

Neon Manifesto

NeonManifest

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Contents

1	What is Neon Manifesto?	2
1.1	Who is NeonManifest	2
1.2	How to play Neon Manifesto	2
1.3	Example of Play	2
2	Creating a Character	2
3	Character Classes	2
3.1	Chump	2
3.2	Fighter	2
3.3	Knave	2
3.4	Mage	2
3.5	Talking animal	2
3.6	Imagined	2
4	Adventuring Gear	2
5	Rules and Procedures of Adventure	2
5.1	Standard Roll Procedure	2
5.2	Wilderness Exploration Procedure	3
5.3	Dungeon Exploration Procedure	4
5.4	Haven Procedure	4
5.5	Demesne Procedure	5
5.6	Combat Procedure	5
5.6.1	Attack Rolls	5
5.7	When things get FREAKY	6
5.7.1	One-roll fights	6
5.8	Skill Descriptions	6
5.9	Ending a Session	8
6	Foes	9
7	Magic	9

1 What is Neon Manifesto?

Preamble (what)

1.1 Who is NeonManifest

1.2 How to play Neon Manifesto

1.3 Example of Play

2 Creating a Character

3 Character Classes

3.1 Chump

3.2 Fighter

The fighter is a class.

3.3 Knave

3.4 Mage

3.5 Talking animal

3.6 Imagined

4 Adventuring Gear

5 Rules and Procedures of Adventure

5.1 Standard Roll Procedure

1. The PLAYER describes what their character is doing, if the CONDUCTOR identifies that action as having a chance of failure and either success and failure would change the character's situation in the narrative, they may call for a roll;
2. The CONDUCTOR asks the PLAYER whether they have any skills that could help in this situation;
3. The CONDUCTOR sets the difficulty for the roll;
4. The player rolls a d12 and adds their skill, attempting to roll over the difficulty of the roll;

5. After seeing the roll's result, the PLAYER may supplement its result using BENNIES, each BENNY spent grants a +1 to the roll
6. The CONDUCTOR describes the outcome of the roll.
7. If the player used a skill, they take note of it.

5.2 Wilderness Exploration Procedure

The **unit of time** during wilderness exploration is called a **phase**. There are three **phases** in a day:

- **Morning:** From dawn to noon;
- **Afternoon:** From noon to dusk;
- **Night:** From dusk to dawn;

During each phase, each character can take one action:

- **Standard:** each character may take actions individually, wilderness actions can be anything that makes sense in the shared narrative, some sample actions are:
 - **Forage:** a character makes a difficulty 7 roll using their survival skill. If succeeding the supply check for the day is not made, and the party will not take a hit due to their supplies being depleted;
 - **Navigation:** a character discovers nearby hexes, spotting mountains up to 4 hexes away, civilization up to 2 hexes away, and the terrain types of neighboring hexes;
 - **Scouting:** a character searches the hex, discovering its adventure and possibly an advantageous angle for approaching it;
 - **Sentinel:** a character in sentinel keeps watch over the party to ensure safety for the phase. The CONDUCTOR may prompt the character to make a roll using the Awareness skill to perceive danger proactively;
 - **Rest:** a character in wilderness exploration that doesn't take the rest action at least once a day will take a hit that will not recover until rest is taken.
- **Travel:** the whole party decides on a travel action to perform, and move around the world accordingly. The unit of distance in wilderness traveling is a **hex**, the main travel actions are:
 - **Trek:** The party travels 1 hex;
 - **Gallop:** can be used if the whole party is mounted. The party travels 2 hexes, mounts will get tired unless you're entering or leaving civilization this phase. Tired mounts cannot gallop;

- **Ferry**: can be used on a water vehicle. The party travels 3 hexes.

When ending a phase in wilderness, make a wilderness roll (d6):

- **1 - Encounter an adventure;**
- **2-3 - Encounter clues for the hex's adventure and landmark;**
- **4-6 - Encounter the hex's landmark;**

At the end of each day in the wilderness, the travelling party rolls to see if their supplies. Supply starts as a d12 roll, and the party's leader must roll above 3 to keep supplies from dwindling. Failing this roll will decrease the supply die to a d10, and each failure reduces the dice size (d12 → d10 → d8 → d6 → d4). Once a supply roll fails at d4, the party's supplies have been depleted. Each member of a party whose supplies have been depleted take a hit that will not recover until the party is fed again.

