

URPG

Basic Rules

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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.



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.



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

Constitution

0 0 0

Dexterity

7

Align

0 0 0

Finesse

0 0 0

Intelligence

7

Science

0 0 0

Esoterica

0 0 0

Investigation

0 0 0

Charisma

15

Charm

0 0 0

Performance

0 0 0

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.

Synthetic

Composite

Rifles

Vampirism

Chemistry

Neuroalchemy

Hypnosis

Maestro

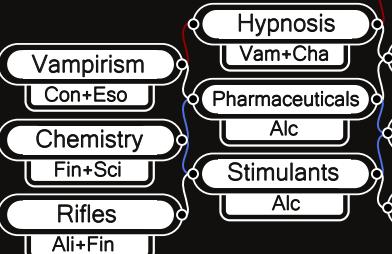
Inventory Management

Str

2			
4			
6			
8	X	X	X

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

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.

Combat Grid

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

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 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.

Shed Weakness Lose weaknesses from Vampirism, except garlic exposure.



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:



Enthrall 3 Hypnosis

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

Mass Hypnosis

Hypnosis (action): Give Thrall perk to a hypnotised creature vs. Hon or equivalent).

Improved Hypnosis

Improved

Hypnosis

Mutated Form

Improved Hypnosis (action): The command may endanger or damage the target.

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

Mist Form (action): same as Mutable Form but you may neither damage nor be damaged and can fit through tiny gaps.

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

Vampirism C 3 Con+Eso

Thrall C 0 Con+Eso

Improved

Hypnosis

Mutated Form

Thrall

Hypnosis

Mutated Form

Vegetarianism

Thrall

Hypnosis

Mutated Form

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Thrall

Hypnosis

Mutated Form

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 separate 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.

Crystaline (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

Add a pip to one of Cul or Sci and one to Per.

Scholar

Add a pip to two of Cul, Sci and Eso.

Devout

Add a pip to Eso and Hon.

Criminal

Add a pip to Fin and Ste.

Soldier

Add 2 pips to one of For or Ali.

Artist

Add a pip to Perc and Perf.

Outlander

Add a pip to Con and Sur.

Citizen

Add a pip to one Mental skill and one Physical skill.

