

Fractal RPG

0th Edition, 5th Revision, 0th Update, 0th Fix (0.5.0.0)

Squishy Meatloaf | Pantsless Robot

Rulebook

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# Rules

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[playtest notes](https://docs.google.com/document/d/1XxnGI0A9NBqfgb-JDakkoByc0-6WH3EyI_aZG_UPfsA/edit#)

## Basic Rules

### Keywords

1. Terms that are designated as keywords in the Fractal system are marked with First Capital Letters. This is to clearly distinguish them from casual uses of these words.
   1. I.E., "Skill" is a system keyword referring to a specific concept within the rules, whereas "skill" is not.
2. Note: Using a single-word keyword at the start of a sentence can lead to confusion, so it's recommended to avoid doing that when context does not make it obvious that it's a keyword.

#### .1 - List Of System Keywords

* Game Manager (GM)
* Story Manager (SM)
* Rule Manager (RM)
* Skill
* Skill Modifier
* Skill Check
* Skill Tree
* Advantage Modifier
* Advantage
* Disadvantage
* Scale
* Scale Modifier
* Physical
* Mental
* Spiritual
* Vitals
* Vital Point (VP)
* Attack Point (AP)
* Health
* Health Point (HP)
* Sanity
* Sanity Point (SP)
* Essence
* Essence Point (EP)
* Cognizance
* Cognizance Point (CP)
* Defense
* Defense Point (DP)
* Barrier
* Barrier Point (BP)
* Resistance
* Resistance Point (RP)
* Warding
* Warding Point (WP)

### \*# Specially Marked Rules

1. Some rules are conditional and are not needed by all players, or not required for the core ruleset, or both. These rules are marked with certain characters in front of them:
   1. **\* Optional rules:** Any rules that add additional mechanics but are not required are marked with an asterisk "\*".
   2. **# GM-only rules:** Any rules that are only needed by Game Managers are marked with a hash "#".

### Game Managers (GMs)

1. A Game Manager is a player who is running the game. They are responsible for providing the story and rule interactions necessary for the rest of the players to have a game to play. This role is generally referred to as a Game Master by other systems (at least, systems that do not use their own setting-specific term, such as *Dungeons and Dragons* or *Planet Mercenary*).

#### .1 - \*# Story Managers (SMs) and Rule Managers (RMs)

1. Optionally, the role and responsibilities of GM can be divided into Story Manager and Rule Manager, with the SM providing the story and roleplay interactions and the RM providing the rule and mechanics interactions. By doing this, each GM is able to focus on their specific tasks without worrying about the rest, and both are able to work at the same time, which can speed up the overall pace of play.

### Rolling Dice

#### Base Dice Rolls

1. With the exception of damage, all rolls in Fractal are done with d100's, also known as percentile dice. This is mainly done to work with the intuition most people have for percentages.
2. All non-damage rolls are in the form of the chance of success against the chance of failure.
3. If the chance to succeed matches or exceeds the chance to fail, the attempted action succeeds. Otherwise, the attempted action fails.
4. The amount that a roll succeeds or fails by can influence the outcome of actions (see Result Margins).
5. Rolls can be modified by Skills (see Skill Modifiers), Scaling (see Scale Modifiers), Advantage / Disadvantage (see Advantage Modifiers) or by other factors.
6. Rolls depending on a specific Skill are known as Skill Checks (see Skills).
7. All chances to succeed or fail are relative to an average member of the race of the character attempting the action. I.E., 1% or less chance to fail means that an average person will never fail at the action, and 100% chance to fail means that an average person will always fail at the action.
8. 100% chance to fail does not mean that success is impossible for *any* character, however; If a character's skill is higher than average, they are still able to succeed. Similarly, if a character's skill is lower than average, they may be capable of failing at a 1% chance to fail.

**Examples**

* A player attempts to climb the side of a building. The building is fairly difficult to climb, so the GM assigns the chance to fail at 85%. The player rolls a 67%, and therefore fails.
* A player attempts to pick another character's pocket. The target is very unobservant, so the GM assigns the chance to fail at 20%. The player rolls a 28%, and therefore succeeds.
* A player attempts to jump across a small river. The river is not wide, but the player is not very athletic, so the GM assigns the chance to fail at 45%. The player rolls a 45%, and therefore succeeds, barely.

#### Result Margins

1. Although any roll equal to or greater than the chance to fail succeeds, and any roll lower than the chance to fail fails, the amount by which a roll succeeds or fails determines the magnitude of the consequences. I.E., succeeding by a wide margin gives a better outcome than barely succeeding, and failing by a wide margin gives a worse outcome than barely failing.
2. The outcome of a roll is ultimately up to GM discretion, but a general guide for success and failure margins is provided. Note that these values do not indicate the result of a roll, but rather the difference between the chances of success and failure.
   1. **< -50%:** Action failes with spectacularly horrible results.
   2. **-40 to -50%:** Action fails with terrible results.
   3. **-30 to -40%:** Action fails with awful results.
   4. **-20 to -30%:** Action fails significantly worse than expected.
   5. **-10 to -20%:** Action fails slightly worse than expected.
   6. **-1 to -10%:** Action fails uneventfully.
   7. **+0 to +10%:** Action succeeds uneventfully.
   8. **+10 to +20%:** Action succeeds slightly better than expected.
   9. **+20 to +30%:** Action succeeds significantly better than expected.
   10. **+30 to +40%:** Action succeeds with great results.
   11. **+40 to +50%:** Action succeeds with excellent results.
   12. **> +50%:** Action succeeds with spectacular results.
3. The GM may give additional benefits or punishments beyond the attempted action for particularly wide margins on rolls, if desired.

#### Automatic Results

1. If an action has an equal or lower chance to fail than a character can possibly roll to succeed, the action succeeds by default.
   1. I.E., if an action has a 1% chance to fail, an average character cannot fail that action.
2. If an action has a higher chance to fail than a character can possibly roll to succeed, the action fails by default.
   1. I.E., if an action has a 100% chance to fail, an average character cannot succeed at that action.

**Examples**

* An action with a 150% chance to fail is impossible for a Level 1 character to succeed at, since the maximum possible roll including Skill Modifiers is 130%. The exception to this is if the character has enough Bonus Points to raise their maximum chance to succeed in a Skill to at least 150%.
* An action with a 4% chance to fail is impossible for a Level 1 character that has at least 3 Points in that Skill to fail at, since the minimum possible roll for that Skill is 4% if the Skill is in Tier 1 (or higher than that if the Skill is in a higher Tier).

