

Dinosaurs in the dark

You and the party have been invited to a special event or secret meeting with a company that is developing technologies to bring dinosaurs into the modern age (either real or robotic). Everything goes fine until, almost inevitably, everything goes wrong and the dinosaurs are loose (whether it's one loose in a single building or pack of them running through the streets of the city is up to the GM)

Character creation:

When first making a character you must determine why this dinosaur company would be interested in you (Scientist, Paleontologist, Lawyer, Investor, Hunter) and also why you would be interested in this company (Study, profit, sport, smuggling)

Determining stats: roll 4d6 and arrange 1 of the dice into each stat. Add +1 to the stat or stats with the lowest number.

Stats:

- Chase
- Hide
- Track
- Tame

All small Dino's have 2 in all stats (Velociraptor, Dilophosaurus, Compsognathus)

All medium Dino's have 4 in all stats (Triceratops, Stegosaurus, Euoplocephalus, Pterodactyl)

All large Dino's have 6 in all stats (Brachiosaurus, T-rex, Elasmosaurus)

Checks:

When making a basic check the player rolls 2d6s while the dm will roll a certain amount depending on how hard the task is: 1d6 if it is easy, 2d6 if it tricky, 3d6 if it is hard and 4d6 if it really hard

When making a check using a stat, both player and enemies, every point in a stat equals 1d6 dice roll when you make a check using that stat. You then add all the dice up and whoever has the higher number wins. In a tie whoever had more dice wins. If it is still a tie then add 1d6 till someone has a higher number.

Rolls to hide from an opponent are the hiders hide vs the the opponents track

(To detect hidden opponents is the vice-versa)

Rolls to calm down a person or to tame a dinosaur is the tamer's tame stat vs the target's tame stat.

Fighting and Dying

Attack or Fleeing rolls are the attacker chase stat vs the targets chase stat. If the attacker succeeds you get hit and must take an injury

When you get hit once you must reduce one of your stats to 1 and take an injury of one sort (broken arm, lose a leg, get blinded, etc) if you get hit after this and you have not had a peaceful rest or have not had your injury fixed then you die.