DISPOSESSED

Because Life is fucked up, but games don't have to be...

What is this?

Dispossesed is a roleplaying game, for more information on that, search the internet, Disposesed is one of the many attempts i've made in time to create my own systems for my own games

all of them failed because I got over-ambitious, over-complicated things, and took too long, Dispossesed is different, with Disposesed im forcing myself to keep it at 2 Pages Maximum, wich could very well be printed on the same Page with two sides being printed on, needless to say, Dispossesed is based around being Rules-Light, and extremely Open ended, the Game comes before the rules and all that

all rules in this ruleset are meant as a guide, feel free to come up with your own and expand upon these

Disposessed will be the one thing wich I Wont Fuck up This is my last Ride

Make it Last...

Character Creation

Characters in Disposessed are measured by 3 Variables, Attributes, Skills, Backgrounds all of them measured from 1 to 5, 2 being average 5 being the "Human" (or wichever the majority race in your setting is)

Attributes represent the Intrinsic qualities of a character (speed, strength etc...), the GM is compelled to either Come up with his own list of Attributes, or use a existing list from another RPG/Video Game etc... Character's get a Set of points to distribute amongst their Attributes

Low Powered games: Get 2 or less Points per Attribute
Medium Powered games: Get 2.5 per Attribute
High Powered games: Get 3 or more per attribute

Skills are the character's "Know How" as with attributes, either come up with your own list of skills, grab it from existing media, or just improvise them as play develops, depending on the power level of the game you get the following points to spend:

Low Power games: Get between 0.1-0.4 per Skill (decimals up)
Medium Power games: Get between 0.5-0.8 per Skill (decimals up)
High Power Games: Get 0.9 or more per Skill (decimals up)

Backgrounds represent everything inbetween, the GM can come up with a list of Backgrounds or make them up as the game goes, the Background points a character starts with is directly determined by the GM, low power games should use 1 Background point per character, Medium power 2, and high power 3,

backgrounds can be things like wealth, status, contacts, allies etc...

Backgrounds have the peculiarity that you can buy **Negative** versions of them, so instead of being wealthy, a character can choose to be poor, or have debts, and in turn, receive those background points instead of taking them away, this is a way of getting more points to fine-tune a character, background points can be exchanged by Skill points in 1 to 2 basis (1 background point gives 2 skill points and vice versa) and by attributes in a 1 to 1 basis (1 background point gives 1 attribute and vice versa)

Core Rule

whenever the outcome of an action is in doubt you perform a Check, designate a relevant attribute and/or skills, every point in that attribute/skill means you roll one dice (so for

example a Check that requires Strength, would make a character with Strength 3 roll 3 Dice, or 2 if he had Strength 2 etc...) every dice that exceeds the target difficulty of the action (determined by the GM) is a "Hit" if the roll has at least One Hit it is succesfull, more hits mean the action is increasingly succesful, (so 2 hits are better than 1, etc...) this is useful for checks where multiple characters are checking aganist eachother, or in checks where you need to see not only if, but how well the action was performed, as a rule of Thumb, 1 Hits is "Good Enough" with 2 or 3 Hits being a Solid Success and 4 and onwards being truly memorable results, you should amend these results depending on how many attributes/skills were checked though, since more attributes/skills being checked mean more dice thrown increasing the overall ammount of hits

by default the dice to be rolled are D10's, you can amend magnitudes for other dice if you want, below is a chart of difficulties as a reference

ESP's

ESP's represent all supernatural powers, the GM is compelled to either, make his own list, improvise them, or take them from existing media, they are bought as if they were backgrounds, every ESP represents a single "Domain" of power, with every point giving access to one specific power, or alternatively representing control over a specific discipline of powers

ESP's are used like any other skill or attribute for the purposes of activating those supernatural capabilities

if needed be, you could create a "Pool" that is spent as a character activates its ESP's this pool can be an arbitrary number, or be determined from a single Attribute or multiple ones

Combat

Characters can act Once during combat and can defend from one Attack once per turn, character's act in order according to whomever has the highest initiative (this could be an Attribute, the sum of some Attributes or something else as ruled out by the GM)

Attacks work like a regular check with the Relevant Attributes/Skills being used, when the Target defends, you put the Attacker's Hits aganist the defender's Hits, if the defender had more hits then he nullifies the attack, wheras if the attacker has more hits he impacts the defender

he will proceed to check for damage, rolling one dice per Damage the weapon he is using has, Damage rolls are by default assumed to be done at a Average difficulty (5) every hit is 1 point of damage inflicted

Armour is rolled aganist damage in the same way, roll 1 dice per Armor rating, every hit nullifies 1 damage

Health is measured in "Stages" by default the Health chart is the Following

Health Points	Penalty
O	-0
OO	-1
OO	-2
O	-5
O	X
O	XX

Every damage point received you cross one of the above circles, and go downwards from there, once certain thresholds are crossed character's receive the penalties described in the right part of the Health chart, a single X represents a Incapacitated Character, two XX's means the character is dead
(no space was left for weapons or other equipment
you only really need a Damage rating for Weapons, a Simplistic "Range" for ranged weapons, and a Armor rating for Armor)