. DIFFICULTY FACTOR [DF]: DEGREES OF DIFFICULTY

Resistance allows the **Game Master** to measure how hard or easy a task will be. You overcome a difficulty by rolling **D2D** and getting at least the required outcomes listed:

<i>Effortless</i>	<i>(0)</i>	<i>At least 1</i>
Very Easy	(1)	1 or more
Easy	(2)	2 or more
Manageable	(3)	3 or more
Uncertain	(4)	4 or more
Troublesome	(5)	5 or more
Irksome	(6)	6 or more
Formidable	(7)	7 or more
Arduous	(8)	8 or more
Impossible	(8+)	9 or more

It is up to the **Game Master** to set the **DF** of any particular task. Some task are more difficult than others. As a guide to the **Game Master** the following heroic tasks have their **DF** in ():

- Jump over a Narrow Gap or Narrow Chasm (4)
- Jump into a Saddle (7)
- Grab and climb a hanging rope (4)
- Swing on a rope (4)
- Climb up a Wall (6)
- Climb a Cliff (7)
- Climb a Sheer Surface (8)
- Jump off a Moving Vehicle (7)

The **Game Master** can be guided by the following rule of thumb - most ordinary tasks have a **DF** of 3. Things that are trifling are 1 and things that are hard 7.

The **DF** is what the world thinks of the problem.

3. HOW IT ALL WORKS TOGETHER

When are the D2D used?

When it is obvious, you cannot automatically succeed in what you are attempting to do; it is difficult or uncertain, or when the **Game Master** asks for a roll.

Something might be difficult when actively opposed by someone else. Stabbing at your opponent in a knife fight or mesmerizing an unwilling subject. Something might be difficult simply because it is a difficult thing to do without having anyone opposing it. Situations make the act difficult, for example, climbing a sheer cliff or hitting a moving target.

Having a skill in doing something will reduce the **Resistance** by the level of the skill.

So how many D2D will I have?

It depends.

There are five attributes each of which is assigned a number of **D2D** by the player from a pool of 25 **D2D**. Each of the attributes will have between 3 and 7 **D2D** depending on your choice:

PHYSIQUE (PHY) -Lift that barge, tote that bale, it all takes strength which is your stamina, energy, raw physical development. PHY is a measure of your ability to cope with physical stress and hardship.

DEXTERITY (DEX) -The quickness and deftness of your hand and leg movements and your overall sense of balance.

INTELLIGENCE (INT) -Smart fellow or stupid clod. Your native intelligence and ability to respond creatively to problems. Do you have your wits about you or have they gone south for the winter.

SENSITIVITY (SEN) -You can see a lot by observing. The perceptual sensitivity you

have to your surroundings and your ability to act on that sensitivity. SEN also covers how do you feel about things and your emotional reactions to your surrounding and to others. You need to be noticed before you can react.

DETERMINATION (DET).- This is your applied determination and deadline. Your self concept and energy.

The Average Character will have PHY[5], DEX[5],INT[5],SEN[5] and DET[5]

SKILLS: PHY, DEX, INT and SEN are the basis of the character's skills and every skill is founded on one of these four. Skills are graded into Expertise Levels [EL] which improve the character's chances of success. Skills should appear on the Character Sheet using the following code: Name of Skill <D2Dice from Supporting Characteristic>/[Skill Level]. E.g. Having the skill Archery 5/3 gives your character 5 D2D to throw and a Resistance reduction of 3 when using a bow. Your character could have up to 5 Skill levels in Archery.

What do Skill ELs do?

Each EL your character has in a Skill reduces the RF of a task by 1. If skill reduces the RF to 0 or less the task is automatically accomplished without any need to roll for an outcome.

WILL POWER RESERVE: There are no skills for the DET Attribute, rather the DET D2D can be used to add extra dice to any decision roll at the player's option. Expended DET D2D must be replenished from a WP Reserve which is based on the characters PHY x INT. A character's DET D2D level can be maintained from the recharge reserve until the reserve is exhausted. At no time can a character have a DET D2D total greater than originally chosen by the player. When the recharge reserve is exhausted, only a major sleep cycle will restore it. An exhausted

character has all of their D2D and EL reduced by 50%. The Average Character has a Will Power Reserve of 25.

