

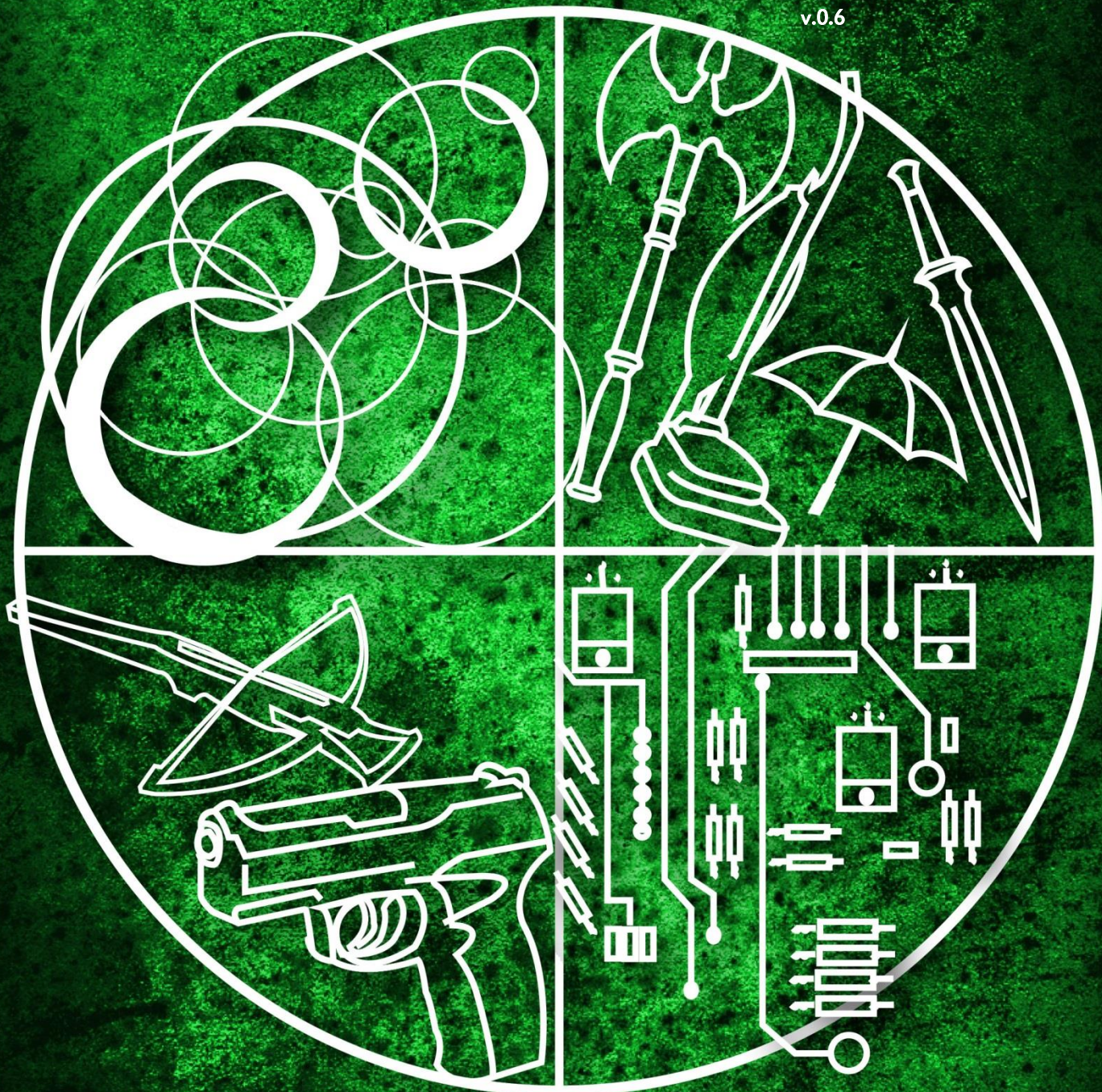


BA Productions Presents-

# SOLIPSTRY

a new approach to table-top RPGs

v.0.6



Bennett & Rinehart



Do not print this page

## Solipsism

*The belief that all the world exists only in your own mind.*

Do Not Print This Page

ROLEPLAYING .....	9
CHARACTER CREATION .....	10
ATTRIBUTES.....	11
RACES .....	17
SKILLS .....	21
Custom Skills.....	32
EQUIPMENT.....	33
Weapons .....	33
Augments.....	33
Improvised Weapons.....	35
ARMOR .....	35
DEFENSES .....	36
SPELLS BY SCHOOL .....	36
FORTUNE POINTS .....	38
TRUTHS .....	38
TALENTS.....	39
SPELLS.....	44
Reading a Spell .....	44
COMBAT .....	62
Determining Turn Order:.....	62
Taking a Turn.....	62
Order of Events.....	62
ACTIONS IN COMBAT .....	63
ATTACKING (WITH) OBJECTS.....	67
STATUS EFFECTS.....	67
DEATH, DYING, AND THE UNCONSCIOUS CONDITION .....	69
SKILL CHALLENGES .....	69
LEVELING UP .....	70
ENEMIES .....	70
CAMPAIGN SETTINGS.....	74
GLOSSARY .....	82
INDEX .....	89

## Dedication

I would like to thank the Bennett family, without whom this book, and my collection of musty old rule books, would not exist.

## Credits

### Pre-Alpha Testers:

Rossuthela “Ross” Brunner  
Courtney Bohland  
Cory Skold

### Alpha Testers:

Ryan Brunner  
Jonathan Krueger  
Courtney “Bobo” Bohland  
Stephen Ster  
Willis “Fluffy” Fulmer  
Steve “Fitz” Long

### Beta Testers:

Tom Bennett  
Troy Zimmerman  
Brock Neff  
Marc Casteel  
Robert “Squishy” Willson  
Brett Seber  
Mark Williams

### Artists:

Willis “Fluffy” Fulmer  
Steven Long  
Austin Priborsky

### Special Thanks:

Rossuthela “Ross” Brunner, the first Alpha Tester, for his efforts and hours spent correcting this document, making a functional character builder, and suffering through plotless combat.

Stephen Ster and Elijah Rinehart for suggesting mechanics and spells.

Taylor Carlson for going above and beyond on the original character sheet. Despite our needs changing to outgrow it, the sheet was an invaluable tool in early testing and development.

Everyone who was played an early version of this game or given encouragement along the way.

