

# Chaos Rift RPG Game

## Miscellaneous Charts

This document includes the following:

### Section 1 - Miscellaneous Charts

1. 3x5 Index Card Template
2. Pace Chart
3. Initiative Chart
4. Damage Inflicted During Combat Chart
5. Retreat Chart

### Section 2 - Charts Specific To RITA0 Adventure

#### Section 1 - Miscellaneous Charts

1. Discovery And Danger Chart

1. 3x5 Index Card Template:

Line 1: Character Name	Notes:
Line 2: Health	
Line 3: Athleticism	
Line 4: Intelligence	
Line 5: Leadership	
Line 6: Pace	
Line 7: Magic	
Line 8: X-Factor	
Line 9: Defense	
Line 10: H2H MEL FIR	
Line 11: X X X	

\* For all Team Averages with decimals, round up for a normal game or down for a more difficult game. \*

#### 2. Pace Chart

A character's Pace determines how quickly the character can advance. For a team, add the Pace of all characters, and divide by the number of characters on the team.

Pace	Speed	Movement
D 5 - 6	Fast	Move 2 spaces.
D 3 - 4	Average	Roll 1 dice. If odd, move 2 spaces. If even, move 2 spaces.
D 1 - 2	Slow	Move 1 space.

### 3. Initiative Chart

When two or more opponents land on the same space, Combat could occur. Roll 1 dice to find out which player strikes first. The game's AI may have the Initiative. Initiative can be re-rolled after every Combat round. Game scenarios might give Initiative to certain players.

Players	Dice Roll					
Solo	P1 - Odd	AI - Even				
2 players	P1 1 - 2	P2 3 - 4	AI 5 - 6			
3 players	P1 1	P2 2	P3 3	AI 4 - 6		
4 players	P1 1	P2 2	P3 3	P4 4	AI 5 - 6	
5 players	P1 1	P2 2	P3 3	P4 4	P5 5	AI 6
5+ players *	P1 2	P2 3	P3 4	P4 5	P5 6	P6 7

\* For more than 5 players, use 2 dice. Either ignore all extra numbers, or award Initiative to AI.

### 4. Damage Inflicted During Combat Chart

1. Look up your opponent's personal Defense points or calculate opposition Team Defense by adding the Defense for all opponents, then dividing by how many total opponents are facing you. Find the specific chart for the Defense Average.

2. Find your character's personal Combat points or calculate Team Combat by adding the Combat for all characters in your team, then dividing by how many total characters are in your team. Combat Average is the first column of the Defense Average charts.

3. Roll 1 dice and scan across the D1 - D6 row for your result.

4. Scan down the D1 - D6 result until it intersects with your Combat Average. This number shows how much damage went through your opponent's Defense and lowers your opponent's Health or Team Health points by that number. In the first chart below, note how a player with Combat Average 6 will always damage a player with Defense Average 6 by at least 1 point. A player with Combat Average 1, however, will rarely cause damage.

5. Combat continues until personal Health or Team Health is reduced to zero, at which point a single character is killed, a Team falls apart, or one side retreats from the fight.

6. For Teams, after a battle the Team moves to safety and the total Damage Inflicted points are distributed among team members.

Combat Avg.	Defense Average 6					
	D1	D2	D3	D4	D5	D6
6	1	2	3	4	5	6
5	0	1	2	3	4	5
4	0	0	1	2	3	4
3	0	0	0	1	2	3
2	0	0	0	0	1	2
1	0	0	0	0	0	1

Defense Average 5

Combat Avg.	D1	D2	D3	D4	D5	D6
6	2	3	4	5	6	6
5	1	2	3	4	5	5
4	0	1	2	3	4	4
3	0	0	1	2	3	3
2	0	0	0	1	2	2
1	0	0	0	0	1	1

Defense Average 4

Combat Avg.	D1	D2	D3	D4	D5	D6
6	3	4	5	6	6	6
5	2	3	4	5	5	5
4	1	2	3	4	4	4
3	0	1	2	3	3	3
2	0	0	1	2	2	2
1	0	0	0	1	1	1

Defense Average 3

Combat Avg.	D1	D2	D3	D4	D5	D6
6	4	5	6	6	6	6
5	3	4	5	5	5	5
4	2	3	4	4	4	4
3	1	2	3	3	3	3
2	0	1	2	2	2	2
1	0	0	1	1	1	1

Defense Average 2

Combat Avg.	D1	D2	D3	D4	D5	D6
6	5	6	6	6	6	6
5	4	5	5	5	5	5
4	3	4	4	4	4	4
3	2	3	3	3	3	3
2	1	2	2	2	2	2
1	0	1	1	1	1	1

Defense Average 1

Combat Avg.	D1	D2	D3	D4	D5	D6
6	6	6	6	6	6	6
5	5	5	5	5	5	5
4	4	4	4	4	4	4
3	3	3	3	3	3	3
2	2	2	2	2	2	2
1	1	1	1	1	1	1

## 5. Retreat Chart

Pace	Speed	Movement
D 5 - 6	Fast	Move back 1 space. Team is not followed.
D 3 - 4	Average	Roll 1 dice. If result is odd the team is followed and attacked again..
D 1 - 2	Slow	Move back 1 space. You are followed and attacked again.

\* If a distraction is used, the team moves back 1 space and is not followed.

## Section 2 - Charts Specific To RITA0 Adventure

### 1. Discovery And Danger Chart

D&D Chart 1 - Roaches might be nearby. Can they be avoided?

The odor of Roaches is detected. Roll 1 dice.

- 1 Roaches appear. Go to Chart 2.
- 2 Roaches appear. Go to Chart 2.
- 3 A squad with High Defense (5 - 6) avoids contact. Otherwise re-roll.
- 4 A squad with High Defense (5 - 6) avoids contact. Otherwise re-roll.
- 5 A character with Leadership of 5 - 6 leads the squad out of danger. Otherwise re-roll.
- 6 A character with Leadership of 5 - 6 leads the squad out of danger. Otherwise re-roll.

D&D Chart 2 - Roaches have been spotted. How many?

Roaches enter the movement space. Roll to find out how many.

- 1 Roaches outnumber squad members by 1. (Difficult game: by 2)
  - 2 Roaches outnumber squad members by 1.
  - 3 Roaches are equal in number to squad members
  - 4 Roaches are equal in number to squad members
  - 5 Squad members outnumber Roaches by 1.
  - 6 Squad members outnumber Roaches by 1. (Easy game: by 2)
- Optional: Roll for game difficulty. Odd rolls = Difficult game, Even roll = Easy game  
Calculate Team Attributes for Roaches, then go to Chart 3.

D&D Chart 3 - Roaches want to rumble. Who gets Initiative?

Battle Roaches enter Combat against the squad.

- 1 Roaches take first Initiative and attack the squad twice in a row.
  - 2 Roaches take first Initiative.
  - 3 High C3: FIR squads (5 - 6) increase offensive damage by 1 point this turn.
  - 4 High C3: FIR squads (5 - 6) increase offensive damage by 1 point this turn.
  - 5 The squad takes first Initiative.
  - 6 The squad takes first Initiative and attacks the Roaches twice in a row.
- Second turn: Proceed with normal Combat or cause a distraction and retreat by 1 space.  
Third turn: Cause a distraction and move forward by 1 space.