

Chip TTRPG System

James, Joe

Table of Contents

Table of Contents	1
Overview	2
Character Stats	2
Main Stats	2
Sub Stats	3
Skill Checks	4
Equipment	5
Weapons	5
Armor	5
Shields	5
Miscellaneous	5
Proficiency System	5
Weapon Proficiency	5
Ability Proficiency	5
Leveling Up	5
Combat System	5
Turn Order	5
Actions	5
Physical Weapon Attacks:	7
Magic and Mana	10
Magical Attacks	10

Overview

The following outlines a TTRPG ruleset built with the idea of BIG numbers and BIG statistics in mind. It was originally conceived in order to emulate the progression systems common in Korean Manhwa with high statistics, high power levels, and large power disparities between levels.

In addition to focusing on large statistics and damage numbers, the system also aims to describe a proficiency system with the aim of creating a greater feel of progression. Skills and weapon types have an analog proficiency value. In contrast to other systems that have a binary proficiency system (i.e. proficient or not proficient) this ruleset describes a proficiency progression system that increases a character's proficiency as they use and practice more with that item, weapon, or skill. A high proficiency will result in more successes, whereas a lower proficiency will have a greater chance of failure and overall lower rolls. This results in a clear increase in ability as a character continues to specialize in certain weapons, skills, etc.

<Future blurb about magical system, skills, and magical combat>

The last major feature of this system is its action economy and approach to combat. A single character can have up to 20 actions per turn (at max level) without the aid of any equipment or other magical items. Actions can be expended for various activities, such as attacking, dodging, parrying, blocking, or for extra movement. Managing your actions efficiently is integral in combat, as if your character is attacked with 0 actions remaining, the attacker is guaranteed to hit!

Character Stats

A character's statistics (or starts) are what determine what that character is able to do. A high dexterity stat character will be a better acrobat than a character with a low dexterity, for example. As you level up or gain new items, you can increase these stats. Stats are the main indicator for a character's power and growth.

Main Stats

There are 6 Main Statistics. These are the overall umbrella stats that affect a large portion of what a character's abilities are.

Strength

A character's strength statistic determines the total weight a character can carry. Quite literally, how strong are they?

Dexterity

A Character speed and reaction time, how fast the character can move and react to things

Constitution

How healthy they are overall, how much they can take and endure

Perception

How observant the character is, how far they can see and how well they understand what they see

Arcane

Is the magical talent and capacity for magic for the character

Will

Willpower to be able to convince others or stand your ground in tough situations

Sub Stats

If a character's main stats are like the overall umbrella stats, sub stats are what lay underneath the umbrella. For example, the main stat Strength determines how strong a character is. Well, there are two substats that directly inherit from strength: Lifting and Carry Weight. Another example would be Dexterity and its substats: Acrobatic, Stamina, and Reaction time. A character may have lots of stamina, but that doesn't necessarily make them a great acrobat. In order for them to have high acrobatics, they would also need a high registration, which is a

substation of perception. Sub stats allow for a more granular expression of a character's individual power and abilities through their stats.

Lifting

How much the character can lift

Carry Weight

How much weight the character can comfortably carry at once

Acrobatics

How well the character moves their body and stunts

Stamina

How long the character can continue to do something

Reaction Time

How quick they react to something

Health

How much health a character has

Endurance

How long a character can endure situations

Pain Tolerance

Threshold for what character can take

Sight Distance

How far the character can see

Intuition

How well the character can guess what going on or infer from context

Registration

How well the character process the information given and seen

Mana

The amount and quality of MANA the character has

Control

How well the character can control mana

Sensitivity

How sensitive the character is to mana

Charisma

How well the character can convince others and talk to them

Mental Fortitude

How well the character take mental stimulation or keeps their cool

Courage

The characters' stat that determined if you stand to face danger or run and how well you do at it

Skill Checks

Skill checks are useful for non-combat actions (or, more specifically, actions not outlined specifically in the combat section of this document). How can you see if your character can jump over the chasm? Your character has been running for 2 hours straight, how can we see if they can keep going? The answer is Skill checks.