#### Advantage Modifiers

1. Advantage Modifiers are temporary assistance or obstacles added to a roll.
2. A positive (> 0%) modifier is called Advantage, and a negative (< 0%) modifier is called Disadvantage.
3. Because Advantage and Disadvantage have equal but opposite effects, they cancel each other out. I.E., if a Group has +3% Advantage, then gets -4% Disadvantage, they have a net of -1% Disadvantage.

**Examples**

* A player makes a Skill Check for Resourcefulness with an Advantage Modifier of +4% against a chance to fail of 73%. They roll a 70%, which would normally fail, but because of their Advantage their roll is adjusted to 74%, and they succeed instead.
* A player makes a Skill Check for Stamina with an Advantage Modifier of -14% against a chance to fail of 50%. They roll 60%, which would normally succeed, but because of their Disadvantage their roll is adjusted to 46%, and they fail instead.

#### Exceptional Results

1. If a roll for a Skill Check is unusually high or low, Bonus Skill Points (see Bonus Skill Points) are awarded in the Skill being rolled for. Essentially, doing very well or very poorly at a task teaches you how to do better at similar tasks in the future.
2. Actions that succeed or fail by default cannot award Bonus Points, as no Skill is rolled for. A character cannot learn anything from a task that is far too easy to fail or far too hard to succeed.
3. Bonus Points are awarded for Skill Check rolls according to the following (add all that apply):
   1. **85% or above:** +1 (Great Success)
   2. **95% or above:** +1 (Excellent Success)
   3. **100%:** +2 (Perfect Success)
   4. **15% or below:** +1 (Terrible Failure)
   5. **5% or below:** +1 (Critical Failure)
   6. **1%:** +2 (Complete Failure)
   7. **Any failure (15% or below):** +2 (You learn more from failing than succeeding)

**Examples**

* A player makes a Skill Check for Academics and rolls 87%. This is a Great Success. The player is awarded 1 Bonus Point in Academics.
* A player makes a Skill Check for Beholding and rolls 96%. This is a Great Success and an Excellent Success. The player is awarded 2 Bonus Points in Beholding.
* A player makes a Skill Check for Stealth and rolls 100%. This is a Great Success, an Excellent Success, and a Perfect Success. The player is awarded 4 Bonus Points in Stealth.
* A player makes a Skill Check for Restoration and rolls 7%. This is a Terrible Failure. The player is awarded 3 Bonus Points in Restoration.
* A player makes a Skill Check for Stamina and rolls 3%. This is a Terrible Failure and a Critical Failure. The player is awarded 4 Bonus Points in Stamina.
* A player makes a Skill Check for Intimidation and rolls 1% This is a Terrible Failure, a Critical Failure, and a Complete Failure. The player is awarded 6 Bonus Points in Intimidation.

## Characters

### Vitals

1. Every character has 4 types of resources or energies, known as Vitals.
2. These Vitals influence nearly every interaction and are necessary for many actions.
3. Characters have 25 points in each Vital per Level.

#### .1 - Vital Points (VP)

1. Each Vital is represented by points, collectively known as Vital Points. Each specific type of Vital Point is referred to by the name of the corresponding Vital.

#### .2 - Attack Points (AP)

1. Damage (which reduces Vitals) is represented by points, collectively known as Attack Points. Like Vital Points, each specific type of Attack Point is referred to by the name of the corresponding Vital.
   1. E.G., an attack which reduces Health Points might deal 2d6 HP in damage.

#### .3 - Health Points (HP)

1. Health is the Physical Vital and represents integrity of body.
2. Depleted by taking Physical damage, or by using Curse magic.
3. Every 10% of a character's maximum Health Points that are missing gives a -5% penalty to any Physical Skill Checks.
4. If a character's Health is completely drained, the character dies.
5. Health Points refill at a rate of 1% of maximum every 6 minutes, or they can be restored by using items or performing actions.
   1. I.E., Health refills fully in 10 hours.

#### .4 - Sanity Points (SP)

1. Sanity is the Mental Vital and represents integrity of mind.
2. Depleted by taking Mental damage, or by using Spell magic.
3. Every 10% of a character's maximum Sanity Points that are missing gives a -5% penalty to any Mental Skill Checks.
4. If a character's Sanity is completely drained, the character has a -40% penalty to all Skill Checks, and Sanity Points will not refill naturally. It must be at least partially restored through the use of items or by having another character perform an action which restores SP.
5. Sanity Points refill at a rate of 1% of maximum every 6 minutes, or they can be restored by using items or performing actions.
   1. I.E., Sanity refills fully in 10 hours.

#### .5 - Essence Points (EP)

1. Essence is the Spiritual Vital and represents integrity of spirit.
2. Depleted by taking Spiritual damage, or by using Hex magic.
3. Every 10% of a character's maximum Essence Points that are missing gives a -5% penalty to any Hex magic Skill Checks.
4. If a character's Essence is completely drained, the character's maximum Essence is permanently reduced to 0 and the character can no longer use any Spiritual Skills.
5. Essence Points refill at a rate of 1% of maximum every 6 minutes, or they can be restored by using items or performing actions.
   1. I.E., Essence refills fully in 10 hours.

#### .6 - Cognizance Points (CP)

1. Represents integrity of consciousness.
2. Deleted by taking Stun damage.
3. Every 10% of a character's maximum Cognizance Points that are missing gives a -5% penalty to any Skill Checks.
4. If a character's Cognizance is completely drained, the character is unconscious. While unconscious, a character is helpless and unaware.
5. An unconscious character does not regain consciousness until their Cognizance is completely refilled.
6. Cognizance Points refill at a rate of 1% of maximum every 6 seconds, or they can be restored by using items or performing actions.
   1. I.E., Cognizance will refill fully in 10 minutes.

### Defenses

1. There are 3 types of protections, known as Defenses.
2. These Defenses absorb incoming damage to protect a character.
3. Defenses can be gained from items, magic, or other means.
4. Some Defenses are consumed or destroyed when used up; Others can be repaired, recharged, or otherwise reused.

#### .1 - Defense Points (DP)

1. Each Defense is represented by points, collectively known as Defense Points.
2. Each specific type of Defense Point is referred to by the name of the corresponding Defense.

#### .2 - Barrier Points (BP)

1. Physical Defense. Absorbs Health damage.
2. For every Health Point of damage absorbed, one Barrier Point is lost.

#### .3 - Resistance Points (RP)

1. Mental Defense. Absorbs Sanity damage.
2. For every Sanity Point of damage absorbed, one Resistance Point is lost.

#### .4 - Warding Points (WP)

1. Spiritual Defense. Absorbs Essence damage.
2. For every Essence Point of damage absorbed, one Warding Point is lost.

## Skills

### Skill Basics

#### Skills

1. Skills are categories of abilities used to determine the outcome of actions taken by characters.
2. Any given action might fall under several Skills. Which Skill is required for an action depends on the goal of the action. It is also possible for an action to require rolls for more than one Skill.
3. Which Skill or Skills are required for an action is up to GM discretion.