Font used: Ingleby RACHEL TODO MAKE THIS OFFICIAL  
Steelfish

## Changelog

- 0.1** Initial Release
- 0.2** Clarified unclear text, fixed various mechanics and grammar, added changelog, added version note to cover, clarified spell tables, added some art, added Faith Healing Talent, added new rules concerning prayer, redefined weakened, changed rules regarding healing the dying.
- 0.3** Fixed Table of Contents, updated Nature benefits, added eight new talents and three new spells, rediscovered six old spells, renamed Demolitions/Use Device to Engineering, Name changed to from "Name of Game" to "Chimera." Flavoring added. Updated the introduction, overhaul of Luck and Prayer, updated credits, attribute list added, revamped all spells and talents to align with design goals.
- 0.4** Examined over 150 comments. Corrected typos in "Inspire Allies" branch of spells, changed "acknowledgements" page, disguise changed into stealth, redefined weakened (again), redid math (including hit points), overhaul of Block mechanic. Images fixed and added, examined for typos and RAW issues, speed (non-attribute) changed to movement, various flavor updates, reworked attribute flavor to match average of twenty. Added stealth to racial sizes. Added confused as a condition, added several new spells. Overhaul of ranges for spells. Fixed language perks, clarified rules for summoned armor. Adjusted leveling rate, clarified armor selection to avoid an exploit, did a lot of fortune point work. Standardized improvised weapons. Fixed discrepancies about magic regeneration. Added Power Words. Added invisibility, ripple, relinquish, combust spells, Friendlier Fire talent. Added shrink, grow, conceal. Empulse can push. Added disrupt effect. Added blocking talents, defend through talents [deflect projectiles, take attack for a friend, disarm, etc.]. Added mechanic: Trade 5 Fortune Points for an extra standard action. Re-examined Lockpicking perks. Fixed an unbalancing of luck and block. Removed Light Armor as a prerequisite for spells. Fixed lengthy spell prereqs. Adjusted Nature perks. Added phasing and intangible. (we didn't have intangible!) Fixed some heal issues.
- 0.41** Fixed glaring typos. Added rules for conjured items. Added new Talent, "Can't Touch This", added dispelled, added some rules for intangible. Added rules for spells that take longer than one round to cast. Added spell-like prayers to Religion. Added attacking beyond Range.
- 0.42** Fixed that dreaded table of contents, changed everything to green, updated some grammar
- 0.5** (The one where we finally got magic right) Changed to new green. Added alter self and Tar and Feather, added note about Power Words for GMs. Fixed prereqs in Talents. Fixed the athletics skill point distribution. Clarified some levelling things, redefined Insubstantial. Defined how phasing works with the environment (caster chooses). Eradicated hit points as a level up feature. Added disarm. Nerfed Potent magic, fixed a lot of prereq issues with spells (eliminated school 10, cleaned up confusing and redundant ones, etc.) Renamed fear/terror spells. Added "Cleanse" series of spells. Created metamagic "school", reassigned some spell schools mostly from Alteration. Deleted Animal Trick, Despair, Control Mind, and Energy Resistance tree. Changed spell prereqs to 10. Contort changed to Bone Spikes, conj. Turned Attr bonuses into Talents. Nerfed Inspire Allies. Buffed Demoralize. Reworded Reflect, Read Object, and number of other spells. Lot of spells changed schools. Effect stacking, creature vs enemy clarifications. Added backfire. I finally did the stinking monsters. Eradicated alignment. Fortune points can now increase defenses. Changed Religion/Prayer skill to Religion. Why? Because that was a bulky name. Added Teleport spell, increased teleportation and improved teleportation Talents. Renamed Engulf "Curtain of Fire". Greatly increased number of conjuration spells—summon ally, wreckage zephyr, maelstrom of shards, debris slam. Renamed "Wave" to Tempest. Changed color scheme from blue to green. Eradicated "close burst" language. Added slippery slope talent. All skills now have bonuses, more consistent coloring, index updated. Lockpick changed to Security, added rules for natural weapons, hidden checks, DC 0 checks, added sample characters, clarified rules for homebrewing characters, Added monster rules if that isn't already listed, added cyberpunk setting and westerns setting. Added custom skills. Added knowledge tiers. Added some new setting and also monsters are playable. Changed Athletics bonuses, updated campaign settings, removed references to speed (now movement). Updated Skill perks.
- 0.6** Clarified Power Words, fixed stupid math. NAME CHANGE! ("Chimera" to "Solipstry"), reordered character creation, fixed incorrect statement about levelling up. Rewrote Introduction (okay, removed introduction. The new one hasn't been written yet...). Renamed primary/major skills to starter. Clarified Quick Draw, Cleaned up some spells. Fixed exorcise, added Rooted in Faith Talent. Cleared up prayer confusion. Changed Religion to Enlightenment. Added Summon Bigger Fish. Overhaul of prayer and enlightenment. Renamed prayers truths. Added Share the Enlightenment spell. Changed Pickpocket/sleight of Hand to Sleight of Hand. Added Lesser heal. Cleaned up Talents. Overhaul of Augments, new character sheet, nerfed unarmed combat, Cleaned up the layout again. Added a few new Talents, cleaned up a lot of spells. Re-examined flavor text. Rewrote a lot of old and/or misleading text. Moved Talents, Simplified Talents to favor generic (also removed a few Talents). Examined Spell Costs. Potent Magic got buffed. Cleaned up dedication. Did a lot of layout work in preparation for merge. Enlightenment table changed yet again, probably unrecognizable to 4.2ers. Merged extraneous documents (races, etc).

