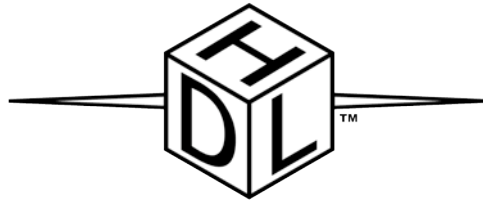


Tremorworks presents:



HDLTM
Universal Tactical RPG

Quick-Start Guide

By Sean Boyle



TremorworksTM

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The fundamental basis for the HDL system is HDL, or Half Die Level. It is useful to understand HDL before beginning to create a character, since many aspects of character creation involve the determination of HDL for certain rolls.

HDL is, essentially, half the maximum roll for a given die or dice. This system was developed as a way to present a linear progression of abilities and other variables. For instance, HDL 2 is 1d4 ($2 \times 2 = 4$). HDL 25 (probably never used in a normal

game) is 5d10 (a maximum roll of 50: $25 \times 2 = 50$). Any time multiple dice are used, use the smallest number of similar-sided dice. For instance, HDL 8 (a maximum roll of 16) is 2d8, not 4d4. This ensures that the minimum roll follows a steady progression.

Table 2-1 (below) is provided in the *HDL Basic Rules* as a quick-reference, although many players quickly grow accustomed to calculating HDL on the fly.

HDL	Dice	HDL	Dice	HDL	Dice
1	1	21	3d10+1d12	41	7d10+1d12
2	1d4	22	2d10+2d12	42	6d10+2d12
3	1d6	23	1d10+3d12	43	5d10+3d12
4	1d8	24	4d12	44	4d10+4d12
5	1d10	25	5d10	45	9d10
6	1d12	26	4d10+1d12	46	8d10+1d12
7	1d6+1d8	27	3d10+2d12	47	7d10+2d12
8	2d8	28	2d10+3d12	48	6d10+3d12
9	1d8+1d10	29	1d10+4d12	49	5d10+4d12
10	2d10	30	6d10	50	10d10
11	1d10+1d12	31	5d10+1d12	51	9d10+1d12
12	2d12	32	4d10+2d12	52	8d10+2d12
13	2d8+1d10	33	3d10+3d12	53	7d10+3d12
14	1d8+2d10	34	2d10+4d12	54	6d10+4d12
15	3d10	35	7d10	55	11d10
16	2d10+1d12	36	6d10+1d12	56	10d10+1d12
17	1d10+2d12	37	5d10+2d12	57	9d10+2d12
18	3d12	38	4d10+3d12	58	8d10+3d12
19	1d8+3d10	39	3d10+4d12	59	7d10+4d12
20	4d10	40	8d10	60	12d10

Character Creation

Character creation in the HDL system follows a straightforward, point-based process, as given in Table 1-1 in the *HDL Basic Rules* (see below).

Character Creation Quick Reference

Stat Points (STP)	65
Background Points (BGP)	5
Energy	END x RES
Speed	(STR + REF + COO) / 3 + (height x 2)
Passive Dodge	LUC + 5
Active Dodge	HDL (REF) + COO
Perception	HDL (LUC) + INS
Initiative	HDL (REF) + REA
Health Levels: Lethal	CON / 2
Health Levels: Non-lethal	END
Actions per Turn	(REF + REA) / 4
Skill Points (SKP)	(REA + KNO + RES) x 5

Step 1: Stats

The character receives 65 points for the 13 stats. This is enough for each stat to have a 5. You may find it useful to assign each stat a value of 5, and then “raise and lower” to keep track of points. Each time you increase a stat by 1, you correspondingly subtract a point from another stat.

It is also useful to refer to table 1-1 to see which stats affect derived stats and other aspects of the character. For instance, Reflexes impacts Initiative and number of actions, while Reason impacts initiative, actions, and skill points.

Step 2: Derived Stats

Refer to table 1-1 to determine all derived stats (Energy, Speed, Passive Dodge, Active Dodge, Perception, Initiative, Health Levels, and combat actions). Note that some derived stats are, in fact, dice rolls. These are given as an HDL plus a number. For instance, Initiative is an HDL equal to the character’s Reflexes, plus his Reason. So if his Reflexes and Reason are, respectively, 6 and 4, his Initiative would be HDL 6 + 4, or 1d12+4.

Step 3: Backgrounds and Weaknesses

The character receives 5 points for Backgrounds, chosen from table 1-2 or devised by you and the Narrator. Weaknesses can be taken to gain additional points. The Narrator may limit Weaknesses, and may also deny certain Weaknesses that do not fit into his game or he feels may not be appropriate, such as certain role-played Weaknesses.

