

URPG

Basic Rules

By Joe Kelly

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.

Unspent actions are kept until a player's next turn. If 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.



Combat Grid

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

Dexterity

7

Align

0 0

Finesse

0 0

Intelligence

7

Science

0 0

Esoterica

0 0

Investigation

0 0

Charisma

15

Charm

0 0

Performance

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

Surgery

Hypnosis

Maestro

Composite

Rifles

Vampirism

Medicine

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.

Inventory Management

Str

2

4

6

8

1

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8

9

10

11

12

13

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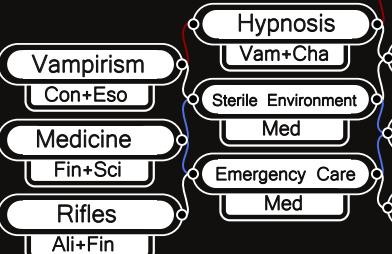
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Levelling Up



Hypnosis+
Hyp
Vam+Cha
Con+Eso
Sterile Environment
Med
Emergency Care
Med
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 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.

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Sterile Environment Med Some perks are skills too. In this case, write them into the appropriate column.

Emergency Care Med+Ali

Rifles Med Maestro Fin+Cha+Per

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Rifles Med Maestro Fin+Cha+Per

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.

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 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.

