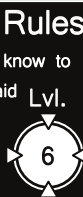


μRPG Basic Rules

By Joe Kelly

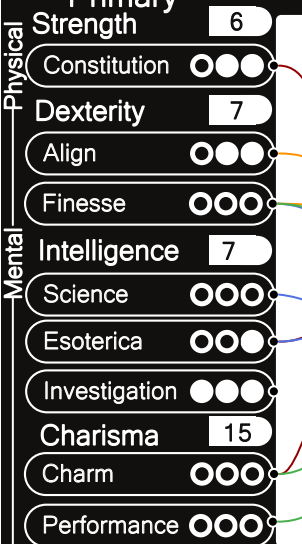
A contest check works the same way as a skill check, except both parties roll and the highest result wins.



At the beginning of combat all players and enemies will roll 1d10 and add their initiative (Init) 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.

Primary Strengths

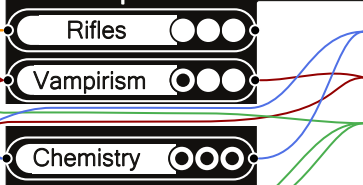
Category	Attribute	Score	Progress
Physical	Constitution	6	2/3
	Dexterity	7	3/3
	Align		2/3
Mental	Finesse		3/3
	Intelligence	7	3/3
	Science		3/3
	Esoterica		2/3
	Investigation		3/3
	Charisma	15	3/3
	Charm		3/3
	Performance		3/3



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.

Composite



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.

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.

uRPG v0.1a

Synthetic

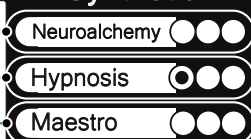
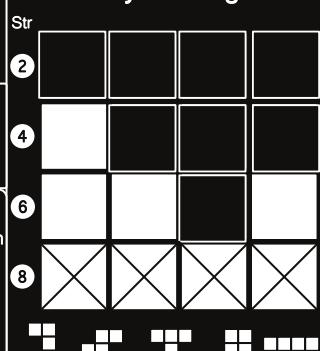


Diagram illustrating the process of creating a perk by combining skills from different columns:

- Skills and their associated columns:**
 - Vampirism (Con+Eso)
 - Chemistry (Fin+Sci)
 - Rifles (Ali+Fin)
 - Hypnosis (Alc)
 - Pharmaceuticals (Alc)
 - Stimulants (Alc)
 - Hyp (Alc+Eso)
 - Neuroalchemy (Alc+Eso)
 - Maestro (Fin+Cha+Per)
- Perk Creation:**
 - Combining Vampirism and Hypnosis results in the perk **Vam+Cha**.
 - Combining Pharmaceuticals and Stimulants results in the perk **Alc**.
 - Combining Neuroalchemy and Maestro results in the perk **Alc+Eso**.
 - Combining Maestro and Rifles results in the perk **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



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.

Example Perk Tree: Vampirism

C marks a composite skill and **S** marks a synthetic skill. These skills are not just relevant for the actions each perk gives you access to. They can be used as a regular skill. E.g. hypnosis could be used in a social situation to help persuade someone without explicitly hypnotising them and Mutable Form could be used to attempt to disguise yourself.

Vampirism

Feed (action): make a finesse check against the AC (♥) of a creature next to you. This check automatically succeeds if the target is not aware of you. On success deal 2d10 sharp dmg and regain that many Hp (♥).
Enhancements (passive): Str+5, Dex+5
Immune to poison and radiation damage.
Weaknesses (passive): you are unable to cross moving water, garlic exposure deals 1d10 radiant dmg to you, and sunlight exposure deals 10d10 radiant dmg to you.

Shed Weakness Lose weaknesses from Vampirism, except garlic exposure. damaged and can fit through tiny gaps.

Enthral 3

Hyp

Enthral

Enthral (action): Give Thrall perk to a hypnotised creature (max 1 at once).

Hypnosis

Hypnosis (action): compel a creature to perform a short task (Hyp contest vs. Hon or equivalent). The task musn't endanger or harm the target.

Mass Hypnosis

Hypnosis may now target up to 10 people at once.

Mutable Form

Mutable Form (action): Become a small grotesque creature such as a bat or rat. All physical checks while in this form are replaced with Mut. **Attack (action):** Mut check against target AC. pips*d10 Sharp dmg on success.

Fly (passive): fly at movement speed (♣).

Flock Form

Flock (action): same as Mutable Form but you may become a flock. +10AC, +10 on the Mutable Form attack action.

Mist Form

Mist (action): same as Mutable Form but you may neither damage nor be

Hypnosis+ 2

Hyp

Mass Hypnosis 2

Hyp

Flock Form 1

Mut

Mist Form 1

Mut

Improved

Hypnosis

The command may endanger or damage the target.

Thrall

The same as vampirism with none of the weaknesses. You may not progress along the vampirism perks.

Enthralled (passive): you must obey the vampire that enthralled you. Hon (or equivalent) check @ 90% to resist. **Vegetariansim**

Lose both the Enhancements and weaknesses of Vampirism. You may still feed on animals for the same healing effect.

Hypnosis S 2

Vam+Cha

Shed Weakness 3

Vam+Con

Mutable Form S 2

Vam+Eso

Vegetarianism 1

Con+Sur+Hon

Vampirism C 3

Con+Eso

Thrall C 0

Con+Eso

Example Item Cards

(If an item card has no tetromino as its suit it is free to carry)

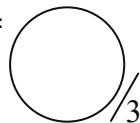
Kinetic Plate

Passive: Add 40 to AC.

Action: Half incoming blunt dmg and add a count to the counter (max of 3). This action can be taken even if it is not your turn.

Action: Spend up to 3 counts and add that many d10 sonic dmg to your next dmg roll.

Counter:



Laser Rifle



Fire (action): Attempt to hit target with a laser (Align vs. target AC, range 50). On success, deal 1d10 + Dexterity thermal dmg to the target.

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 3 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

Noble	Scholar	Devout	Criminal	Soldier	Artist	Outlander
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.
Citizen						
Add a pip to one Mental skill and one Physical skill.						