Step 4: Skills

Add up the character's first three mental stats (the top three in the right column on the character sheet). Multiply this total by 5. This is the character's total Skill Points (SKP). Spend these points on skills; each point spent equals a single point in the skill. At the time of character creation, no skill can exceed 8.

HDL skills are meant to be comprehensive, and encompass everything a character can do. While some skills can be used untrained (that is, without any points spent on them), in general a character cannot do something if he doesn't have skill in it. For instance, swimming is not something that comes naturally. Without at least 1 point in the Swimming skill, a character cannot swim. The same goes for riding a bicycle, driving a car, or performing brain surgery.

Also note that certain combat skills ("tactical" skills) can impact a character's number of combat actions. Table 3-3 (on page 50) in the *HDL Basic Rules* outlines these numbers.

On the back of the character sheet, record each skill, the stat on which it is based, the rating of the skill (RTG: the number of points in the skill), and then the roll. The roll for a skill is the HDL of the associated stat, plus the skill rating. For instance, a character with a 5 Endurance and a rating of 3 in Swimming rolls HDL 5 + 3, or 1d10+3.

Step 5: Background Card

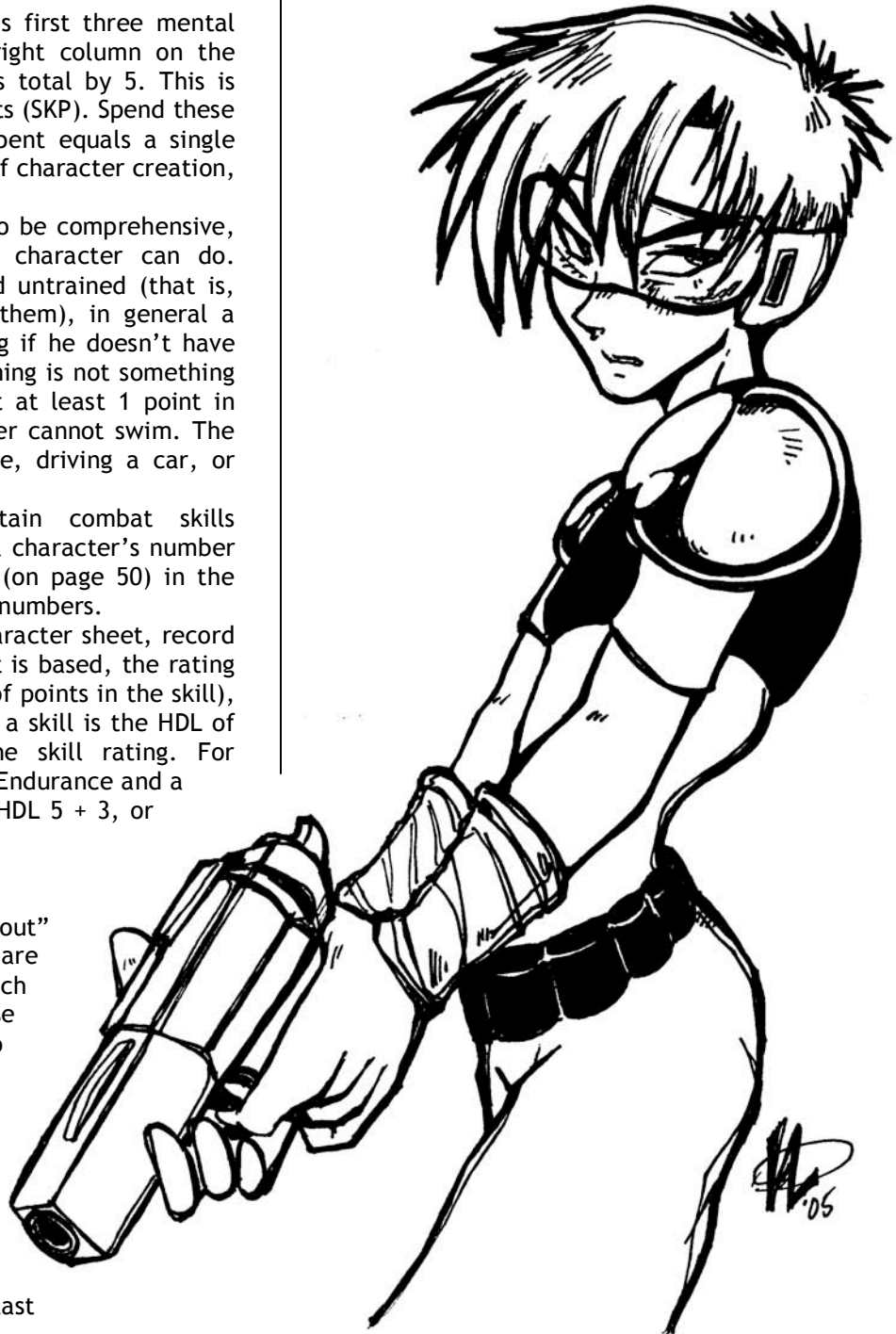
To help "flesh out" characters, Background cards are included in the HDL Cards. Each character receives one of these cards, to add some depth to his past and, hopefully, make the character a more interesting role-playing experience.

