

Pop Culture RPG Extended Ruleset

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Chapter 1

Introduction

Welcome to Pop Culture RPG (PRPG), a simple tabletop RPG system designed for ease of character creation, ease of play, and ease in general. The system was designed for people who have never played a tabletop RPG before and may want to, but have been put off by complicated rulesets. In PRPG core, rules are kept to a bare minimum to provide simple guidance on how to resolve things. This gives both the person running the game (the GM) and the players great flexibility and control over how the game progresses.

While having a very loose ruleset is great for the GM, it can become a bit confusing to keep track of everything in the game. For example, what if you want to add in player skills to make the game less random? How is that supposed to be handled in Pop-Culture RPG? And what about items? Do the players even have an inventory? And what kinds of things might attack the players? Coming up with all of these on the fly can create items or monsters that are easily able to take out anything in their way with one roll.

This book extends the core ruleset by providing for additional things such as skills and items. Ensure you are familiar with the core rulebook before reading this rulebook. This rulebook will assume you have read and understand the core rules.

Chapter 2

Skills

It's common to want the players to have some tangible benefit for their character's progress as they play the game. Maybe the characters have been spending a lot of time cooking food and the GM wants their success at cooking to go up in order to reflect their increased skill at cooking. Of course, you can always modify thresholds to be lower to reflect skill increase too, but it's easier to remember to add a skill to the threshold than work out when the threshold is supposed to be lower.

Because skills give a direct bonus to exceeding the thresholds, it's recommended to have skills that are no higher than 3. Anything over 3 will ensure that the base threshold will always be exceeded.

When the player does an action that is related to the skill, the player rolls their dice and adds their skill to the result. As always, rolling a 1 is still a failure and may have something bad happen.

Similarly to thresholds, skills are written as skill(level). That means having a skill of 3 in fighting is written as fighting[3] with square brackets to emphasize this is a skill, not a threshold.

Using skills

Skills provide a direct bonus to rolls the player makes that are related to that skill. A fighting[3] skill gives the player an additional additional 3 to add to any roll they make related to fighting, while a swimming[1] skill gives the player an additional 1 to add to any swimming related rolls.

For example, Carl has a 2 in potion making. He rolls his die and gets a 4. He then adds 2 to the 4 he rolled for a total of 6. Given that the base threshold is 5, he has successfully made the potion.

Example skills

The amount of skills that could be used are endless. Here are some skills to spark some ideas into what skills are.

Alchemy

Armor use

Cooking

Dancing

Dodging

Fighting

Hunting

Negotiation

Persuasion

Pickpocketing

Stealth