# TURBO #pragmaticus Bootstrapper

This document serves as a reference of the most important rules of TURBO #pragmaticus, meant to quickly prepare (bootstrap) new players to play the system. No setting information is given here, and many rules are omitted, so you’ll probably have to read the full rules eventually.

How the Game is Played:

TURBO #pragmaticus is played like a traditional role-playing game, where one person assumes the role of the Game Master (GM), who prepares the game, the game world, and the monsters and other non-player characters in it, and other players play a single character each (PC – Player Character) as their avatars in the game world.

It’s assumed that at least the GM knows the full rules of the game.

You’ll need a lot of various polyhedral dice (especially d12s and d6s), character sheets for everyone, some extra paper and pencils to write with.

Units of Measurement:

Distance is measured in **Quasioggs** **[Qo]**.

One Quasiogg is loosely defined to be somewhere around 1.5 metres, 5 feet, or the heights of a short witch.

Elements of Character:

Each character has a set of Primary Attributes, Secondary Stats, Skills, Specializations, and also a few Traits and Perks.

Primary Attributes:

A character’s Primary Attributes are:

* **Might:** Physical strength and endurance
* **Agility:** Physical coordination and speed
* **Reaction:** Perception and reflexes
* **Intelligence:** Ability to learn and reason
* **Equilibrium:** Composure and self-control
* **Cunning:** Creativity and ability for deception
* **Presence:** Charisma and force of will

Attributes are abbreviated with MIG, AGI, REA, INT, EQU, CUN, PRE.

For each Primary Attribute, characters have three values:

* **Base value:** Rated from 1 to 12. 1 is really poor, practically a disability, and 12 is legendarily good. Base values are often denoted with a pound before the attribute abbreviation (#MIG, #INT etc.).
* **Effective value:** Base value adjusted for any modifiers coming from species, Traits and Perks. Denoted with square brackets: [CUN].
* **Modifier:** The number you’ll use for most calculations in the game. You get the modifier as: **[Effective value]/2 – 1** (round down when dividing). It is denoted without any special markings (just EQU, PRE etc.).

Secondary Stats:

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Skills & Skill Tests:

**Skills** represent a character’s areas of expertise and other things they may be good at. Whenever the outcome of the character’s actions is not certain in the game, we use the **Skill Test**, the game’s fundamental mechanic, to find out if they succeed or not.

There are 28 base Skills in the game, 4 for each of the 7 Attributes. The Attribute to which a Skill belongs is its Primary Governing Attribute (PGA). Each Skill also has a Secondary Governing Attribute (SGA), which may or may not be different than its PGA.

Every character has 0 to 6 Ranks in any given Skill, describing how proficient they are with it (0 = no experience, 6 = mastery).

When rolling a Skill Test, we need to know what the testing character’s **Skill Exponent** is for that test. The higher their overall Skill Exponent, the higher their chances of succeeding. To calculate it, add the modifier of the Skill’s PGA and the number of Ranks the character has with the Skill. Also add the modifier of the Skill’s SGA – 1, if that modifier is at least 2.

There are 4 kinds of Skill Tests which determine what happens after rolling the dice:

* **Standard:** Compare the number of generated successes to a static DC (Difficulty Class) value determined by the GM. If you got at least that many or more, you succeed. DC values typically go from 1 (trivial) to 13 (accomplishing that would be a miracle).
* **Opposed:** Your opponent also rolls a Skill Test and the one with more successes wins. Ties are mostly broken with Perks or, in the absence of those, with a fair d6 roll.
* **Graduated:** Every roll with at least 1 success is passed, but more successes increases the magnitude of success.
* **Knowledge:** Same as Graduated tests, but PGA and/or SGA get replaced with Intelligence if they are not either Intelligence or Cunning. Used to determine what the testing character knows about a certain subject.

