

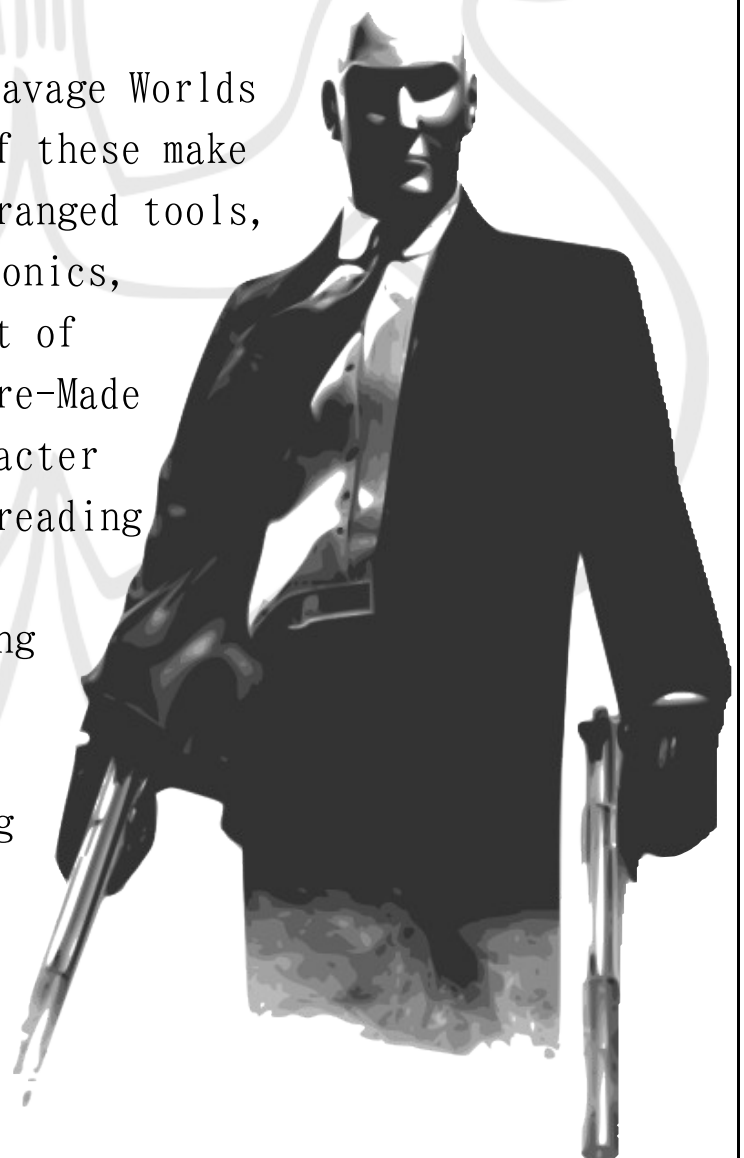
## 0. INTRODUCTION

The Following pages describe a RPG System that is ostensibly Loose , the Crunchyness of Systems like GURPS, D&D, Call of Cthulhu etc... has been dropped in exchange for Full-on Playability and the ability to Create anything on the fly of course systems that already do this exist, **FUDGE** and **FATE** being two examples

if i have to give a reason as to why the following system distinguishes itself from other Narrative and other Universal systems is by its absolute streamlining, allowing Spaceships, Mages, Demons, and any creature or being that you can come up with without entire pages of Rules or stopping the Flow of the Game

as mentioned before, **GURPS** and **Savage Worlds** already Do exist, however both of these make use of Extensive Lists of pre-arranged tools, for example **GURPS** allows for Psionics, Magic, spaceships etc... but most of these are built using Lists of Pre-Made Advantages, creating such a Character in those Systems takes hours of reading through lists of Advantages and Disadvantages and number-crunching to get exactly what you want

the DIY approach of the following pages allows you to do the same, albeit in a extremely Loose way, for those who do not enjoy the crunch



it is perfectly apt for playing Solo (Playing solo is all I do anyways...), as well as with a traditional Group, with all of this, it is important to note that this is a Personal Project to make the RPG i'd like to play it is made to appeal to myself, all the other RPG's are there for you to play, FUDGE is free after all and there are Still a few Torrents with GURPS 3<sup>rd</sup> edition out there, if you don't like this one don't force the meme



