

BCI-RPG

Generic Testing RPG System Mechanics Reference Implementation

Before Game System Abstraction Layer (GSAL) is added.

Based loosely on the OpenMerp Rules by same author.

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Revision 20220925c

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Overview

While we are in early testing of the BCI RPG, we need a super simple RPG system to use for game mechanics before we have had a chance to implement the Game System Abstraction Layer (GSAL). The reference implementation just uses simple percentages of success/failure or modifiers, with no compounding stats with skills for results determinations.

Either test against a stat or a skill, not both, for this simple reference implementation.

Once the GSAL is developed, then more complex approaches can be considered for action and combat resolution.

BCI-RPG temporary Simple Reference Implementation System (SRIS)

Everything is percentage-based chance of success/failure or modifier.

For now, do not compound stats with skills, pick either a stat or skill to test for success/failure, not both.

Attributes (Stats)

Default average stats are by default 50% (flip a coin, a 50/50 chance of success or failure) while for skills it is 0%. Some PCs/NPCs are above average, and some below average.

The 14 stats we will assign for all characters will have for this SRIS temporary testing phase, until the GSAL is developed, are:

Physical Attributes (Stats):

1. AG = Agility
2. APP = Appearance
3. CO = Constitution
4. QU = Quickness
5. MD = Manual Dexterity
6. ST = Strength

Non-physical Attributes (Stats):

7. CH = Chutzpah
8. EM = Empathy
9. IN = Intuition
10. ME = Memory
11. MX = Moxie
12. PR = Presence
13. RE = Reasoning
14. SD = Self Discipline

Each stat can range from 0% (dead or close to dead) to 100%. No negatives or over 100.

The skills available are broad categories, under which any number of specific actions can be performed. Because this is a SIMPLE reference implementation, we are only using broad categories, not hyper-detailed kills lists.

Detailed Stat Definitions and Explanations

Physical Attributes (Stats)

AG = Agility

Balance, grace and liveness are the prime components of this characteristic, also referred to as: dexterity, deftness, grace, flexibility, adroitness, maneuverability, stealth, dodging ability, liveness, etc.

APP = Appearance

The physical attractiveness (or ugliness) of the PC/NPC. This is a surface visual value only. It generally doesn't have any skill checks, but may cause PC/NPC reaction modifications upon initial viewing.

CO = Constitution

General health and well being, resistance to disease, and the ability to absorb physical damage are all reflected in a character's Constitution, also referred to as: health, stamina, endurance,

QU = Quickness

Essentially a measure of speed, reflexes and conscious reaction time, this stat is often lumped with several others as dexterity, also referred to as: speed, reaction time, readiness, reflexes, etc.

MD = Manual Dexterity

Manual dexterity, manual skill,

ST = Strength

Not just brute musculature, but the ability to use existing muscles to the greatest advantage, also referred to as: power, might, force, conditioning, physique, etc.

Non-physical Attributes (Stats)

CH = Chutzpah

supreme self-confidence, nerve, gall, Conning, the quality of a man who kills both his parents and then pleads for mercy because he is an orphan. Also, "It took a lot of chutzpah to stand up to him the way she did". Synonyms: audaciousness, audacity, brashness, brass, brassiness, brazenness, cheek, cheekiness, crust, effrontery, face, nerviness, pertness, presumption, presumptuousness, sauciness, sauciness, temerity.

EM = Empathy

Is the ability to perceive the emotional states of others and also the capacity to form emotional attachments to persons, places or things. The relationship of the character to all pervading force that is common to all things natural and is the basis of most things supernatural, also referred to as: emotional capacity, sensitivity, judgment, alignment, mana, magical prowess, etc.

IN = Intuition

A combination of luck, genius, precognition, ESP, and the favor of the gods is embodied in this stat, also referred to as: sixth sense, “gut” feeling, wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.

ME = Memory

The ability to retain what has previously been encountered and learned. Also referred to as: information capacity, mental capacity, recall, retention, recognition, etc.