**Example**

Throwing an object could fall under Strength if the goal is to throw it as hard as possible without caring where it lands, but it could also fall under Finesse if the goal is to hit a specific target accurately without caring how hard it hits, or both if the goal is to hit a target both hard and accurately.

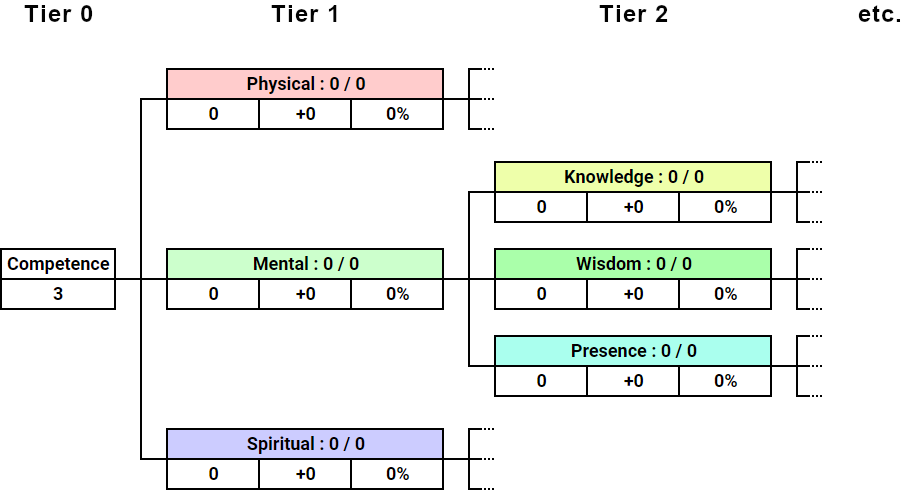
#### Skill Checks

1. Any roll depending on a specific Skill is known as a Skill Check.
2. When making Skill Checks, the Modifier for the Skill in question is added to the roll (see Skill Modifiers).

#### The Skill Tree

1. The Skill Tree is the structure that Skills exist within. It consists of 5 Tiers, numbered 0 through 4. The reason for this numbering (instead of 1 through 5) has to do with how Skill Point values are calculated (see Point Value).
2. The Skill Tree is composed of 1 Skill at Tier 0, and every Skill splits into 3 sub-Skills at each higher Tier.
   1. I.E., Competence (the Tier 0 Skill) splits into Physical, Mental, and Spiritual at Tier 1, and each of these Skills splits into 3 more Skills which are related to them but more specific at Tier 2, etc.

**Example**



#### Skill Points

1. Skill Points are how characters become better at Skills.
2. Characters have 3 Skill Points per Level.

**Examples**

* Level 1: 3 Skill Points
* Level 2: 6 Skill Points
* Level 3: 9 Skill Points
* etc.

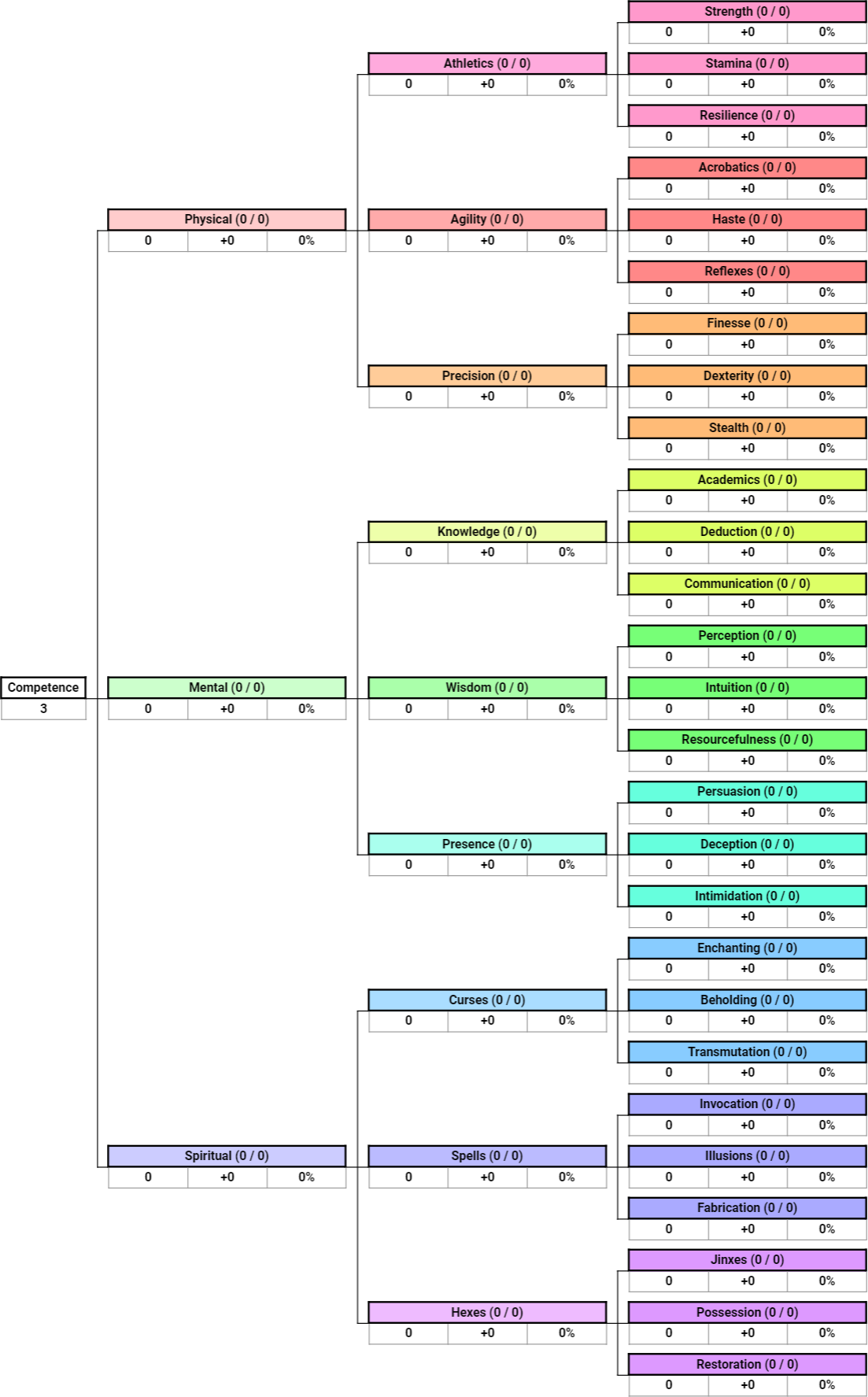
#### Bonus Skill Points (Bonus Points)

1. Bonus Skill Points are additional points added to a Skill beyond the Skill Points that character has from their Level.
2. Bonus Points are awarded as a result of Skill Checks (see Exceptional Results).
3. Bonus Points can also be awarded at GM discretion.