## I. CORE RULE – Checks

whenever the Outcome of an action is in doubt, and/or the result of such an action is relevant, roll 3d10 and compare the Result of the **MEDIAN** against the **Target number** of the Action Provided by the **GM**, there are two Ways of Interpreting Difficulty, **both are Valid and offer the exact same possibilities**

- ◆ High rolls are better = Score **ABOVE** the **Target Difficulty**
- ◆ Low rolls are better = Score **SAME OR BELOW** the **Target Difficulty**

Below is the Probability of Getting a Specific Number Rolling a D10 Median (Decimals Were dropped for simplicity's sake) :

| Target Number | Scoring that Number | That Number or Higher | That Number or Lower |
|---------------|---------------------|-----------------------|----------------------|
| 10            | 2%                  | 2%                    | 100%                 |
| 9             | 7%                  | 10%                   | 97%                  |
| 8             | 11%                 | 21%                   | 89%                  |
| 7             | 13%                 | 35%                   | 78%                  |
| 6             | 14%                 | 50%                   | 64%                  |
| 5             | 14%                 | 64%                   | 50%                  |
| 4             | 13%                 | 78%                   | 35%                  |
| 3             | 11%                 | 89%                   | 21%                  |
| 2             | 7%                  | 97%                   | 10%                  |
| 1             | 2%                  | 100%                  | 2%                   |

With the Above chart it can be determined that the “Average” difficulty of a task, is 5, wich would give you a 50% chance of success on both Syles of Checks



## II. CHARACTER CREATION

A Character, and for that matter, any entity is composed of 3 parts , Statements, Bonuses, and Baggage

Statements are like their name implies, any property of the character condensed in a single Statement this can be anything pertaining to the character: "Has Contacts in the Underworld", "Retired Cop" , "Zealot Cultist", "Good with Guns", "Film enthusiast", "Outcast", " Loves Fishing" , "His Brother backs him up" etc... these are all Valid Statements that can be used to create a character Statements are used in two Ways during play:

### ◆ Implication

a statement has passive implications that define the character, a Film enthusiast has watched a lot of Movies and has a decent collection of DVD's at home, or maybe he has Multiple HDD's filled with Anime, a Retired Cop probably still has his service weapon with him, a few friends from the Precinct, and knows a thing or two about Police Procedure, an Outcast probably doesn't have a Job or much money to begin with, but knows everything about staying out of sight and takes things from uncommon perspectives, etc... all of these are implications that the GM and Players, as a rule of thumb these should be more Positive than negative (otherwise they'd be

baggage) but not everyone's perfect, a Retired Cop could have a bone to Pick with people he's put behind bars, the Outcast is... an Outcast and will have problems whenever Society is involved

### ◆ Housecall

a housecall is when a Character tries to make something happen using a Statement, a Character with the "Smuggler" Statement may want to Smuggle illegal substances, a Character with "Friends in the Right Places" might want to call in a "Favour" a "Thief" Character might want to break in that Mansion and steal anything that's not bolted down depending on the complexity of the Action, and the Affinity it has with the Statement, the GM can either Grant the action without a Check, or Ask for a Check with a Bonus or Penalty depending on how hard or easy the task is so for example a Smuggler might not even need to Check to Smuggle illegal substances through the border, since he knows how to do it (and probably has been doing it for quite awhile) whereas any other character could have required to Check for it, or maybe not even allowed to Try it in the first place, the same Smuggler character at some point want to Smuggle a higher volume than usual, or perhaps Merchandise that's harder to Hide, at which point the GM rules out that he needs to Check at Default difficulty of 5, or maybe he considers that's hard even for such an Experienced Smuggler and increases the Difficulty to 7, or adds a -2 Penalty, etc...

