

What Is This System

This is a mask for the GURPS 4e system; GURPS 4e is difficult to use but has some really great features such as Disadvantages. In this version of the system, players are not expected to look in any GURPS manual, nor are they expected to create their own characters using GURPS character creation. In general, they are expected to tell the GM what they would like to do; the GM might check if the player really wants to do that, tell them if and how they need to roll, and what happens.

Players are free to roleplay, create characters—that fit into the world and game—easily by using a system similar to D&D5e or WHFRP4e, and tell the DM what they want to do, getting a consistent gaming experience in return.

The GM is expected to have good knowledge of the GURPS 4e system, and most of the material in all GURPS supplements will be easily usable with this masked version of the system. There are key differences from GURPS 4e: Character creation is expected to happen differently than engaging directly with the GURPS 4e point-buy system, and Combat has been entirely recreated.

This system was created primarily because the combat system in GURPS4e is too clunky, and the character creation is too daunting. In this system, players create characters in a more streamlined fashion and engage in combat in a different way—a way that prioritizes realism and is intuitive for the player. In contrast, GURPS4e tends to assume that combatants have never thought to stand with one foot in front of the other or otherwise take a combat stance and are generally incompetent unless tons of advantages and skills are piled on to their character sheet, which would be fine if the character creation wasn't already so daunting. This is great for some games, and terrible for the games I'd like to run.

The system is mostly the same as GURPS 4e, and so players are also free to create characters using the GURPS 4e point-buy system, but GM approval is very key here. Usually, you should air on the side of using something in this system to create your character and ask the GM what it would take to add/remove certain things to/from your character.

Another purpose of this system is to bring my collection of fictional worlds to life, rather than the infinite settings that GURPS can be used for. This doesn't mean a whole lot for the system itself, since it is basically just modified GURPS, other than if something in the system goes against that purpose, then it will be changed or cut.

What Is a Character

A player typically controls one character. Player characters are pre-generated or use the character creation process detailed later.

What are Dice Rolls

Roll 3d6. If a player is unfamiliar with the system and their character, that is fine; the GM will inform them if they succeeded or not and if there is any special result like a critical; this is an example of a roll to do something. Rolls to determine damage often use more or less d6s.

Dice rolls work just like they do in GURPS4e—sorta. More on that later.

Do Something

If you want to perform an action, you indicate that your character is attempting to do it; add specifics and flavor! The GM determines the result of the action attempt (and will probably give a bonus for specific details).

Ways that the GM determines the result of an action

1 - Just Narrate

The modifier for a task may make a task impossible to succeed at, or practically impossible to fail at. Don't Roll, just talk it out.

2 - Just Roll

Roll first. If you roll low, you probably succeed, if you roll high, you probably failed. Some characters have high enough skills that certain actions are almost guaranteed to succeed—they only need to check for automatic/critical failures.

If the roll is too middling to tell whether or not it is an obvious failure/success, then you can do what you were going to do anyway—

2.5 - What Skill Would That Be?

Determine the skill being used and any relevant modifiers. Count it up. As the group gains familiarity with the player characters, this will become a more and more passive process, but, especially at the beginning of a campaign, it is preferable to roll first and then consider the minutiae of the system afterward.

3 - The System Says...

The system sometimes covers certain mechanics like “how many pounds can I lift” in a roll-less fashion; you can just lift things based on your Strength Score (though certain character features can override this assumption and add in a factor of lifting skill (requiring a roll), or perhaps specialized strength training/adaptations). If there isn't anything in this doc that covers such a mechanic, including but not limited to “how many pounds can I lift”, that mechanic is likely covered in a GURPS manual. Said manuals should probably not be touched during game sessions unless the page number is known ahead of time or the rule is otherwise ready to be referenced. Your GM will likely know how to deal with you asking “how many pounds can I lift”, but often, imperfect knowledge of the system leads to another solution being preferable—

4 - Just Roll 2, Improvisational Boogaloo

If a rule is unknown, non-existent, and or not available to be easily referenced, the GM should make a ruling on the spot. This may include rulings such as but not limited to: “You just do it”, “Roll DX at minus 6”, or “It’s impossible”. This doc has comments turned on for players so that they can point out references to rules from GURPS materials that they might want to use in the future; that section is later in the doc.

5 - GM Fiat

The GM can simply narrate what happens as the result of your character attempting to do something, no roll or game mechanics required. This is usually the least preferable approach in dramatic situations and the most preferable approach in mundane situations.

