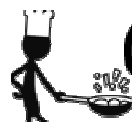# The PATH

GAME CHEF 2006

For Game Chef 2006

Duration
Your Game is completely playable in 4 Sessions of 2 Hours each.

Ingredients
Use three of the four in the chosen of two packages.
Package One
- GLASS
- COMMITTEE
- ANCIENT
- EMOTION

The PATH
This is a game of roles.
Taking on the roles of investigators into the strange and unusual in all genres and settings

In this game the players take the role of adventurers, thrill seekers, secret agents, whatever all on the path to finding the truths in the world.

It is much like a first person shooter style video game in that the adventures are supposed to be linear, damage heals in between games and death is not at all permanent.

Path stands for
P        Persistence
A        Assets
T        Talents
H        Health

How the 4 definitions to a character all come into play:

Persistence     Defines how well the character can overcome mental obstacles
Assets          This is their physical assets such as strong and fast.
Talents         Basically how good they are doing actions
Health          The amount of damage they can take before "Going Out"

Each stat has 3 components to it
The Total or Permanent Die score
There is also the Temp Die score based on how many Temp Points of damage have been taken in each individual statistic.
And the Temp Points that determine the Temp Die Score based on how much damage has been taken to each statistic.

The PATH, a Role Playing Game                                              1
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<u>Character Creation is as below:</u>

Persistence starts at a score of 5 always. It can only be raised between Sessions depending on Restarts used or not used.
The other three stats are decided using 12 points to divide between the three. There has to be a minimum of 1 point assigned to each of the other three stats.

Each stat has the Total or Permanent score to it.
That is set in character creation and can be improved or damaged during game play via damage taken (giving a Temp Total Score) or with spells, gear, etc.

Each game session consists of a 2-hour session. Whether or not the goals are accomplished at the end of two hours of play the session ends. Play resumes the next time the players all get together.

<u>During a Game Session:</u>
Each Game Session is 2 hours in length.
Each Game should last 4 Sessions total
For a total of 8 hours.

The person running the game needs to determine a few things before characters are created.
They need to set up the setting, the backstory (like for a video game), do a plotting of the obstacles the characters will face in each session and how far till a reset point comes about.
They need to make some opponents to be overcome, traps perhaps. What ever they desire to give a good challenge to.

In the First Session there should be 4 Restarts. To reflect weak starting characters.
In the Second Session there should be 3 Restarts
In the Third Session there should be 2 Restarts
In the Fourth and Last Session there should only be 1 Restart.

Before a Restart begins often there will be a very challenging monster, tough boss etc.
This reflects the game like setting of the entire game.

If a character does not get Knocked Out during an entire Session, through all the Resets, then at the start of the next session in addition to healing from the previous session, they can add a point to their Persistence score, to reflect their drive, determination, ability to overcome obstacles.

<u>During a Session:</u>
The characters fight and overcome various monsters, villains, defeat traps and potential solve puzzles. The person running that session using the Backstory and Genre as inspiration orchestrates all this. While during a Session the characters can find better weapons, armor, gear, special devices to give them special attributes, abilities, Temporary or Permanent Adds to their scores or heal or negate a previous Restart potentially allowing for an add to their Persistence for finding such a powerful item.

Attack Matrix:

| | Attacker Mode | Persistence | Assets | Talents |
|---|---|---|---|---|
| Defender Mode | | | | |
| Persistence | | Persistence Damage | Assets Damage | Talents Damage |
| Assets | | Health Damage | Health Damage | Talents Damage |
| Talents | | Persistence Damage | Assets Damage | Health Damage |
| Health | | Health Damage | Health Damage | Health Damage |

Initiative:
Basically who goes first in each round of the Bout of combat.
This is determined with a Comparison of the current Persistence Score. The Temp Die total in Persistence. The character with the higher total goes first. Ties go to the one with a higher Talent score.
This is checked for each round or bout of combat. Once the higher Initiative takes their attack, then the roles are reversed. So in each bout there is an attacker and defender, then they switch. The Initiative can change depending on the attack choices and defense choices made in the previous bout of combat.

Attacking:
In hand to hand the attacker chooses the attacker mode, the defender does the same. Damage is taken according to the example below.

Damage is in 1d6 in temp points in the indicated stat per difference in Attacker minus Defender Stat Die For every 6 points of temporary damage taken the Temporary Total Die drops down. The permanent die total stays the same, for the rest of that session. Just the temporary total drops down.

In example the character has the following stats

P = 5
A = 4
T = 4
H = 4

That is the permanent scores
The temporary scores are the same to start with

If in a bout of combat the character takes a die of damage to health, then the player of that character rolls a single d6 and counts the pips as temporary points of damage to that stat, Health in this case. Once there are 6 points of temporary damage done, then the Permanent score drops to a new Temporary score of 3.