Combat

Combat is meant to be quick and deadly. In fact, it is unusual for a battle to last

more than 2 or 3 turns (each turn being 5 seconds). Most standard combat, excluding surprise attacks, follows this (simplified) process:

1. All combatants roll their Initiative. They act in order from highest roll to lowest.
2. The first combatant acts, spending an Active action. His target(s) may spend Reactive actions to avoid his attack, if applicable. The defender must meet or exceed the attacker's roll to successfully



avoid it (or the attacker must *beat* the defender's roll). If the defender meets or exceeds the attacker's roll, the attack misses (or has no effect). If the attack hits, the attacker rolls hit location (unless making a called shot) and damage.

3. The next combatant takes an Active action.
4. Combat continues in this fashion until all combatants have used up all their actions. Note that taking a Reactive action does not prevent a combatant from taking an Active action on his turn.

As a note, due to the deadly nature of combat in the HDL system, combat should be avoided whenever possible. As a player, try to avoid getting into fights unless absolutely necessary. It is easy to accidentally kill an opponent (the rules provide options for "holding back" to prevent this, but these carry penalties as well).

Examples

The following pages contain examples of game play, as well as an example of a completed, starting-level character, made using only the *HDL Basic Rules*.

Rob, the Narrator, is running a game with Michelle, Neil, and James. Michelle is playing an ESPer, Neil is playing a police officer, and James is playing a private investigator. Rob has decided that all the NPCs in this scene are "average," with all their stats and relevant skills at 5. The players are currently working together to track down an organization that is abducting ESPers. They have arrived at a nightclub, where previous clues have informed them they might find someone involved. Rob asks the players if they want to do anything to prepare.

Neil: I'd like to make sure no one knows I'm a cop until I need to tell them. I keep my badge pocketed, and I want to make sure my guns are concealed.

Rob (Narrator): OK, make two Concealment checks.

Neil: OK. My INS is a 4, ugh. And my Concealment skill isn't very good. I roll 1d8+3. Oh, I got a 9 on the first one, and an 8 on the second one.

Rob: Not bad. Since you're wearing a trench coat, you can keep your guns both pretty well concealed but still have easy access to them. OK, you step up to the door, and there is a very large bouncer standing there. He looks you over suspiciously. Neil, you're pretty sure he doesn't notice that

you're packing.

Michelle: I'm going to attempt a Mind Read on him.

Rob: OK, go ahead and make the roll.

Michelle: OK, let's see. My INS is 8, and my skill is 6, that's 2d8+6. I got a 17.

Rob: Nice. He's just an NPC, so I'll roll 1d10+5 for his RES to resist. And yes, I realize he can't possibly beat you. So you get his surface thoughts. He's wondering if you three are the ones he was warned about, and he's thinking you don't look like a threat, and neither does James, so he'd take out Neil first if there was any trouble.

James: I do look unassuming.

Michelle: I'll do a Sending to the others, quickly, to tell them what I learned.

Rob: OK. Since you can see them, and I know your skill is high enough, you can't fail, so you Send to them.

James: OK, knowing that, I'm going to approach him, and see if I can convince him to let us in. I have the Negotiation skill, and if that doesn't work, I can try Persuasion. Since I really am no good in a fight, I'll use Intimidation to get him to back down if necessary.

At this point, Rob decides to let James' dice do the talking, since James' character is much more persuasive than James the player.

Rob: OK. You walk up and start to engage him in a pleasant conversation. Roll your Negotiation skill.

James: PER 9, and a skill of 6, that's 1d10+1d8+6. I rolled a total of 14.

Rob: Alright. The bouncer rolled a 4, since he doesn't actually have a Negotiation skill. You try to convince him of the benefits of letting him in, and he sees your point. However, he mentions that his boss knows you're all coming, and would fire him if he let you in.

Neil: If he's expecting us, we don't have time to waste with this bouncer. I'm going to pull out my badge.

Michelle: I stop Neil. Let me handle this.

Neil: OK, take a shot, but I'm going to use my authority if we can't get inside quickly.

Michelle: (with a wink) I'm going to Mind Blast the guy. I'm going to play my *Unfailing Resolve* card, which gives me a +2 to my Resolve for the attempt. I'm going to use my increased Resolve to spend an extra 2 Energy; so I spend a total of 10 Energy (my RES of 8, plus 2) on the Mind Blast. I roll 2d10+7 (since my RES is 10 now).

Rob: OK, he gets an 8 on his RES check to resist.

Michelle: I rolled 17 damage on the Mind Blast.

