

Stories Untold is designed for campaigns based primarily around storytelling and narration. It uses as few numbers and dice rolls as possible while still maintaining some structure and chance elements. Recommended for those seeking a simple and flexible RPG system focused on roleplaying and dialogue over combat.

In Stories Untold there are nine attributes divided into three categories—Body, Mind, and Soul. Each attribute can be defined as a unique element, or as a combination of the two adjacent attributes as seen in the diagram. The attributes are as follows:

BODY:

Vitality: Constitution of the body.

Vitality governs how much physical strain a character can endure.

Might: Strength of the body. Might is how much physical force a character can put into something.

Mobility: Fluidity of the body.

Mobility is the degree to which a character can move with speed and grace.

MIND:

Precision: Application of the mind. Precision is a character's skill with delicate work that requires finesse and vision.

Willpower: Strength of the mind. Willpower governs how well a character can keep their head on straight in difficult circumstances.

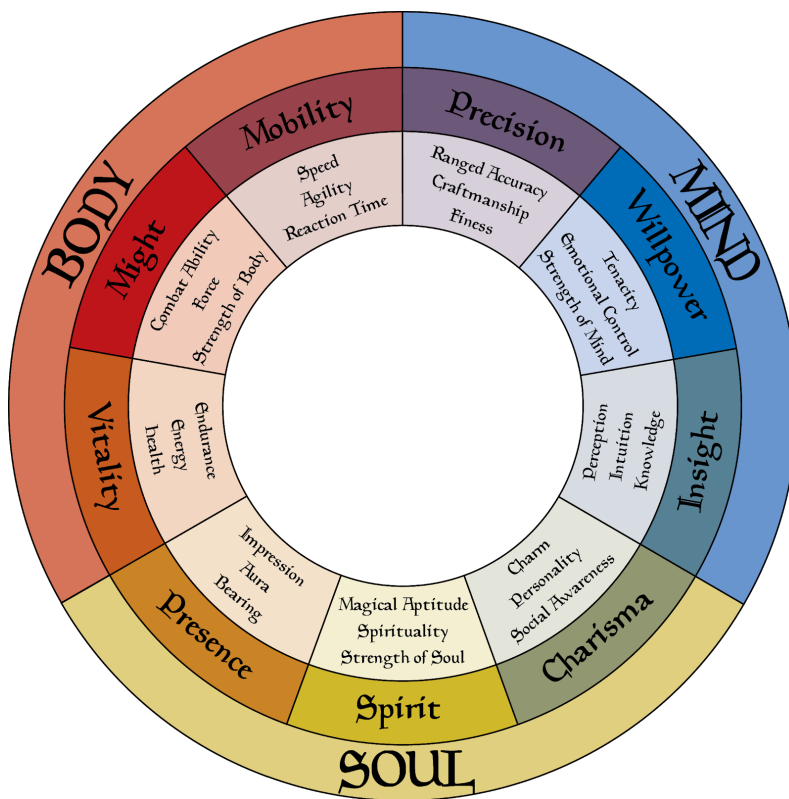
Insight: Intuition of the mind. Insight determines how well a character can read a situation and act accordingly.

SOUL:

Charisma: Personality of the soul. Charisma is a character's natural charm and affinity for social relations.

Spirit: Strength of the soul. Spirit is the raw power behind a character's soul, and governs magic and spirituality.

Presence: Gravity of the soul. Presence is the degree to which a character's prestige or bearing influences others.

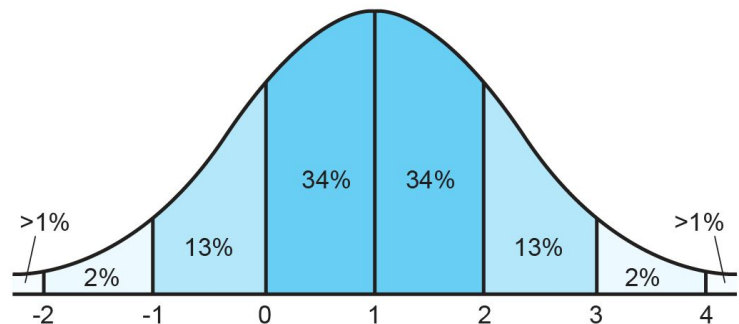


Character Creation:

At the start of a campaign, each character should be given a number of points to each attribute based on the GM's discretion. Generally, these should be based on a character's biography and personality; for example, a scholar might have high Insight and Willpower, but low Vitality and Might, while a nobleman might have high Presence and Charisma, but low Mobility and Willpower.

What modifiers are applied to each attribute is up to the GM, but *Stories Untold* is based on a D12 system; each 1 point given to an attribute can make a substantial difference. Generally, it is advisable to think of a 0 or 1 being "average." Each 1 point added or subtracted to that average value can then be thought of as roughly a standard deviation above or below the average.

