

GHOSTBURN 2325

This is the core document for GHOSTBURN 2325, a cyberpunk game set in New North America, nearly 300 years in the future.

Round Robin: The Flow of the Game

This game uses a round robin turn-taking style for all scenes and actions, including those in combat and out of combat. In fact, in terms of player facetime with the GM, *this game makes no distinction between combat and non-combat turns.*

It is possible for some players to be in combat while other players are not. This does not alter the [turn order](#). The game will always proceed in a [round robin](#) manner, even if that means you end up with a mix, such as, one player takes a turn in combat, the next player takes a turn *outside of combat*, and the last player takes a turn *in a different combat*.

This game is designed to allow players to have their characters act independently from one another without forcing anyone to "sit out" until one group's actions have been resolved. Instead, this game blends everyone's actions together in an orderly way by requiring everyone to take turns.

Turn Order

Each time your group assembles, whether online or in person, to play the game, the GM will start by setting the stage, reminding everyone of the events of last session, and so on.

Play begins with the player to the GM's left. They describe what their character does, and the GM responds accordingly. Then, play proceeds to the left and the next player takes a [turn](#), and so on, until everyone has taken a turn, and play comes back to the GM.

It is not necessary to maintain the same turn order from session to session, and players are free to choose different seats at the start of each session. On the other hand, some groups may prefer a consistent order and will choose to keep their same seats every session.

Your Turn

On your [turn](#), you tell the GM what you want your character to do. You can also ask questions of the GM or other players, whether their characters are with you or not. While in-game actions and dice rolls are shared openly, players are expected to keep their characters' knowledge separate. Just because you heard it, doesn't mean your character did.

Types of Turns

There are four types of turns in this game: [regular turns](#), [combat turns](#), [group turns](#), and [GM turns](#).

Regular Turn

A regular [turn](#) typically involves narration and may include the use of a few skill actions. You might describe your character doing something dangerous like sneaking into an abandoned warehouse.

During your turn, the GM may call for up to three rolls, such as a Climb / Jump roll to hop the fence, a Move Silently roll to avoid notice, and a Street Hack roll to open the lock.

However, this is not a hard rule, and the GM is not required to call for three (or any) rolls. Regular turns are less structured than combat turns and rely on both the GM and the player to regulate the amount of time spent.

Combat Turn

A combat [turn](#) is strictly regimented by the use of 3 Action Points (AP). At the start of your turn, you gain 3 AP if you are in combat. You may spend your AP as you wish throughout your turn. Once all of your AP is spent, or you do not wish to spend them all, your turn is over.

Group Turns

When the group is partially or completely together in the same place at the same time, the GM is free to drop individual [turns](#) in favor of group turns. Group turns offer a loose, collaborative segment in which players share their ideas and narrate their character's actions without a formal [turn order](#). This is a great time to let the players show off their characters' personalities and quirks, and it lets them roleplay with one another.

Group turns are especially useful when time is compressed or actions are routine, such as when traveling across the city, which could take a couple of hours or more. If players prefer to stay in the [round robin](#) turn order during group scenes, that is perfectly fine. Some players may want the opportunity to narrate what their character is doing during this moment of downtime.

Anyone not part of these group turns should still be given their individual turns, whether [regular](#) or [combat](#).

When to Roll

When a player describes what their character is doing, the GM first determines if a roll is necessary. If the task is trivial, impossible, or carries no risk, such that a character could keep trying until they were successful, then it is not necessary to [roll](#).

Task	Resolution	Examples
Trivial	You succeed	Open a door Make a phone call Log on to the Net
Impossible	You cannot attempt	Jump over a house Run across water Access cyberspace without jacking in
No Risk	Keep trying until you succeed	Climb over a small fence Navigate to an unfamiliar destination Repair a piece of broken equipment

It's important to realize that the same task can be performed automatically when there is no risk but requires a roll when there is. For example, climbing over a small fence is relatively easy to do but still requires some effort. All else being equal, a character could keep trying until they succeed; no need to roll. However, that same task requires a roll if we introduce risk. For example, a character is being chased and rounds the corner to see a small fence blocking their path. Now, if the character decides to go over the fence, the GM should have the player roll, even if the task is easy, because failure leads to consequences (the pursuers catch up).

Making a Roll

When the GM determines that a roll is necessary, they identify the skill and [ability score](#) for the player to use, as well as the [ch1_Difficulty_Level](#) of the task. Difficulty Levels range from Automatic (2) to Extreme (22).

The player rolls a d20 and adds the appropriate ability score to get the result.

If the result equals or exceeds the Difficulty Level, the character succeeds (and may have critically succeeded). If the result is less than the target number, the character fails (and may have critically failed).

Abilities

Each character is composed of the following abilities:

- **Strength** -- A measure of a character's physical form and raw strength
- **Agility** -- Reflects a character's quickness, reaction speed, and manual dexterity
- **Intellect** -- Indicates a character's education and critical thinking
- **Perception** -- Represents a character's senses and is the source of psionic ability
- **Presence** -- A combination of raw magnetism, artistic talent, and social insight
- **Resilience** -- Mental and physical fortitude; resist injury and psychic burn

Ability Scores

Each character has a number, called an ability score, associated with each of their [abilities](#), as shown below.

Ability Score	Ability Level	Description
0	Incapable	Completely incapable, non-functional
1	Feeble	Barely capable, like a small child
2	Average	Human average, sufficient for most things in life
3	Impressive	A step up from most people, competent and capable
4	Exceptional	Better than most, a serious contender
5	Amazing	Near the top, a thrill to behold
6	Peak Human	The best of the best humankind has to offer
7	Superhuman	Beyond human limits, breathtaking
8	Extraordinary	Nearing limits of the animal kingdom, apex predator
9	Peak Animal	The best of the best the animal kingdom has to offer
10	Construct	Beyond the limits of the animal kingdom; artificial
11	Transcendent	Passing beyond humans' ability to construct

Ability Score	Ability Level	Description
12	Legendary	GHOSTBURN 2325 SAMPLE Stories are told of such things, awe-inspiring
13	Unfathomable	Almost beyond comprehension, unimaginable
14	Supreme	Nearly breaking the laws of nature, mind-bending
15	Absolute	Theoretical maximum, godlike capability