### Using The Skill Tree

#### Assigning Skill Points To Skills

**Example**

A possible Skill Tree for a Level 2 character. Only Tiers 0 through 3 are shown due to space constraints on the page.

#### Point Value

1. The value of Skill Points and Bonus Skill Points determines the base effectiveness of a character in a Skill.
2. This base effectiveness is known as a Skill Modifier and is added to rolls for Skill Checks (see Skill Modifiers).

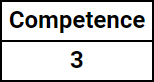
##### Skill Point Value Per Tier

1. The value of Skill Points in a Tier is determined by multiplying the number of Points assigned to a Skill by the Tier of that Skill.

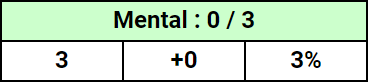
**Example**

A Level 1 character has 3 Skill Points. If all of these Points are assigned to the same Skill at each tier and the character has no Bonus Points, the value of those points in each Tier is as follows:

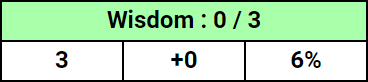
* Tier 0: (3 \* 0) = 0



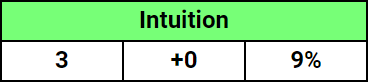
* Tier 1: (3 \* 1) = 3



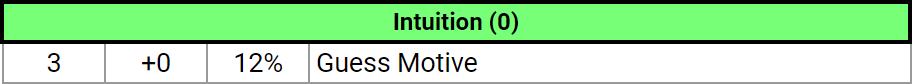
* Tier 2: (3 \* 2) = 6



* Tier 3: (3 \* 3) = 9



* Tier 4: (3 \* 4) = 12



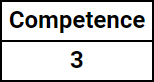
##### Cumulative Skill Point Value

1. Additionally, each Skill also gains the value of the Skill it stems from. In this way, Skills at lower tiers boost all of their sub-skills. This increases the effectiveness of Skill Points overall and allows characters to expand what they are able to do without directly focusing on other Skills.

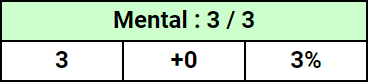
**Example**

A Level 1 character has 3 Skill Points. If all of these Points are assigned to the same Skill at each tier and the character has no Bonus Skill Points, the total value of those points at each Tier is as follows:

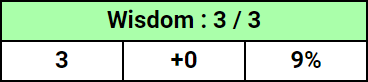
* Tier 0:
  + (3 \* 0)
  + = 0



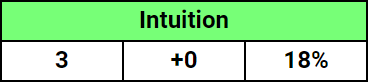
* Tier 1:
  + (3 \* 1) + T0
  + = 3 + 0
  + = 3



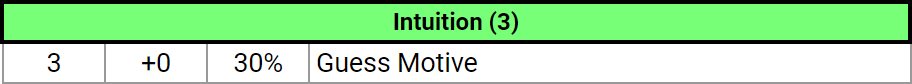
* Tier 2
  + (3 \* 2) + T1
  + = 6 + 3
  + = 9



* Tier 3:
  + (3 \* 3) + T2
  + = 9 + 9
  + = 18



* Tier 4:
  + (3 \* 4) + T3
  + = 12 + 18
  + = 30



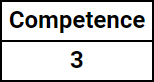
##### Bonus Skill Point Value

1. Bonus Skill Points add to the value of a Skill in the same way as Skill Points. For convenience, simply add the total number of Skill and Bonus Points on a Skill before calculating the Skill Modifier for that Skill.

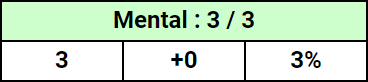
**Example**

A Level 1 character has 3 Skill Points. If all of these Points are assigned to the same Skill at each tier and the character has 3 Bonus Points in the Tier 2 Skill and 1 in the Tier 3 Skill, the total value of those points at each Tier is as follows:

* Tier 0: Cannot gain Bonus Points
  + (3 \* 0)
  + = 0



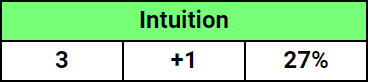
* Tier 1: 0 Bonus Points
  + ( (3 + Bonus) \* 1) + T0
  + = ( (3 + 0) \* 1) + 0
  + = (3 \* 1) + 0
  + = 3 + 0
  + = 3



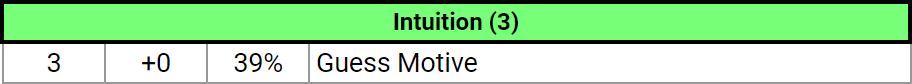
* Tier 2: 3 Bonus Points
  + ( (3 + Bonus) \* 2) + T1
  + = ( (3 + 3) \* 2) + 3
  + = (6 \* 2) + 3
  + = 12 + 3
  + = 15



* Tier 3: 1 Bonus Point
  + ( (3 + Bonus) \* 3) + T2
  + = ( (3 + 1) \* 3) + 15
  + = (4 \* 3) + 15
  + = 12 + 15
  + = 27



* Tier 4: 0 Bonus Points
  + ( (3 + Bonus) \* 4) + T3
  + = ( (3 + 0) \* 4) + 27
  + = (3 \* 4) + 27
  + = 12 + 27
  + = 39



#### Skill Modifiers

1. The total value of a Skill, after factoring in Bonus Skill Points and previous Skill Tiers (see Point Value), is a Skill Modifier. This is the percentage added to Skill Check for that Skill. The higher the value in a Skill, the better that character will be at that Skill every time they roll.

**Example**

A Level 1 character has 3 Skill Points. If all of these Points are assigned to the same Skill at each tier and the character has no Bonus Points, the Modifier for the Skill at each Tier (and thus the range of possible rolls) is as follows:

* Tier 0: +0% (1% - 100%)
* Tier 1: +3% (4% - 103%)
* Tier 2: +9% (10% - 109%)
* Tier 3: +18% (19% - 118%)
* Tier 4: +30% (31% - 130%)

#### \* Pruning The Skill Tree

1. If the number of Skills on the Skill Tree is overwhelming, you can simply ignore as many Tiers as desired. I.E., if the 27 Tier 3 Skills is more complexity than you like, you can simply play with Skill Trees stopping at Tier 2, or even Tier 1. Or Tier 0, but at that point you might want to find a different system that better suits your needs.
2. Note that the point value of lower Tiers may need to be adjusted higher to account for the lower Skill Modifiers at lower Tiers. Alternatively, the GM can reduce the chance of failure for Skill Checks, but doing that comes with decreased range of possible rolls and may make Skills feel less useful to players.

