



# KISS RPG

Kiss is a set of simple and all-purpose tabletop role playing game rules meant for all types of campaigns, however the resources given in this document are designed for the classic medieval fantasy setting. This work is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License. You are free to share and adapt this material for any purpose, including commercially, as long as you give attribution.

## DICE AND TESTS

To see if something succeeds, we roll a d10 (called the base die) against a given target number. This is called a test. If you are particularly skilled at doing something, you also add another dice (called a skill dice). So for instance, if you have the melee skill at the journeyman level, you roll d10 + d6 when attacking someone in melee combat. The target number would be the targets Physical Defense rating. If, on the other hand you are not skilled in melee at all, you would only roll your d10 against the same target number.

**Base Die:** When you roll a 10 on your base die, you may roll it again and add the result. You can do this as long as you keep rolling 10s. If your base die has been modified (for instance, the base die is reduced as a consequence of damage and stress), this rule still applies as long as you roll the highest possible number on the die. This rule only applies to the base die.

*Re-rolling the base die is intended to introduce some luck into the game such that even a layperson will succeed on occasion.*

**Hero Die:** A sufficiently advanced and skilled character is usually better at everything they do. As such they may add a hero die to all rolls. So for instance, if a character has a d4 hero die, and has the melee skill at the journeyman level, she may roll d10 + d4 + d6 when performing melee attacks.

**Karma Points:** Whenever your character fails a meaningful roll (i.e. one that actually affects the character, party or plot), they are awarded a karma point. Your character can spend these points to create advantages later in the game. Most notably, your character can spend 3 karma points to reroll their base die. Character begin every session with exactly 2 karma points, no matter how many points they accumulated during the previous session.

*Karma points are intended to soften the “blow” of missing a roll, as well as adding a luck/fate dimension to the game. We reset the karma every session to avoid power gaming through the accumulation of karma points. It also allows players to refresh their karma without having to fail any checks. High powered campaigns might reset the karma to 3 or 4, while more realistic campaigns might reset karma to 1 or 0. Some players prefer not to reset at all, possibly imposing upper limits on how many karma points a character can have.*

## TRAITS

New characters have two advantages and one disadvantage. Consult the lists below for inspiration and make up your own to suit your campaign and style of play.

*By utilizing advantages and disadvantages, we eliminate the traditional stat-juggling, race-selection, and subsequent tweaking via feats, subraces, etc. If you want more powerful players, you could use three advantages and one or two disadvantages.*

## ADVANTAGES

**Charming:** XXXX Good at making new social connections.

**Connected:** When engaged in a social challenge, you may spend one karma point to be able allude to a relevant mutual acquaintance in order to gain the favor of the other party, allowing you to reroll the base die. You can do this once per scene.

**Darkvision:** You can see in complete darkness, but only in shades of gray.

**Famous:** When engaged in a social challenge with entities that are able to appreciate your reputation, you can reroll your base die for free. You can do this once per scene.

**Fast:** During combat you can move extra squares at the cost of 1 karma point per square.

*If you use areas instead of squares, you may spend 2 karma points to make an extra move, but only once per round.*

**Geek:** XXXX Something about intelligence. Possibly extra skills, possibly extra spells known?

**Mnemonist:** You can accurately recall anything you have ever seen or heard at the cost of 1 karma point. It only costs you a single karma point to make rerolls during challenges that rely purely on your memory and experience.

**Nightvision:** You can see as well in dim light such as starlight or moonlight as if it were daylight.

**Nimble:** Same effect as the tiny advantage. A character that is both tiny and nimble will be able to avoid two attacks per scene.

**Polyglot:** When you hear or read a language that was not hitherto known by you, you can proclaim that you are familiar with it, enabling you to read, write and speak it. This can be done once per session and it costs 3 karma points.

**Quick Draw:** It only costs you a single karma point to reroll the karma die when you roll initiative.

**Socialite:** Once per session you can overcome a challenge of trust or etiquette by invoking your background and heritage. Doing so costs one karma point.

**Sorcerer:** You can cast sorcery spells.

**Street Smart:** It only costs you a single karma point to reroll your base die during challenges that involve shady city connections, finding your way in cities, or evaluating black market prices.

**Strong:** Once per scene you may reroll the base die of a roll that relies heavily and primarily on your bodily strength.

**Stubborn:** When you have the “dying” condition, you are awake and conscious. You can take actions like any normal character, but doing so costs a karma point.

**Tiny:** Once per scene you can completely avoid an attack. If you declare your intent to avoid the attack before the attacker rolls their dice it costs 1 karma point. If you avoid the attack after the attacker rolls their dice it costs 2 karma points.

**Tough:** Once per scene you can avoid avoid the consequences of an attack. Instead of getting a wound and resetting your stress points, your stress points are set to their maximum value, but you do not get the wound. Doing this costs one karma point.