The Checks done as a Result of Housecall work just like regular checks, this means Bonuses (more on this in the following pages) can be applied to them it is possible to "Empower" Statements by taking complementary bonuses (so having a Detective Statement and a +1 to Forensics Bonus to further Reinforce his Detective Skills)

**Bonuses** are a Numerical Advantage used when Checks come into play, whereas statements are described by a single quote **Bonuses** are represented by a single number and the Area that the **Bonus** is applied upon, as a rule of Thumb **Bonuses** should be aquired regarding Actions and Disciplines, Firearms, Fencing, Gymnastics, Long Distance Running Hand-Tricks, Gambling, Clothesmaking, essentially **any action or Craft can be assigned a Bonus**

Bonuses do not have an upper Limit, but looking at the previous Probability Graph you can get an idea of how much every point increases your chances of success, regardless, the "Normal" range is between +1 to +4, with +1 Representing someone with Proper Training/Capacity on that field, +2 Representing a Full-Blown Professional and +3 Being a Master, Ratings of +4 or +5 Describe The Peak of Human Ability, the Stuff of Legends, anything beyond +5 enters the Field of Fantasy

last but not least, **Baggage** represents substantial drawbacks the character has, what is meant by "Drawback" is mainly anything that will hinder his ability to act, having an influential enemy that will actively hunt him down, being in debt or being poor, being a wanted criminal, a irredeemable coward, but also "Positive" traits like being Honorable or caring about family or having someone to protect, can count as **Baggage**, this is so because **all of these traits regardless of their moral implications hinder the character**, a Honourable character will not be able to do things that a dishonorable character could, a character without dependants can bargain with the Underworld whereas someone with a family to care about would think twice before doing things that could potentially endanger them etc...

Characters are generated according to a "Power Level" every power

Level has a number of points associated to it a Level 1 Character with 10 Points is the "Average", with every consecutive level adding 10 more points and every level below it subtracting 10 (Level 0 and negative levels are possible) **every point can be exchanged for either a single Statement or a +1 Bonus**, Baggage works in the opposite way where acquiring a single Baggage gives you a point back

the power level characters are made with is up to the GM, it is perfectly possible to make "Half Levels" where a Level 1 character has 15 or 17 or any other number between 10 and 20, Power Levels are there more as a Informational tool to gauge at a glance how many traits a character has



### III. LINKS

Links represent the character's presence in the game, they are akin to any other game's "Health points" Links cost and starting amount is entirely up to the GM, the "by default" is 2 starting Links and 3 of the character's Points to get an extra Link a Link has 3 Stages of Damage, a Link first is TORN, then its CRACKED, and finally it is SEVERED as said before, a Link represents the character's staying power, when all of the character's Links become SEVERED, the character is gone from the Game the Most obvious way of Damaging links is Physical damage, but this is not by any means the exclusive way of damage, being Emotionally harmed, losing sanity, a Detective that's hellbent on solving the case could lose motivation and give up, a Mercenary could abandon his warlike life after witnessing too much a Paranormal-Investigator lose all of his sanity and simply be unable to continue his investigation (or life at all) what exactly counts as Damage, and when is the accumulated damage enough to cause a change in Stage for a Link is up to the GM

Links could have, if appropriate and the GM wants it, an associated penalty to them, the "by default" configuration is: Links that are TORN give no penalties, Links that are CRACKED give a -1 Penalty and a SEVERED, Link gives a -2 penalty alternatively instead of a numerical penalty, you could associate a Baggage to a Damaged Link

Links can be recovered depending on what caused the Link to be damaged, as a ground rule however, a TORN link shouldn't take more than a few Scenes to be recovered, a CRACKED link should take about a Full-Game Session whereas a completely SEVERED Link could last for a full Story arc or even warrant a entire sub-story to recover

## ADDENDA

With all of the previous 3 Chapters you should have everything you need to know to Play, **CHECKS** should be enough to handle any play situations that might emerge, the **CHARACTER CREATION** rules should allow you to create any and all PC's NPC's, Vehicles and such and the **LINKS** system should allow you to measure how much staying power any specific PC/NPC/Creature/Vehicle/etc...