### Skill Definitions And Examples

#### Difficulty Increase

1. The factors contributing to the increase in the chance for a Skill Check to fail are ultimately up to GM discretion, but general guidelines are provided for any Skills where it may not be obvious or intuitive as to what would make them harder.

#### Relevant Actions

1. Which Skill an action falls under is ultimately up to GM discretion, but some examples are provided as a guideline.

#### Tier 0 Skills

1. There is only 1 Tier 0 Skill. It is the base of the Skill Tree. Any Skill rolled gains no value from this Skill, and it is not possible to gain Bonus Points in it. The Tier 0 Skill will only ever be rolled for directly if an action (somehow) does not fall under any other Skill in the Skill Tree.

##### .1 - Competence

1. This Skill represents the total number of Skill Points available to a character. All other Skills stem from this Skill.

#### Tier 1 Skills

1. Tier 1 Skills are the base of the 3 branches of the Skill Tree. These are the most basic Skills that are relevant to almost every action, and most actions will fall under a more specific Skill.

##### .1 - Physical

1. The base of the Physical branch. Any Skills relating to body and muscle stem from this Skill.

##### .2 - Mental

1. The base of the Mental branch. Any Skills relating to mind and thought stem from this Skill.

##### .3 - Spiritual

1. The base of the Spiritual branch. Any Skills relating to magic stem from this Skill.

#### Tier 2 Skills

##### .1 - Physical Subskills

###### .1.1 - Athletics

1. Any physical activity where muscle and fitness are the primary requirements.

**Examples**

* Running
* Lifting objects
* Climbing
* Jumping
* Throwing
* Hand-to-hand combat

##### .1.2 - Agility

1. Any physical activity where nimbleness and smoothness of movement are the primary requirements.

**Examples**

* Climbing
* Jumping
* Parkour
* Dodging
* Dancing

##### .1.3 - Precision

1. Any physical activity where accuracy of movement is the primary requirement.

**Examples**

* Throwing
* Tightrope walking
* Ranged combat
* Picking locks
* Playing a musical instrument
* Sleight of hand
* Sneaking

##### .2 - Mental Subskills

###### .2.1 - Knowledge

**Examples**

###### .2.2 - Wisdom

**Examples**

###### .2.3 - Presence

**Examples**

##### .3 - Spiritual Subskills

###### .3.1 - Curses

1. Curses are fueled by Health and their use depletes HP.

**Examples**

###### .3.2 - Spells

1. Spells are fueled by Sanity and their use depletes SP.

**Examples**

###### .3.3 - Hexes

1. Hexes are fueled by Essence and their use depletes EP.

**Examples**

#### Tier 3 Skills

##### .1 - Athletics Subskills

###### .1.1 - Strength

###### .1.2 - Stamina

###### .1.3 - Resilience

##### .2 - Agility Subskills

###### .2.1 - Acrobatics

###### .2.2 - Haste

###### .2.3 - Reflexes

##### .3 - Precision Subskills

###### .3.1 - Finesse

###### .3.2 - Dexterity

###### .3.3 - Stealth

##### .4 - Knowledge Subskills

###### .4.1 - Academics

###### .4.2 - Deduction

###### .4.3 - Communication

##### .5 - Wisdom Subskills

###### .5.1 - Perception

###### .5.2 - Intuition

###### .5.3 - Resourcefulness

##### .6 - Presence Subskills

###### .6.1 - Persuasion

**Examples**

###### .6.2 - Deception

1. Any interaction where the goal is to conceal the truth or pass off falsehood as truth.

**Examples**

###### .6.3 - Intimidation

**Examples**

##### .7 - Curses Subskills

###### .7.1 - Enchanting

1. Placing effects onto objects.
2. 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

**Examples**

###### .7.2 - Beholding

1. 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

**Examples**

###### .7.3 - Transmutation

1. 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

**Examples**

##### .8 - Spells Subskills

###### .8.1 - Invocation

1. Causing effects over an area.
2. These effects cannot directly do something that would require a different form of magic. Specifically:
   1. Placing effects onto objects (that requires Enchanting).
   2. Observing other places or things (that requires Beholding).
   3. Changing the form of matter (that requires Transmutation).
   4. Causing hallucinations (that requires Illusions).
   5. Creating matter from nothing (that requires Fabrication).
   6. Placing effects onto beings (that requires Jinxes).
   7. Physically manipulating objects or beings (that requires Possession).
   8. Removing existing effects from objects or beings (that requires Restoration).
3. Invocation can, however, be combined with another form of magic to produce a compound effect.

**Difficulty increases with:**

* Number of targets
* Distance to target
* Volume of area affected
* Strenth of effect
* Complexity of effect

**Examples**

###### .8.2 - Illusions

1. 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

**Examples**

###### .8.3 - Fabrication

1. 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

**Examples**

##### .9 - Hexes Subskills

###### .9.1 - Jinxes

1. Placing effects onto beings.
2. 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

**Examples**

###### .9.2 - Possession

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

**Examples**

###### .9.3 - Restoration

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

**Examples**

#### \* Tier 4 Skills (Skill Specialties)

1. Tier 4 Skills work the same way as the previous Tiers, except that they are not pre-assigned; What they are is chosen by the player (with GM approval). Because of this, they are considered to be Specialties under a Tier 3 Skill.

**Examples**

## Combat Rules

### Combat Basics

#### Terms

1. Engagement: A formal combat altercation requiring the use of the combat rules.
2. Group: A set of characters who will all take their turns in combat at the same time.
3. Turn: All actions taken by all characters in a Group within the designated window of time (generally ~5 seconds).
4. Round: A complete cycle of 1 turn by every Group involved in an engagement.

#### Initiative

1. Initiative is a roll taken by each Group entering combat to determine the order of turns within that engagement.
2. Attacking Groups roll Resourcefulness and defending Groups roll Reflexes.
3. Players each roll individually and the highest roll is used for the entire Group.
4. The GM rolls once for each NPC Group.
5. After rolling, each Group applies their Advantage Modifier to their rolls (see Applying Advantage To Initiative).
6. Any ties after Advantage Modifiers are broken via flat d100 roll.

