

Story of Adventure TTRPG

J.H. Freedman

July 3, 2020

Contents

I	Basic Mechanics	3
1	Challenges	4
1.1	Character vs Obstacle	4
1.1.1	Determined Threshold	4
1.2	Character vs Character	4
1.2.1	Damage	4
2	Health and Energy	5
2.1	Health	5
2.1.1	Perminant Wounds	5
2.1.2	Death	5
2.2	Energy	5
2.2.1	Technique Resource	5
2.2.2	Damage Diversion	5
2.2.3	Passing Out	5
3	Rounds, Turns, and Actions	6
II	Character Creation	7
4	Backstory Page	8
4.1	Starting Point	8
4.1.1	Reason to Start	8
4.1.2	Personal Treasure	8
4.1.3	Initial Condition to Finish	8
5	Ability Page	9
5.1	Attributes	10
5.2	Skills	11
5.3	Techniques	11
5.4	Awesome/Awful	11

CONTENTS

2

6	Development Page	12
6.1	Physical Changes	12
6.2	Posessions	12
6.3	Persons of Interest	12
6.4	Reason to Continue	12

Part I

Basic Mechanics

Chapter 1

Challenges

1.1 Character vs Obstacle

These are the most common kinds in TTRPGs. They are non-combat related and can range from climbing a fence to painting a fence to breaking a fence.

These are *Obstacle Challenges* and are tied to your Attributes.¹

1.1.1 Determined Threshold

1.2 Character vs Character

1.2.1 Damage

¹For more information on Attributes, refer to x.x.x

Chapter 2

Health and Energy

2.1 Health

2.1.1 Perminanent Wounds

2.1.2 Death

2.2 Energy

2.2.1 Technique Resource

2.2.2 Damage Diversion

2.2.3 Passing Out

Chapter 3

Rounds, Turns, and Actions

The structure of how events take place are usually unimportant but are still expected to occur frequently. Hierchy is occurs as follows:

1. Rounds
 - These encapsulate *every* character's Turn
 - After every character has had their turn, a new Round begins
2. Turns
 - These encapsulate *the selected* character's Actions
 - Each character takes one Turn per Round
3. Actions
 - These are when characters actually do things
 - Each character gets two Actions per Turn
 - A Standard Action cannot be repeated multiple times per Turn
 - A Double-Action both Actions in one Turn

Part II

Character Creation

Chapter 4

Backstory Page

4.1 Starting Point

I recommend starting out by listing a core idea to build off of. I recommend starting with a profession and starting technique. If you have the talent, I would also recommend drawing your character.

4.1.1 Reason to Start

Why is your character going on an adventure? Was there a tragic event? Do you have nowhere else to go? What is it that you seek?

Person(s) of Influence

For this adventure, who do you hold dear to your heart? Who helped make you the person you are today? How do you remember them?

4.1.2 Personal Treasure

What is the one thing you cherish more than anything? Why do you cherish it? What would you do if your enemy destroyed it?

4.1.3 Initial Condition to Finish

What would cause you to cease your journey? This is not a permanent decision—just a starting point to work off of as the adventurer develops.

Chapter 5

Ability Page

Preface

Buying Attributes

You have 50 points to spend between your five stats. It is acceptable and expected to have stats of 0. No need to worry- that just means you are average in those areas. You will still make the necessary rolls; you just won't get bonuses

BURST

Once an attribute hits 100, it immediately BURSTs. This does a few things:

- Gain a permanent upgrade¹
- Gain a technique tied to the Attribute²
- Reduce the attribute to 10

Despite the Attribute reduction, I recommend BURSTing whenever possible. However, I also recommend having backup Attributes to compensate for the initial shock.

Notation

- d100 refers to two ten-sided dice³ rolled to create a number with a range of 100.⁴

¹These upgrades are different based on which attribute has BURST. Please refer to the attribute in question within 4.1

²Tying techniques to attributes is further explained in 4.3.

³A one hundred sided die can be used but I recommend against it.

⁴Alternatively, this roll can be done digitally to choose a random number within range of 100.

- XXX refers to the attribute “XXX” and everything that entails.
- [XXX] refers to the variable “XXX” itself.

5.1 Attributes

Knowledge [KNO]

$d100 + [KNO]$

Roll a d100 and add [KNO] to the amount.

Any time you would ask, “Does my character know/notice...” you may roll a KNO.

In addition, [KNO] is added to your Skill checks.⁵

Upon a BURST, dump 100 points into your existing Skills however you please.⁶

Power [POW]

$2(d100 + [POW])$

Roll a 2d100 and add [POW] to each result

A POW may be utilized for most Double-Actions

Upon a BURST, perminantly increase the POW multiplier by 1 (e.g. $2 \rightarrow 3$).

Endurance [END]

$(d100 \pm [END]) * 1 \text{ turn until pass/fail}$

If the endurance is being *stored* for the next turn(s), roll a d100 and add [END]. The desired effect occurs *when* the determined threhsold is reached.⁷

If the endurance is being *spent* from the previous turn(s), roll a d100 and subtract [END]. The desired effect occurs *until* the determined threshold is reached.⁸

Any time your action would take multiple turns, you may run an END. Depending on context, an END may either be a basic action or a double-action.

Upon a BURST, perminantly increase the *turn* multiplier by 1. This means you roll an additional action for *storing* and skip an additional action for *spending*.

⁵Skill checks are referenced in 4.3

⁶Skills and how to add points are eplained in 4.3

⁷Storing your endurance produces positive effects in later turns. You want to boost this number as high as you can as quickly as you can.

⁸Spending your endurance prevents undesirable effects from happening. You want to keep the spent number low for as long as possible.

Speed [SPD]

total (d100 + [SPD]) until fail

Roll a d100 and add [SPD]. If you succeed, create a Stack⁹ and add the total. Roll again with +10 to the threshold. If you succeed again, add the total to the stack. Repeat the process until you reach the determined maximum successes (if applicable) or when you fail.

Any time your action encompasses multiple smaller actions, you may roll a SPD.

Upon a BURST, preminantly gain an addtional free reroll upon SPD failures.

Foresight [ESP]

guess within \pm [ESP] against the opposing roll

Before an opposing roll, you may conduct ESP. If the roll is within the range of your predicted [ESP], you succeed.

Any time your character attempts to predict or react to external stimuli, roll ESP.

Upon a BURST, pick an additional number to guess.

5.2 Skills

5.3 Techniques

5.4 Awesome/Awful

⁹A Stack is a list of numbers to add together

Chapter 6

Development Page

6.1 Physical Changes

6.2 Possessions

6.3 Persons of Interest

6.4 Reason to Continue

Index

Action, 6
 Double-Action, 6
 Standard, 6

Damage, 4

Death, 5

Determined Threshold, 4

Energy, 5

Health, 5

Obstacle Challenge, 4

Passing Out, 5

Perminant Wounds, 5

Round, 6

Turn, 6