Neil: Nice!

Rob: That's 17 non-lethal damage to his head. OK, he falls over, unconscious with a nosebleed.

Michelle: Sorry, James, I know you wanted to avoid a fight.

James: It's OK, I know we're in a hurry. But if this guy's boss is expecting us, we may be in for some trouble.

Rob: You go inside. It's pretty dark, and there's some really loud music playing. Oddly enough, you don't see as many people as you'd expect; just a handful of goons built like that bouncer.

Neil: How many?

Rob: Five total. Everyone make a Perception check.

Michelle: 8

James: 13

Neil: You know I can never make these. Ugh, 6.

Rob: OK, the difficulty was 10, so James, you catch a glimpse of two other guys ducking back through a door near the bar. The remaining five guys all head toward you. Two of them reach into their jackets, probably going for guns.

Neil: That's Initiative then. I rolled a 16.

Michelle: I got a 12.

James: I got a 9 to hide under a table.

Rob: Ha ha ha. OK, the goons rolled a 9 also. Neil, you go first.

Neil: Draw my guns, one in each hand. I'll use my Quick Draw Special Maneuver. I got an 11 on my right hand, and... ouch, a 9 on my left. So it takes me this action to draw that gun, right?

Rob: Yeah. I'm afraid so.

Neil: OK, well, I'll take a step to the side of the doorway, to hopefully get a little cover, and shout, "Police! Throw down your weapons!"

Rob: You hear one of them laugh. The others ignore you. Michelle, your action.

Michelle: Well, it worked before, so I'll do it again. Mind blast the guy on the left going for his gun. I'm only spending 6 Energy this time. I rolled a 14, and 10 damage.

Rob: Oo, close. He got a 13 to resist. He winces and staggers back, but he's still up. The good news is he's now at -2 to everything he does, including Initiative. He goes last now. James, you and the other four goons go at the same time.

James: Like I said, I duck under a table. I'll start circling around in the confusion to head for that back door when I can.

Rob: OK, the one guy who didn't get Mind Blasted

pulls out his gun and moves forward a little. The other three guys rush you, but it takes them their full action to get up to you because of the distance and some tables near you. The guy who pulled out his gun shouts, "You idiots, you'll get in my way!" The last guy, the one Michelle Mind Blasted, pulls out his gun, and shakes his had to clear it. Neil, your action.

Neil: OK, I've spent one action, and with my two guns in Ranged Combat I get 5 actions. I see the guys rushing me, and they look serious, but the one with the gun is more of a threat at the moment. I'll ignore the one who's staggered. I'll fire a burst of four shots at the other gunner, and with my other gun I'll shoot at the legs of the guys that are rushing us, also just four shots.

Rob: OK, that will be two of your actions, one with each hand. Make your attack on the first guy.

Neil: Right. My MAN is 7, and my Firearm: Pistol is 8, so I roll 1d8+1d6+8. Oh, come on! I rolled double ones, for a total of 10! I assume that misses?

Rob: Yes (because he has a Passive Dodge of 10).

Neil: I spend 1 EXP for a +2. That should hit, right?

Rob: Yup, that hits. But only by 2. So two of your four shots hit. Go ahead and roll hit locations and damage for each.

Neil: 5 to the Body, and 3 to the Body.

Rob: Well, he's not wearing any body armor, so that takes him down. Now roll your other gun.

Neil: I rolled much better this time. How close are these guys to me by the way?

Rob: Not within Close Combat range.

Neil: Good. Then I get more attacks. And they're moving, but they're heading straight for us, right?

Rob: Yes, so no bonus to their Passive Dodge.

Neil: OK, I rolled a 19.