How will I know I succeeded?

You succeed if the positive outcomes of your roll equal or beats the modified Difficulty.

What happens when acting without skill?

Actions which fall within a skill can be performed without the skill but there is a penalty: the Cost Base of the skill is added to the RF

What is the role of the Nemesis Die?

The Nemesis Die adds an extra dimension of uncertainty to what would otherwise be a very predictable. A **Nemesis Die** is thrown *whenever* you are required to roll **D2D** against an **RF**.

Triumph = Whenever there is a success thrown on the **D2D** and a **Triumph** (Crown) is also thrown. This is a major or critical success and should be rewarded accordingly. In the text this is referred to as a **Triumph** and the successful **D2D** outcome is presupposed.

Perdition = Whenever a failure is thrown on the **D2D** and a **Perdition** (Skull) is also thrown. This is a major or critical failure or fumble and should be penalized accordingly. In the text this will be referred to as **Perdition** and the unsuccessful **D2D** outcome is presupposed.

Whenever a throw of **D2D** results in a failure and a **Triumph** is thrown on the **Nemesis Die**, treat the **Triumph** as an additional positive result. In a close failure a **Triumph** might turn defeat into victory.

Whenever a throw of **D2D** results in a

success and a **Perdition** is thrown on the **Nemesis Die**, treat the **Perdition** as negating an existing positive result. In a close success a **Perdition** might turn victory into defeat.

4. DAMAGE ABSORPTION

When a character is hit they may have to absorb damage. There are three levels of Damage depending on how serious the wound: D*1 = Bruising, D*2 = Flesh Wounds, D*3 = Deep Wounds or Serious Injury.

D*1 = DET + Shock Res.

D*2 = PHY + Survival

D*3 = PHY + Hero

5. SKILLS

Skill Points [Spts]: Each character has receive 40 skill points. Spts are used to purchase Expertise Levels. Each EL requires the character to pay the Cost Base of the skill. The effect of 1 skill EL is to reduce RF by 1.

Attribute Limits: (1) Each Attribute will support one skill per D2D value. (2) The maximum skill level a skill can have is up to its supporting Attribute D2D value.

Each SKILL has an initial Cost Base as found on the list below. A great many skills can be supported by more than one Attribute. The player chooses which Attribute will support the character's skill at the time or acquiring it. There are Special Skills - Shock Resistance, Survival and Hero which are not related to any Attribute but give the character more Damage Absorption. The Special Optional Skill can be tailored by the Game Master to provide whatever necessary skills which are needed for their particular Story but which are not listed.

<i>Cost Base</i>	<i>EL</i>						
	[0]	[1]	[2]	[3]	[4]	[5]	[5+]
0	= 0	0	1	2	3	4	[2 per]
1	= 0	1	2	3	4	5	[4 per]
2	= 1	2	4	6	8	10	[6 per]
3	= 2	3	6	9	12	15	[8 per]

VOCATIONS

Each character gets to make up their own vocation. A vocation consists of any 5 skills the player chooses. The effect of having a vocation is to reduce the cost base of these skills by -1 unless the Cost Base is already at 0.

Common Skills

Every character has the following *Cost Base 0* skills at **EL1** for free:

Ambush [INT]
Balance [DEX/PHY]
Brawling [DEX/PHY]
Climb [DEX/SEN/PHY]
Dodge [DEX]
Haggling [SEN]
Language [SEN]
Local Customs [INT]
Memorise [INT]
Mimic [SEN/DEX]
Running [DEX]
Search [SEN]
Scouting [DEX/SEN]
Special (Shock Resistance)(see Damage)
Stealth [DEX]