A Skill Test is rolled with a pool of 12-sided dice, usually consisting of 3 to 5 dice (by default it’s 3). After rolling, compare each die with the table below to determine whether it counts as 0, 1, 2 or 3 successes.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Exp.** | **Min. roll for Success** | | | **Minimal DC** | |
| **1S** | **2S** | **3S** | **Diff.** | **Chal.** |
| 0 | - | - | - | - | - |
| 1 | 12 | - | - | 1\* | 2 |
| 2 | 11 | - | - | 2 | 3 |
| 3 | 10 | - | - | 3 | 4 |
| 4 | 10 | 12 | - | 3 | 5 |
| 5 | 9 | 12 | - | 4 | 5 |
| 6 | 8 | 12 | - | 4 | 6 |
| 7 | 8 | 11 | - | 5 | 6 |
| 8 | 7 | 11 | - | 5 | 7 |
| 9 | 7 | 10 | - | 6 | 7 |
| 10 | 7 | 10 | 12 | 6 | 8 |
| 11 | 6 | 10 | 12 | 7 | 8 |
| 12 | 5 | 10 | 12 | 7 | 9 |
| 13 | 5 | 9 | 12 | 8 | 9 |
| 14 | 5 | 9 | 11 | 8 | 10 |
| 15 | 4 | 9 | 11 | 9 | 10 |
| 16 | 4 | 8 | 11 | 9 | 11 |
| 17 | 4 | 7 | 11 | 10 | 11 |
| 18 | 4 | 7 | 10 | 10 | 12 |
| 19 | 3 | 7 | 10 | 11 | 12 |
| 20 | 3 | 7 | 9 | 11 | 13 |
| 21 | 3 | 6 | 9 | 12 | 13 |
| 22 | 3 | 6 | 8 | 12 | 14 |
| 23 | 3 | 5 | 8 | 13 | 14 |
| 24 | 3 | 5 | 7 | 13 | 15 |

This table is also used to determine how high a DC you need with a certain Skill Exponent for the test to be regarded as Difficult or Challenging (relevant for advancement).

Skill Tests – Supporting Mechanics:

With Skill Tests being the fundamental mechanic of the game, there are several important other mechanics that supplement it.

### Circumstance Modifiers (CM):

Circumstance Modifiers represent temporary, situational advantages and disadvantages that may be present during a test. These modifiers are stacked up to 3 or down to -3. With a positive total CM, you roll that many additional dice, then discard the lowest ones (so that you end up with the same number of dice as you would without any Circumstance Modifiers). With a negative total CM, you also roll that many additional dice, but discard the highest ones.

### Automatic Successes:

What it says on the tin. These successes are not rolled for, but are simply added on top of those generated by rolling dice.

### Focus:

**Focus** is an important stat because most abilities that bolster Skill Tests in one way or the other cost Focus. We say “cost” but Focus is not really spent; it only represents a limit to the number of abilities that can be used on a single test. As the character suffers injuries and other **Hardships**, their Focus score will drop until they recover.

### The Rule of the Ellipse (RotE):

What has two points of focus? An ellipse. And also, hopefully, your character.

This rule can be invoked whenever a character is attempting any Skill Test. It allows them to:

* **Roll 1 additional d12 and keep it** for this specific test, at a cost of 1 Focus point.

Or, alternatively (and preferably):

* **Roll 2 additional d12s and keep them** for this specific test, at a cost of 2 Focus points.

This rule is always available to all characters and creatures, and requires no Attribute, Trait or Perk requirements (so long as they have enough Focus points to spend).

The Rule of the Ellipse is a monumental boost for any Skill Test, and if a character can’t use it, it usually means that he’s in a troublesome situation – Tired, Stressed and Wounded – and sometimes all three.

### Effort:

### Skill Synergies:

### Aid:

Skill Specializations:

Traits & Perks:

**Perks** are simply special abilities that make your character more potent in some way, and often differentiate them from other characters. A number of Perks are selected upon character creation, and then each time a character levels up.

**Traits** are somewhat like Perks, but they often have drawbacks too. They also provide role-playing hooks for the character. Traits are usually picked only during character creation.

Character In The Narrative:

Traits, Backstories, Beliefs, Instincts, Vestiges