Sour Grapes

Rule Book

About this Book

This book is a Rule Book. It is designed to be compact, easy to browse and act as a resource during gameplay. This is not a tutorial on how to play the game. In order to fully understand the rules we highly recommend the following companion books:

Sour Grapes: Why?
A brief introduction on why this role-playing game exists.

Sour Grapes: By Example
Taking stories found in many role-playing games and breaking them down step-by-step as to how they would be done "The Sour Grapes Way"

Sour Grapes: Firefoot's Tavern
A 45 minute mini-adventure designed to learn the Sour Grapes system that culminates in a tavern brawl!

Sour Grapes: Print this!
A PDF ready to take down to your local print-shop. It will have enough duplicates to support up to 5 players for a single campaign.

In addition this book assumes that you have played a role-playing game before. This game system is designed to be accessible, free and easy to pick-up. However, it does not include a primer on role-playing games in general.

https://www.sourgrapesrpg.com/

The following items are required to play Sour Grapes

A lot of six-sided-dice. To make life easier have a pile of 50 dice available.

Tokens. I've used pennies in the past but anything around the size of a coin will be fine. You'll want at least 50 per player. They should be easy to stack.

Each player should have a twenty-sided-dice. These will make an occasional use if the game calls for it. Most of the time you can get by without it if you do not have one.

Pen and Paper

A printer. There are character sheets, enemy sheets and other items all designed to fit an 8.5x11 sheet of paper. For a quick reference look at the companion book: Sour Grapes: Print this!

After deciding on the type of character you wish to play it is time to select stats. Stats are heavily used in this game and will make up the brunt of your gameplay.

There are 9 Stats in the game: Agility, Might, Knowledge, Perception, Prestige, Resolve, Spirit, Stamina and Vitality. Each stat can have a value from 1 to 10 and the "Random Adult Human Average" value of a Stat is 3.

Let's look at an example on the next page. Here the player has filled out their stat sheet by writing the stat value in pen and then coloring in the dice in pencil.

The character's true stat value will rarely change, but the dice value will be frequently erased or filled in as your stats are modified due to effects and actions.

Stats can go up or down depending on situations during the game. If a stat reaches zero something significant will happen (as explained on the stat sheet).

There are two terms to remember with stats:

Actual Stat Value is the value that the stat is regardless of effects. This is the value written in pen on the stat sheet.

Current Stat Value is the value of the state with all modifiers applied to it.

Unless otherwise expressed in this game every single stat role should be based off the Current Stat Value. If your character has a strength of 10 but the Current Stat Value is 1 then for all rolls that character is treated as if they have a Strength of 1.

When a Stat goes down it is called "Exhausting" the stat. Stat points can recover after a short rest away from the activity. Exhausting a Stat is a common part of this game. How long it takes to recover an exhausted stat depends entirely on the situation, but it is usually within a couple of hours.

If a stat is Injured then the stat will not recover until the injury is removed. If a stat is injured just mark it once on the paper until that injury has been healed. There can only be one injury marker on a stat at a given time. It is up to the story teller to determine what needs to happen to remove an injury. If a stat ever reaches zero it is automatically injured.

In this example the players Actual Stat Value is 4, the Current Stat Value 2 and the stat is Injured

fencing

Trained   Expert   Masterclass

Name: Notes:

acrobatics

Trained   Expert   Masterclass

Name: Notes:

handguns

Trained   Expert   Masterclass

Name: Notes:

Stunt driving

Trained   Expert   Masterclass

Name: Notes:

boxing

Trained   Expert   Masterclass

Name: Notes:

persuasion

Trained   Expert   Masterclass

Name: Notes:

luxury

Trained   Expert   Masterclass

Name: Notes:

electronics

Trained   Expert   Masterclass

Name: Notes:

Trained   Expert   Masterclass

Name: Notes:

Trained   Expert   Masterclass

Name: Notes:

Stat and Skill Summary

There are 9 stats

Stats are values from 1 to 10

The "Average Adult Human" Stat value is 3

Stats are frequently modified but will always revert back to their original value over time

It's important to know what the original stat value is as well as the current stat value

There are no set Skills

Skills are values from 1 to 5

A character should only have one page of Skills

There are no other backgrounds or traits as part of the default game

Players are encouraged to come up with their own skills

The spend action is simply exhausting a point of a stat in order to achieve a goal. This could be exhausting one point of knowledge to study up on a mythical creature or exhausting one point of stamina to run to the nearest police station.

Spend actions can be dictated towards the players "You've been hunting for so long why don't all of you spend a Perception." or they can be at the request of a player "Can I just spend some Strength and kick this door down."

