

# DISCIPLE 12 SYSTEM CORE RULES



This is an excerpt from **Dread: The First Book of Pandemonium**, a tabletop role-playing game of supernatural horror-action. The actual book features illustrations, a more sophisticated layout, and additional content.

For more information about **Dread**, please visit [www.dread-rpg.com](http://www.dread-rpg.com).

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Published by Neoplastic Press  
Cary, North Carolina  
[www.dread-rpg.com](http://www.dread-rpg.com)

# 1. 1. Mechanics

## 1.1.1. Basics

To resolve any conflict, roll a number of 12-sided dice equal to your skill or ability. Then, compare this score to the number you're trying to beat.

## 1.1.2. Target Difficulty

If you're trying to move or manipulate an object, or to control a situation in some way, you roll against a target difficulty. Target difficulty goes from 2 (easy) to 7 (average) to 12 (extremely difficult).

For example, if you're trying to open a locked door, and your Strength is 3, you roll 3 dice. The Director indicates that the lock is rusty, so the difficulty is 5 (below average). One of your dice shows a 9. That means that you were successful, and you bashed down the door.

## 1.1.3. Resistance

If you're taking action against another person or entity, then you're not going to roll against a Target Difficulty. You're going to roll against your opponent.

For example, if you're trying to punch a guy, and your Attack score is 4, you roll 4 dice. The guy's Defend score is 3, so the Director rolls 3 dice. Your highest number is a 10, and the other guy's highest number is a 7. That means that you hit.

In case of a tie, look at the next highest numbers. Keep going until you run out of dice.

## 1.1.4. Damage

Damage is the difference between the numbers in the event of a hit. In the aforementioned case, the guy rolled a 7 against your 10. That means that you inflict 3 points of damage against him. Of course, you will also want to add the damage from your weapon. If you're using a lead pipe (which has a damage rating of 1), that means you hit for 4 points, not 3.

## 1.1.5. Multiples

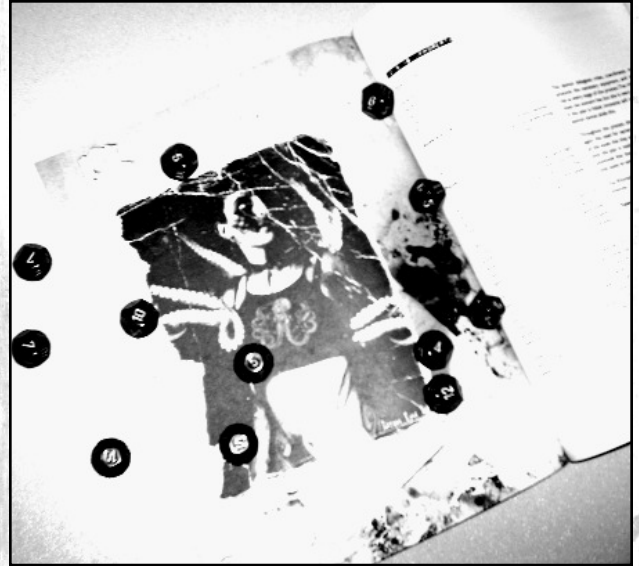
Here's the tricky part: if you roll multiples of the same number, you add the number of multiples to the number itself. For example, if you roll three 6s, that means that you rolled a 9 (3+6). Now, if you also rolled an 11, you would want to ignore that 9.

But, in theory, you could roll some extremely high numbers this way. For example, if you roll four 12s, that means that you've rolled a 16.

## 1.1.6. Being Cool

Whenever you describe something in a cool way, you get an extra die. It doesn't matter if you're researching data at the library, investigating a crime scene, or throwing a bar stool at someone's head in a brawl. A good description gets you that extra die.

If everyone in the group is stunned by your eloquence, or by the sheer drama of it all, or if anyone gets goosebumps, you can roll two extra dice. But don't overdo this. It only happens once in a while. You can't roll two extra dice every time. In other words, be cool.



*You're going to need about a dozen 12-sided dice, though it never hurts to have more.*

# 1. 2. Combat

Combat involves three rolls: Initiative, Attack, and Defense. For each round of combat (lasting about five seconds), a character rolls Initiative once, Attack once, and Defense as many times as necessary.

**Initiative:** You do this at the beginning of every combat round. Everyone rolls a single die, and whoever rolled highest goes first. After that, the group can choose whether to have the player with the next-highest roll go, then the one after that. Or, the group can elect to just proceed clockwise from the highest roller.