#### Applying Advantage To Initiative

1. The Advantage Modifier of a Group is the net of the Advantage Modifiers of all characters in that Group.
2. For every 2% of Advantage or Disadvantage (rounded up) on an NPC Group, the GM makes another roll.
3. If a Group has more than +10% Advantage, they automatically take the first turn in combat; If they have more than -10% Disadvantage, they take the last.
4. If more than one Group defaults to the first or last turn, it is considered a tie in the same way that a standard initiative tie would be.

**Examples**

* An NPC Group consists of 3 characters. These characters have Advantage Modifiers of +5%, -12%, and +3%. The Advantage Modifier for the Group is therefore (5 - 12 + 3)%, or -4%. The GM makes 1 roll, plus 2 additional rolls due to the +/-4% of Advantage Modifier on the Group. These rolls are 45%, 31%, and 67%. The highest roll is used for the Group (67%), and has the Group's Advantage applied to it, for a final Initiative of 63% for the Group.
* A player Group consists of 2 characters. These characters have Advantage Modifiers of -4% and -8%. The Advantage Modifier for the Group is therefore (-4 - 8)%, or -12%. Because of this, the Group will automatically take the last turn in combat.

#### Entering Combat

1. The players and GM choose what the Groups for the combat engagement will be.
2. All Groups roll for initiative.
3. The result of initiative determines initial turn order.
4. The first round then begins.

#### Combat Turns

1. Each turn in a combat engagement represents roughly 3 seconds of time.
2. During a turn, each character can do 3 low-effort actions, 2 medium-effort actions, 1 medium- and 1 low-effort action, or 1 high-effort action.
3. During a Group's turn, characters can take actions in any order, including simultaneously.

#### \* Changes To Groups And Turn Order

1. During a Group's turn, any characters within the Group may choose to split from the Group and take turns separately in place of their normal actions. This decision must be made before any other actions are taken by any characters.
2. After splitting from their Group, characters have two choices: Jump ahead in turn order, or fall behind in turn order.
3. If the next Group ahead or behind is an allied Group, a character can choose to either pass over it in the turn order, or join that Group.
4. If the next Group ahead or behind is an enemy Group, a character must roll Resourcefulness against that Group's Reflexes. If successful, the character passes over the enemy Group in the turn order. If unsuccessful, the character forms a new Group at their current place in turn order and their turn ends.
5. Once a character has finished changing their turn order, either by joining an allied Group or by forming a new Group, they then wait for their next turn (later in the current round if they fell behind, or in the next round if they jumped ahead).
6. Their previous Group then resumes their turn as before.

#### Joining A Combat Engagement In Progress

1. A Group joining a combat engagement in progress is placed into the combat turn order depending on the other Groups in the engagement.
2. If the new Group is not allied with a Group already engaged, the new Group must remain separate and take combat turns separately from all other Groups.
3. If the new Group is allied with a Group already engaged, the new Group may choose to join an existing Group of allies, or to remain separate and take turns separately.
4. If a new Group joins combat separately:
   1. The new Group rolls initiative against the Group they are attempting to attack.
   2. If the new Group's initiative roll was successful, the Group joins combat ahead of the targeted Group and takes a turn immediately.
   3. Otherwise, the new Group joins combat behind the targeted Group and does not take a turn.
5. If a new Group joins an allied Group:
   1. The characters in the new Group roll initiative against the Group they are attempting to attack.
   2. If the new Group's initiative roll was successful, the characters in the Group take a turn immediately.
   3. Otherwise, the characters in the new Group do not take a turn.
   4. In either case, the new Group then merges with the Group they are attempting to join.
6. Combat then resumes from the next turn prior to the new Group entering the engagement.

**Examples**

* A player's party is engaged with a Group of bandits, but the player got separated from the party before the combat started. This player attempts to join combat after their allies just took a turn. They choose to join their allies' Group in the engagement, so no new Groups are added to the turn order and they will take turns with their allies. The player rolls initiative against the bandits and succeeds, so they take a turn immediately. Combat then resumes as before with the bandit Group's turn.
* A player's party is engaged with a Group of bandits, but the player got separated from the party before the combat started. This player attempts to join combat after their allies just took a turn. They choose to remain separate from their allies' Group in the engagement, so they are added to the combat as a separate Group. The player rolls initiative against the bandits

#### Leaving Combat

1. 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.
2. Characters are able to leave combat without their Group, leaving the rest of the Group in the combat engagement.
3. A combat engagement ends when all enemies are neutralized and/or it would take 2 or more combat turns for any additional enemies to engage.
4. Any character that leaves combat and then re-enters must follow re-engagement rules (see Joining A Combat Engagement In Progress).

#### # Managing Combat Engagements

1. When large numbers of NPCs are involved in a combat engagement, tracking each individual NPC's actions and stats takes a lot of time away from the action without any significant benefits. Because of this, NPCs should be divided into and tracked as Groups. Maintaining 1-5 Groups keeps combat moving quickly and keeps players more engaged.
2. Groups of NPCs should have their stats scaled based on the overall difficulty of the Group compared to an individual NPC (e.g., a Group of 10 individuals should be 10 times as difficult as a single individual). The GM should use their best estimate for the difficulty of a Group of mixed NPC types.
3. The difficulty of a Group should decrease as it takes damage, to account for individuals within the Group becoming incapacitated.
4. For small engagements, each NPC can be tracked individually without problems. Large engagements *can* be played with each NPC managed individually, but this should only be done if it is important to the story to keep the characters' combat actions separate, as it will increase the complexity and time involved in the engagement.

## Items

### Vitals Restoration Items

1. Some items can be used to recover Vital Points in various ways.
2. Some restoration items have downsides or side effects.
3. Templates and examples are provided, but custom items are allowed and encouraged.

#### .1 - General Restoration Items

1. Any item that restores Vital Points is considered a restoration item. This designation does not inherently make an item special, rare, or valuable.

**Examples:**

* A character applies a bandage and recovers a small amount of HP.
* A character takes an anti-psychotic medication and recovers a small amount of SP.
* A character consumes an herb and recovers a small amount of EP.
* A character splashes cold water on their face and recovers a small amount of CP.

#### .2 - Quick-Recovery Items

1. Some restoration items allow very rapid refill Vital Points as a way to quickly prepare for or recover from bad situations, or for other more creative purposes.
2. Quick-recovery items should be in limited supply and hard to get in order to encourage smart use of them and discourage them becoming a crutch or a reason to behave carelessly.
3. There is 1 official quick-recovery item for each Vital and 1 item which negates their effects, but custom items can be created as desired.