This is a good way to indicate how something is going. If the party is supposed to sneak into a high-class dinner party and they show up wearing their battle armor and weapons that might cost them some Prestige. On the flip side, if they make a good argument for a situation or come up with something creative it might earn them some of their exhausted stats back.

Typically Skill tokens do not apply to Spend rolls. If they did they would just be a "Success" without needing to perform any action.

A situation roll is a buildup roll that produces a final Check Roll. The character works into the story events that will either raise or lower the difficulty.

This is a highly interactive roll that requires the player to be fully engaged. First the Storyteller announces a very high difficulty (like 25) and it's up to the players to work into the situation various events to lower that overall difficulty.

During this time there may be smaller Check rolls that could lower the overall difficulty. However, any Tokens being spent are not recovered until after the entire Situation is resolved.

Example:
The player wants to break into the back room of a casino. The difficulty to simply walk there using only Prestige (Stat) and Fast Talking (Skill) is 20. This creates a Situation.

First the player decides to get an application for a job and apply in person for the position. This reduces the difficulty down to 18.

Then the player decides to strike up a conversation with one of the bartenders trying to convince him that he'd be perfect for the job. This is a Check Roll. The player passes the check roll and it reduces the overall Situation difficulty down to 11.

Then the player decides to follow the bartender out for a cigarette and knocks him unconscious when no cameras are looking. Now the player has a uniform, a backstory and a badge. The difficulty of the Situation is no 5.

The player decides to chance it and walks up to the door. The player uses Fast Talking and Prestige to convince the security guards he's new on his first day and successfully gets entrance into the back of the casino.

There are 5 Action Cards (Stunt, Interrupt, Compliment, Divert, React)

Stunt cards: The action being performed by the player

Interrupt cards: A card designed to halt the stunt card

Compliment cards: Used to modify the Stunt in a positive or negative way

Divert cards: Used to redirect the stunt towards another target

React cards: Used to react to a stunt being played against the target

1: At the beginning of a turn the Controller can choose to lay down a Stunt card. This card will kick off the turn. No other player may lay down a card until a Stunt card has been placed. Only the controller may lay down a Stunt card.

2: After the Stunt card is placed any other player may lay down an Interrupt card. The player who placed the Interrupt card must roll for success or failure immediately. If the Interrupt card is successful it is applied and the turn is over.

3: If no Interrupt is played, or it has failed, the Controller now must declare the Target(s) of the Stunt, how many points they intend to place into the Success and how many points they intend to place into the Result rolls. They place dice and tokens there to represent their future rolls but they do not roll at this time.

4: After this has been declared players may lay down either Compliments or Diversion cards. Only one card of each may be laid down.

5: Finally all Success rolls are made for the Stunt, Diversion and Compliment cards on the table. This will determine who the receiver of the action ultimately is.

6: That receiver (or multiple) must now choose to play Reaction cards.

7: If the Reaction card is successful it will apply. If it fails then the Stunt card will roll for the Result (damage) for any Receiver that failed.

After that the turn is over.

Reaction cards can only be played by a character who is the target of a stunt. Only one Reaction card may be played per player.

You can only have one Interrupt, one Compliment, one Divert and one Stunt on the table.

If at any time there is a conflict, meaning multiple players wish to lay down an interrupt, diversion or compliment card the player willing to put the most points into their card wins.

In the event of a tie the players decide on a tie-breaker. However if this happens the loosing player must still make a check roll to see if they exhaust their skills even though they don't get to apply their card!

This card requires a success of 7 to pass

The card allows Perception (Stat) and Ninjitsu (Skill) to be used

If this card is successful it deals 1 damage to the target's Perception

Not all interrupts make sense in a given situation - what if the target is wearing a motorcycle helmet? What if the target is a 30ft tall robot? If the player places an invalid interrupt it can be rejected by the table.

6	**Sand Strike** *You disrupt the action with a cloud of sand*	
Success **Perception** *Result* **N/A** *Target* **N/A**	Skill: Ninjitsu Notes: If successful deals 1 point of damage to the target's Perception	

Divert cards are interesting because they change the target.

In this example it is important for the player and storyteller to agree on a new target. What happens if you are shoving a person away who is firing a crossbow? What if it is a longsword? Your valid targets may change.

*	**Shove** *You shove the attacker mid-strike*	⬊
Success **Agility** *Result* **N/A** *Target* **N/A**	Skill: *Judo* Notes: * Success score is based off Attacker's Agility. If successful you and storyteller agree on new target.	