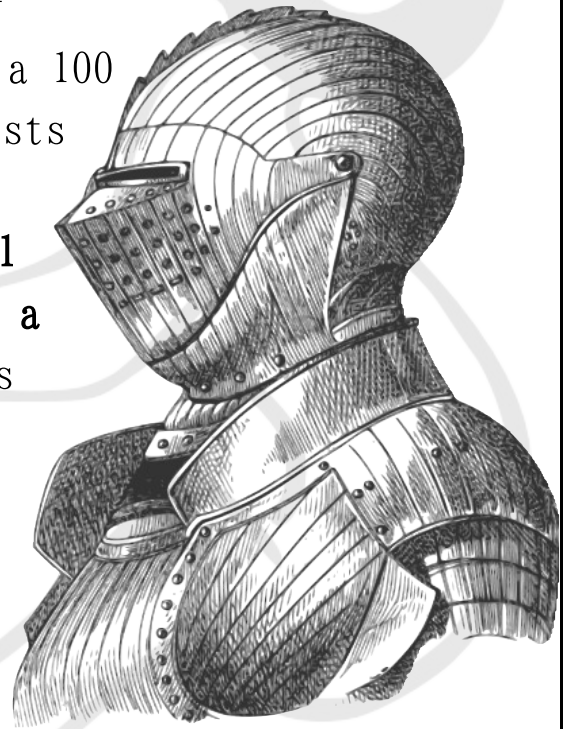
anything past this point amounts to suggestions and alternate rules that you could use, all of the chapters in the **ADDENDA** are **OPTIONAL**



## D100

Instead of using a 3D10 Median you could use a Plain old D100, roll a D100 and depending on your preferred method, **either roll over, or roll the same as or under**, the Target Difficulty, in the case of a D100, the **Difficulty rating is Literally the Chance of Success**, so in a Roll over, a **70 Difficulty means a 30% chance of success** (since rolling above 70 leaves 30 possible numbers) and the same chance in a roll under would be 30 because a Target difficulty of 30 leaves 30 Possible numbers for a total of 30%

to accommodate for this expanded range of difficulty, Power levels now account for a 100 Points instead of 10, every **Statement** costs 10 points, and every **Baggage** gives 10 points, **Bonuses are still bought in a 1 to 1 ratio**, with ratings under 10 being a **Novice**, 10 to 20 being **Average**, ratings between 20 and 30 being a **True Professional**, anything beyond 30 represents mastery with 50 being the **Maximum Reasonable Human accomplishment**



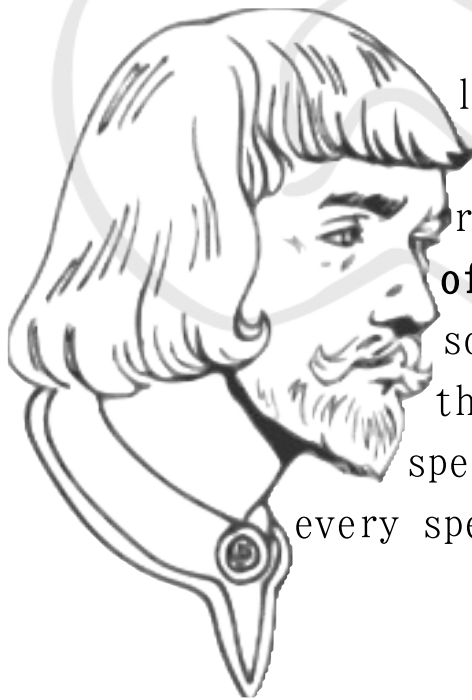
in a Roll Over system the bonus is added to the dice and in a Roll under system the bonus is subtracted from the dice

The Main advantage of Using a D100 system is its clarity, since the Target Difficulty and the corresponding bonuses are a literal percentage, however it will be a much swingier system than the Median because of the lack of a bell-curve, keep this in Mind!

## SUPERNATURAL POWERS

Supernatural powers such as Magic, Psionics, Mutations etc.. **can be easily modeled by using a Combination of Bonuses and Statements**, a Statement could determine the Ability to use that power in of itself, and then define the limits of such a power with further limits, **with every further Statement defining a different Spell or dominion of that power**, how Wide or narrow the powers are is up to the GM, for example the GM could rule that every every point is equal to 3

“Spell” statements, once you’ve aquired the Magic Statement, or perhaps the dominion is already included with the statement (using a “Telekinetic” Statement, or a “Fire Mage” statement, etc...) **Bonuses can be combined just like any other Statement+Bonus**, so you could have a “Fire Mage” statement supplemented by a “+2 To Sorcery Checks” , so on so forth...



lastly, if the GM requires it or it is fitting for the setting, or any other reason, **you could set up an alternate pool of LINKS for a specific source of power**, so for example you could have “Mana Links” that take “Damage” every time you use a spell or depending on the ammount of Power every spell uses, etc...