Skill Check Calculation

$$(d100 \div 100) \times \text{Governing Stat}$$

For example, the equation for making an acrobatics check to jump over a chasm would be:

$$(d100 \div 100) \times \text{Acrobatics}$$

So how do we know if they succeed? Well, similar to other systems, the GM will set a DC or Difficulty Check. If the player's roll surpasses or meets the DC they will succeed, but if they roll below the DC then the player fails.

Advantage and Disadvantage

Advantage and disadvantage can be awarded to characters making a skill check based on various factors such as: a skill, the situation, and basically GM discretion.

Advantage

To roll with advantage, you roll 2 of the same checks, and take the higher value.

Disadvantage

To roll with disadvantage, you roll 2 of the same checks and take the lower value.

Equipment

Weapons

Armor

Shields

Miscellaneous

Proficiency System

Weapon Proficiency

Ability Proficiency

Leveling Up

Combat System

Turn Order

Turn order for a combat is determined by a dexterity check from all involved characters.

$(d100 \div 100) \times \text{Dexterity}$

Once set, the turn order can not be changed.

Actions

Action Pool

- Each character has a **fixed pool of actions per turn**.
- Action points:
 - **Reset at the start of your turn**
 - **Do not carry over** between turns

Action Usage

Actions may be spent on **any of the following**:

Action	Type	Governing Stat	Description
Attack	Action	Weapon-Based	A standard offensive action used on your turn
Dodge	Reaction	Dexterity	Attempt to fully avoid an incoming attack
Block	Reaction	Strength	Reduce incoming damage
Parry	Reaction	Weapon-Based	Redirect or counter an attack
Movement	Action	Dexterity	Can expand an action to do another full turn of movement
Disengage	Action	N/A	Used to disallow opportunity attacks when leaving an enemies reach.

Reactions

- **Dodge, Block, and Parry** are considered **reactions**.
- Reactions are simply just actions, but can be used out of turn without needing to be “readied”.

Attacking

- **Attack** is a standard action used **only on your turn**.
- Attacks follow the **Physical Weapon Attacks** resolution rules.

Movement

The character can expend movement at any point in the character's turn.

Ready an Action

A character may choose to **ready an action** instead of using it immediately.

How Ready Actions Work

1. Declare the action you are preparing
2. Declare the **triggering condition**
3. Spend the action point immediately
4. When the condition occurs, the action is resolved **out of turn**

Example:

"I ready an action to cast *Fireball* at the start of the barbarian's turn."

- If the trigger does not occur before your next turn, the action is **lost** (unless the DM rules otherwise).

Extra notes

- Ready actions allow **out-of-turn play**, but consume actions normally
 - You can only "ready" one action per turn.
- Reaction availability is **dependent** of readied actions
- Initial movement is always free unless restricted by external effects

Physical Weapon Attacks:

Core Attributes

- **Strength** – Governs strength-based weapons and blocking.
- **Dexterity** – Governs dexterity-based weapons and dodging.

Reactions

- **Dodge, Block, Parry** are reactions.
- The number of reactions per round is determined by **Reaction Time**.
- Reactions refresh at the start of each round.

Reaction	Governing Stat	Notes
----------	----------------	-------

Dodge	Dexterity	Disadvantage when used in melee range
Block	Strength	Requires shield or appropriate weapon
Parry	Weapon-Based	Uses equipped weapon or Parry Skill

Defensive Stats

Resistance

- **Resistance** is a **percentage-based damage reduction**.
- Increased by:
 - Armor
 - Shields
 - Level
 - Skills
 - Items

Health Points

Health Points (HP) are calculated as:

$$\text{HP} = \text{Race Modifier} \times \text{Constitution}$$

Examples:

- Human: $10 \times 50 = 500$ HP
- Demon: $100 \times 50 = 5000$ HP

Damage Calculation

Base Damage Formula

$$\text{Damage} = \text{Weapon Proficiency Modifier} \times (\text{d}100 \div 100) \times \text{Governing Stat}$$

Example (Longsword – Strength):

$$(1 + \text{Proficiency}) \times (74 \div 100) \times 65 = 48.1 \rightarrow 48 \text{ damage}$$

Critical Rolls

- **1** → *Critical Failure*
 - Effect determined by DM (usually no damage)
- **100** → *Critical Success*

- **Double total damage**

Attack Resolution Flow

Step 1: Declare Attack

- **Attacker (Character A)** uses a weapon.
- **Defender (Character B)** is targeted.

