

μRPG Basic Rules

By Joe Kelly

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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 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

Hypnosis S 2

Vam+Cha

Shed Weakness 3

Vam+Con

Mutable Form S 2

Vam+Eso

Vegetarianism 1

Con+Sur+Hon

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.

Example Item Cards

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

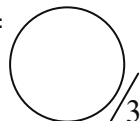
Kinetic Plate

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.						

