

Skills

Each player character (PC) has a set of Skills, which are grouped into Class Skills (Tomb Raider or Archaeologist) and Combat Skills:

Tomb Raider Skills:

- **Perception:** Look for clues, traps, hidden objects or people, be alert to danger...
- **Athletics:** Run, jump, climb, swim, carry, endurance...
- **Stealth:** Move unseen, disguise, impersonate, hide, conceal an object...
- **Dexterity:** Pick locks, manipulate traps, sneak into places, empty pockets, drive, medical care...

Archaeologist Skills:

- **Education:** Know history, anthropology, science, languages; search for information in archives, medical care...
- **Resources:** Carry equipment, tools, weapons or allies; or buy such things...
- **Charisma:** Interact with other people, negotiate, convince, intimidate, gather oral information...
- **Insight:** Deceive, figure out intentions, ask the game master for clues to solve a riddle...

Combat Skills:

- **Fight:** Combat unarmed or with close combat weapons.
- **Shoot:** Combat with ranged weapons.

Health

A PC has **3 health points (HP)**, plus **another health point for every 3 points in Athletics**.

If he/she **loses all health points**, the PC is **defeated** (knocked unconscious or captured) and **suffers a Wound** (score it and return the health points to maximum) (he/she must also describe the wound).

Each **Wound** scored means a **-1 to all skills**.

If a PC accumulates **3 Wounds**, he/she is **Incapacitated**.

Recovery

Health points are recovered at the **end of the combat**.

A **Wound** recovers with **medical care** (Education or Dexterity) **difficult (d8)** and **6 h** of rest or with **24 h** of rest.

Incapacitated recovers with a **week in hospital**.

Cinematographic Resource

Each session, the game master (GM) gives each PC **2 tokens** (you can use poker chips, chickpeas, or whatever you can think of). These tokens can be used **at any time during the session** to obtain a **cinematographic resource** that helps the PC with some action. (a car with keys in the ignition, a tyroline that leads right there, an open awning to fall on, a cat that makes noise and distracts a guard, an open door...)

Creating a PC

Follow these steps to create your PC:

1. Choose **Class** between **Tomb Raider** and **Archaeologist**.
2. Put **1 point** in every **Skill of your Class**.
3. **Distribute 10 points** between **all the Skills** (Max 2).
4. **Distribute 5 points** between your **Class and Combat Skills** (Max 2).
5. A PC has **3 health points** plus **another one for every 3 points in Athletics**.
6. **Speed** is the same as **Size, 0**.
7. You start with an **equipment** for a value equal to your **Resource score** with these costs per item:
 - a **1 point**: 1 Tool, 1 Light Armor, 1 CC Weapon.
 - b **2 points**: 1 Quality Tool, 1 Heavy Armor or 1 Ranged Weapon.

Equipment

Carrying or buying an item is a **difficulty** in a **Resource** test that is set by the GM depending on the circumstances. As a general rule, carrying something is 2 dice categories harder than buying it.

Tools

A Tool gives a +1 to the Skill for any test that requires or allows its use. If the Tool is a Quality Tool, it gives +2.

Weapons

The **bonuses depend on the distance to the target** and include all the movement necessary to hit the enemy. If a weapon is used successfully, the next turn starts at the optimal distance for its use (the closest among those with the highest bonus). If it fails, it starts at the same distance as the previous turn.

Distances:

- Close combat (CCD): < 3 m
- Short (SD): < 30 m
- Long (LD): > 30 m

Weapon bonuses /DCC/DC/DL and /Damage/

- **No Weapons** (Punches, Kicks...) [0/-1/-2] **[1]**
- **CC Weapons** (Sword, Machete...) [1/-1/-2] **[2]**
- **Ranged** (Pistol, Shotgun, Crossbow, Shortbow, throwing knife, spear, whip...) [0/1/-1] **[2]**
- **Long range** (Rifle, Rifle, Longbow...) [-1/1/1] **[3]**

Automatic or deflagrating weapon

(-1) to the **group size** of the opponents attacked by the PC.

Armor

Armor or shields provide a **bonus to defensive actions (D.A.)** and a **penalty to Athletics**.

Armor /D.A. bonus/ Athletics penalty/

- **Light** (Bulletproof vest, helmet...) [+1/-1]
- **Heavy** (body armor, bulletproof suit...) [+2/-2]

Vehicles

Vehicle	Speed	Size	Health
Motorcycle	3	1	2
Car	2	2	3
Truck	1	3	3
Light aircraft	4	2	3
Boat	3	2	3
Tank	1	3	6

How to play?

Any **Easy action** that a PC wants to do **without being under pressure**, he/she can do **automatically**.

For the **Complicated, Difficult, Tricky, Very Difficult, or Impossible actions**, he must pass a **skill test**.

Skill test

Two **equal dice** of the category indicated by the **difficulty** are rolled and the **difference** between them is calculated. If the difference is **less than or equal** to the **skill score, success**, if greater, failure.

Critical success (optional): if both dice get the **same value**, the action is performed better, faster, causing double damage...

Difficulties (Dice categories)

Impossible (d20) / Very difficult (d12) / Tricky (d10) / Difficult (d8) / Complicated (d6) / Easy (d4).

Combat:

In a **combat turn**, each PC always must play **one Action and one Reaction**. Depending on the **group size** of the antagonists, he/she has **more Actions or more Reactions**:

The **Size of a PC** is always **medium (0)**.

Only if the opponent (or group of opponents) has a **Group Size** (See Antagonists section) **not equal to 0**, the **PC**:

- **Can** perform an **extra Action** for each negative point of **Group Size** of the antagonists.
- **Must** play **extra Reaction** for each positive point of **Group Size** of the antagonists.