5.3 Dungeon Exploration Procedure

The **unit of time** during dungeon exploration is called a **turn**. The amount of time a **turn** takes is highly variable and subjective. Each character can perform an action each turn. The turn procedures as follows:

1. The conductor ticks light. At every six ticks, the exploring party rolls to maintain their light. Light starts as a d12 roll, and the party's leader must roll above 3 to keep the light from dwindling. Failing this roll will decrease the light die to a d10, and each failure reduces the dice size (d12 → d10 → d8 → d6 → d4). Once a light roll fails at d4, the party's light has been totally depleted and the party is in the dark. Things get FREAKY in the dark.
2. The conductor describes the location the characters are;
3. Each character takes an action, which can be anything that makes sense in the narrative, sample actions are:
 - **Move to another room or hallway;**
 - **Search a 10-foot (6 meter) square;**
 - **Interact with something the conductor describes;**

5.4 Haven Procedure

A haven is any safe patch of civilization where characters can take restful activity. The **unit of time** in haven is days, during which characters can take one action, sample actions are as follows:

- **Prepare for the journey carefully::**
- **Craft an item: ;**

- **Gather information;**
- **Carouse;**
- **Gear up;**
- **Procure;**

Characters recover 1 hit every haven turn.

5.5 Demesne Procedure

5.6 Combat Procedure

5.6.1 Attack Rolls

Attack rolls are a special kind of roll where the action being described consists of a character attempting to harm another, physically or otherwise. The procedure for attack rolls differs slightly from standard rolls.

1. The **PLAYER** initiates saying something like “I attack” or “My character attacks” or by describing an action that qualifies as an attack. The attack’s target must be in condition of defending themselves and fighting, otherwise the roll is not an attack;
2. The **CONDUCTOR** asks the **PLAYER** whether they have any skills that could help in their chosen attack method;
3. The roll’s difficulty is set by the **FOE** being attacked’s **HIT VALUE**;
4. The player rolls a $1d6 + Xd6$ where X is the relevant skill’s value, attempting to roll over the **FOE**’s difficulty;
5. After seeing the roll’s result, the **PLAYER** may supplement its result using **BENNIES**, each **BENNY** spent grants a +1 to the roll of one die;
6. The **CONDUCTOR** describes the outcome of the roll using the following guidelines:
 - **Each die equal to or above the FOE’s HIT VALUE** causes 1 hit;
 - **Each die resulting in 6 or above explodes!** Causing 1 hit and adding another d6 to the roll;
 - **If no d6 causes a hit, the FOE will immediately return with an attack of its own**, the **PLAYER** gains a **BENNY**.

Foe attacks work just like player attacks.

5.7 When things get FREAKY

- Fights are resolved as one-roll fights.
- The difficulty of every skill check is 12.
- Moving to another room or hallway is the only dungeon action allowed.
- Supply checks in the wilderness always fail.
- Trek, Gallop and Ferry are the only wilderness actions allowed.

5.7.1 One-roll fights

1. Each side rolls a d6, adding:
 - +1 for each combatant with 4 or more HIT VALUE;
 - +1 if the side outnumber the other; +2 if the side outnumber the other 2-to-1, +3 if the side outnumber the other, etc;
 - +1 for each magic user who casts a combat-relevant spell (such as a fireball) during the fight;
 - +1 for each of the following advantages each side has. Such as cover, high ground, formation that can't be flanked, surprise, superior firepower, poison, traps, etc.
2. The side that rolls highest wins. Ties are rolled again.
3. Each PLAYER character on the winning side rolls a d6, if they roll over their HIT VALUE, they take a number of hits equal to the number rolled;
4. Each PLAYER character on the losing side rolls a d6, if they roll over their HIT VALUE, they are slain or captured;
5. Each CONDUCTOR character on the losing side is slain, captured, or driven off.

5.8 Skill Descriptions

Acrobatics

Used for rolling, balancing, falling in style, jumping, chandelier swinging, etc.

