

The Rule of 5

For the 24 Hour RPG Challenge
Started at 7:00 AM EST on 02.28.05
Finished at 9:00 PM EST on 02.28.05

Blood would flow
Flesh and steel are one
Drying in the color
Of the evening sun
Tomorrow's rain
Will wash the stains away
Something in our minds will always stay

Fragile

Introduction:

This is my first attempt at a complete RPG. I have had several ideas in the past, and have jotted down notes. This is the first one that has been completed..

Additionally it is a submission for the 24 Hour RPG Challenge. Which states you have from your start time to your stop time a total of 24 consecutive hours to make a RPG. So here is my first one.

I hope you like how it ended up. I have enjoyed the creation process.
Welcome to the State of UnGrace and the poor souls who live there.

Definitions of Terms and helpful tips to start with:

The Rule of 5: Whenever the sum of 2 dice equals or exceeds a numeric value of 5, or when a 5 is displayed on a single dice. The two instances can exist at the same time.

Conflict Instance: When ever something is happening. If combat is occurring between two people, some attack by wild animals, a difficult action being taken using a skill possessed by a character, etc. Anytime that two or more things come into conflict with each other

Stock RPG Terms: Such things as 2d6 indicating roll 2 6 sided dice and then follow the game conventions.

This RPG is not target to new players, so the presumption is that the persons interested in it have gamed before and can figure out stock RPG terms in common use over the last 28 years (The duration I have been a gamer myself).

Rules Lite: Using 4th Generation Pen and Paper RPG convention of light rules, and free flowing actions.

Game rules: In a Conflict Instance player characters will have first action in an actual struggle unless the person running the game, rolls 2 5s on 2d6 at the start of the conflict. If that happens, then fate is against them and the non-player characters will have first actions for the entire Conflict Instance.

Timing: In this game there are not set turns. In a Conflict Instance, the players go first unless Fate is against them. They do a single action, each one, then the other side takes a single action. They continue till the Conflict Instance is over one way or another. Be it no one left to fight, one side runs away, the skill is used enough to succeed, etc.

The Rule of 5: This RPG uses only a single die type, the stock d6. Same as you would find in any board game, or for use in dice games. The system uses 2 principles An opposed roll when conflicting with someone or something The sum of, or the number, 5 being the indicator of success or no success in the Conflict Instance This is the heart of the rules system.

Rule Set

Non-Role-playing Conflict Instance resolution sequence:

In the simplest terms, the sequence is as follows

If a skill needs to be used in a Conflict Instance, roll 2d6,. Add up the total showing on the dice. If it exceeds a total of 5, then success. There are several variations in success though. More below on that.

If in an actual conflict, a fight between two people in instance, the other non-player character also rolls 2d6 and sees if the total equals or exceeds 5.

Next is to compare the quantity of > or = 5 results per side. The one with more succeeds with what they are doing. It is that simple.

So the results possible are as follows

2d6 ranges from 2 to 12.

Each side rolls their dice.

If the sum equals 5 then a single success

If the sum equals 10 then two successes

If an actual 5 shows up then a single success (in addition to the sum count success total)

If two 5s show up that counts as 4 successes

The side, person, character, creature, thing, alien, etc that has more successes than the other is the one that wins, and its actions take place.

The chart below shows the success results.

The order of the die really is not important.

But it aids in the chart layout so that is why it is used as Die 1 and Die 2

Die 1	Die 2	# of Successes	Die 1	Die 2	# of Successes
1	1	0	4	1	1
1	2	0	4	2	1
1	3	0	4	3	1
1	4	1	4	4	1
1	5	2	4	5	2
1	6	1	4	6	2
2	1	0	5	1	2
2	2	0	5	2	2
2	3	1	5	3	2
2	4	1	5	4	2
2	5	2	5	5	4
2	6	1	5	6	3
3	1	0	6	1	1
3	2	1	6	2	1
3	3	1	6	3	1
3	4	1	6	4	2
3	5	2	6	5	3
3	6	1	6	6	2

How many possible Successes there are per the previous chart	Chance to get this result
0 Successes	6
1 Successes	16
2 Successes	11
3 Successes	2
4 Successes	1
Grand Total of Successes chances	36

So in a fight the one with a higher success has their action succeed.

In example if a character is attempting to fire a weapon at a charging creature, if the success total is higher for the shooter they will hit with the weapon. If it is higher for the charging creature, it is able to dodge, move out of the way, or perhaps block the attack.

Then when it is its turn, say to try to bite the character with the weapon, if they have more successes during that roll then the gunman, they will bite.

Simple mechanics. Each takes their action. Rolls the dice, counts successes, compares total of successes, the higher total wins. In the case of a tie nothing happens. The attack failed to hit or damage, the skill roll did not succeed, etc.