Specialized Skill List

<i>Cost Base 1</i>
Animal Lore [INT/SEN]
Animal Training [SEN]
Axe [DEX]
Bribe [SEN/INT]
Catch Fish [DEX/SEN]
Charm [SEN]
Cooking and Mixology [INT/SEN]
Direction [SEN]
Disguise [INT/SEN]
Drinking [PHY]
Farming [DEX/SEN/INT]
Foul Mouthed Speech [SEN]
Gambling [DEX/SEN]
Hammer Throw [PHY]
Hunting [INT/DEX/SEN]
Javelin Toss [DEX/PHY]
Knife [DEX]
Legend Lore [INT/SEN]
Melee Combat [DEX/PHY]
Pickpocket [DEX]
Search [SEN]
Set/Disarm Traps [DEX]
Sensory Training [SEN]
Scouting [DEX/SEN]
Swim [DEX/PHY]
Throw [DEX/PHY]

<i>Cost Base 2</i>
Archery [PHY/DEX]
Boxing [DEX/HY]
Clothier [INT/SEN]
Craft (by Type) [DEX/SEN/INT]
Crossbow [DEX/PHY]
Crossbow-MT [DEX]
Education [INT]
Engineering [INT]
Equestrian [DEX]
Fencing [DEX]
Foreign Language [SEN/INT]

Leadership [INT/SEN]
Military Veteran [INT/SEN]
Oration [SEN/INT]
Poison Lore [INT/SEN]
Plan Hunt [INT]
Plant Lore [INT/SEN]
Reading [INT]
Seamanship [DEX/SEN]
Social Graces [DEX/INT/SEN]
Singing [SEN]
Smithing [DEX/PHY]
Special (Survival)
Street Smarts [INT]
Welding/Metal Working [SEN/DEX/INT]
Wrestling [PHY/DEX]

Cost Base 3
Administration [INT]
Architecture [INT/SEN]
Business (by Type) [INT/SEN]
Connections [SEN/INT]
Law [INT/SEN]
Military Tactics [INT]
Medicine [DEX/SEN/INT]
Music Lore [SEN/INT]
Occult Lore [SEN/INT]
Special Optional Skills [SEN/INT/DEX/PHY]
Special (Hero)
Writing [DEX/SEN]

The skill list can be expanded or contracted as the players and Game Master wish.

Players are encourage to customise their characters with respect to social conditions and age.

6. SKILL IMPROVEMENT

It is assumed that your character will be doing everything necessary during the course of play as well as during the times not on adventure to improve all important skills. The **GM** can award an Extraordinary Roll on the chart below. Periodic annual rolls are taken by each character who survives long enough to benefit from such a roll. An Extraordinary

Roll applies to the skill used during the carrying out of the task. But no more than four per game session. The period rolls applies to a number of skills equal to **INT**. The result of these rolls will either be '0' which means nothing happens or a '+1' or '+2' which is added to the **EL** of the skill being improved.

Roll 2d6 and use the column for the initial Cost Base for the Skill:				
Periodic				
CB	0	1	2	3
2	+2	+2	+1	+1
3	+1	+1	+1	+1
4	+1	+1	0	0
5	+1	0	0	0
6	0	0	0	0
7	0	0	0	0
8	0	0	0	0
9	0	0	0	0
10	+1	0	0	0
11	+1	+1	+1	+1
12	+2	+2	+2	+2

Roll 2d6 and use the column for the initial Cost Base for the Skill:				
Extraordinary				
CB	0	1	2	3
2	+1	+1	+1	+1
3	+1	+1	0	0
4	+1	0	0	0
5	0	0	0	0
6	0	0	0	0
7	0	0	0	0
8	0	0	0	0
9	0	0	0	0
10	+1	0	0	0
11	+1	+1	0	0
12	+2	+1	+1	+1

The Extraordinary Roll applies to only one skill.

In both cases of Skill Improvement Checks the player determines which Skills are to be improved by cross-indexing the Cost Base of the Skill with the results of the 2d6 roll.

PART II: KISS D2 RPG SYSTEM COMBAT RULES

1. THE SEQUENCE OF A COMBAT ROUND:

(1) SIGHTING: ALL 360 degree observations

(2) MISSILE WEAPONS: All aimed Missile Weapons.

