

EXP ROLE PLAYING SYSTEM ONE PAGER

PERSONA CREATION

1) Most Excellent Attribute

Die Roll	Attribute
1	AWE
2	CHA
3	CON
4	DEX
5	INT
6	PSTR
MSTR is a reserved attribute.	

2) Anthro Type

Die Roll		
Die Roll	1-3	4-6
1	Aquarian	Avarian
2	Canine	Equine
3	Feline	Florian
4	Humanoid	Insectoid
5	Pure Strain	Reptilian
6	Rodentia	Ursidae

Anthro Ability

Aquarian Water breathing.

Avarian Detect ambush.

Canine Detect radiation.

Equine Sprinting or Jumping.

Feline Ambush or Sprinting.

Florian Photosynthesis.

Humanoid Mutation. Lose CHA.

Insectoid Psionic resistance.

Pure Strain Add CHA.

Reptilian Torpor or Chameleon.

Rodentia Night vision or Sprinting.

Ursidae Frenzy or Hibernation.

3) Vocation

Die Roll	Vocation	Attribute
1	Biologist	AWE
2	Mechanic	INT
3	Mercenary	PSTR
4	Nomad	CON
5	Spie	DEX
6	Veterinarian	CHA
Knife is a reserved vocation. Nothing is by choice only.		

Vocation Attribute

Each vocation gets an attribute.

Vocation Skill

Each vocation gets two skills.

4) Mutation check

5) TOYS

6) Record and Name persona

4D2 MECHANIC

- 1) Roll 2d6 – 2d6
- 2) Result is +10 to -10
- 3) Descriptor from Result
- 4) Outcome from Descriptor

Descriptor from Result

Result	Descriptor	
+10	Immaculate	SUCCESS
+9	Wondrous	
+8	Magnificent	
+7	Majestic	
+6	Masterful	
+5	Extraordinary	
+4	Outstanding	
+3	Superior	
+2	Solid	
+1	Barely	
0	Detente	
-1	Minor	FAILURE
-2	Clear	
-3	Major	
-4	Severe	
-5	Massive	
-6	Complete	
-7	Grievous	
-8	Disastrous	
-9	Calamitous	
-10	Cataclysmic	
Result	Descriptor	

Success goes well for persona.

Detente is ongoing struggle.

Failure goes bad for persona.

SHIFTS AND OUTCOMES

A shift adds +1 to a result.

Shift examples (maximum +3)

- A good description
- An attribute
- A skill
- An ability

Outcomes for Combat Decisions

Result	Descriptor	Outcome	
+10	Immaculate	Fatal Wound	
+9	Wondrous	Fatal Wound	
+8	Magnificent	Mortal Wound	
+7	Majestic	Mortal Wound	
+6	Masterful	Severe Wound	
+5	Extraordinary	Wound	
+4	Outstanding	Severe Stun	
+3	Superior	Stun	
+2	Solid	Severe Backfoot	
+1	Barely	Backfoot	
0	Detente	Keep struggling	
-1	Minor	Nil	
-2	Clear	Backfoot	
-3	Major	Severe Backfoot	
-4	Severe	Stun	
-5	Massive	Severe Stun	
-6	Complete	Wound	
-7	Grievous	Severe Wound	
-8	Disastrous	Mortal Wound	
-9	Calamitous	Mortal Wound	
-10	Cataclysmic	Fatal Wound	

Outcomes for Task Decisions

Result	Descriptor	Outcome	
+10	Immaculate	Choose a skill	
+9	Wondrous	Random skill	
+8	Magnificent	Shift for Weeks	
+7	Majestic	Shift for Days	
+6	Masterful	Shift for Hours	
+5	Extraordinary	Lasts months	
+4	Outstanding	Lasts weeks	
+3	Superior	Lasts Days	
+2	Solid	Lasts Hours	
+1	Barely	Last Minutes	
0	Detente	Keep struggling	
-1	Minor	Try again	
-2	Clear	Wait minutes	
-3	Major	Wait hours	
-4	Severe	Wait days	
-5	Massive	Wait Weeks	
-6	Complete	Complicate, weeks	
-7	Grievous	Complicate, months	
-8	Disastrous	Double complicate	
-9	Calamitous	Temp lose skill	
-10	Cataclysmic	Lose a skill	
Failures are compounding. Lose a skill double complicate and wait months.			