Using These Rules

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

Lvl. 6

Name: Vlad
Background: Noble
Species: Human

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

Combat

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 a basic action. Unspent actions are kept untill a player's next turn. When a player sustains damage their Hp reduces by that amount. If it reduces to 0, they fall uncontious and can take no actions. Damage is always has a type.

Str + Dex: 55
Con*lvl: 78
Dex: 2
Hp: 78 Current | 0 Temp.
Dex: 2

Character Creation

1. Choose a name.
2. Roll 1d10 to determine each attribute's value.
3. Choose a Species and add bonuses to the relevant attributes.
4. Choose a background and add pips to the relevant skills.
5. Spend 3 perk points.
6. Fill in combat stats.

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

Skill Checks

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.

Primary

Physical

- Strength 3
  - Constitution ●●●
- Dexterity 7
  - Align ●●●
  - Finesse ●●●

Mental

- Intelligence 7
  - Science ●●●
  - Esoterica ●●●
  - Investigation ●●●
- Charisma 9
  - Charm ●●●
  - Performance ●●●

Composite

- Rifles ●●●
- Vampirism ●●●
- Alchemy ●●●

Synthetic

- Transmutation ●●●
- Hypnosis ●●●
- Maestro ●●●

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.

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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 acess to. They can be used as a regular skill. E.g. hypnosis could be used in a social situation to help pursuade someone without explicitly hypnotising them and Mutable Form could be used to attempt to disguise yourself.

- Vampirism (c) — Con+Eso
  - Hypnosis (s) — Vam+Cha
    - Improved Hypnosis — Hyp
      - Enthral — Hyp
    - Mass Hypnosis — Hyp
  - Shed Weaknesses — Vam+Con
  - Mutable Form (s) — Vam+Eso
    - Flock Form — Mut
    - Mist Form — Mut
  - Vegetarianism — Con+Sur+Hon
- Thrall (c) — Con+Eso

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
Imune 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.

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.

Shed Weaknesses Lose weaknesses from Vampirism, except garlic exposure.

Enthrall
Enthrall (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.

Improved Hypnosis
The command may endanger or damage the target.

Mutable Form
Mutale 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 damaged and can fit through tiny gaps.

Levelling Up

- Vampirism — Con+Eso
- Alchemy — Fin+Sci
- Rifles — Ali+Fin
- Hypnosis — Vam+Cha
- Throwables — Alc
- Drinkables — Alc
- Improved Hypnosis — Hyp
- Transmutation — Alc+Eso
- Maestro — Fin+Cha+Per

All perks have associated skills, when a perk is added to the perk table, add a pip to each of its associated skills. Some perks are skills too. In this case, write them into the appropriate collumn.

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 prequisites and can pay the perk point cost for it. Most perks come as part of perk trees, meaning part of their prequisites 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
1
2
3
4

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 Item Cards

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

Holy Mail

Passive: Add 40 to AC.
Action: Half incoming entropic 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 radiant damage to your next damage roll.

Counter: /3

Laser Rifle

Fire (action): Attempt to hit target with a laser (Align vs. target AC). On success, deal 2d10 thermal damage to the target.