## Introduction:

### What is Solipstry?

If Solipsism is the belief that the entire world exists only in your mind, then Solipstry is a set of tools used to forge that world. For those unfamiliar with the concept of roleplaying games, I want to welcome to you a world of new experiences. A place where dreams are brought to life, stories are crafted, and wondrous creations are the norm. I want to invite you to your workshop.

If this is your first experience with an RPG, allow me to acquaint you with some of the products this toolset can craft. Worlds where adventures seek fame, glory, and the heads of famous beasts. Stories of pirates pillaging the Six Nations and inadvertently starting a revolution. Legends of cyber hackers travelling through time to solve the world's greatest mysteries. Because Solipstry doesn't confine itself to one genre, any story you can dream of can be created and tuned to your desire. Nothing is set in stone; everything here can be adjusted or discarded, providing everyone at the table is using the same set of rules.

#### Effective vs. Actual:

Effective scores can be any number, even those smaller than zero or greater than 100. These numbers are almost always used for calculating modifiers, prerequisites, etc. If you take a talent that has STR 40 as a prerequisite, and lose your +5 STR amulet, lowering your Strength to 38, you cannot benefit from that talent. Actual scores are used to determine tally limits.

Think of RPGs as a childhood game of Cops and Robbers. It's a lot of fun until the disputes arise—Who got hit, who dodged the bullets, who ran out of ammo—That's where Solipstry comes in. With simple rules, this toolset removes the doubt, and removes the dispute. Suppose you want a world where no is limited to one death, but has a number of clones, each to be filled with the previous clone's memory upon death. That's perfectly acceptable—as long as everyone who's playing is aware of this. Similarly, if, instead of cops and robbers, the game becomes were-alligators and space troopers, with a few simple adjustments (space troopers are probably using something more advanced than a simple six shooter, for example) all problems disappear.

Those of you who are more familiar with roleplaying games will notice some unusual choices present in Solipstry. While we stick to a d20 system with occasional d100 that is familiar to veterans, several things stick out. Experience points are missing. Gaining experience from monsters takes time to calculate and track from session to sessions. This removes time you could actually be playing. Experience from quests is arbitrary at best. In Solipstry, characters level up based on how they use their skills: ranks in skills improve as characters use them. The less familiar they are with the skill, the faster they level up. Actually, levelling up is a bit of a misnomer, as we've removed all level dependence from the system as well. This means (among other things) that there is no level cap. The result is a system that is clean, efficient, and easy for new players to learn.

While these changes may seem radical at first, don't think of them as something entirely foreign. Think of them like seeing a girl you went to high school with stripping. Once you get over the initial awkwardness, you find you still have a lot in common, albeit with a little more sexual tension.

With the freedom Solipstry allows, you can create your dream story. Whatever genre, style, or blend you desire can be crafted. The rules are flexible enough to allow for even the craziest of ideas, but crunchy enough to cover every common (and a few unexpected) situations. If you're looking to play in a world that isn't generic enough to have its own specialized system, take this for a ride. The world's all in your mind. We just help keep it straight.

#### Materials Needed:

- A table. A large, flat place to play where everyone can clearly see the map is essential.
- Dice. A complete set of dice includes 1d20, 1d12, 2d10 (one percentile or different color) 1d8, 1d6, and 1d4. (See sidebar on dice notation below).
- People. A typical group consists of five players and one GM. While you can play with any number of players, parties smaller than three tend to last only briefly in combat and parties greater than six tend to find distractions that detract from gameplay.
- A map. A map can be as simple as grid sheet with 1-inch squares to mark positions, especially in combat. Consider a map that can be marked on, so that a playing field or obstacles can be drawn in.
- Creature Markers. Being able to differentiate between characters is important, especially in combat. Miniatures from other games can work, or even simple objects such as buttons, washers, or coins. Make sure both players and monsters can be easily identified.