In a combat situation the one making an attack, if they get more successes than the other being attacked, then compares the # of successes to the weapon they are using. That determines what damage, or effects, occurs.

The equipment section has the chart with the values.

When an attack has a success and the damage value is calculated based on the weapon you compare the damage to what armor or other protection that the victim has. The amount of protection is directly subtracted from the damage done. The remainder is applied to the Life Capacity. When the Life Capacity reaches Zero, that person or creature is dead. Short and brutal, right to the point.

The system is simple enough that if someone running a game encounters a situation not covered, very likely, that all they need to do is decide what Stat or Skill would apply and all the players to roll either a single die or two die to see if they receive a success or not. If the world is against them then a roll versus them would be appropriate. If it is simply trying to do something then a single success should suffice to allow the players to do what they want.

Setting:

The State of UnGrace. Culmination of a dead end process.

Forever ago The World was perfect. The World was happy, content in peace and harmony.

An infinite time later, something decided that there should be caretakers of The World. So they were created. Made of water, soil, flesh and emotions. For a very long time it was all peace still in The World. This peace existed in despite of the caretakers expanding and exploring in all the soft and hidden places within The World.

Over time the caretakers overran the entire world, and under the weight of them all, catastrophe occurred. There are no accounts as to what truly happened. All that is known is that from the collapse, the State of UnGrace arose.

Coming into existence to fill the void left when The World went away. Where or even what it was has no record. UnGrace covers the land and stretches over the waters. There are open places, open to the sky above, to the sun dancing across the sky, open to the soil allowing natural things to grow. But mostly it is covered in metal, asphalt, and rust.

Deep in the cities of UnGrace people live and work and play. Making their way from the Factori where they toil to make new things, dodging the piles of slow moving toxic oils that follow them up and down the hills of metal and mold. The normal people doing what people have always liked to do. Spend time with friends and family, earn currency to buy nice things for those they care about and find a nice cup of drink to pass the slow hours of the lonely nights away.

The world is covered with the remains of skyscrapers that have collapsed and been rebuilt upon in layer after layer. Rust stretches for miles and miles at times, often hundreds of feet deep in the spaces between structures.

Oftentimes pools of water will scum over with algae and become just shy of sentient and begin to migrate looking for proteins to add to their diet. Sometimes a pile of junk will shift and merge together into the semblance of bipedal form and go off in search of a job to pay for more material to add to their bodies, or just some light to sit and be warm in.

Sometimes a person will touch some discarded shirt, some wrecked pedicab and it will flow over them This then turning them into a mechanical melding. A cyborg in essence, not always under the control of the person so gifted.

Sometimes the government will step in. Their Officials armed with Control Gloves and the cables running to the squads of bodies that are linked brain to brain back to the glove. The poor souls, five per glove making it one per finger, more dead than alive, virtual zombies paying off debts or recipients of the press gangs that roam free collecting bounties on the unwary.

Over it all are the mysteries of the state. How did it come into being, why it is the way it is. What does the government need with bodies to bolster their forces are there enemies of the state somewhere the populace is not aware of. What other unseen creatures lurk in the depths of the ruins and slipping between the cracks in the society prevalent.

Character Creation

This is the part of the game and setting where you make your character. You have read the portion on the Rule of 5 and Successes. Read the background and setting information to get an idea of what the game is about. Now it is time to make a character so you can start adventuring in the weird world laid out before your gamers.

Stats to govern what they are made of

Character creation has stats, and skills, The stats range from 1 to 5, and the skills are a simple either you have it or you do not. The level of the stat indicates how good you are, in an abstract sense. The possession of a skill indicates if you have been trained, or educated in something. This system has no mechanic for distinguishing between highly trained and barely trained. Within the setting, it is not as relevant. More important is the access to the knowledge and theoretical applications of what you know (how many successes you randomly achieve) then in how detailed the characters information is. The stats are more for fleshing out, role-playing opportunities than major game mechanics. But instead of a text only description, they exist to provide a sense of framework or skeleton on which to hang the write up of the characters.

To generate the stats roll a total of 5 Six sided dice, add the totals together and the amount received is how many points you distribute between the 7 stats listed below. The

player needs to allocate at least 1 point per stat in their character. If your total rolled is only 6, meaning you rolled only a 1 on each die. Then add a single point to make it a total of 7 and place one in each stat. Otherwise make sure there is at least 1 in each and then distribute the rest of the points as the player sees fit for their character.

It is a simple 2-tier level of stats

Physical

Brute Strength	An indication of lifting capacity, raw muscles
Raw Skills	How naturally talented, adept, tool using ability
Endurance	Running, swimming, jogging, jump roping, how much pain you can take, how long you will be able to push yourself.

