

# 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.

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 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

0 0 0

Vampirism

0 0 0

Chemistry

0 0 0

Neuroalchemy

0 0 0

Hypnosis

0 0 0

Maestro

0 0 0

## Inventory Management

Str

2

4

6

8

10

12

14

16

18

20

22

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92

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96

98

100

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.

Hypnosis+

Hyp

Vam+Cha

Pharmaceuticals

Alc

Chemistry

Fin+Sci

Stimulants

Alc

Rifles

Ali+Fin

Hypothesis+

Hyp

Vam+Cha

Pharmaceuticals

Alc

Chemistry

Fin+Sci

Stimulants

Alc

Rifles

Ali+Fin

Hypothesis+

Hyp

Vam+Cha

Pharmaceuticals

Alc

Chemistry

Fin+Sci

Stimulants

Alc

Rifles

Ali+Fin

Hypothesis+

Hyp

Vam+Cha

Pharmaceuticals

Alc

Chemistry

Fin+Sci

Stimulants

Alc

Rifles

Ali+Fin

Hypothesis+

Hyp

Vam+Cha

Pharmaceuticals

Alc

Chemistry

Fin+Sci

Stimulants

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Rifles

Ali+Fin

Hypothesis+

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Vam+Cha

Pharmaceuticals

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Chemistry

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Stimulants

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Vam+Cha

Pharmaceuticals

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Rifles

Ali+Fin

Hypothesis+

Hyp

Vam+Cha

Pharmaceuticals

Alc

Chemistry

Fin+Sci

Stimulants

Alc

Rifles

Ali+Fin

Hypothesis+

Hyp

Vam+Cha

Pharmaceuticals

Alc

Chemistry

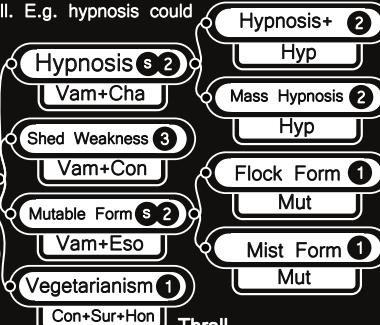
Fin+Sci

St

## 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.

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graph LR; HypnosisHyp[Hypnosis+ 2] --> Hyp[Hyp]; HypnosisHyp --> MHyp[Mass Hypnosis 2]; MHyp --> Hyp[Hyp]; FlockForm[Flock Form 1] --> Mut[Mut]; MFlockForm[Mutable Form 2] --> VamCon[Vam+Con]; MFlockForm --> VamEso[Vam+Eso]; MFlockForm --> Vegetarianism[Vegetarianism 1]; MFlockForm --> CSRH[Con+Sur+Hon]; MFlockForm --> Thrall[Thrall 0]; MFlockForm --> Vampirism[Vampirism 3]; MFlockForm --> VamEso; MFlockForm --> VamCon; MFlockForm --> Vegetarianism; MFlockForm --> CSRH; MFlockForm --> Thrall; MFlockForm --> Vampirism;
```



## 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 move while in 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

Enthrall Hyp

**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 may now target up to 10 people at once.

## and Mutable Form

**Putative Form (action):** Become

**Attack (action):** Mut check against target AC. pips\*d10 Sharp dmg on success.

speed (图).

**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

## 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 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.