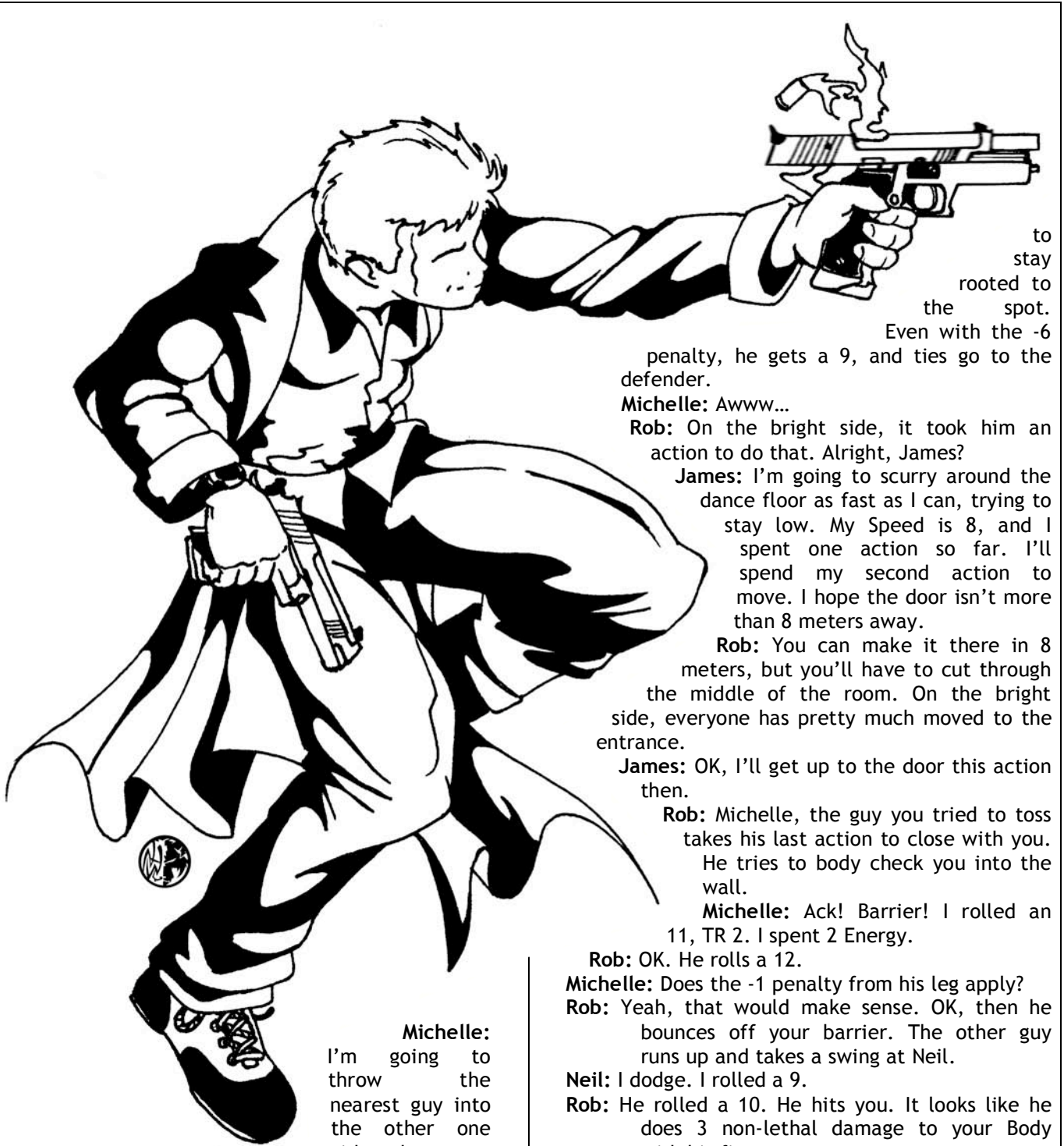
Rob: OK. They only have a Passive Dodge of 10, the called shot to the leg is +2, and you take a penalty of -1 for each target when shooting at multiple targets. Still, you hit all three of them. You hit the closest guy twice. We'll say this is all to their left legs. Damage?

Neil: Oo, I think the closest guy goes down. First shot does 6, second shot does 8.

Rob: Yeah, he drops, clutching his bleeding stump of a leg.

Neil: Second guy takes 3, third guy takes 4.

Rob: OK, that slows them down a bit. One's Speed drops by 2, the other one drops by 1. Michelle, your action.



Michelle:
I'm going to
throw the
nearest guy into
the other one
with the gun,
using my Telekinesis. Hopefully I'll hit the
guy in the head.

Rob: Do you want to make a called shot?

Michelle: Sure, why not? I'm confident in my abilities. I rolled a 9. And if he doesn't have anything to grab on to, he takes my Telekinesis rating, that's 6, as a penalty to his Strength check.

Rob: Sorry, he rolled max: 15 on his Strength check

to
stay
rooted to
the spot.
Even with the -6
penalty, he gets a 9, and ties go to the
defender.

Michelle: Awww...

Rob: On the bright side, it took him an action to do that. Alright, James?

James: I'm going to scurry around the dance floor as fast as I can, trying to stay low. My Speed is 8, and I spent one action so far. I'll spend my second action to move. I hope the door isn't more than 8 meters away.

Rob: You can make it there in 8 meters, but you'll have to cut through the middle of the room. On the bright side, everyone has pretty much moved to the entrance.

James: OK, I'll get up to the door this action then.

Rob: Michelle, the guy you tried to toss takes his last action to close with you. He tries to body check you into the wall.

Michelle: Ack! Barrier! I rolled an 11, TR 2. I spent 2 Energy.

Rob: OK. He rolls a 12.

Michelle: Does the -1 penalty from his leg apply?

Rob: Yeah, that would make sense. OK, then he bounces off your barrier. The other guy runs up and takes a swing at Neil.