So in example
The attacker chooses Asset for attacking and the defender chooses Talents.
The Attacker has a 3 in Assets and the Defender has 2 in Talents.
The Defender in that round of the bout takes 1d6 in Temp Points in their Talent score.

Combat using weapons instead of fists or feet:
In case of combat using a weapon in hand, like a bat, sword, club, pipe wrench, etc.
The Attacker uses their Assets score as the determining factor. The Defender chooses their mode as usual.
The damage done is the difference in the scores, with a weapon normally adding to the score to increase the damage potentially done.

In the case of combat using such things as pistols, rifles, SMGs, Machine Guns, etc, the Statistic used is Talent instead of the normal options. Again the damage done is determined with the Talent score with the additions from the weapon making it a lot more dangerous.

Healing from damage:
At the end of each Session, all Temporary points damage is healed, resetting to the Permanent Points level. Unless a character had been knocked out and then the lowest stat is reset to a temporary score of 1. All Health is healed as well.

If a character falls to 0 in any permanent stat then they are Knocked Out, Wiped Out, The Lights are Out, etc. Any term to signify that state works. They are out until the next Reset point is reached. At that point their character comes back to life, back to consciousness with their lowest stat reset to a temporary level of 1. This makes them very susceptible to further damage and being Knocked Out again.

Settings:
Each setting will have different gear and ideas in it. The person running the sessions will create these when they are making the game up.

Credits:
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# The Ancient Committee on Glass

This is the Default Game Setting for The Path.

The world is not as it seems to be. Monsters and horrors lurk under the streets in the sewers. There are ancient nearly immortal architects of evil that run boardrooms as well as command legions of mindless automatons to enforce their designs.

The oldest and most influential, not necessarily the most powerful, of the ancient powers hidden from sight is the Ancient Committee on Glass. Dating back to the Sumerian Empire, they came into existence as the first humanoid power to harness heat and pressure to make glass, for use in their alchemical and mystical studies.

Over the many thousands of years they have both waxed and waned in power and prestige among the multitude of factions that riddle the world and work with and against each other in taking over the Earthly Globe.

The leaders are faceless monsters that live at the tops of the most expensive high-rise condominiums directing their legions of minions in crime, extortion, murder and general mayhem.

Only the few, the elite, the cream de la cream of conspiracy nutcases have even the faintest inkling the Committee and others like it even exist.

Setting Conventions:

This is the modern world. Cars, cellphones, PCs running different applications, the entire Hiphop lifestyle, mindless television with alleged Reality Shows running all the time mostly opposite each other. This is the land where The Committee is trying to take all things over.

Guns are available, but in reality pretty difficult to get a hold of. But not so baseball bats, tire irons, and heavy leather jackets.

Searching for clues using the Internet is the best way, but there are so few clues. The players are the run of the mill normal people who have found some hints to the underlying truths, the faceless monsters that live behind the curtains.

Minions:

These are the lowest classes of the monsters to be fought by the players on The Path. There are many but these few are representative.

Thuggers:  These are the street thugs used to enforce the 'rules' the Master level minions are directed to achieve. They tend to have no real weapons, perhaps a knife or two, the gang leaders with a zip gun tops. They have stats in PATH order of 2/2/2/3 making them less than half as tough as a starting character with a lot less persistence.

The Claws  These are mindless monsters about the size of large dogs that are used to guard the entrances to underground complexes. They have no minds, exist to eat and rend any that get into reach. Their PATH stats are 1/4/1/2 being very strong attacking but with no real meat on their bones. They always only chose Assets for the Attacker Mode.

<u>Masters:</u>

The Crime Lord   This is the stock Second Session Mastermind that would be fought at the end of that
                 session with clues to the next stage of the battle. They tend to have several large
                 bodyguards, there might be guns involved and they would normally be about as tough as
                 a typical character with better gear. They are a tough fight for a first time through. PATH
                 Stats might typically be 3/3/4/3 with a large gun to greet the characters when they bust
                 into his boardroom or Mafioso style mansion.


<u>Setting Stuff:</u>

Bats         Used with the Asset stat, reach is only in arms length or so, and adds on a single die of
             damage to the total.
Tire Irons   The same as with the bat, only a bit more durable. The same single die of damage add to
             the Asset score when determining how much damage will be done.
Pistols      This is a catchall term for any small handgun. More detailed rules can be created
             depending on the needs of the Game and Sessions. Normally adds on 3die of damage to
             the Talent score when used in combat.
Flak Jacket  Used by the police and military, it adds on effectively 3 points to the Health Stat when
             determining for damage taken.


<u>Credits:</u>