MX = Moxie

Comprehend new and unusual phenomena. The ability to face difficulty with spirit and courage. Aggressive energy; initiative, pep.

PR = Presence

Bearing, Courage, Self Esteem, Charisma, and the ability to project these to affect or control others are the principal elements of a character’s presence, also referred to as: leadership, moral, vanity, perceived power, bardic voice, charisma, etc.

RE = Reasoning

Similar to intelligence: the ability to absorb, comprehend, and categorize data for future use, It also reflects the ability to take available information and draw logical conclusions, also referred to as: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgment, I.Q., etc.

SD = Self Discipline

The control of the mind over the body, the ability to stay focused or push harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual, also referred to as: will, alignment, faith, mental strength or power, concentration, self-control, determination, zeal, etc.

Skills

All skills can range from 0% (default) to 100%. No negatives or over 100.
Default average for skills is 0%.

The broad categories of skills are:

- Athletics
- Communication
- Knowledge
- Magical
- Mechanical
- Moving/Maneuvering
- Perceptive/Observational
- Stealth
- Social Interactions
- Weapons

MORE PENDING?

Difficulty Percentage Modifier – Non-Opposed Tasks

Any non-opposed task may have a difficulty modifier.

An average difficulty has no modifier.

An easier than average has a bonus, while a harder than average has a negative.

This modifies the applied stat or skill percentage to provide the percentage chance of success needed to “roll” for success.

Rudimentary = No percentage roll needed, anyone can do, so don’t roll. For example, opening an unlocked door. The PC has to declare they want to open the door, it doesn’t open itself, but the act of opening (once they have declared that is their desired action) does not require a check for success/failure, anyone can open the door.

11 levels of difficulty. The following modify the percentage chance of success by this amount (never to exceed 100%, and never below 0%).

1. Automatic success
2. Routine = +75
3. Very Easy = +50
4. Easy = +25
5. Average = 0
6. Medium Difficulty = -25
7. Very Difficult = -50
8. Extremely Difficult = -75
9. Ludicrous = -90
10. Epic Absurdity = -99
11. Impossible (automatic failure)

Difficulty Level Examples

Success/Failure Results Determination (non-opposed checks)

Simply pick the best skill category, or stat, whichever is the best fit, then have the system roll against that number, against the difficulty modifier of that task, and you have a result.

Matching the number is a success. For example, if the percentage chance of success is 45%, then a roll of 45 or lower would be a success, while a 46 would be a failure.

Opposed Checks

Pending.

Examples

Unopposed Task: Pick a lock

For the character they may not have Mechanical skill developed at all, but may have a high Manual Dexterity stat.

PC = Mechanical: 15%, Manual Dexterity: 35%

An average lock will have 0% modifier. So a straight percentage roll of 15 or lower against Mechanical skill, or 35% or lower against Manual Dexterity stat, would indicate a success. Anything above would be a failure to pick the lock.

However, if this lock was “Very Difficult” to pick (-50%), it would become impossible for this PC to pick (automatic failure because $35\% - 50\% = 0\%$ no chance of success).

Example GSAL Conversion chart SRIS ↔ d20

SRIS Attribute Name	Skill Name	Attr Num	Skill Num	System	Attribute Name	Skill Name	Attr Num	Skill Num	Convert From	Notes
AG				d20	STR				ST	
APP					INT				RE+ME	
CO					WIS				IN+EM	
QU					DEX				AG+MD+QU	
MD					CON				CO	
ST					CHA				PR+SD+MX+CH	
CH					(COM)				APP	
EM										
IN										
ME										
MX										
PR										
RE										
SD										
		AVG =50 %					10			
		0%				-				
		5%					1			
		10%					2			
		15%					3			
		20%					4			
		25%					5			
		30%					6			
		35%					7			
		40%					8			
		45%					9			
		50%					10			
		55%					11			
		60%					12			
		65%					13			
		70%					14			

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