Neil: I dodge. I rolled a 9.

Rob: He rolled a 10. He hits you. It looks like he does 3 non-lethal damage to your Body with his fist.

Neil: Can I try to roll with that? My Boxing skill sucks, but it's worth a shot.

Rob: Sure, go ahead.

Neil: COO 6 and boxing 2... I rolled a 5. Never mind.

Rob: OK, the dodge cost you an action, and you're now in Close Combat with this guy, so you use the lower of your number of actions between Ranged and Close Combat.

Neil: That's right. But as long as I can still shoot

him, I only lose one action.

Rob: OK, the last guy staggers to the side and tries to shoot at Michelle. He can get a clear shot, since the other guy hit your barrier and was knocked back a little.

Michelle: Crud, my LUC is low, my Passive Dodge is only 8.

Rob: with the -2 penalty from the Mind Blast, he rolls a 10. He hits you. He gets you in the left arm for 2.

Michelle: Ow.

Rob: Neil?

Neil: I've only got one action left now. I unload with my left hand on the guy who's beating me up. I rolled a 13, we'll make that four shots.

Rob: Well, he can't dodge bullets. Your difficulty to hit him was 5. All four rounds hit. I think this guy is going down.

Neil: I hope so. Let's see, that's 2 to the Body, then 4 to the Body, 5 to the Right Leg, and 1 to the left arm.

Rob: He's still up, but he's pretty hurt.

James: I would hope so.

Rob: Michelle, your action.

Michelle: I'm all out, I only get three.

Rob: OK, the guy on Neil swings again.

Neil: I spend my *Extra Action* card to dodge. I rolled a 17

Rob: He can't possibly hit that, even with a maximum roll. Besides, he's really injured. The last guy goes to shoot Michelle again.

Michelle: Help!

James: I hate to give up the EXP for this, but I'm going to play my *Disaster Strikes* card on this guy.

Rob: OK. Well, then his gun misfires, and explodes in his hand. And, just because it's a *total* disaster, he accidentally shoots the supports for a ceiling light. The light swings down, clocking him in the head, and he's knocked out.

Michelle: Thanks!

James: It was either that, or play it on us.

Michelle: I appreciate it.

Rob: OK, anyone have actions left?

Neil: I don't.

Rob: OK, we still have the guy who was beating you up, Neil. He has one action left. He swings a fist at your head (a called shot).

Neil: I really don't want this to hit! I'm spending another EXP to get an action to dodge.

Rob: OK.

Neil: Nice, I got a 16.

Rob: OK, then he misses by a lot. Alright, first turn is over, everyone gets their actions back. To recap, we have a guy with two bullet

wounds in his chest near the middle of the room, a guy with a severely injured leg, and an unconscious guy too. Two of the guys are still up, but both have injuries. The one on Neil is really hurting. So, Neil, you go first.

Neil: I'll finish him off. I don't care of it's overkill, I'm shooting both guns at him, both called shots to the chest.

Rob: OK. I'm playing a *Missed Me!* card to make your first gun miss. And I'll play my *Gimme Gimme!* card to take James' *Disaster Strikes* from the discard pile, and play that on you too.

Neil: ...

Rob: So you miss with your first gun, and the second one jams. As you look down at it in surprise, the guy manages, somehow, to unintentionally knock you prone.

Neil: GAH!!

Rob: Michelle, your action.

Michelle: I still have this guy on me, but I'll try it again. I'm going to throw him into the one on Neil. 14 on my Telekinesis.

Rob: He gets a 10 on his Strength check. You do it. The other guy tries to dodge, but he's really damaged. I'll spend 1 EXP to give him a +2 bonus... but that's still not enough. He gets a total of 7. You hit.

Michelle: OK, then the guy I threw takes 3 non-lethal damage to the Body, and 4 non-lethal to the right arm. The other guy takes 5 non-lethal to the Body, and... the second roll is also Body, so no additional damage.

Rob: He rolls a 7 on his STR check to remain standing, and fails. Both guys fall prone. They'll be spending some time getting up. James, your action.

James: I know I won't be able to hear anything with the music blasting and all the other stuff going on, so I'm just going to open the door, and duck to the side.

Rob: You open the door. It leads to a short hallway, with a door at the end, and a door on either side. Neil, it's your action, as the two guys spend their first actions starting to get up.

Neil: I'm prone too. I need to get up. All right, my bad luck with dice finally pays off. It only takes me one action to get up!

Rob: OK, you stand up. Michelle, your action.

Michelle: The two goons are lying one on top of the other, right? I'm going to Mind Blast the guy on the bottom, and hope Neil can knock out the top guy.

Rob: OK, make your rolls.

Michelle: I spend 8 Energy (I'm almost out of

Energy, by the way), and got a 10.