Step 2: Does the Defender Have a Reaction?

No Reaction Available

1. Attacker rolls damage
2. Apply Resistance
3. End attack

Reaction Available

The defender chooses **Block, Parry, or Dodge**.

Reaction Outcomes

Parry

Opposed roll based on weapon proficiency

- **Attacker Roll:**
 $\text{Weapon Proficiency} \times (1d100 \div 100) \times \text{Strength}$
- **Defender Roll:**
 $\text{Weapon Proficiency} \times (1d100 \div 100) \times \text{Dexterity}$

Outcome:

- **Success:** Defender immediately rolls damage against the attacker
- **Failure:** Attacker rolls damage as normal

See Parry Skill note below

Block

Opposed roll based on Strength

- **Attacker Roll:**
 $\text{Weapon Proficiency} \times (1d100 \div 100) \times \text{Strength}$

- **Defender Roll:**
Strength $\times (1d100 \div 100)$

Outcome:

- **Success:** Defender takes **half damage**
- **Failure:** Defender takes **full damage**

Dodge

Opposed roll based on Dexterity

Disadvantage when used in melee range

- **Attacker Roll:**
Weapon Proficiency $\times (1d100 \div 100) \times$ Strength
- **Defender Roll:**
Dexterity $\times (1d100 \div 100)$

Outcome:

- **Success:** Defender takes **no damage** and moves 5 feet in a direction of their choice.
 - This results in an attack of opportunity for other creatures besides the attacker.
- **Failure:** Defender takes **full damage** and still moves 5 feet in a direction of their choice.

Dodging AOE attacks:

- **Dodge out of Radius:** If the dodge is successful, the dodger takes 0 damage.
- **Dodge but still inside of Radius:** If the dodge is successful, the dodger takes half damage.

Parry Skill

- Unlocking the **Parry Skill** grants a **separate Parry Proficiency**.
- When parrying, the character may choose to use:
 - Equipped weapon proficiency **or**
 - Parry Skill proficiency

Flanking

Your character can take up an advantageous position behind a target in order to do a flanking attack. In order to do a flanking attack there must be another ally within attacking range.

You can not flank a target that does not have a “front” or “back”.



Performing a flanking attack gives the attacker advantage on any contested checks.

Attacking Unconscious Targets

An attack on an unconscious target automatically results in a critical hit. This means maximum damage doubled.

Magic and Mana

Magical Attacks

Other Actions

Grappling

One character can attempt to grapple another using an action point on their turn or as a readied action. The two characters make a contested strength check. The defender DOES NOT need any action points to make this contested check.

$$\text{Strength} \times (1d100 \div 100)$$

- If the defender **fails**, they are grappled and must use their action points to attempt to break out of the grapple (another contested strength check).
- If the defender **succeeds**, they are not grappled.

You can also do the normal reaction of Dodge and Parry. You can not block a parry.

Parrying a Grapple

The defending character can choose to expend an action point to parry the grapple.

- On **failure** the defender is grappled
- On **success** the defender has the choice to either:
 - Grapple the opponent

- Make an attack roll

Status Effects and Conditions

- Grappled
 - When grappled, the character can make attacks but at disadvantage.
 - In order to break free from a grapple, the character must succeed on a contested strength check against the opponent.
 - Instead of attempting to break free from the grapple, the grappled character can attempt to maneuver their opponent (the opponent grappling them) in the way of an incoming attack via a contested strength check rolled at disadvantage (for the defender).
 - Attacks are guaranteed to hit grappled targets.