

# μRPG Basic Rules

By Joe Kelly

Using These Rules

Everything you need to know to start playing  $\mu$ RPG is laid out by way of example here, we follow the lvl. 6 character: Vlad.

Name: Vlad

Background: Noble

Species: Daemon

A contest check works the same way as a skill check, except both parties roll and the highest result wins.

At the beginning of combat all players and enemies will roll 1d10 and add their initiative (■) score to it. Play then proceeds in initiative order. On a turn, a player is given 3 actions to take these can be from a perk, an item, or to perform a skill check. Unspent actions are kept until a player's next turn. When a player sustains damage their Hp reduces by that amount. If it reduces to 0, they fall unconscious and can take no actions. Damage is always has a type.

Any non-combat action that has a chance of failing requires a skill check. The difficulty of this check should be set by the storyteller as the percentage chance that an average person would be able to achieve said action. The storyteller also decides which skill is from a player's sheet is most relevant to the check.

The player then rolls a d100 (2d10 where one is the units and one is the tens) and adds 5 to this total for each pip in the skill itself and any skills downstream of it, they also add the attribute value of any connected primary skill. If this total beats the percentage, they succeed. A player may suggest the substitution of one skill for another in any roll.

Combat Grid

St +3, Con +lvl, Dex 7

53 Hp, 66 Current, 0 Temp, 7 Dex

Combat may optionally take place on a square grid. In this case place any characters, enemies, and terrain in an appropriate place on the grid. All movements, ranges, and other lengths in this game are defined as the number of squares they take up on this grid.

Damage types: blunt, sharp, sonic, thermal, electrical, chemical, poison, radiation, radiant, entropic, psychic.

Skill Checks

Primary Strength 6

Physical

Constitution 3 pips

Dexterity 7

Align 2 pips

Finesse 3 pips

Mental

Intelligence 7

Science 3 pips

Esoterica 2 pips

Investigation 3 pips

Charisma 15

Charm 3 pips

Performance 3 pips

Composite

Rifles 3 pips

Vampirism 2 pips

Medicine 3 pips

Synthetic

Surgery 3 pips

Hypnosis 2 pips

Maestro 3 pips

If a player has a perk in the perk table, they may use any ability associated with that perk as detailed in its perk pack.

Levelling Up

Hypnosis+ Hyp

Hypnosis Vam+Cha

Sterile Environment Med

Emergency Care Med

Vampirism Con+Eso

Medicine Fin+Sci

Rifles Ali+Fin

Surgery Med+Ali

Maestro Fin+Cha+Per

Upon levelling up, a player is given 3 perk points to spend. They may select any a perk from any perk pack the storyteller has pre-approved and place it in the perk table, so long as they meet the prerequisites and can pay the perk point cost for it. Most perks come as part of perk trees, meaning part of their prerequisites is that the previous perks on the branch have been taken. In this case, the perks must be placed in the perk table connected in the same way as they are in the perk tree. If a perk cannot fit in the perk table, then the perk cannot be taken.

Inventory Management

Str

2				
4				
6				
8	X	X	X	X

Tetrominoes: I, O, T, S, Z

All carryable or wearable items have an associated tetromino. To carry or wear these items a player must fit their tetrominos somewhere in the inventory grid. The number of rows of the inventory grid available to a player depends on their characters strength score. Item details should be written on a card - if this is lost then the player character loses the item in-game.

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Stk + Dex

53

Hp

66

Current

Con + Lvl

66

Temp.

0

Dex

7

Dex

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Physical

Primary

Strength

6

Constitution

000

Dexterity

7

Align

000

Finesse

000

Intelligence

7

Science

000

Esoterica

000

Investigation

000

Charisma

15

Charm

000

Performance

000

Mental

Composite

Rifles

000

Vampirism

000

Medicine

000

Synthetic

Surgery

000

Hypnosis

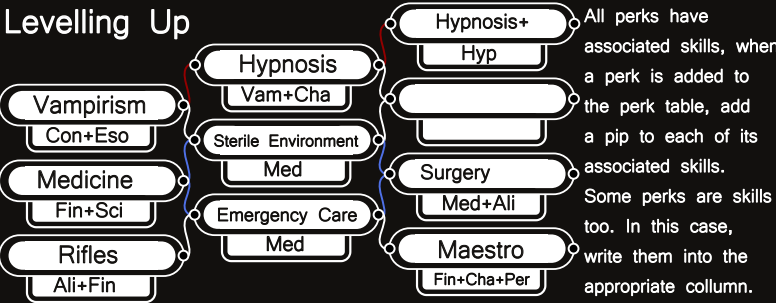
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Maestro

000

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Although species and background have a mechanical impact, the primary focus of your choice as a player should be the role play impact of these aspects of your character.

## Basic Species

### Human

+5 to 2 seperate attributes and start with 1 extra perk point.

### Synth

+8 to Intelligence and +3 to Dexterity.

### Android

+6 to Strength and add a pip to Con.

### Spacer (Uncommon)

+8 to Dexterity, -2 to Strength (min 1), and +5 to Intelligence.

### Crystalline (Rare)

+11 to Strength.

### Fae/Daemon (Rare)

+6 to Charisma and add a pip to Cha.

## Character Creation

1. Choose a name.
2. Roll 1d10 to determine each attribute's value.
3. Choose a Species.
4. Choose a background and.
5. Gain and spend 2 perk points.
6. Fill in combat stats.
7. Draw character portrait.
8. Set lvl to 1.

## Example Backgrounds

<b>Noble</b>	<b>Scholar</b>	<b>Devout</b>	<b>Criminal</b>	<b>Soldier</b>	<b>Artist</b>	<b>Outlander</b>
Add a pip to one of Cul or Sci and one to Per.	Add a pip to two of Cul, Sci and Eso.	Add a pip to Eso and Hon.	Add a pip to Fin and Ste.	Add 2 pips to one of For or Ali.	Add a pip to Perc and Perf.	Add a pip to Con and Sur.
<b>Citizen</b>						
Add a pip to one Mental skill and one Physical skill.						