Each **Action**, the PC **can** do an **Offensive Action test** [Combat Skill + Weapon Bonus (*depends on the distance between the PC and his target*)] vs. the **difficulty** of his/her **antagonist** (*whom he/she attacks in that Action*).

Each **Reaction**, the PC must play a **Defensive Action test** [Combat Skill + Armor Bonus (*depends on the distance between the PC and his/her aggressor*)] vs the **difficulty** of his/her **antagonist** (*of the one attacking him/her in that action*).

Combat Actions and Reactions

In an **Action**, a PC does one of these actions against an opponent, in a **Reaction**, an **opponent attempts** it against him/her.

- **Damage:** Subtract the target as many HP as the damage.
- **Knock down:** Knock down the enemy or his weapon.
- **Grab:** Grabbing or holding (and causing, if desired, 1 point of damage to someone already captured).
- **Running:** Run away to long distance (1 advantage point).

Chases

Any chase between vehicles or creatures with **different speeds** is **won by the fastest (group size must be taken into account)** for speed, see Antagonists, at the end).

- **On foot:** **Athletics** test against the difficulty of the opponent(s) (many opponents always take only one hero)
- **Vehicles with similar speeds:** Test of **Dexterity** against the difficulty of the opponent(s).

If the **advantage points reach 0**, the pursuer **catches up with his rival**. If they **reach 3**, the pursued manages to **escape**.

Vehicle Combat

Vehicle collision:

A Vehicle parallel to another (**Advantage 0**) can try to stop another one by **colliding**. The PC must perform **two Dexterity tests** (with the difficulty of the other vehicle) **for each rival vehicle** (maximum 3, or 1 if it is a narrow road) that is in the combat.

First Dexterity test, who is charging?

- **Success:** The **PC** / **Failure:** The **other vehicle**.

Second Dexterity test, is there a collision?

- On **Success, charging, or Failure, avoiding the charge**, there is a collision. If there is a collision:
 - The **smaller one suffers** as many **points** of damage as the **difference in size** between the vehicles.
 - The **hit vehicle suffers one extra point** of damage.

Artillery in vehicles:

To shoot or avoid a **cannon shot** from a **moving vehicle**, use **Dexterity** with a **penalty** (if shooting) or **bonus** (if targeted) **equal to the speed of the attacking vehicle**. On **success**, the targeted vehicle **loses all its health points**.

Consequences of a vehicle losing all its health:

If a vehicle suffers as many points of damage as its **health**, crashes, rolls over or spins over (roll 1d6):

- **1-2 Crashes:** All occupants play a **difficult Athletics test (d8)**, failing they suffer 2 Wounds, succeeding they suffer 1 Wound. **The vehicle is disabled**.
- **3-4 Rollover:** All occupants play a **complicated Athletics test (d6)**, failing which they suffer 1 Wound. **The vehicle is disabled** until it is turned over.
- **5-6 Spinning:** Nobody suffers damage, and the **vehicle remains functional** (with 1 HP), but the opponents have 1 turn to flank the vehicle or shoot at its occupants.

Antagonists (Humans and Beasts)

Every **Antagonist** is defined by its **HP** (3 + Size) and three characteristics: a **difficulty dice**, a **size category** and its **speed**. Create them by assigning arbitrary values to the 3 or use this guide:

Base difficulty dice

Dice	Example
d20	Tyrannosaurus, Dragon...
d12	Elephant, Lion, Brown Bear, Crocodile, Hippo...
d10	Panther, Rhinoceros, Black Bear, Anaconda...
d8	Bull, Cougar, Cobra...
d6	Wolf, Guard Dog, Deer, Eagle...
d4	Unarmed Human , Goat, Viper, Raven...

An enemy moves up one dice category of difficulty:

- If he uses a **CC Weapon** at **CCD** (CC distance), a **Ranged Weapon** at **CD** or a **Long-Range Weapon** at **ID**.
- If it wears armor (any) or has armored skin.
- If it is very strong, poisonous, can **Fly** or is **Invisible**.
- If it is **invulnerable** and its **weakness** is known.
- With any other power you can think of...

An enemy increases 2 dice categories of difficulty:

- If it is **invulnerable** and its **weakness** is not known.
- If it can **regenerate**.

Size & Speed

Size or Speed	Size	Example
-1	Small	Rabbit, Cat
0	Medium	Dog, Human
1	Big	Horse
2	Huge	Elephant
3	Colossal	Whale

An enemy adds one (+1) to his individual size if:

- Fast, multiple legs, is in favorable environment or has breath attack (fire, ice, electric, acid...).
- Uses an **automatic** or **deflagrating weapon**.

An enemy subtracts one (-1) from his individual size if:

- Is slow or is wounded.

The **Antagonists Group Size** is used to know **how many attacks a PC receives** (Reactions) and is that of **the creature with the largest size plus the numerical quotient** between the 2 groups:

- Every time the **group of PC doubles** the number of **antagonists**, **subtract one (-1)** from the group size
- Every time the **antagonists double** the number of **the PC, add one (+1)** to the group size .

The **Speed** of a creature (or group of creatures) is the same as its **Group Size**.



The False Idol is a **Pulp RPG** of explorers and "archaeologists" of the late XIXth and first half of the XXth century. Create your **player character**, take the whip and the dices to explore ancient ruins, in search of **treasures**, and face Nazis, mummies, traps and curses...

Name: _____	Size: 0 Speed 0
Tomb Raider	Archaeologist
Perception _____	Education _____
Athletics _____	Resources _____
Stealth _____	Charisma _____
Dexterity _____	Insight _____
Combat	
Fight _____	Shoot _____
Equipment:	