

# THE PLAINLABEL HOUSE RULES KIT

BY BOB PORTNELL

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## DIRECTIONS & FORMS FOR RECORDING IMPORTANT CAMPAIGN & CHARACTER DEFAULTS, PLUS BOB'S "SIMPLY 2D10" RULES FOR THE PLAINLABEL GAME SYSTEM.

The first section of this document provides reminders and a new form to help you configure your PlainLabel Game System campaign and to pass on that information to the players. The second section is a revised version of my "Simply 2D10" variant rules, smoothly incorporated into the *Simply Roleplaying!* v2 rules and including an all-new character sheet.

## CAMPAIGN CONTROLS

PlainLabel is easily customizable but it's important to remember all the changes you make for your game. It's also important to be able to relay those changes to your players in an efficient way. Use the included Character & Campaign Settings form to help define and focus your campaign and the options for creating characters in that world.

The left-hand column lets you record (in very brief terms) the elements of world creation described beginning on page 75. As gamemaster you will want more detailed information for yourself, of course... but use this form to help relay the essence of the game world to your players. This will help the players to create characters who are satisfactorily linked to their world (as discussed on pages 84-87.)

The right-hand column helps you record the nuts and bolts of the personal settings you use for the world, both in character creation and in play options. You can use the spaces provided to list new Ability, Disability & Skill options... or (my favorite solution) provide all-new complete lists for your players.

Note also the principles you'll be using to issue Luck Point rewards and Skill Purchase Points in play. These will help guide the style of play and the rate of character improvement.

Finally, indicate if you're going to use the "Simply 2D10" methods. If so, refer to the next page and the alternate Character Record when making characters. I've provided a sample version of Jason Decker for comparison.

## "SIMPLY 2D10"

Use the attached Character Record and the rules changes below.

### CHARACTER BUILDING

#### STEP 0: CONCEPT

No changes.

#### STEP 1: AGE CATEGORY

No changes.

#### STEP 2: ALLOT STAT POINTS

Character receives 2 Stat Points, modified by Age Category and Race. Average Stat is 0; minimum for humans is -4; maximum for humans (and maximum Health for all characters) is 5. *Stat Points may vary with campaign; see Campaign & Character Settings Form for specifics.*

#### STEP 3: PICK ABILITIES/DISABILITIES

No changes.

#### STEP 4: PICK GEAR & SPECIAL FEATURES

No changes.

#### STEP 5: PICK SKILLS & SKILL LEVELS

Character receives SPP equal to  $(2 \times I + SPP \text{ from age table})$ . Select Skills as usual, note Skill Name, relevant Stat and Level.

#### STEP 6: NOTE ADJUSTED STATS

No changes.

#### STEP 7: CALCULATE MINOR STATS

Add 5 to S, H, adj S and adj H for purposes of Unarmed Combat Max Damage, Fatigue Point and Hit Point calculation.

#### STEP 8: FIGURE SKILL BONUSES

In the appropriate column, write the bonus for the Skill Level. Write the Stat (Adj Stat). Add together to get the Skill Bonus (Adj Bonus).

## ACTION RULES

**GENERAL PREMISE: ROLL 2D10. IN ALL CASES, HIGHER IS BETTER.**

### DIFFICULTY LEVELS

Task Difficulties get fixed Target Numbers:

<b>Automatic</b>	<b>N/A</b>
<b>Very Easy</b>	<b>13</b>
<b>Easy</b>	<b>15</b>
<b>Average</b>	<b>17</b>
<b>Above Average</b>	<b>19</b>
<b>Difficult</b>	<b>21</b>
<b>Very Difficult</b>	<b>23</b>
<b>Improbable</b>	<b>25</b>
<b>Near Impossible</b>	<b>29</b>
<b>Impossible</b>	<b>N/A</b>

### MODIFIERS GENERAL RULE

Modifiers from Abilities, Disabilities, Luck, Powers, Spells, Gear, etc. are added to the *die roll*, not the Target Number.

### TASK RESOLUTION

Roll 2D10, add your Skill Bonus, and apply Modifiers. If the total is equal to or higher than the Target Number, you succeed. If not, you fail.

