

Fractal RPG

0th Edition, 4th Revision, 0th Update, 0th Fix (v0.4.0.0)

Squishy Meatloaf | Supersonic Vampire

Rulebook

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# Rules

## Character Resources

Characters have 3 types of resources: Vigor, Sanity, and Essence.

Characters have 25 of each type per Level.

Vigor represents a character's Physical state. If a character's Vigor Points drop to 0, they die.

Sanity represents a character's Mental state. For each Sanity Point lost, a character incurs a -1% penalty to all Skill Checks.

Essence represents a character's Spiritual state. If a character's Essence Points drop to 0, they cannot be regained and the character can no longer use Spiritual Skills.

Resources replenish gradually over time if lost.

Vigor can be regained more quickly by healing or using first aid items.

Sanity can be regained more quickly by sleeping, meditating, or doing other mental restoration actions.

## Protections

There are 3 types of Protection: Armor, Resistance, and Deflection.

Armor protects against damage to Vigor.

Resistance protects against damage to Sanity.

Deflection protects against damage to Essence.

## Skill Points

Characters have 3 Skill Points per Level.

All Skill Points must be fully allocated in every Tier of the Skill Tree.

I.E., a Level 1 character has 3 Skill Points, which means they must have 3 points allocated in Tier 1, 3 allocated in Tier 2, and 3 allocated in Tier 3.

A Skill can only have Skill Points allocated if its parent Skill has points allocated in it.

I.E., a character with no points allocated in the Physical Skill cannot allocate any points to any Tier 2 or 3 Skills deriving from Physical.

A Skill cannot have more Skill Points allocated than its parent Skill has.

I.E., a character with 2 points in Physical cannot put more than 2 points into any Subskills of Physical.

Skill Points allocated to a Skill must be divided between its Subskills.

I.E., a character with 2 points allocated to Mental can either allocate 2 points to 1 Subskill of Mental, or 1 point each to 2 Subskills of mental.

## Combat Rules

### Entering Combat

Both groups roll for initiative. The attacking group rolls Resourcefulness and the defending group rolls Reflexes.

Players each roll individually and the highest roll is used for the entire group.

The GM rolls once for each NPC group.

After rolling, each group applies advantage or disadvantage to their roll(s) (See Initiative Advantage / Disadvantage).

The group with the higher roll after advantage and disadvantage is resolved takes the first combat turn.

### Initiative Advantage / Disadvantage

For each stack of advantage (or disadvantage) on a player group, the group rerolls the lowest (or highest) roll.

The highest and lowest rolls are redetermined after every roll.

For each stack of advantage (or disadvantage) on an NPC group, the GM rolls another d100, then keeps the highest (or lowest) roll.

At most 5 stacks of advantage or disadvantage are rolled for. If a group has more than 5 stacks, they automatically take the first (or last) turn in combat.

### Combat Turns

Each combat turn represents roughly 5 - 10 seconds of time.

During a player group's turn, players take actions in any order. The GM and players should decide amongst themselves what order to take their actions in.

When a player takes actions in combat, they can move and either attack or take other actions as determined to be reasonable by the GM and players.

During an NPC group's turn, the GM takes actions with NPCs in whatever order they choose, with each NPC taking actions appropriate for their ability and resources at the GM's discretion.

### Leaving Combat

A character leaves a combat engagement if it would take 2 or more combat turns for either that character or an enemy to get close enough to re-engage the other group.

A combat engagement ends when all enemies are neutralized and/or it would take 2 or more combat turns for any remaining enemies to engage.

## Magic Definitions

### Curses

Curses are fueled by Vigor and their use depletes VP.

#### Enchanting

Enchanting allows placing effects onto objects.

Enchanting does not allow a character to actively control movements; That requires Possession.

Any motion cannot be controlled after it starts.

Difficulty increases with:

Number of targets.

Distance to target.

Size of target.

Mass of target.

Strength of effect.

Complexity of effect.

Other factors at GM's discretion.

#### Beholding

Beholding allows observing the surroundings of beings or objects.

Difficulty increases with:

Number of targets.

Spatial distance to target.

Temporal distance to target.

I.E., amount of time between the present and the time being observed, forward or backward.

Prowess of target.

Radius of observation.

Clarity of observation.

Duration of observation.

Other factors at GM's discretion.

#### Transmutation

Transmutation allows converting matter between forms.

Difficulty increases with:

Number of targets.

Distance to target.

Volume of matter affected.

Mass of matter affected.

Amount of difference between current form and target form.

Other factors at GM's discretion.

### Spells

Spells are fueled by Sanity and their use depletes SP.

#### Invocation

Invocation allows causing effects over an area.

These effects cannot directly do something that would require a different form of magic:

Placing effects onto objects; That requires Enchanting.

Observing other places or things; That requires Beholding.

Changing the form of matter; That requires Transmutation.

Causing hallucinations; That requires Illusions.

Creating matter from nothing; That requires Fabrication.

Placing effects onto beings; That requires Jinxes.

Physically manipulating objects or beings; That requires Possession.

Removing existing effects from objects or beings; That requires Restoration.

Invocation can be combined with other forms of magic to get around rule B in exchange for increased difficulty and cost.

Difficulty increases with:

Number of targets.

Distance to target.

Volume of area affected.

Strength of effect.

Complexity of effect.

Other factors at GM's discretion.

#### Illusions

Illusions allow causing sensory hallucinations.

Difficulty increases with:

Number of targets.

Distance to target.

Prowess of target.

Size of illusion.

Complexity of illusion.

Number of senses affected.

Other factors at GM's discretion.

#### Fabrication

Fabrication allows creating matter from nothing.

Difficulty increases with:

Number of objects.

Distance to target.

Volume of matter created.

Mass of matter created.

Complexity of matter created.

Amount of energy present in matter created.

Other factors at GM's discretion.

### Hexes

Hexes are fueled by Essence and their use depletes EP.

#### Jinxes

Jinxes allow placing effects onto beings.

Jinxing does not allow a character to actively control movements; That requires Possession. Any motion cannot be controlled after it starts.

Difficulty increases with:

Number of targets.

Distance to target.

Size of target.

Mass of target.

Prowess of target.

Strength of effect.

Complexity of effect.

Duration of effect.

Other factors at GM's discretion.

#### Possession

Possession allows puppeteering objects or beings

I.E., actively controlling movements.

Difficulty increases with:

Number of targets.

Distance to target.

Size of target.

Mass of target.

Brawn of target.

Prowess of target.

Strength of effect.

Other factors at GM's discretion.

#### Restoration

Restoration allows removing effects from objects or beings.

Difficulty increases with:

Number of targets.

Distance to target.

Size of target.

Mass of target.

Number of effects.

Strength of effects.

Complexity of effects.

Other factors at GM's discretion.

# Materials List

* Character Sheet
* Skills Sheet
* Skill Specialties Sheet
* Traits Sheet
* Stat Scaling Reference
* Stat Scaling Calculator (spreadsheet only)

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# Links

* GitHub repository - Get the latest release, follow development, or submit problems and/or suggestions here: [https://github.com/SparkliTwizzl/fractal-rpg](https://github.com/sparklitwizzl/fractal-rpg)