**Wealthy:** You begin play with 50gp rather than the usual 10gp.

**Well-equipped:** You have 200gp with which to purchase starting equipment rather than the usual 100.

**Witch:** You can cast witchcraft spells.

## DISADVANTAGES

**Addicted:** You have an addiction (alcohol, drugs, sex, gambling). Once per session, at the cost of 3 karma points, the GM can enforce your addiction to create a conflict, problem or disadvantage to you or the party.

**Diminutive:** The GM can make you reroll your base die in intimidation check in exchange for 2 karma points.

**Favor:** You owe a favor to a powerful person, organization, or entity. Once per session, at the cost of 3 karma points, the GM can invoke this debt to create a conflict for you or your party.

**Hunted:** You are hunted, wanted, or stalked by a creature, person, organization, or entity. Once per session, at the cost of 3 karma points, the GM can enforce your obsession to create a conflict, problem or disadvantage to you or the party.

**Infamous:** Once per session, at the cost of 1 karma point, the GM can rule that you failed a given social challenge because of your bad reputation.

**Infirm:** You easily get sick. At the cost of 2 karma points the GM can make you reroll the base die of a check to resist disease or poison. At the cost of 3 karma points the GM can invoke your fragile health to create a situation that is hazardous to you or your party.

**Kleptomaniac:** You are addicted to stealing. Once per session, at the cost of 2 karma points, the GM can enforce your obsession to create a potential conflict, problem or disadvantage to you or the party.

**Obsessed:** You are obsessed with a person, place, thing or phenomenon. Once per session, at the cost of 3 karma points, The GM can enforce your obsession to create a conflict, problem or disadvantage to you or the party.

**Poor:** You only have 25gp with which to purchase starting equipment, and you begin play with only 5gp. Normal characters have 100gp with which to purchase starting equipment and begin play with 10gp.

**Short Legs:** You can only move 4 squares per round instead of 5. If you do not use squares (i.e.

*if you use areas instead), you must succeed a base(3) roll in order to be able to move to an adjacent area.*

**Thickheaded:** Once per session, at the cost of 2 karma points, the GM can enforce your stupidity by making you reroll the base die of a relevant challenge.

**Ugly:** Once per scene, at the cost of 2 karma points, the GM can rule that you failed a given social challenge because of your physical appearance.

**Uncouth:** Once per scene, at the cost of 2 karma points, the GM can rule that you failed a given social challenge due to your social ineptitude.

**Weak:** You have trouble with forced marches, etc. At the cost of 3 karma points, the GM can limit your ability to perform demanding physical tasks

over long periods of time. At the cost of 2 karma points the GM can enforce your weakness by making you reroll the base die of a check that relies heavily on endurance.

## SKILLS

There are 6 skill levels:

Untrained, Novice (d4), Journeyman (d6), Advanced (d8), Expert (d10), and Master (d12)

A character starts with 3 skills at the novice level, 2 skills at the Journeyman level, and 1 skill at the advanced level, all other skills are untrained.

**Acrobatics:** Climb, jump, tumble and stunts.

**Appraisal:** Estimate price and authenticity of artwork, gems, coins, weapons, armor, buildings, etc.

**Athletics:** Run, march, swim, endure physical stress.

**Creature Lore:** Guestimate an approximation of a key knowledge such as Movement Rate, Defense Points, Hit Points, an Attribute Score, Skill Score, etc.

**Deception:** Disguise, bluff, lie, impersonate.

**Geography:** Travel routes, local area knowledge, imports/exports, local prices, local laws.

**Healing:** First Aid, identify diseases and poisons.

**History:** Local lore, ancient lore. Knowledge of the old gods, of ancient cultures, races heroes and items.

**Melee:** Attack with melee weapons

**Negotiation:** Intimidation, haggling, interrogation.

**Ranged Combat:** Attack with ranged- and thrown weapons.

**Riding:** Horses, stags, griffons.

**Sorcery:** Cast Sorcery spells. You must have the *Sorcerer* advantage to learn this skill.

**Stealth:** Hide, sneak, camouflage.

**Survival:** Hunting, gathering, direction sense.

**Thievery:** Pick locks, slight of hand.

**Witchcraft:** Cast Witchcraft spells. You must have the *Witch* advantage to learn this skill.

**[Craft]:** [Craft] can be a craft, art or science such as alchemy, blacksmithing, carpentry, engineering, gambling, masonry or painting.

EQUIPMENT

Players get 1000 copper pieces with which to purchase their starting equipment. Any money left over from this process is lost, and the player begins play with 100 copper pieces.

All prices are given in copper pieces.