(3) MOVEMENT: All regular MOVEMENT or Change of Position or the drawing of a missile weapon or firearm. DF modifications for RUNNING = +1 CRAWLING = +1. Drawing a weapon = +1

(4) SNAP FIRE MISSILE WEAPONS +1 RF [Unaimed Missile Weapons]

(5) MELEE/BRAWL COMBAT

(6) AIMING MISSILE WEAPONS

Snap fire can take place at any time after regular aimed fire during movement before melee combat begins.

2. THE COMBAT ROUND:

In each Combat Round a character may perform one or more action options with an increasing difficulty of +1 DF per extra action over the first. Sometimes action options are performed together such as Movement and Snap fire or Movement and Evade, in these cases the Movement is considered a prior Action Option which adds +1 to the DF.

3. DECLARATIONS:

At the beginning of a Combat Round characters declare the initial action they are

taking. This includes naming a target for aimed missile weapons. Once the initial declarations are made characters may wish to respond to any opposing characters' actions by evade, snap firing, further movement, parrying, etc. Any injuries sustained in an early part of the Combat Round Sequence will effect performance in a later part of the sequence.

4. CHARACTER INITIATIVE:

If characters are doing things which affect each other action initiative may have to be decided. The character with the highest DEX goes first. A tie is resolved by rolling the DEX D2D of each character with the character having the greater positive results being the winner.

5. MISSILE COMBAT

Loading and Firing Missile Weapons:

Other than throwing an object it takes skill to properly load or fire most missile weapons. Without a skill the attack starts at DF 5. It usually takes a combat turn to fire or to ready a hand propelled Missile Weapon or load a bow for firing. The Loading time for a Cross Bow depends on type and the PHY of the user:

Lt. Crossbow: PHY 2 to 4 = 1 turn
PHY +4 = Same turn but +1 RF

Hvy. Crossbow: PHY 2 to 4 = 4 turns
PHY 4 to 5 = 3 turns
PHY +5 = 2 turns

Missile Ranges

RF: Point Blank(3 DF) Short(2 DF) Medium (3 DF) Long (5 DF)

<i>Weapon</i>	<i>Range</i>			
	Point Blank	Short	Medium	Long
Object <10lbs	3	5	8	12
Object >10lbs	2	4	5	8
Javelin	3	6	15	30
Throwing Axe	3	6	10	15
Sling	10	20	50	75
Staff Sling	30	50	75	100
Short Bow	20	40	75	100
Horse Bow	15	30	50	75
Long Bow	30	50	100	200
Composite Bow	30	50	150	250
Lt. Crossbow	30	50	100	200
Hvy. Crossbow	50	75	150	300

Missile DF Modifications

Target Prone	= +1
Target behind Hy. Cover	= +1
Target Moving	= +3 Full +1 Half Move
Turn Spent Aiming	= -1 (Max. 3 turns)

Evade:

Evading uses the evade ability at +1 DF modified by the defender's current DF. E.g. a character who has not used any Skill or Attribute during the round and is shot at can Evade at 1 DF, every positive outcome adds +1 DF to Att. A character who evades at higher DF will add +1 RF to the Attack for every new positive outcome at the higher DF thrown. E.g. if the Target has run (+1 DF) and snap fired (+1 DF) and then evades, the evade is at 3 DF. It now requires 3 positive outcomes to raise the Attack by 1 DF. Every evade adds +1 DF to subsequent use of abilities or skills

by the target for the remainder of Combat Round.

6. DAMAGE PROCEDURE:

When your character has been hit by an attack the **GM** determines the degree of damage sustained. The effect of the wound applies immediately before any other action or attack.

As the character takes different Degrees of Damage different things will happen:

The worst damage to absorb is 3rd Degree - every point of 3rd Degree Damage will at the same time reduce **D*3** by 1, **D*2** by 2 and **D*1** by 3. If the level of **D*3** level drops to ZERO the character is DEAD.

Every point of 2nd Degree Damage which is inflicted directly and not as the result of 3rd Degree damage will at the same time reduce **D*2** by 1 and **D*1** by 2. If the level of **D*2** drops to 0, the character falls unconscious. Once a character is UNCONSCIOUS all

subsequent 2nd Degree damage whether inflicted directly or as the result of transferred **D*1** or **D*3** damage is taken as **D*3** damage.