## EQUIPMENT & EXPERIENCE

most of the belongings of a character are assumed to be part of the Passive Implications of existing Statements however As with Supernatural Powers, specific Equipment can be modeled with Bonuses and Statements, however because of the ephemerality of equipment this may be unbalanced (a character could spend 3 points on a +3 Sword only for it to break in a single game session or the character to lose it)

the two ways to deal with this could be, either

1. to treat the specific equipment bought with points as parts of the character, instead of being just some car, or a painting, the painting is a family heirloom, and the car is a custom model belonging to the character, these items are part of the character's history and as such they will always find a way back to him/be stored/be more durable etc...
2. to give an additional pool of points for equipment and note down equipment in a separate sheet, these items as such do not cost any points pertaining to the character and can be acquired or lost during play without any effects on the total value of a character
3. a combination of both

as Characters go through their adventures they will improve their capabilities (or lose them) no rules for experience have been included in the 3 main chapters so as to keep with the Fast and loose design, the Two best approaches to character improvement is to either organically give or lose statements and bonuses (a character that trained with his sword gets a +1 to his sword after awhile, a character that made friends in important places gets the "Friends in high places" statement, so on so forth...)

or come up with your own experience system, the most basic and obvious way to give Experience is to actually just give points every X number of sessions and/or when they accomplish certain things during play, however you should be careful to not give too many points in too short time or the character's could get too strong for the game, and vice versa

another way to do it would be to award Experience points, each experience point being an equivalent to X points, so for example 10 EXP is equivalent to 1 point, this allows for more granularity when it comes to awarding points, in the end they both work the same way but the latter allows you to award EXP more often which makes the players feel more rewarded

regardless of what method you decide to use for Experience, you should use common sense when it comes to actually acquiring new Statements or increasing bonuses, some are very obvious, a Soldier that gets a +1 bonus to his rifle is easily explained by the character just getting better at shooting things during his past exploits/during play sessions but if a detective suddenly gets "Owns a Spaceship" Statement, the player/GM should have a reason for it, give the character some downtime during which he gets his hands on one, or maybe play a sub-story where he finds it, etc...



## STAT THE PLANET!

In the following pages you'll find sample sheets for Characters Vehicles and other entities, they are meant as an example on what you can do with the rules above, the Power Level format added is given in Default/D100 points **SPENT**, the Level values are the Default 10/100 per Level, if the total spent points is less than the Default Level it means you have spare points to spend and complete the character further, Links are marked with "0" any extra links bought with character points are separated by a "+" thus a character with 2 Links that buys 2 Extra links would be represented as "00+0"



# POINTMAN

Level 1 - 10/100

a Paranormal Operator from F.E.A.R

LINKS

00+0

## STATEMENTS

F.E.A.R Operator

Bullet-Time Ability/High Reflexes

Receptive ESP

## BONUS

Firearms +2/+20

Martial Arts +2/+18

Urban Tactics +1/+12

Gunsmithing +1/+7

Athletics +1/+18



## BAGGAGE

Unnerving presence

Haunted by Visions (Alma Wade/Paxton  
Fettel)

Target of Obsession (Alma Wade)

# HELLHOUND

Level 3 28/300

a Feral Mamono from Monstergirl Encyclopedia

LINKS

00+00

## STATEMENTS

Monstergirl  
Able to Trace Essence  
Heat Tolerance  
Thick Skin/Tough Hide  
Animal Instincts

## BONUS

Claws +3/35  
Wrestling +4/43  
Stealth +3/30  
Athletics +4/42  
Acrobatics +3/30  
Smell +3/35  
Sight +3/35