Awareness (S)

Use this to perceive things normally hidden or out of ordinary, to spot traps, and to use all of the character's

senses to the best of their ability. A character can specify a sense through which their awareness works, specifying gives a +1 to the skill but makes them unable to use it outside its specification (unless they have the general skill). This skill can be used in attacks that involve aiming carefully.

Art/Craft (S)

A skill that describes doing a job: be it blacksmithing; painting; fishing; any job that is not covered by the standard skill set. In order to take this skill, a character **must** specify which art or craft they are good at, specifying gives a +1 to the skill.

Calculus

Represents the ability to detect fulcrum points, architectural stability, predict the motions of bodies, all of the math and physics that takes extraordinary skill to do on the fly.

Climbing, Swimming and Running

Represents the ability to move quickly and safely through terrain and water.

Disguise

The ability to impersonate someone else or play a role.

Evaluate

Describes the ability to ascertain the value of an object and its true characteristics, mundane, magic, spiritual, etc.

Healing

Use this to undo harm to a character. To heal a character, make an attack roll against the foe that caused the harm's difficulty (or 3 if not specified) each hit recovers a hit. Rolling under the difficulty with all the dice causes 1 hit of damage to the character being healed. Harm from different sources must be treated separately. Healing a character takes a unit of **time**.

Languages

Represents knowledge in the many tongues of the world. Use this for comprehending and speaking foreign, liturgic or ancient languages.

Manuality

Use this to pick pockets, sleight of hand, perform in stage magic, and make attacks using skill and grace.

Mechanisms and Devices

This skill measures the ability to interact with locks, traps, and the like.

Poison

A skill that abstracts the making and using of poison. When creating a poison, make an attack roll against difficulty 3, the number of hits is equal to the difficulty of the foe the poison is effective for. Poison creation takes a unit of **time** and a unit of **loot**. Only make an attack using poison if you are actively using it in a fight (e.g. through a poisoned weapon).

Rhetoric

Use this to express yourself in spoken and nonverbal language. To present arguments, and to strike with words in situations where its possible.

Script

Use this to express yourself in written language, includes the making of both legitimate and forged documents. If you are creative, this can be used as an attack method.

Spell

The ability to perform magic spells, can also serve as an attack method when using an attack spell. Chapter 7 explains the usage of this skill in detail.

Strength

Use this to lift heavy objects, bend bars, break doors and the like. This skill is also a reliable attack method.

Survival

Use this for foraging while travelling in wilderness.

Weapon (S)

Use this to fight with a weapon. When picking this skill, the character **must** specify which weapon they are good at. Specifying gives the character +1 to the skill.

Other skills

There are as many skills as there are abilities that might be relevant to characters in a game setting. Players should feel free to discuss adding them to characters if they make sense in the shared fiction.

5.9 Ending a Session

- Fifteen minutes before the session's scheduled end, things get FREAKY;
- Five minutes before the end of session, players answer these questions as a group, marking 1 EXPERIENCE for each 'Yes':
 - Did we overcome a difficult or powerful foe?
 - Did we loot, find or acquire something cool?
 - Did we learn something new and important about the world?
- Each character with six or more EXPERIENCE may level up.
 - The character spends 6 EXPERIENCE. If their level is 6 or above, they must spend 12 EXPERIENCE to level up;
 - Their level increases by 1;
 - They roll on their talent table, acquiring a new ability;
- Players roll to see if they got better at skills. For every skill the character used, the PLAYER rolls a d6. If the result is over their current skill value, they permanently increase their skill value by 1.
- The session then ends. The group may schedule the next.

6 Foes

7 Magic

Appendices

A Gaming references in alphabetical order

- 13th Age for the escalation die
- Call of Cthulhu for the procedure for getting better at skills and pushing rolls
- Cavegirl for one-roll fights
- Daggerheart for its d12 usage
- Dungeon Crawl Classics for the use of metacurrency to influence rolls and character class inspiration
- Dungeon World for the end of session move.
- Errant for its specification of procedures of play
- EZD6 for simple foe stat blocks
- Mythic Bastionland for wilderness procedure
- Savage Worlds for the exploding dice
- Shadowdark for the class talent table
- So you Want to be a Game Master for dungeon and wilderness procedures
- Troika! for its skill system