ARMORS

Armor	Cost	Stress Threshold	To-Hit
Unarmored	0	10	9
Leather	100	12	9
Hardened Leather	250	13	9
Hide Armor	100	12	10
Chain Shirt	1000	14	10
Scale Mail	750	13	10
Chain Mail	1500	14	11
Breastplate	2000	14	12
Banded Mail	2500	15	12
Half Plate	5000	15	13
Full Plate	10000	15	14

GOODS

Item	Cost
1 silver piece	10
1 gold piece	100
1 platinum piece	1000
Acid, flask	100
Antidote, generic	500
Artisan/craftman’s Tools	100
Backpack	20
Barrel	25
Basket	10
Bedroll	2
Bell	3
Blanket, winter	5
Block and Tackle	50
Bottle, wine	20
Bucket	5
Caltrops	10
Candle	1
Canvas, 1 sq meter	1
Case, map or scroll	10
Chain, 1 meter	10
Chalk, 5 pieces	1
Chest	50
Crowbar	20
Disguise Kit	200
Firewood, 1 day	1
Fishing tools, rod, hooks, tackle, net	50
Flask	1
Flint and Steel	10

Item	Cost
Grappling Hook	10
Hammer	5
Healer’s Kit	50
Hourglass	25
Ink or dye, small vial	80
Ink pen / quill	1
Ladder, 2m	4
Lamp, common	1
Lantern, bull’s eye	120
Lantern, hooded	70
Lock, average	40
Lock, good	800
Lock, simple	200
Magnifying Glass	900
Manacles	150
Mirror, small bronze	100
Mug/Tankard/Jug/jar	2
Musical Instrument	100
Notebook, 100 pages	150
Notebook, 50 pages	100
Oil, 1 litre, without container	2
Paper, single sheet	4
Parchment, single sheet	2
Pick, miner’s	30
Piton	1
Pole, 2m	2
Pot, iron	5
Pouch, belt	10
Ram, portable	100
Rations, 1 day regular	3
Rations, 1 day trail	5
Rope, 15m hemp	10
Rope, 15m silk	100
Sack	1
Sealing Wax	10
Sewing Needle	5
Signal Whistle	8
Signet Ring	50
Sledge	10
Soap, 1 piece	2
Spade or Shovel	20
Spell Component Pouch	50
Spyglass	1000
Tent	100
Thieves’ Tools	300
Torch	1
Water skin	10

Item	Cost
Whetstone	2

## PLAYING THE GAME

### STRESS

When a character is wounded or receives some other kind of stress, they receive Stress Points. Once a character accumulates 10 Stress Points (this is called the **Stress Threshold**), they receive a Consequence and reset their stress-counter. Stress points do not carry over.

**Example:** If a character with 8 stress points receives additional 5 stress points from a single wound, they get a consequence, but the stress counter is still reset to zero. Thus, it would not have mattered if the character got a 2 point wound or a 15 point wound.

Note that certain special types of attacks allow damage to be carried over. Such attacks are called vorpal attacks.

**Note:** Stress and consequences is a way of ensuring that characters do not get one-shot-killed. Under normal circumstances, it would require a number of hits to kill a character. Vorpal attacks ensure that certain rare kinds of attacks can still kill a character in one go.

Consequences	Effect
0	No effects, base die is not modified (usually d10).
1	Base die is one step below nominal (usually d8).
2	Base die is 2 steps below nominal (usually d6).
3	Base die is 3 steps below nominal (usually d4).
4	Unconsciousness.
6	Death.

### STRESS THRESHOLD

The stress threshold is the number of points of damage/stress the character can suffer before suffering a consequence. By default this number is 10. Some monsters or NPCs may have a higher or lower number. Certain effects (magical spells, items, buffs, debuffs, disease, etc.) can increase or reduce this number. The character can also increase this number when she advances.

### HEALING AND RECOVERY

During combat, a character can take a *second wind* action that removes (base die) stress points. This costs one karma point.

If resting for five minutes, a character can reset their stress counter to 0.

Immediately after combat, a character can spend karma point, rest for five minutes, and remove one consequence.

A character who is trained in the *healing* skill can remove one consequence from a willing subject. This takes about half an hour and requires a successful healing(10) test.

A character who receives 8 hours of uninterrupted rest in a safe haven can remove one consequence when waking up.

A character may also receive magical healing.

**Option:** If you want a more “deadly” campaign, you can rule that, no matter how a character is healed (magical healing, resting, or mundane healing), no more than two (or even one) consequences can be removed from that character per day (or even per session).

## COMBAT

At the beginning of each combat round, each side rolls a d10. The side with the highest roll gets to go first.

On a side’s turn, each of its combatants may move up to 5 squares and take one action.

An action can be:

- Move 5 more squares.
- Attack a target within range.
- Cast a spell.
- Spend one karma point and remove (base die) stress points.
- Drink a potion.
- Etc.

A character cannot use a missile weapon or cast a ranged spell if engaged in melee combat.

**Areas:** If you prefer to simplify combat a bit, you can use areas instead of squares. An area could be a small- or medium sized room, or a part of a large room. Moving from one area to an adjacent area is equivalent to moving 5 squares. You can make melee attacks against any opponent in your area. You can make missile attacks in the adjacent areas. You can use ranged attacks and spells even if there are opponents in your area.

If you want combat to be a bit more more slow-paced, you can rule that it requires an action to move from one area to the next. This way, characters cannot move more than one area per round.

## ADVANCEMENT

- Levels?
- XP per gold?
- Milestone?
- Fame / Legend?