## BAGGAGE

Must feed on Human  
Essence  
Irradiates Monster Mana  
Hotheaded/Impulsive  
Skewered Moral Compass  
(Rape is Ok)  
Shameless  
Emotionally Reliant on Husband

# HEAVY

Level 2 - 15/163

a Russian Heavy Weapons Man from Team Fortress 2

LINKS

00+00

## STATEMENTS

Second Language : English  
Mercenary  
Owns a Minigun  
Herculean Strength  
Literature Major

## BONUS

Minigun Operation +2/20  
Firearms +1/15  
Boxing +1/18  
Strength +4/40



## BAGGAGE

Duty (RED or BLU)  
Colossal Complexion  
Enemy (Wanted by the  
Soviet Union, Family of  
Tsarist Dissidents)  
Slow and Sluggish

# JOSHUAH "GOD 45" MATTHEWS

Level 3 - 25/251

a Wayward Imbued from Hunter:The Reckoning

## LINKS

00

### STATEMENTS

Imbued  
Former Histologic Technician  
Unbreakable Determination  
Methodical  
Ally (Alleyman 222)  
Imbued Powers  
    Path of Deviancy  
        Impart  
        Forewarn  
        Enrage  
        Reap  
    Path of Revenge  
        Cleave  
        Trail

### BONUS

Fitness +2/20  
Perception +3/30  
Firearms +2/20  
Brawling +1/10  
Melee Weapons +1/10  
Medicine +2/23  
Investigation +2/20  
Occultism +2/20  
Interrogation +3/28  
Leadership +1/10



### BAGGAGE

Sociopath  
Megalomania  
Paranoia  
Enemy (Monsters)  
Infamous (Hunter.net)  
Obsession (the Hunt)

# JC DENTON

Level 2 - 13/130

a UNATCO Agent from DEUS EX

## LINKS

00

### STATEMENTS

UNATCO Agent

Nanoaugmented

Friend Foe Recognition system

Augmented Vision

Ally (Brother Paul)

### BONUS

Computers +1/10

Lockpicking +1/10

Electronics +1/10

Athletics +1/10

Pistols +2/20

Martial Arts +1/10

Firearms +1/10

Heavy Weapons +1/10

Explosives +1/10



### BAGGAGE

Duty to UNATCO

Emotional Ties to Paul  
(Brother)



# PANZERKAMPFWAGEN VI "TIGER"

Level 4 - 34/356

a German-Made Breakthrough Tank from 1941

LINKS

00+000000

## STATEMENTS

Heavy Tank

100mm Frontal Armor

80mm Side Armor

88mm L/56 Main Gun

x2 MG34 Machineguns (Radio MG, Coax MG)

## BONUS

Accuracy +3/35

Main Gun Penetration +5/53

Main Gun Damage +8/88



## BAGGAGE

Requires a Crew of 5 to Operate  
High Maintenance/Frequent Breakdowns

Non-Sloped Armor

Overengineered

Overweight (56 Tons)