##### .2.1 - Lozenge

1. Lozenges are pills that, when swallowed, shuts down all bodily function except thought for 1 hour per pill.
2. At the end of the effect's duration, bodily function is restored and the user's Health Points are restored to maximum.
3. Additional doses add to the effect's duration, but after the first dose's effect, no additional benefit is gained.
4. The user is physically helpless for the duration of Lozenge's effect.
   1. I.E., they cannot use any Physical Skills but are aware of their surroundings and can use Mental or Spiritual Skills at GM discretion.

##### .2.2 - Thistle

1. Thistle is an herb that, when smoked, puts the user into a coma for 1 hour per dose.
2. At the end of the effect's duration, mental function is restored and the user's Sanity Points are restored to maximum.
3. Additional doses add to the effect's duration, but after the first dose's effect, no additional benefit is gained.
4. The user is mentally helpless for the duration of Thistle's effect.
   1. I.E., they cannot use any Mental Skills and are unaware of their surroundings but can use Physical or Spiritual Skills at GM discretion.

##### .2.3 - Starshine

1. Starshine is a liquid that, when drunk, suppresses all Spirit function for 1 hour.
2. At the end of the effect's duration, Spirit function is restored and the user's Essence Points are restored to maximum.
3. Additional doses add to the effect's duration, but after the first dose's effect, no additional benefit is gained.
4. The user is incapable of using magic for the duration of Starshine's effect.
   1. I.E., they cannot use any Spiritual Skills.

##### .2.4 - Lichen

1. Lichen is a fungus that, when eaten, knocks the user unconscious for 1 minute per dose.
2. At the end of the effect's duration, consciousness is restored and the user's Cognizance Points are restored to maximum.
3. Additional doses add to the effect's duration, but after the first dose's effect, no additional benefit is gained.
4. The user is helpless and unaware for the duration of Lichen's effect.
   1. I.E., they cannot do anything and are unaware of their surroundings.

##### .2.5 - Jolt

1. Jolt is a stimulant that, when injected, cancels the effects of Lozenge, Thistle, Starshine, or Lichen.
2. 1 dose is needed per dose of each quick-recovery item. A dose of Jolt works against all quick-recovery items simultaneously.
   1. I.E., if 2 doses of Jolt are given to a character who was given 1 dose of Lozenge, 3 doses of Thistle, and 2 doses of Starshine, the effects of the Lozenge and Starshine would be canceled, and the effects of Thistle would be reduced down to 1 dose.

### Weapons

#### Weapon Types

1. Weapon Types indicate how a weapon is classified with regards to shape, construction, function, etc.
2. Weapon Types indicate how weapons can be used situationally. I.E., a melee weapon cannot be used outside of melee range unless it is thrown.
3. Weapon Types can have subtypes for more specific classification if desired.

##### Common Weapon Types

1. The exact Types of a weapon are ultimately up to GM discretion when creating items, but a list of common types is provided. Any of these Types can be used as a main type or a subtype as desired for a particular item.
   1. Melee
   2. Ranged
   3. Improvised
   4. Short-Range
   5. Long-Range
   6. Firearm

#### \* Weapon Classes

1. Weapon Classes are an optional indicator of the danger level of an item's intended use. They can add an interesting and/or useful element to the game, but are not necessary if you don't want to add the extra complexity.
2. The main use of Weapon Classes is for restricting the items allowed in certain areas or for certain tasks, but they can also be used for story-related purposes, or whatever you want them to do within your game.
3. The weapon classes are:
   1. Class 5: Utility
      1. Anything used as a weapon that is not intended to be a weapon (i.e., improvised weapons) falls under this class.
   2. Class 4: Harassment
   3. Class 3: Minor Injury
   4. Class 2: Major Injury
   5. Class 1: Death
   6. Class 0: Cruel or Unusual
      1. Class 0 is a modifier for other classes. I.E., everything from a knife to a minigun is a Class 1 weapon, but a flamethrower is a Class 10 weapon. Similarly, a pool cue or a hammer is a Class 5 weapon, but drowning someone with a pot of tea is a Class 50 weapon.
4. The class assigned to unarmed combat depends on a character's level of training.
   1. An untrained person is Class 5 if acting in self-defense, or Class 3 if instigating.
   2. A semi-trained fighter is Class 3 if acting in self-defense, or Class 2 if instigating.
   3. A master of hand-to-hand combat is Class 1, whether acting in self-defense or instigating.

#### \* Weapon Categories

1. Weapon Categories (or simply Categories) are an optional indicator of the specific methods that an object works in, especially to deal damage.
2. Categories can be made more specific with Subcategories.
3. Categories are used to restrict the types of weapons that can be used for situations, the types of weapons that Defenses are able to block, the ammunition that a weapon can use, or any other purpose that a GM finds useful for their game.
4. Categories (and any Subcategories they may have) must have a name describing their intended function and effects.
5. Categories must have a unique 2-letter abbreviation and Subcategories must have a unique 1-letter abbreviation within their Category, if possible. If not, additional letters can be added.
   1. E.G., the Category Bludgeoning is abbreviated as BD, and the Category Energy Transfer is abbreviated ET. The Energy Transfer Subcategory Thermal is abbreviated T. The Category Environmental Influence also has the Subcategory Thermal, also abbreviated T, but because it is under a different main Category, this is allowed.
6. For clarity, the first 2 letters of a Category abbreviation and the first 1 of a Subcategory abbreviation must be in [UPPERCASE] and any needed additional letters must be in [lowercase].
   1. E.G., A custom Category "Extruding" might be abbreviated as EXt in order to be distinct from Explosive (EX) and Energy Transfer (ET). Similarly, a custom Subcategory for Energy Transfer "Psychic" might be abbreviated as Ps in order to be distinct from Photon (P).

##### \* Using Weapon Categories

1. Items can have Categories attached to indicate how they work, or the kinds of ammunition or power sources they accept, or the kinds of weapons a Defense can block, or another purpose that a GM assigns.
2. In general, Categories are used to compare the compatibility between two items.

##### \* Applying Weapon Categories To Items

1. Add all Categories that apply.
2. It's recommended to list Categories in alphabetical order for consistency.
3. For Categories that have Subcategories:
   1. If no Subcategories are specified, all are assumed to apply.
   2. To specify "Only these Subcategories", list the desired Subcategories in the form "CT+A,B,C".
      1. I.E., a plus sign "+" directly after the Category, then all Subcategories separated with commas.
      2. This is read as "category, only A, B, and C".
   3. To specify "All except these Subcategories", list the desired Subcategories in the form "CT-A,B,C".
      1. I.E., a minus sign "-" directly after the Category, then all Subcategories separated with commas.
      2. This is read as "category, all except A, B, and C".
4. Categories should be separated with semicolons ";" if listed on the same line of text.