**Attack:** When you punch, kick, shoot, or bash. You can do this once every round.

**Defense:** When you block, dodge, or evade. You do this every time someone punches, kicks, shoots, or bashes.

To attack, roll a number of dice equal to your Combat score. Your Director will roll Defense for your opponent. Consider the highest die on each side. If your roll is higher, you inflict damage equal to the difference, plus any damage bonuses for the weapon that you're using. If the opponent's roll is higher, no damage is inflicted. In the event of a tie, look to the next highest dice on each side, then the next one after that. If one of the combatants runs out of dice, the attack was unsuccessful.

## 1.2.1. Example of Combat

Scalpel is attacked by two cultists. She rolls initiative, and gets a 6. The cultists roll 2 and 8. One will go before her, and one will go afterwards.

The first cultist swings his meat cleaver. Since he has a combat score of 2, the Director rolls two dice. Scalpel has a combat score of 3, so her player rolls three dice. The Director rolls 10-8. Scalpel gets 11-7-1. Scalpel's highest die is higher than the opponent's, so she is successfully able to defend herself against the attack.

Since it's now her turn, she attacks with her signature weapon, the scalpel. She rolls three dice, and gets a 10-6-5. The Director rolls 10-2. Since the high rolls are tied, we look to the next highest dice. A 6 for Scalpel, and a 2 for the cultist. That means that Scalpel hits, and inflicts 4 points of damage (6 minus 2). In addition, the scalpel

has a damage rating of 1, so the total damage inflicted on the cultist is 5.

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The second cultist attacks now, and the Director rolls 11-2. Scalpel gets 9-9-3. Because you add multiples to their number of instances, Scalpel effectively rolled an 11 (a roll of 9, on 2 dice, means 9 plus 2). Therefore, the high scores are tied. So we look at the next highest dice, and we have 2 for the cultist and 3 for Scalpel. Again, she is able to block the attack.

Initiative is re-rolled, and Scalpel goes first this time. The player decides to kill a point of Fury for an extra die, and then launches into an elaborate description of how she ducks under the cleaver, spins the cultist around, and puts him in the path of the second cultist's weapon. The description is cool, and she gets to roll an extra die as a result.

Along the way, the player also describes how furious Scalpel is that these cultists have been sacrificing children to the demon that they worship. Her character's fury drives her to want to take them out of the picture permanently. Consequently, Scalpel's player will be rolling 6 dice in the ensuing attack, versus the cultist's 2.

## 1.2.2. Life

Each character begins a case with 12 points of Life. As the scenario progresses, the characters will take damage, which is subtracted from the Life score. When the score reaches 4, the Disciple is badly injured, and suffers a penalty of one to all die rolls (meaning that the player rolls one die less than usual). However, the player can always roll at least one die when attempting an action, regardless of penalties.

### 1.2.3. Recovery

After the Disciples close out a case, the team returns to headquarters to recover from any injuries sustained. When the next case begins, all of the Disciples are completely recovered. Life and Fury scores are returned to 12.

### 1.2.4. Retirement

If your Disciple ever reaches 0 Life, then it's time to Retire. This means that your character is going to die. However, death is not immediate. Instead, your Disciple gets 12 Life and 24 Fury. Immediately. You get to close out your last case. Do what you have to take down your target, and then everybody has to shut the fuck up while you narrate a glorious death for your character. You can die quietly, in the snow, or you can die fighting. Go all out. Then roll up a new one.

### 1.2.5. Armor

Here's how armor works. You get a score that's between 1 and 12. 1 is weak, 12 is high. You get in a fight, you get hit. You take some damage.

If you want the armor to absorb some of that damage, you roll a number of dice equal to that score. If any of those dice are equal to or less than your score, then that's how much damage gets absorbed by the armor. Then, you reduce the armor's score by however much damage you took.

So you've got great armor with a score of 10. You get in a fight, you take 4 points of damage. What you do is, you roll 10 dice, and you look to see how many are equal to or less than 10. They all are. So, that 4 points of damage is now coming off your armor, instead of your Life score. But, this means that your armor goes from 10 to 6. Next time you take damage, you can roll 6 dice, and see how many are equal to or less than 6.

### 1.2.6. Range

If your target is within range, roll dice as normal. If your target is out of range by a factor of 1, you're penalized by two dice. If it's more than a factor of 1, then the attack isn't possible.

For example, if you have a sword, with a range of 1, then you can attack someone standing nearby. If your opponent is on the other side of the room, and you want to attack with the sword, your attack suffers a penalty of two dice. So, if your attack score is 5, then you only roll 3 dice.