Rob: He gets an 8 to resist.

Michelle: 9 non-lethal to the head. Ugh, he's still awake, isn't he?

Rob: Yeah. He's struggling to get up. James, your action.

James: I'll cautiously head into the hallway. Do I see any cameras?

Rob: Yes. There's one over the door at the end. You also see that door has a slat that can be opened and looked through from the other side.

James: Well, the camera's probably seen me now. I'm going to move up to the door, and smile to the camera.

Rob: Heh heh. OK. The guys on the floor struggle some more to get up. They still haven't managed to stand. Neil, your action.

Neil: Like Michelle said, I'm going to hit them both on the head with my guns. Top guy first.

Rob: OK, make the attacks. That uses the Blunt skill, based on COO.

Neil: Which I don't have.

Michelle: I'll play my *Assist* card on the first one. Add 8.

Neil: Then that gives me a total of 17. 4 lethal damage.

Rob: That hits him, but it doesn't knock him out.

Neil: Darnit. Well, my second butt can hit him too, right?

Rob: Sure, you could swing both hands at his head.

Neil: I'd do that then. I rolled...

James: Take my *Bonus* card! +2!

Neil: Thanks! OK, that gives me... 13.

Rob: That hits too.

Neil: Another 3 damage.

Rob: OK, he's unconscious, and on top of the other guy.

Neil: Michelle, can you take care of him? I need to back up James.

Michelle: Yeah.

Rob: OK, Michelle? What are you going to do?

Michelle: I don't want to waste the Energy on another Mind Blast. I'm just going to use Telekinesis to bash the guy's head into the floor.

Rob: Ow. That works. Make the check.

Michelle: I play my *Success* card.

Rob: OK, you knock him out. The combat is now over. Neil, you get to the door with James. The slat opens, and a pair of eyes peers out at you...

This example of game play should give you a taste of what the HDL system has to offer, but it's not all there is. The game settings are where the real game starts. Several settings are already available, with more on the way, from modern fantasy to deep space science fiction, from the skies of the 1930's to the realms of dreams, the possibilities are truly endless.

The following two pages contain an example completed starting-level character, made only using the *HDL Basic Rules*. However, other settings, and additional expansions such as the upcoming *HDL Options Guide*, add even more options to character creation and excitement to the game!





HDL™ Basic

CHARACTER SHEET

Player: _____

Narrator: _____

Character: <i>Max Stevens</i>	
Age: <i>28</i>	Gender: <i>Male</i>
Height: <i>1.8m</i>	Weight: <i>84kg</i>
Hair: <i>Brown</i>	Eyes: <i>Blue</i>
Hand: <i>Both</i>	Blood Type: <i>A+</i>
Notes:	Birthdate: <i>6/6</i>
Occupation: <i>Stuntman/driver</i>	

HEALTH						
	BODY	HEAD	L.ARM	R.ARM	L.LEG	R.LEG
4 BASE	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INCAP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GONE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

STATS			
STRENGTH:	5	REASON:	6
ENDURANCE:	6	KNOWLEDGE:	5
CONSTITUTION:	6	RESOLVE:	6
REFLEXES:	6	INSIGHT:	4
COORDINATION:	5	PERSONALITY:	3
MANIPULATION:	4	LUCK:	6
LOOKS:	3	SPEED:	9

PASSIVE DODGE:	11	PERCEPTION:	1d12+4
ACTIVE DODGE:	1d12+5	INITIATIVE:	1d12+6

BACKGROUNDS / WEAKNESSES
<i>Overconfident (-1)</i>
<i>Tough (3)</i>
<i>Aptitude: PHY (2)</i>
<i>Ambidexterity (1)</i>
<i>Ineptitude: COM (-1)</i>
<i>Resources: Equipment: High-end sports car (1)</i>
BG CARD: <i>Normal Life</i>

ENERGY: 36	EXP	CARDS	COMBAT SKILL	ROLL	#ACT
			Close Combat	1d12+5	4
			Ranged Combat	1d12+5	4
			<i>Vehicle Combat</i>	1d12+5	4
FATIGUE:				BASE #ACT:	3

WEAPON (SIZE)	#ACT	ROLL	HANDS	TYPE	ER	MR	TR	DAMAGE	ROF	AMMO
<i>Unarmed</i>	6	1d12+6	-	E P B ‡	-	-	1	1d4	-	-
				E P B ‡						
				E P B ‡						
				E P B ‡						
				E P B ‡						
				E P B ‡						

ARMOR	
TYPE:	DC:
COV:	
TR:	EFF: E P B ‡
AR:	PEN:

STRATEGIC COMBAT	
RATING (ON FOOT):	
RATING (VEHICLE):	