**Examples**

* A weapon for which bludgeoning and crushing apply would be categorized as:
  + BD; CS
* A weapon for which all forms of energy transfer apply would be categorized as:
  + ET
* A weapon for which acoustic and thermal energy transfer apply would be categorized as:
  + ET+A,T
* A weapon for which all forms of energy transfer except kinetic and spiritual apply would be categorized as:
  + ET-K,S
* A weapon for which Crushing, all forms of Function Disruption except Chemical and Mechanical, Plasma Fluid Spray, and Lacerating apply would be categorized as:
  + CS; FD-C,M; FS+P; LC

##### \* Weapon Category List

1. GMs can create new Categories as desired, but a list of official Categories is provided. Some official Categories have Subcategories provided as well.
   1. BD - Bludgeoning
   2. CS - Crushing
   3. ET - Energy Transfer
      1. A - Acoustic
      2. E - Electromagnetic
      3. K - Kinetic
      4. P - Photon
      5. R - Radiation
      6. S - Spiritual
      7. T - Thermal
   4. EI - Environmental Influence
      1. G - Gravitic
      2. E - Electromagnetic
      3. T - Thermal
      4. S - Spiritual
      5. W - Weather
   5. EX - Explosive
   6. FD - Function Disruption
      1. A - Atomic
      2. B - Biological
      3. C - Chemical
      4. E - Electromagnetic
      5. M - Mechanical
      6. S - Spiritual
   7. FS - Fluid Spray
      1. G - Gas
      2. L - Liquid
      3. P - Plasma
      4. S - Fluidized Solid / Particulate
   8. LC - Lacerating
   9. PC - Puncturing
   10. PD - Payload Delivery
   11. PJ - Projectile
       1. B - Ballistic
       2. S - Self-Propelled
   12. PT - Penetrating

#### Weapon Templates

1. Custom weapons are allowed and encouraged, but if a GM does not want to create them or just needs a starting point, a list of templates are provided. These templates can of course be modified as well.

##### Unarmed Combat

* + Types:
    - Melee
    - Improvised
  + Range: Melee
  + AP:
    - VP: 1d4 - 1
  + \* Grade: [Attacker's Brawn] - [Defender's Mass]
  + \* Class: Depends on training; See Weapon Classes.
  + \* Categories:
    - BD; CS; ET+K

## \* Scaling

### \* Scales

1. Scales are an optional set of values used to adjust the effectiveness of Skill Check and effect rolls.
2. Scales start at 0 and extend upward and downward. Scale 0 indicates the average for a game's setting (i.e., in a game with only human or humanoid characters, Scale 0 indicates human average). Positive Scale values indicate above average, and negative Scale values indicate below average.
3. ~~Each Scale value up is approximately 1.35x the value below. Each scale value down is approximately 1/1.35x the value above it. The exact multiplier values are rounded slightly to make the math involved simpler.~~

#### \* Scale Modifiers

1. Scale Modifiers are the specific multiplier values to apply to rolls. The Modifier used depends on the Scale relevant to the roll.
2. The Scale Modifier values (within a reasonable distance of 0) are:
   1. -20?
   2. -10
   3. 0
   4. +10
   5. +20?

#### \* Base Game Scales

##### \* Size

1. Size indicates the largest dimension of a character. For a humanoid, this would be their height; For a species such as an alligator, this would be their length instead.
2. Size affects the difficulty to hit a character. The smaller a character is, the harder they are to hit, and the larger, the easier.
3. When making a Skill Check to hit a character, apply the Scale Modifier of  
   ([defender's Size] - [attacker's Size]).

**Examples**

* A Size 0 character tries to attack a Size 0 character. The difference between their Sizes is (0 - 0) = 0, so the effect roll is unchanged.
* A Size 1 character tries to attack a Size 0 character. The difference between their Sizes is (0 - 1) = -1, so the effect roll is reduced.
* A Size -1 character tries to attack a Size 0 character. The difference between their Sizes is (0 - (-1)) = (0 + 1) = +1, so the effect roll is increased.

##### \* Mass And Brawn

1. Mass and Brawn are interrelated, and must be used together.
2. Mass indicates the weight or density of a character.
3. Mass affects how resiliant a character is to taking melee damage. The denser a character is, the less they are affected by a hit.
4. Brawn indicates the muscle power of a character. As a shorthand, think of Brawn as how much weight they can lift.
5. Brawn affects how effective a character is at dealing melee damage. The stronger a character is, the harder they hit.
6. When making a Skill Check to hit a character with melee, apply the Scale Modifier of  
   ([defender's Mass] - [attacker's Brawn]).

**Examples**

* A Brawn 0 character lands an attack on a Mass 0 character. The difference between their Brawn and the target's Mass is (0 - 0) = 0, so the damage is unchanged.
* A Brawn 1 character lands an attack on a Mass 0 character. The difference between their Brawn and the target's Mass is (1 - 0) = +1, so the damage is increased.
* A Brawn -1 character lands an attack on a Mass 0 character. The difference between their Brawn and the target's Mass is ((-1) - 0) = -1, so the damage is reduced.

##### \* Wit

1. Wit indicates the speed a character is able to process information at.
2. Wit is not an indicator of intelligence. A character who is very stupid but has very high Wit is simply able to produce stupid thoughts much faster than usual.

**Examples**

##### \* Prowess

1. Prowess indicates the potency of a character's magic.
2. Prowess is not an indicator of magical competence. A character who is magically inept but has very high Prowess is far more likely to accidentally kill themself and everyone around them with a powerful magical misfire than they are to succeed at a simple magical task.

##### \* Grade

1. Grade indicates the quality of an item. The effect of an item is greater at higher Grades and lesser at lower Grades.

# Materials

## Materials List

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

## Materials Document

[Fractal (in development) - Materials](https://docs.google.com/spreadsheets/d/1it0XsTjvm6J6l9Tzyz928JYYrgV79-lAsx0Z2RLDND0)

{spreadsheet}

{pdf}

Make a copy of the document to edit it.

# Lore

## Lorebook

[Fractal (in development) - Lorebook](https://docs.google.com/document/d/1n8Wcuwus8SgiQjtlTCeXiQnvkIglQwPPmRMpXY0ZdR4/edit#heading=h.k1hdfkcv72uy)

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# Main Document

[Brief system overview and links to all versions' materials and Discord server.](https://docs.google.com/document/d/1Di0UDX2f8aMg9MAPPGzFBmBiDwQyURgkFFnE2QvkkfA)