100 / 3 RPG

❧ The free, percentile, onepage, works-with-any-setting Role Playing Game ❧

Two 10-sided dice (also called "1d10") are needed. Together these are used as a 1d100, or "percentile": one die is for the 10-digits, the other for the 1-digits.

❧ Characters ❧

Every player except the game master creates one player character consisting of 3 attributes:

- ❧ **Violence**
- ❧ **Elegance**
- ❧ **Intelligence**

You can share 120 points (or less for "weaker" characters) among these three attributes, while no attribute may be over 70. Also, choose one **Profession** for your player character; your character has reasonable access to the basic equipment that fits to this profession. At start, every character has **2 Body Hit Points** and **2 Insanity Hit Points**.

And you should complete the following sentence about your character to have some background and a weakness:

My character wants to _____ because _____ although _____.

❧ Rules of Play ❧

The game master tells what is going on in the particular situations, while the players tell what their characters do and say. No need for rules here: anything that seems possible regarding the setting and general mood of the game (which game master and players should determine together at the start of the game) takes place as said – unless someone has something to object or the desired action might be quite risky. In such a situation the dice have to be *"rolled against an attribute"*:

You choose which attribute fits the best for your character's particular task:

❧ **Violence** for using raw power, fighting, shooting, intimidating, and so on.

❧ **Elegance** for things requiring dexterity, reaction, charm, social interaction, speed, steering vehicles, etc.

❧ **Intelligence** for stuff involving brainpower, repairing machines, programming, research, noticing something (and magic, if the setting allows it). Then roll the 1d100: If you roll the same as or less than your character's attribute points, you succeed in doing what you described. If you roll over the attribute points, the game master tells what went wrong and what the consequences are.

When the Profession or something from the character background may benefit doing a particular thing, you get 10 bonus points for this roll (not cumulative).

If the circumstances are especially favorable, you get 10 (or more) bonus points for this roll – but if the circumstances are especially unfavorable, 10 (or more) minus points; the game master decides.

In cases where two characters compete at something and both players succeed in rolling the same as or less than their attributes, the character with the lower roll succeeds.

Facing particularly long and / or difficult tasks or boss enemies, the game master may decide that you require more than one successful roll the same as or less than your character's attribute without exceeding a given fail-limit. For example, disarming a bomb may require 4 successful rolls against your character's Intelligence attribute, but having more than 2 rolls over will trigger the bomb.

Each time your character is being hit or getting bodily harmed, you have to roll against your character's Violence or Elegance points. If you roll over, your character looses 1 Body Hit Point. When the Body Hit Points reach 0, your character falls unconscious until being helped by others.

Being faced with exceptional mental stress or horrors, you have to roll against your character's Intelligence points. Failing means the character looses 1 Insanity Hit Point. When the Insanity Hit Points reach 0, your character goes insane and the game master tells what the character will do in this situation and when he recovers.

All Hit Points can be regained with adequate treatment.

Character advancement can be achieved after solving big tasks. You get to choose a particular skill (for example driving cars or hacking computers) and get 10 bonus points every time you use this skill.

❧ Game Masters ❧

Don't say *"No."* too often, instead use *"Yes, but …"*. Build in some scenes where the character backgrounds and their weaknesses come into play. Just have fun.

❧ License ❧