

# BoneRPG

You are a **SKELETON**, and you have been animated by **THE BONE BOSS** (The Game Master) to complete a mission.

You only have **ONE SKILL**, and **ONE ITEM**, that you carried with you to the afterlife.

Whenever the **BONE BOSS** deems your **TASK** hard enough, you must roll a **D6**.

In order to succeed, you need to roll a *5 or more*.

When using your **SKILL** or **ITEM**, you only need to roll a *3 or more*.

**SKELETONS** can't die, but they can lose **LIMBS**. When you fail a **TASK**, lose a **LIMB**. You can also sacrifice a **LIMB** *before* rolling to automatically succeed a **TASK**.

Draw your **SKELETON** on a piece of paper, and tear off a **LIMB** when you lose it in game. **SKELETONS** each start the game with 6 limbs.

Whenever you are required to lose a **LIMB**, you get to choose which **LIMB** is lost.

- SKULL
- SPINE
- LEFT ARM
- RIGHT ARM
- LEFT LEG
- RIGHT LEG

## Example

A **SKELETON** with no **RIGHT LEG** or **LEFT LEG** attempts to steal a car.

(They roll a 5, succeeding.)

They successfully break the window, and unlock the door, then get in the driver seat.

However, with no legs, they cannot reach the accelerator or brake pedals!

As you lose **LIMBS** you will need to become more creative in your solutions to the **TASKS** that you face.