Every point of 1st Degree Damage which is inflicted directly will reduce **D*1** by 1. This must be restored immediately from the Will Power Reserve. If the Level of **D*1** drops to ZERO and the Will Power Reserve is exhausted the character is STUNNED. Once a character is STUNNED all subsequent 1st Degree Damage is transferred to **D*2** even that resulting from subsequent **D*3** or **D*2** damage.

Characters will naturally recover **D*1** at the rate of 1/2 PHY (rounded up) per hour of rest or 1 per hour if they are active. Once some of the **D*1** is restored they are no longer STUNNED even if they have no Will Power Reserve.

Characters will naturally recover **D*2** at the rate of 1/4 PHY(rounded up) per day of bed rest or 1 per day if active. Once some **D*2** is restored they will regain consciousness.

Characters will naturally recover **D*3** at rate of 1 per week of bed rest.

7. MISSILE WEAPON DAMAGE

Non-mechanical missile weapons do damage according to the Attacker's PHY modified by Range, Armor and Expertise:

Range: Point Blank = +2

Short = 0

Medium = -2

Long = -3

Armor: Light (Leather) = -1

Medium (Leather/Plate) = -2

Heavy (Chain) = -3

Very Heavy (Plate) = -4

Shield = -2

Expertise: +1/EL

<i>Weapon</i>	<i>Attacker's Modified PHY</i>										
	0	1	2	3	4	5	6	7	8	9	9+
Object<10lb	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2
Object>10lb	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*2	D*3
Knife	-	-	-	-	D*1	D*1	D*1	D*1	D*2	D*2	D*2
Javelin/Dart/Sling	-	-	-	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*3
Axe	-	-	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*3	D*3
Bow	-	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*3	D*3
<i>Mechanical Weapons [Use Shooter DEX]</i>											
	0	1	2	3	4	5	6	7	8	9	9+
Crossbow	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*3	D*3	D*3	D*3

8. HAND-TO-HAND COMBAT

Hand to hand combat is an exchange of actions between two or more combatants engaged in combat with each other.

Your character becomes engaged in Hand-to-Hand Combat once movement bring them within about 6' from the front of an armed

opponent.

Number of Hand-To-Hand Combat Actions

The Attacker declares an attack, the defender decides whether to defend actively and the GM will determine the DF which the attack must overcome. A Combatant has 1

Combat Action per DEX **D2D** to distribute between Attacks and Active Defence.

Hand To Hand DF:

The DF of a Hand to Hand Attack/Parry is 2 but this is modified by prior movement or use of skills - the Skill of the Attack increases the DF of the Defence and the Skill of the Defence increases the DF of the Attack. If the Target is prone or unable to respond, eg. attack from the back or unconscious, the DF is 1 which cannot be modified by Passive Defensive Weapon Skill.

Passive Parrying

The attacker announces an attack and the defender need not announce an Active Parry as the mere fact of being on guard against an attack counts as a passive defence. The defender's weapon skill EL increases the Attacking DF. Passive defence only applies to attacks coming against the front of the

defender.

Active Parry

The defender actively defends using an Active Parry. The DF of the Active Parry is increased by the Attacker's weapon skill EL. Successful parry means the attack is stopped. It takes 1 combat action to declare an Active Parry.

9. HAND-TO-HAND DAMAGE

Damage is determined according to the Attacker's PHY modified by Armor and Expertise:

Armor:	Light (Leather)	= -1
	Medium (Leather/Plate)	= -2
	Heavy (Chain)	= -3
	Very Heavy (Plate)	= -4
	Shield	= -2

Expertise: +1/EL

Weapon	Attacker's Modified PHY											
	0	1	2	3	4	5	6	7	8	9	9+	
Bash	-	-	-	-	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2
Grapple	-	-	-	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2
Bare Hand	-	-	-	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2
Feet	-	-	-	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2	D*2
Brass Knuckle	-	-	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2
Lt. Improvised	-	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2
Hy.Improvised	-	D*1	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*3
Staff	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*3
Dagger/Knife	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*3	D*3	D*3
Club/Cudgel	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*3
Farm Impl.	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*3
Small Axe	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*3	D*3
Rapier/Duel S	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*3	D*3	D*3	D*3
Sabre	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*2	D*2	D*3	D*3
Spear/Pike	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*3	D*3	D*3	D*3

