

# - BaSic Tékumel -

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This short article adapts the Tékumel universe to the *Chaosium BaSic Role-Playing Game*.  
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## 1. GAME ATTRIBUTES

Basic attribute rolls depends upon the character's species:

	Human *	Aggoyhá	Hláka	Páchi Léi	Pé Choi	Pygmy Folk	Shén	Swamp Folk	Tinaliyá
Strength	3D6	3D6+5	3D6	3D6	2D6+1	2D6	3D6+4	3D6	2D6+2
Dexterity	3D6	2D6+2	2D6+6	3D6	2D6+6	2D6+8	3D6	3D6	2D6+6
Intelligence	2D+6	2D6+6	2D6+5	2D6+6	2D6+8	2D6+6	2D6+6	2D6+6	2D6+9
Power	3D6	1D6	3D6	3D6	3D6+4	3D6	1D6+2	2D6+1	3D6
Size	2D+6	2D6+11	2D6+3	2D+7	2D6+3	1D6+3	2D6+8	2D6+5	1D6+2
Appearance	3D6	1D6	2D6+2	2D6+2	2D6+3	2D6+2	1D6+1	2D6+2	2D6+2
Constitution	3D6	3D6+5	3D6+2	3D6	2D6+1	1D6+13	3D6+5	2D6+7	2D6+8
Education	3D6	3D6	3D6	3D6	3D6	3D6	3D6	3D6	3D6+2
Special	Imperial citizenship, Credit Rating +20%, may start with spells	Can fight up to 4 enemies if surrounded, Swim -20%, Climb -10%	Tail strike (DEX × 3%), poison (1D6), cowardice (SAN -10)	Spot Hidden +20%, Night vision, Forest survival +10%	Spot Hidden +20%, Swim 0%, Telepathy (POW×1%), Sense Death	Hear +20%, Night vision, Bargain +20%, SAN +10	Tail strike (DEX × 3%), Armour +1, Heat support	Detect oddity (POW × 5), Swim +20%, Traps +10%, Magic barren	EDU bonus, Poison +10%, SAN +10.

\* For N'lüss, raise Size by 1D4 while decreasing Appearance and Education by 1D2.

As for derivative attributes, **Hit Points** are the average of SIZ and CON, **Luck** is POW × 5, **Idea** is INT × 5, **Magic Points** is POW × 1 and **Knowledge** is EDU × 5. Use **Sanity** (base is POW × 5) rules only for a « dark fantasy » rather than « high fantasy » feel.

## 2. PROFESSIONS AND SKILLS

Characters can assign Education × 20 percentile points (%) to any of their profession-specific skills as well as Intelligence × 10 points among any skills of their choice (within logical limits). Though not exhaustive in the least, the following professions are coherent with the Tékumel universe (for other possibilities, see for example *The Complete Dreamlands* p.179):

- **ARTISAN:** Art, Bargain, Fast Talk, Legal Customs, Library Use, Spot Hidden.
- **BARBARIAN:** Conceal, Hide, Jump, Listen, Sneak, Track, Any one weapon.
- **NOBLE:** Art, Credit Rating, Legal Customs, Occult, Persuade, Any one weapon. *Required:* Education 12 or more.
- **PLEBEIAN:** Climb, Craft (any one), Dodge, Fast Talk, Any two of choice.
- **PRIEST:** Credit Rating, History, Legal Customs, Occult, Any two languages. *Required:* Education and Power 12 or more.
- **SORCERER:** History, Occult, Persuade, Any one language, Any two scholarly. *Required:* Intelligence and Power 12 or more.
- **TRADER:** Bargain, Fast Talk, Legal Customs, Any two crafts, Any one language.
- **WARRIOR:** Dodge, Fist/Punch, Sneak, Spot Hidden, Any two weapons.

## 3. SPELLS

Spell knowledge depends on Circle level: a starting Priest or Sorcerer should know no more than 1 spell for every 5 EDU points, more according to cult and Circle. A practical adjustment is simply to use non-Mythos specific *Call of Cthulhu* spells. As spells are a common occurrence in Tékumel, apply minimal Sanity losses with a ceiling loss for spells equal to the maximal loss possible (e.g. 8 for a 1D8 roll). Starting *Telepathy* skill is (POW-16)×2%, max. (POW-16)×4%, while *Magic Dampening* is (5-POW)×5%, min. 0%.

## 4. EQUIPMENT

Use the prices in Kaftar in *Empire of the Petal Throne* or simply their « gold » (or whatever) equivalent in the appropriate game system (iron is three times costlier). Weapon and armour properties can be taken straight from *BaSic, Cthulhu Dreamlands, Elric!* or any other Chaosium book. A rough translation for *EPT* « Armour Class » into *BaSic* armour value could be « 10 minus EPT Armour Class ».

## 5. CREATURES

Hostile Nonhumans can roughly be tailored from human parameters. For animals, assume Hit Dice roughly translate to Hit Points with the following formula:  $10 + (2 \times HD)$ . Translate armour rating as indicated above.

- **HLÜSS:** CON +3, POW +3, APP 1D6+1, INT × 1% chance for 1D4 spells, paralyzing sting, SAN loss 0/1D3.
- **HLTRUGÚ:** CON +5, SIZ -2, APP 1D6, manipulative feet, SAN loss 0.
- **SHUNNED ONES:** CON +2, INT+3, POW +5, APP 0, INT × 2% chance for 1D6 spells, Armour 1, stench, SAN loss 1/1D6.
- **SSÚ:** CON +5, POW +3, APP 1D4, INT × 2% chance for 1D4 spells, *Charm* POW × 2% , Armour 1, SAN loss 1/1D4.