For example, if you have decided a 1 is average, then a 2 would be good and a 0 would be bad. A 3 would be very good and a -1 would be very bad. This would govern your normal spectrum of modifiers, but in rare circumstances a 4 or a -2 could be appropriate for a character who is exceptionally good or bad at something. A 5 should only be given to a character who is truly extraordinary, such as a demigod or chosen one, while a -3 would be equally rare. Remember that the more extreme the modifiers are, the less significant the roll of a die actually is.



-2	Terrible
-1	Very Bad
0	Bad
1	Average
2	Good
3	Very Good
4	Incredible

During character creation, characters should be assigned a handful of skills in addition to their attributes. There are no set skills in *Stories Untold*; rather, it is up to the GM to decide what relevant abilities a character might have and assign modifiers to them. For example, a blacksmith character may be given a +2 to smithing, or a huntress may have a +1 to archery.

When a character performs an action for which they have a relevant skill, they roll the a D12 and add the skill modifier in addition to the appropriate attribute modifier. Because skills tend to be difficult for those not trained in them, these conglomerate modifiers do not function on the same bell curve as the base attributes.

However, conglomerate modifiers should be considered when deciding the attribute and skill components. For example, imagine a character who is considered to be an incredible archer, the greatest in her village. The GM may be tempted to give her high Precision (a 3 or a 4) in

addition to a high skill modifier (Archery +3), but this leads to an inappropriately high +6 or +7 when rolling to shoot.

It is advisable to instead give a somewhat high skill modifier in conjunction with a somewhat high attribute modifier; perhaps this archer instead has Archery +2 and Precision +2. This results in a total of +4 when rolling to shoot, which is suitably impressive but not game breaking. In addition, it shows that while she may have higher Precision than average, she is only truly incredible at archery.

General Gameplay

Stories Untold is meant to be primarily story based. The majority of gameplay should be narration and dialogue between characters. The majority of actions and consequences should be determined by players and the GM based on what makes logical and narrative sense. However, there are times when the GM may determine that the results of an action are best determined by the roll of a die.

In such situations, the GM chooses an attribute that corresponds to the action in question, and determines what skills of the character (if any) apply. The character's controller then rolls a D12 and adds any attribute and skill modifiers to the results. Generally speaking, the higher the roll is, the more likely the outcome will be in the character's favor, and the more difficult the action is, the higher a roll will have to be to attain the desired results.

There are no set actions in Stories Untold. Instead, the GM and players describe what it is they are attempting to do, and the GM chooses an attribute that would logically govern the attempted action. Below is a chart of common actions and what attributes govern.

Vitality	Might	Mobility
Endurance, surviving attacks, health maintenance, resisting fatigue and poison.	Moving heavy things, melee attacks, grappling, breaking things.	Speed, agility, reaction time, stealth, flexibility.
Precision	Willpower	Insight
Craftsmanship, ranged attacks, parrying, lock picking, pickpocketing.	Resisting temptation, overcoming mental trauma, self sacrifice, determination.	Perception, memory, intuition, knowledge, quick thinking.
Charisma	Spirit	Presence
Persuasion, lying, charming, reading emotions, making allies.	Using magic, spirituality, connecting intimately, overcoming spiritual attacks.	Intimidation, inspiration, leadership, authority, drawing attention.

If you are using the Roll20 version of the character sheet, macros for each attribute have been programmed for convenience. Simply click the name of the attribute you wish to roll, and Roll20 will automatically roll a D12.

Should your roll require skill modifiers or miscellaneous modifiers, two sets of checkboxes are available to modify rolls. For example, if your character had a +2 to swordsmanship, you could check the “+2” box under Skill Mod. before clicking “Might”. If your character had an additional -3 because he was drunk, you could check the “-3” box under Misc. Mod.

Only one box under each set can be checked at any time, and by default they should be set to +0.

Combat

The combat system in Stories Untold is designed to be lightweight when it comes to numbers, so as to be more conducive to a more narratively focused game. As a result, it is somewhat rooted in subjective choice on the part of the GM; if you play a game of “GM vs Players,” this is not the system for you, as it requires cooperation on the part of all participants.

At the start of combat, decide turn order by having participants roll a D12 and add their Mobility or Insight, whichever is higher. Ties are broken by whoever has the higher modifier. If there is still a tie, the two roll off to break it. Turn order starts with whoever has the highest roll and proceeds in order to whoever has the lowest roll.

On a player's turn, they may move a reasonable distance and choose one of a predetermined set of actions listed on the following page. Each corresponds to a different attribute. These actions give a general idea of what a character is doing, but it is up to the GM to provide description. This allows combat to move quickly, as players should not be taking a long time describing exactly how they make an attack or perform an action.

Players may additionally make a small action, such as shouting something brief or drawing a weapon.

Combat Actions

- **VITALITY**

- **Protect:** Used to defend allies or oneself. Represents standing one's ground against onslaught.
- **Stabilize:** When a character takes a hard blow, they must pass a Stabilize check to continue performing actions.

