

MSPE RPG Session

Rules Overview: Thank you for joining me for the session today.

We will briefly discuss the rules. Then, you will have a chance to go over your character backgrounds, and we will start once everyone is conversant in your PC's background.

Mercenaries, Spies, and Private Eyes (MSPE) was based on the first dice pool role-playing games, Tunnels and Trolls. T&T was a direct response to D&D. While D&D had a wargaming feel to it, T&T was all about silly monsters and throwing huge amounts of D6s around. It was very much "theater of the mind."

Originally, Mike Stackpole wrote an article in the Sorcerer's Apprentice magazine explaining how you could use the T&T rules and modify them to play in modern times. This was the origin of MSPE.

Everybody go ahead and pull out your character sheet as we do a quick walk through the rules.

There are two main mechanics in MSPE, skills & saving throws, and combat. To make a skill roll/saving throw, you roll 2D6 and add the appropriate skill value and the governing attribute. The total is compared to the level of saving throw required to determine whether the player succeeds or not. For example, let's say that you want to use your Tracking skill. For tracking someone, it is an INT based skills. So, you would roll the 2D6, add your Tracking skill number, and finally add your INT to get a number. If that number is equal to or greater than the target number, you succeed. Otherwise, you fail, which generally means something else happens.

I will let you know whether you succeeded or failed.

A little bit more on the 2D6 roll. If you roll a four or less on the dice, you automatically fail. That said, doubles add and re-roll. So, let's say you rolled two ones. That is less than five, but you add the two and re-roll because it is a double. You can keep re-rolling and adding as long as you get doubles.

Combat takes place in turns.

The order is:

1. 1st missile attacks (in DEX order, high to low)
2. Movement
3. 2nd missile attacks (in DEX order, high to low)
4. Hand-to hand
5. Movement

Let's talk about Hand to Hand combat first. Every character sheet has a Hand to Hand add (it's directly under IQ). Did everybody find their's? OK, each melee weapon you are using has dice associated with it. Each side rolls their weapon's dice, adds their Hand to Hand add, and has a total. The total of both sides is compared. The loser has to take the difference between the loser and winner's score as damage to their CON. Note on the bottom of the character sheet there is an entry for Max CON and damage taken.

As in T& T, you can pool all the dice and adds for one side against the other side. Let's say that the Party is in a bar fight against five bad guys. You could just pool all your combat dice and add your Hand to Hand adds and come up with a total. We could compare this to the bad guys total and apply the hits evenly across their CON. It makes large scale combats go much more quickly.

Missile attacks rely on making a DEX saving throw to hit. The target number is based on a chart that includes distance, activity, and size. So, you would roll 2D6, add in your missile attack adds, add in your DEX and see if your total exceeds the required number.

If you do hit, every missile weapon has a damage dice. For example, a Walther PPK pistol has a rating of 2D6 damage. Damage is applied directly to the CON of the target.

OK, that is really all there is to the game.

Please look over your character backgrounds, and next, we will talk about specific skills.