# MAX PAYNE

Level 1 - 9/100

a DEA Detective from Max Payne

LINKS

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## STATEMENTS

DEA Detective

Bullet-Time

## BONUS

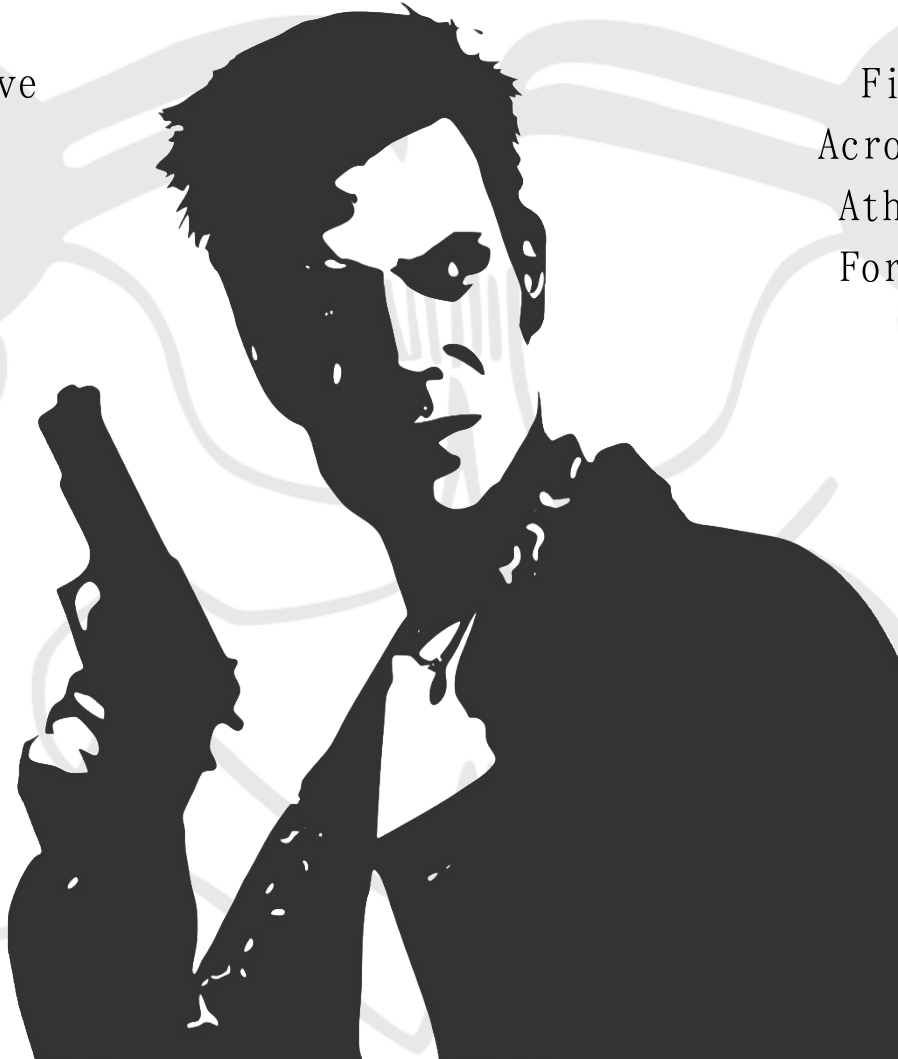
Firearms +3/30

Acrobatics +2/25

Athletics +2/20

Forensics +2/20

Akimbo +2/25



## BAGGAGE

Lost Family

Personal Stake in the Valkyr  
Case

Wanted by the Police after a  
Setup

Enemy (Lupino's Gang)

## PARTING WORDS

There's not much else to Add, this is the final culmination of many years of fucking around and trying to make a RPG system that I want to play and that doesn't take 9000 hours to make one Fucking Character or that demands me to stop the action mid-play to consult what EXACTLY was the +35789654 Penalty on Blazing guns Akimbo, or to conlust what EXACTLY Spell No.3484 Does on **GURPS** Magic

Its Extremely loose, I know, but that's the point, its a DIY system that's even less defined than FUDGE or FATE wich I think is an accomplishment in of itself

the "Power Levels" aren't really "Balanced" at all, its just what it is, a measurement of how many points a certain thing is Worth, this is so because all Statements are worth the same regardless of how efective they actually are, this is ok if you're into the narrative, because powerplay and crunching aren't important and you're not gonna try to "Abuse" the character's statements, but even if it was intended to be Abused, the Enforcement of what exactly a Statement can or cannot do falls upon the GM, simply put if you're trying to powergame your ass out the GM can simply put limits to the statement and flesh it out

of course you could also implement your own cost list for Statements or stablsh ground rules for their cost etc...

another thing is the Combat rules, they haven't been added, this is for a reason, if there's one thing that really complicates a system is usually Combat, all the minutiae about Weapons their Maintenance, Ranges, manouvers etc... can really Rule Bloat a game (Just take a look at **GURPS**'s Advanced combat rules or Twilight

2000's) most combat encounters can be resolved by series of Contested checks and if you REALLY, REALLY need complex system of combat that defines every single variable, then you can make your own from the rules already shown, or play another RPG (**GURPS** being a good example)

With all of this said, this is as far as I go, use this Manual as you see fit, make shit, break shit, modify shit, and PLAY shit because after all this is supposed to be a RPG system, if you don't play then what the fuck are we even doing here...

