

Story of Adventure: A Tabletop Role-Playing Game

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Part I

Basic Mechanics

Chapter 1

Challenges

Passing challenges are the core to every game, let alone role playing games.

In SoA, you will almost always want acquire numbers as high as possible to pass these challenges. You will have plenty tools to help you in this goal: dice rolls, attribute effects & modifiers, and skills/techniques.

1.1 Success, Pass, & Fail

An important semantic to define is *Succeed* vs *Pass*:

- Success
 - The total¹ meets one instance of the requirements of the Challenge.
- Pass
 - The Challenge itself is completed and the result is positive.
- Fail
 - The total does *not* meet the requirements of the challenge and the result is neutral² or negative.

Most of the Challenges you will encounter require only one success to pass. However some challenges will require multiple successes or will result in a binary succeed/fail instead of counting the degree.

¹“The total” refers to the final number tested against the Challenge. This comes after possible rolls, modifiers, and other variables.

²Neutral results occur when you try to do something and fail. Not every fail needs to result in disaster.

1.1.1 Degree of Success and Failure

In all cases that do not result in a tie (i.e. most of them) you will succeed or fail by an amount referred to as its “degree.”

$$highTotal - lowTotal = degree$$

Degrees can be used intuitively to interpret specific results from a binary pass/fail state.

Degrees can also be used as a variable to be used in further calculations (i.e. damage³).

1.1.2 In Case of a Tie

The win of a tie *always* belongs to the character conducting the action⁴.

1.2 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.⁵ These typically involve you rolling over a determined threshold decided by the GM. They may be treated as either a pass/fail binary or be treated with degrees of success or failure.

1.2.1 Determined Threshold

When the GM requests that you complete an Obstacle Challenge, they usually have a number in mind that must be met or surpassed. This is the *Determined Threshold*. The higher the number, the more difficult the challenge is. Other variations can include a Determined Threshold of Successes in which you must succeed a number of times to pass.

The GM may or may not tell you what exactly this threshold is. Sharing this information may create tangible tension but hiding it should be flat out scary.

1.3 Character vs Character

1.3.1 Damage

³for more information on Damage, refer to x.x.x

⁴For more information on Actions, refer to x.x.x

⁵For 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 upgrade based on the affected attribute¹
- 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 x.x.x

²For more information on Tying Techniques to an Attribute, please refer to x.x.x

³A 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 → 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 referenced 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 endurnance 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 additional 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

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