#### RANGE

- 1 Standing close to you
- 2 Across the room
- 3 Down the street

If you want to attack someone who's down the street, and you're using a sword, then you need to spend this round running towards that person. You can attack next round.

### 1.2.7. Ammo

Can you run out of ammo while playing Dread? Hell yes. Do you have to keep track of bullets and shells and magazines? Hell no.

Each weapon is good for a specific number of firefights. After that, you're out of ammo. A revolver is only going to last you a single gunfight, but a shotgun'll get you through a couple. The cost of ammunition is equal to the cost of the weapon, so bullets for a pistol would have a cost of 4. See the table on page 46 for specific costs.

The table below indicates how many firefights a weapon is good for before you need to reload.

WEAPON	FIREFIGHTS
Revolver	1
Grenades	1
Short Bow	2
Crossbow	2
Long Bow	2
Pistol	2
Shotgun	2
Submachine gun	3
Assault Rifle	4

## 1.2.8. Vehicular Combat

Buckle up and get ready to plow through the guardrail. It's time to figure out how to run people off the road.

## 1.2.9. Driving

When driving a vehicle, roll the vehicle's applicable attribute whenever you need to check against a situation. If you're in a truck and you need to swerve, roll one die. And if you're in a car and you need to recover, you roll two dice.

## 1.2.10. Skilled Driving

If you have the driving skill, then add your skill score to the applicable modifier. So, to re-use the above examples, if you have a Race Car Driver skill with a score of 3, and you're swerving in a truck, roll 4 dice (3+1). If you're trying to recover in a car, roll 5 dice (3+2).

## 1.2.11. Ramming

If you ram another vehicle, roll the appropriate number of dice versus your opponent's swerve check. If you are successful, you inflict damage to the other vehicle's body.

## 1.2.12. Swerve

When another driver wants to ram you, make a swerve check. If you're successful, you were able to avoid being hit.

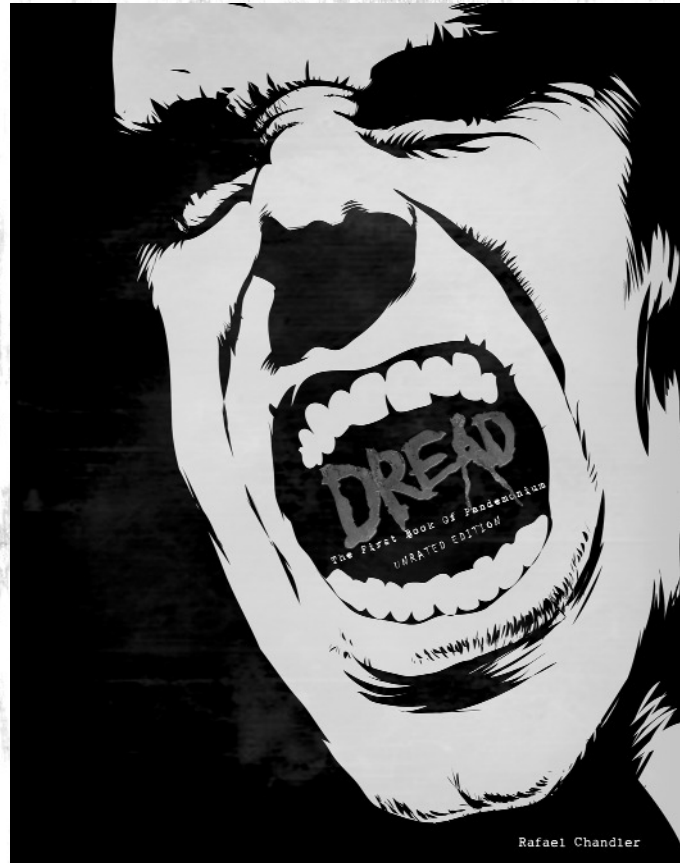
## 1.2.13. Recover

You make a Recover Roll (against a Target Difficulty equal to the damage you've sustained) after your vehicle has been rammed. If you fail, you're run off the road.

## 1.2.14. Ramming Motorcycles

If a Motorcycle sustains or inflicts 3 or more points of damage at any time, the driver must immediately make a recover check against target difficulty 12 or fly off the bike immediately. If unsuccessful, the damage sustained by the driver is equal to the difference between the roll and the target difficulty.

Example: Hazmat's on his chopper, and he gets rammed by a truck. The truck driver rolls a 10, and Hazmat rolls a 7, so the bike takes 3 points of damage. Jimmy now needs to make a recover check against difficulty 12. He fails, rolling 8-3-1. So, he's flung off the bike, and takes 4 points of damage (12 minus 8).



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