Medical:

Medical treatment: by a physician or surgeon can be used on a character to reduce

the severity of a level of wound check once per day. Each D*2 or D*3 damage = +2 RF to the difficulty of success using Medical Skill. If final RF is equal or less than the medic's Skill, it takes one week to reduce the wound level by one. If the DF exceeds the skill level of the medic then throw DEX D2D, if no positive outcomes on roll of the medic there is no change, if some positive outcomes, wound takes two weeks to reduce in level naturally under medical treatment.

10. CHARTS

<i>THE DF CHART</i>		
Difficulty	D2D	Outcome
Effortless	(0)	At least 1
Very Easy	(1)	1 or more
Easy	(2)	2 or more
Manageable	(3)	3 or more
Uncertain	(4)	4 or more
Troublesome	(5)	5 or more
Irksome	(6)	6 or more
Formidable	(7)	7 or more
Arduous	(8)	8 or more
Impossible	(8+)	9 or more

THE DAMAGE CHARTS

MISSILE DAMAGE

<i>Weapon</i>	<i>Attacker's Modified PHY</i>										
	0	1	2	3	4	5	6	7	8	9	9+
Object<10lb	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2
Object>10lb	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*2	D*3
Knife	-	-	-	-	D*1	D*1	D*1	D*1	D*2	D*2	D*2
Javelin/Dart/Sling	-	-	-	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*3
Axe	-	-	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*3	D*3
Bow	-	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*3	D*3
<i>Mechanical Weapons [Use Shooter DEX]</i>											
	0	1	2	3	4	5	6	7	8	9	9+
Crossbow	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*3	D*3	D*3	D*3

HAND-TO-HAND DAMAGE

<i>Weapon</i>	<i>Attacker's Modified PHY</i>										
	0	1	2	3	4	5	6	7	8	9	9+
Bash	-	-	-	-	D*1	D*1	D*1	D*1	D*1	D*1	D*2
Grapple	-	-	-	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2
Bare Hand	-	-	-	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2
Feet	-	-	-	D*1	D*1	D*1	D*1	D*1	D*1	D*2	D*2
Brass Knuckle	-	-	D*1	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2
Lt. Improvised	-	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2
Hy.Improvised	-	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*3
Staff	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*3
Dagger/Knife	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*3	D*3	D*3
Club/Cudgel	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*3
Farm Impl.	D*1	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*3
Small Axe	D*1	D*1	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*3	D*3
Rapier/Duel S	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*3	D*3	D*3	D*3
Sabre	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*2	D*2	D*3	D*3
Spear/Pike	D*1	D*1	D*2	D*2	D*2	D*2	D*2	D*3	D*3	D*3	D*3

KISS D2D CHARACTER RECORD:

Player:_____

Character_____

Gender:_____ Social Class:_____

Age:_____

PHY:__ **INT:**__ **DEX:**__

SEN:__ **DET:**__ **WP Res:**__

D*1____ D*2____ D*3____

VOCATION:

SKILLS:

EQUIPMENT:

PARTING WORDS

I have used the above KISS D2 RPG mechanisms in a great many different Story settings: Victorian, Victorian Fantasy, Far Future Weird, Cyber-Punk, and Fantasy.

The D2D approach will not suit everyone's which is fine. The idea behind the design is to maximise Role Playing time without excessive calculations or unusual feats of creativity on the part of either the players or Game Master. I found that I could GM an entire session lasting several hours with only the Damage Charts as reference material on

the table.

Some may say that the KISS D2 combat rules are not as simple as they could be - which is true. They are as simple as I think combat rules should get and still be interesting.

For those who wish to add Firearms to their Story settings, you can adapt the Cross-Bow rules for both loading and damage until you get well into the Victorian and Modern Periods.

Feedback and comments on the KISS D2 RPG system is always welcome. You can contact me at: backhaus@cable-lynx.net