- **MIGHT**

- **Melee Attack:** Most common combat action. A close range physical attack.
- **Grapple:** Used to attempt to immobilize or incapacitate a foe through force. Requires continuous checks to hold the enemy down.

- **MOBILITY**

- **Quick Attack:** A close range physical attack that focuses on being fast rather than strong. Packs a much weaker punch than a normal melee attack.
- **Avoid:** Used to dodge or mobilize. Can be used preemptively to avoid attacks, and can be used to increase distance traveled.

- **PRECISION**

- **Ranged Attack:** Used when one is making a ranged attack, such as with a bow or with throwing knives.
- **Deflect:** Used to defend allies or oneself. Represents parrying or using a tool to knock aside an incoming attack.

- **WILLPOWER**

- **Compose:** Sometimes, a character is mentally shaken or plagued by a psychic attack. Compose is used to overcome such adversities.
- **Endure:** This action is used when a character forces themselves into harm's way for the greater good. It is overcoming the instinct to avoid pain and death.

- **INSIGHT**

- **Hold and Assess:** This action skips the character's turn, but gives them a free reaction for the round if they pass their Insight check.
- **Analyze:** Used to take no action, but to gather information on a target that may not immediately be obvious.

- **CHARISMA**

- **Dialogue:** When a character wishes to communicate with more than a handful of words, they must take the dialogue action.
- **Guile:** This action is used when a character wishes to deceive an opponent with a feint or some other trick.

- **SPIRIT**

- **Use Magic:** Used whenever a character uses magic. Must be accompanied by a quick explanation of the intentions (e.g. to attack, to heal, to defend, etc.).
- **Awaken:** Can only be used in desperate circumstances to tap into untold strength within the soul.

- **PRESENCE**

- **Intimidate:** Used to shake enemies by evoking fear in them.
- **Inspire:** Used to emotionally bolster allies by evoking courage in them.

In addition to normal actions, characters can take reactions. These are actions that can be used at any time, and can be used in response to other characters' actions. For example, if an ally is about to take a devastating blow from an enemy, one can use a reaction to push them out of the way. Reactions are valuable as they give the player a chance to act at critical moments.

Characters can only use one reaction between each of their turns. Additionally, they only have five points of Reaction Fatigue. Each reaction uses one point of Reaction Fatigue, and once all five are used, a character cannot take reactions. Reaction Fatigue is replenished between each combat encounter, though this rule can be suspended at the GM's discretion.

In each encounter, players also have two points of Full Control. When a player wishes to use Full Control, they declare so at the beginning of their turn or while taking a reaction. For their turn, they may have their character perform actions according to their descriptions. They still must roll to see the results of their actions, and the GM decides the outcome, but it allows players to perform complex actions not listed.

Full Control can be used to take advantage of certain elements of the battle, or to show off a player's cleverness. It can also be used if a player wants their character to perform an action in a very specific way, in order to better roleplay or earn "style points." Like Reaction Fatigue, Full Control is replenished between combat.

NPCs

In combat, there are NPCs in addition to player characters. The basic rules of combat apply to them as well, but there are a few differences based on the categories of NPCs. There are four types; Full, Generic, Partial, and Boss.

Full NPCs:

Full NPCs are NPCs that are important, either in general or to a specific fight. They are named characters who have some sort of story or encounter significance, and are meant to play a relevant role in the fight. Full NPCs are treated exactly like player characters, but they do not use Full Control, as they are controlled by the GM.

Generic NPCs:

Generic NPCs are nameless characters who are meant to add scale to the encounter. They are the masses that fill the battlefield but are ultimately insignificant to the narrative experience. Generic NPCs always go last in turn order, and take their turns simultaneously. Additionally, they do not take actions as normal, but instead make a single roll with no modifiers to see how "well" they are doing in the fight. They can still directly impact the battle, but should not be the focus.

Partial NPCs:

Partial NPCs are characters that are not as significant as Full NPCs, but not insignificant like Generic NPCs. They are named characters that the players may care about, but who ultimately do not play a vital role in the story. In small scale combat, treat Partial NPCs as though they are Full NPCs. In large scale combat, treat them like Generic NPCs, but do not kill them off without players being able to interact as they may care for them.

Boss NPCs:

Boss NPCs are extremely powerful characters who have more sway over the battlefield than even the player characters. They are usually villains or enemies that present a great challenge to the player characters, and are almost always extremely threatening. Treat them like Full NPCs, but with a few additional rules.

Boss NPCs always go first. Additionally, depending on their power level and the scale of combat, they may take extra turns. If a Boss NPC is given extra turns, space them evenly in the turn order, allowing players to respond in between their opponent's actions. If a Boss NPC is particularly powerful, the GM may elect to give them additional or even unlimited Reaction Fatigue. This allows for a real challenge.

Final Comments

Remember, Stories Untold is all about storytelling and cooperation. Since much of it is subjective, approach it with an open mind and a readiness to create a good experience for all players. Be reasonable and constructive with your decision making, and while things should not always go well for your players, allow them victories.

Most importantly, have fun and enjoy your campaign!