### CONTESTS

Roll as for Tasks; whoever rolls over the Target Number AND rolls highest wins. In case of a tie, highest unaltered die roll wins. If that's still a tie, roll again!

### SPECIAL CHECKS

Roll 2D10, add 2x the relevant Stat (not Adjusted Stat), plus any Modifiers. If the result is higher than or equal to 12, you succeed.

### SKILL IMPROVEMENT

Roll 2D10. If you roll higher than or equal to a Target Number of (Skill Bonus +6), you can increase the Skill Bonus by 0.2. (Fractional values are dropped off in play, as usual.)

**PLAIN LABEL HOUSE RULES KIT**  
**CHARACTER & CAMPAIGN SETTINGS**

**WORLD SETTINGS**

**TONE**

**THEME**

**TEXTURE**

**PREMISE**

**SETTING**

**"OUTSIDE"**

**"GENERAL AREA"**

**"HEART OF THE ACTION"**

**CHARACTER SETTINGS**

**TOTAL STAT POINTS: \_\_\_\_\_**

**ABILITY/DISABILITY BALANCE: \_\_\_\_\_**

**STARTING LUCK POINTS: \_\_\_\_\_**

**NEW ABILITIES/DISABILITIES:**

**NEW SKILLS / SUB-SKILLS:**

**LUCK RECOVERY:**

**SKILL PURCHASE POINT RECOVERY:**

**RULES CHANGES/VARIATIONS**

**"SIMPLY 2D10" VARIANT? YES NO**



# PLAIN LABEL CHARACTER RECORD

## SIMPLY 2D10 VARIANT

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<b>STATS</b>	(adj)	Hit Points
Strength	8	20
Coord.	+1	
Intellect	+2	
Health	8	
Luck		Fatigue
Speed	3 ground	10
Armor	1	

Unarmed Combat Max Dmg 6  
Initiative Bonus from Skills/Powers 8

### ABILITIES

### DISABILITIES

SKILLS	Skill Bonus	Level + Lvl Bonus	Stat (adj)	Stat
Comp Op	+4	D F+2 C+4 P+8 E+12	+2	S C (I) H
Con. Inv.	+6	D F+2 C+4 P+8 E+12	+2	S C (I) H
Law	+4	D F+2 C+4 P+8 E+12	+2	S C (I) H
Martial Arts	+3	D F+2 C+4 P+8 E+12	+1	S C (I) H
W/1 W/1 Handgun	+5	D F+2 C+4 P+8 E+12	+1	S C (I) H
Obscuring	+6	D F+2 C+4 P+8 E+12	+2	S C (I) H
Peep	+6	D F+2 C+4 P+8 E+12	+2	S C (I) H
Researching	+4	D F+2 C+4 P+8 E+12	+2	S C (I) H
Researching	+2	D F+2 C+4 P+8 E+12	0	S C (I) H
Swimming	+6	D F+2 C+4 P+8 E+12	+2	S C (I) H
Structure	+3	D F+2 C+4 P+8 E+12	+1	S C (I) H
Teaching	+6	D F+2 C+4 P+8 E+12	+2	S C (I) H
		D F+2 C+4 P+8 E+12		S C I H
		D F+2 C+4 P+8 E+12		S C I H
		D F+2 C+4 P+8 E+12		S C I H

### WEAPONS LIST

Colt Army 1911

### POWERS & EFFECTS or SPELLS or OTHER SPECIAL FEATURES LIST

**CHARACTER NAME** Jason Decker  
**Aliases/Alter-Egos**  
**Age Category/Age/Race** Adult (34) Human Male  
**Date Created** April 2000  
**Player Name** R.B. Portnell

### APPEARANCE

Tall, trim, clean-cut usually in a dark suit + tie aka FBI. Br / Gr

### BRIEF HISTORY

Born & raised in Boston, blah-blah, read it on pg 20

### PERSONALITY

Typical FBI special agent - cool, composed, professional even under fire. A little warmer as a teacher.

### EQUIPMENT LIST

Pocket recorder  
Mini Flash

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