Inner Fire

There are some systems that are new to Vicomia TTRPG that aren’t exactly in GURPS. Inner Fire is something inside the player: their will to tell a story with all the other players (the GM is a player!!!). This is quantified by a number that the GM increments when the player shows their Inner Fire (their will to tell a story), and that the player decrements when they insist upon a certain version of the story that goes beyond the GM’s normal constraints. There are also other effects of Inner Fire that aren’t related to incrementing or decrementing it.

How to Increment Inner Fire

While the GM usually wants to encourage their group to engage in storytelling, sometimes the story that the group insists on, while potentially good, might circumvent content that the GM has prepared. When the group cooperates with the GM’s story and elevate it, the GM should increment their Inner Fire: this shows that the GM appreciates and trusts the players, and gives them a resource to exercise further agency in the storytelling process.

However—and this will sound familiar to those who know about D&D5e inspiration and other similar features—incrementing Inner Fire has a troublesome flaw: It relies on GM fiat. The GM might play favorites, be unintentionally inconsistent, or forget to administer points at all.

To address favoritism: as storytelling in a TTRPG should be a group effort—rather than one person hogging a spotlight—Inner Fire should almost always be evenly rewarded to the group; if player 1 plays into the GM’s themes, then all the players in the group get the same amount of points.

If the GM probably won’t be able to judiciously increment Inner Fire during a session, so it is recommended to end the game session a few minutes early so that everyone has time to

discuss the session and so that the GM can name a few feats and what the Inner Fire increment for each feat is.

Ways to increment Inner Fire might be:

- Roleplaying a dramatic moment
- Making spectacle/Doing something cool
- Making the GM's story better than it should have been
- Putting the spotlight on an interesting character moment
- Completing a "quest" specified by the GM
- Whatever the GM wants to encourage

Decrementing Inner Fire

Inner fire shows how willing the players are to tell a story (The GM is also a player of the game!), as perceived by the GM. Inner Fire, in turn, can be a resource that allows the players to bend the GM's story closer to their own vision.

Players might expend Inner Fire to do things like:

- Create a feature for their character or otherwise progress their character in a way that isn't natural progression ("natural progression" as in becoming better at swordplay by fighting with a sword, and "isn't natural progression" as in becoming unkillable or gaining the ability to fly at will). This will likely require collaboration with the GM, and the unnatural progression might be rewarded as the reward for a quest so that it makes sense in the game world.
- Call a reroll for the last set of dice that was rolled.

There are short-term and long-term benefits to be had from decrementing Inner Fire. While calling a re-roll is very powerful and might even save a life, it hampers the character's progression. Being able to call for a reroll isn't too powerful: If a character is stuck in a situation where they need to roll a 4 or 3 to succeed at something, they can expect to succeed after 50 rerolls. 50 Inner Fire should be worth at least 12 points in a skill!!!! If those points were used for the right skill before the session with the important roll, they would likely make any rerolls unnecessary ($4 + 12 = 16$, which is the cap for effective skill, in other words, you should have about a 95% chance of success) But just because it should be virtually impossible for rerolling to break the game sufficiently doesn't mean that the session should devolve into players spending points on an important roll to brute-force it. Rerolling more than once for a single roll should be disallowed or should sharply increase in cost; the recommended function for increasing cost should be previous cost^2 where the previous cost is how much it cost to reroll most recently (The initial cost is up to the GM; 1 is a logical starting point and can be changed as the campaign gets more or less serious.)

This feature may need reconsidering for one-shots. The tradeoff between short-term and long-term benefits is not present in such a situation, but maybe it can be saved by the next aspect of Inner Fire.

Passive Inner Fire

There should be a reason to not-spend Inner Fire.

Inner Fire is representative of the players' cooperation with the GM in storytelling. The passive benefits of Inner Fire should accentuate the GM's themes. A player-driven solution to this system would require a strict, fiat-free ruleset for when bonuses occur and would lead to unnecessary and unfun metagaming. A fully fiat-driven system like incrementing Inner Fire would likely lead to the passive benefits not being used or being utilized in an unsatisfying fashion.

Inner Fire should give a bonus to Inner Fire Incrementing in one specific case: for quests. Some quests should have a bonus for Inner Fire incorporated into their experience reward. Something like:

$$\text{Base XP} \times \frac{\text{Base XP} + \text{Inner Fire}}{\text{Base XP} + (\text{Inner Fire} \div 2)}$$

So a character with 50 inner fire for a quest worth 10 and a quest worth 100 would instead get 17 and 120 respectively.

(The above formula bounds the result to being unchanged with no Inner Fire or double with infinitely much Inner Fire; if you wanted to allow it to triple, you would instead divide by 3 instead of 2, or if you wanted it to only be 1.5 times as much you would divide by 1.5, and so on.)

Quests