HIT LOCATION	
Main (1d10):	Head hits (1d12):
1 = head (+3)	1-5 = no unusual effect
2 = left arm (+2)	6-7 = jaw (+1, can't chew or speak)
3 = right arm (+2)	8-9 = mouth (+1, lose 1d4-1 teeth)
4 = left leg (+2)	10 = nose (+1, bleeding or broken)
5 = right leg (+2)	11 = ear (+2, deafened / stunned)
6-10 = body (+1)	12 = eye (+2, blinded / bruised)

VEHICLE	
TYPE: <i>High-end Sports Car</i>	
TR: 3	ATTACK TR: -
ATTACK DAMAGE: -	SIZE: 2 / 6
SPEED: 180	ACCEL: 2
SCom: 16 (<i>car: 8</i>)	DODGE: 1d12+5
MOVE COST: 2	DAMAGE CAPACITY: 10
ATTACK COST 4	F: <input type="checkbox"/>
TURN/DODGE: 2M	B: <input type="checkbox"/>



HDL Universal Tactical Role-playing Game

Feel like playing a high magic, fantasy game but can't stand the thought of having to rifle through a library of books just to create your character? What about a sci-fi game that's technical enough to incorporate the benefits of cover and superior ballistic technology but doesn't get bogged down in rules and dice rolling?

HDL is a flexible, simple system of rules that are adaptable to a great number of settings, allowing them to be used as alternate rules for existing games or as a mechanic for running campaigns of your own design.

The rules are designed to be realistic. Combat is quick and deadly, and even the strongest enemy (or character) can still be felled by a well-placed bullet or sword strike. Dice rolls are simple and derived from a Stat plus a skill with either set difficulties or contested rolls. Point-based character generation levels the playing field. A unique Energy system allows a character to truly push his or herself to the limit in order to succeed. A flexible Experience mechanic

reduces the chance of failure, and special Background and Game cards enhance characters and game play. In addition, strategic hex-map based tactical combat is possible with the optional SCom rules.

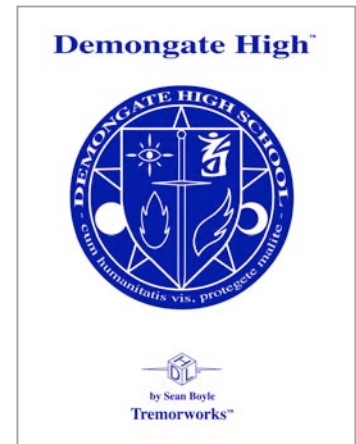
Simplify your life. The HDL rulebook, a set of cards, and a handful of dice are all you need to play.

HDL Supernatural High School Setting: Demongate High™

Deciphering ancient runes, decrypting an ancient prophecy, moving object with just a thought, and cramming for a Math quiz... all before lunch! Life is never dull at Demongate High, the secret school that brings together youths from all parts of the world to learn how to harness and improve their incredible and diverse supernatural talents.

At Demongate High, freshmen of demonic heritage share classes with Summoners and Holy Chosen, Inheritors of ancient artifacts, visionary Seers, diverse and adaptable Warders, and powerful ESPers. Students will discover the power and responsibility their abilities have brought them, the danger of the Supernatural world around them, and how to cope with the pressure of fitting in, all while maintaining good grades.

The Demongate High setting for the HDL system details over fifty demons players can summon for aid or banish back to the Demon World, includes new skills and Backgrounds, and an introductory adventure module to help the Narrator and players start exploring the enormous potential of this Supernatural setting.



HDL Cyberpop Setting: Perfect Horizon™

The year is 215X. Mechanized cyborgs walk the streets, grotesque Terraformers prepare other worlds for human habitation, ESPers are on the rise, and the genetically "perfect" race of Neutopes oversees the policies of the planet. Yet this distant horizon is not as perfect as it seems...

A unique take on the "cyberpunk" genre, Perfect Horizon presents a utopian, yet far from flawless, "cyberpop" vision of the future. Drawing from many sources of inspiration, including the worlds of renowned manga author Masamune Shirow and the politics of today, Perfect Horizon paints a world of political intrigue, corporate espionage, scientific exploration, robotics, and heavy weapons.

Journey from the destitute, forgotten regions of the Outlands to the gleaming cities of Neutopia; from the airborne citadels of Tokyo to the moons of Jupiter and beyond. Pit your human, cyborg, ESPer, Neutope, or Terraformer against the forces of the Asian Commercial Alliance, or the well-intentioned yet

morally questionable forces of the Neutopian world police. Walk the U-Net as a fully-immersed hacker. Uncover the mysteries behind the rise of the mega-corporate conglomerates or Neutopia itself. Just make sure you watch your back!

Perfect Horizon includes rules for building new characters, futuristic skills and technology, new Backgrounds, and enough plot hooks to fuel your game for months.

For more information, visit us on the Web at <http://www.tremorworks.com>