Mental

Memory	How well the character can remember things, and apply them
Learning	How easy they learn and grow in knowledge

Emotional

Calm	How they react to something happening to them, Conflict Instances
Stress	How much stress they can take before cracking up

Skills to show what they can do and how much they know

If they have a skill that applies to what is happening, then in a Conflict Instance they can roll 2d6 to attempt something. If they do not possess it they can roll a single die and get either 0, 1 or 2 successes possible.

See the skills chart to see what there are. More can be added with the consent of the person running the game.

The character gets a number of skills equal to Memory times Learning. Remember it is a either possess or do not possess skills system.

Other items to turn them into characters instead of a series of numbers

Life Capacity This is a sum value of Endurance and Brute Strength
The total is how much damage the character can take. See the weapons charts for how much damage is done per success per weapon.

Movement This is equal to 5 meters per stat in Endurance per action.

Skills Chart:

Here is a list of the initial skills available to players and non-player characters to select from. Feel free to add others to reflect your ideals on The State of UnGrace.

Stalking	Able to follow others without them knowing about it. Or also how to evade it from happening to your character.
Dreaming	Ability to interpret dreams sent from UnGrace
Communing	The ability to speak with UnGrace and it's entities
Controller	Skilled in using the Control Gloves
Comptroller	Mathematics and accounting skills
Habimancy	Able to divine changes in the landscape. Such as earthquakes and other disasters
Knife Work	Skilled to use a knife in a fight
Small Arms	Skilled in using the various small arms in the game setting
Running	Marathon running training
Climbing	Knowledge of climbing techniques, free climb, rope and piton, tree work, etc.
Self-Control	The ability to control physical impulse. Allows for standing still for long periods, remain calm in adversity, stay at peace in tragedy, etc.
Operations	Ability to use technological devices such as communication, calculating, etc machines.
Animals	These are the skills of animal handling, training, and care of them.
Bribery	How to safely get someone to look the other way for favors, currency or in barter.
Bureaucracy	How to navigate the depths of the government and other agencies
Contortionism	The skill to bend and twist the body to fit into small places, conceal ones self, etc.
Creation	This is an all-inclusive skill that relates to being creative. It is recommended to chose an area of expertise. Such as writing, painting, drawing, sculpture, etc.
Seduction	How to get someone of another or the same gender to do things for you with a smile or a nudge.
Fisticuffs	How to fight using only your hands, or feet, or elbows, or with improvised items.
Transportation	Knowing how to get from place to place. Where it is safe, what to use, how to get there.
Profession	This is what your character does all day to gain currency. Define what their occupation is and this is intended to cover that.
Farming	The art of growing food to feed your family or others
Harvesting	Knowing the right places and what to eat from the surrounding environment

Equipment Data:

Splinter Gun	Does 5 damage per success, range is under 100 yards, no effect past that. Each magazine holds 25 rounds. It is a large blocky smg looking thing.
Knives	Does 2 damage per success, range is hand held only
DrumGun	Does 3 damage in a 45degree swath out to 15 feet from the barrel. Only needs rocks or other junk poured into the hopper to reload it. The hopper opens in the back allowing for reloading while the trigger is held down. Centrifugal force provides the motive power.
Improvised Clubs	Does 1 damage per success, range is hand held only
ArmoredClothing	Protects up to 10 points of damage per attack

Background

While tying my shoes to go to work I realized I really prefer Opposed Tasks Roll type mechanics in game rules.

I saw my hand and thought to myself the Rule of 5. So the rules come out of that simple thought while dressing for work

Those and the idea of Zombies, which are not an appealing info source not into that genre really, are the genesis of the entire system. It is intended to have fast and brutal combat, simple rules, and an offbeat setting.

The topic is Zombies that was suggested per my request since I had no starting place yet.

Inspirations:

Been reading some Dark Future and Dark Fantasy fiction lately which is inspiring for flavor text

Lots of Singularity Inspired Fiction

Listening to Self-Awareness CDs starting with the Performance Partnership's free CD

Introduction to 21st Century Magic. www.performancepartnership.com

Also listening to Jesse Cook's various CDs while writing this up www.jessecook.com

Credits:

Lyrics from *Fragile* off of Jesse Cook's CD *Vertigo* are used without express written permission, no challenge to existing copyrights is intended with this use of the lyrics.

The Rule of 5

The Rule of 5 in The State of UnGrace

Character Sheet

Physical

Brute Strength _____
Raw Skills _____
Endurance _____

Mental

Memory _____
Learning _____

Emotional

Calm _____
Stress Capacity _____

Life Capacity

Movement _____

Stuff



Skills

Stalking _____
Dreaming _____
Communing _____
Controller _____
Comptroller _____
Habimancy _____
Knife Work _____
Small Arms _____
Running _____
Climbing _____
Self-Control _____
Operations _____
Animals _____
Bribery _____
Bureaucracy _____
Creation _____
Seduction _____
Fisticuffs _____
Transportation _____
Profession _____
Farming _____
Harvesting _____