

Chronicles RPG System

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Created by BossGames

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Introduction

In 2018, the Chronicles RPG System was born. It started out as a casual idea, but eventually turned into something more. The goal was to make an RPG that was different from the others. Something that had not been done yet. Something that anyone could learn to play in a matter of minutes, by even those who have never played an RPG before. Lots of ideas came and went, but the vision always stayed the same. After a long period of hard work and determination, Chronicles RPG System was finally created. We hope you like it!

What You Will Need

In order to play a game that uses the Chronicles RPG System, you will need a few things:

1. A copy of the rules (Listed below)
2. Four six-sided dice (D6)
3. Something to write with (Preferably a pencil. You will be erasing)
4. A character sheet
5. Someone to play the game with (A game master and at least one player)

How to Play

Chronicles RPG System is a system that serves as the backbone for any Tabletop RPG and is meant to be paired with the more artistic elements of a game, such as a setting and theme, by the user of the system. The system is made so that anyone, regardless of experience, can quickly learn and participate in games that run on it, or create a game that runs on it if the user is so inclined. The game system offers the following mechanics as a foundation on which to run an RPG.

Statement of Intention

This system is meant to relieve the burden of mechanical development with regard to the creation of a Tabletop RPG. These systems are suggestions and are meant to be taken as such. But we have worked hard so that these systems can be taken and used at face value to provide you with an avenue by which to create and play a Tabletop RPG using anything from a simple idea or the setting of your favorite movie or book, to a well thought out and developed fictional universe. This system attempts to remain as agnostic as possible so that you may use it to create and play anything that comes to your mind. Have fun!

Contact Us

We welcome any comments and feedback. Please contact us at BossGames@BossCollaborations.com.

Chapter 1: Talents

Every character has an array of Talents. An Experience Point may be added into a Talent, up to a maximum of three. One or more Experience Points in a Talent are representative of above average affinity with that Talent, whereas a Talent with no points in it is considered to be average. The Talents are as follows:

- **Aim** is the faculty of a character for judging and coordinating the motion of objects delicately and accurately through space to a target or mark.
- **Athleticism** is the measure of a character's coordination, efficiency, power, and endurance with regard to their bodily movements.
- **Communication** is the measure of a character's ability to communicate and understand meaning using available means and methods effectively and influentially.
- **Defense** is the overall metric of a character's ability to defend themselves from harm.
- **Fortune** is the measure of a character's alignment with the unheard beat of existence, which provides certain benefits which seem to come in the nick of time.
- **Instinct** is a character's subconscious, intuitive faculty for learning of, processing, and reacting to their surroundings.
- **Knowledge** is a measure of the breadth, depth, and clarity of what a character knows and remembers about the world that they live in.
- **Sneak** is the development and exercise of mental and physical faculties coordinated by a character to conceal objects, actions, or purposes.
- **Vitality** is the measure of a character's vital resilience, the strength of their life-energy to propel and repair their physical form and bind their spirit to their body.
- **Wit** is a character's overall faculty for coordinating their knowledge and understanding into useful forms or to make useful conclusions.

Extraordinary Talents

Extraordinary Talents are a collection of benefits that exceed the normal scope of the Talent itself. These benefits include being able to accomplish or attempt extraordinary things using that Talent. A character gains one or more of these benefits by spending Extraordinary Talent points. Below are some facts about Extraordinary Talents:

- A character may have up to four Extraordinary Talent points per Talent. A character gains an Extraordinary Talent point by spending one Experience Point on a Talent that already has three Experience Points in it.
- All spent Extraordinary Talent points are restored when a character completes a Full Rest. As well, the GM has two options with which to classify the cost when a character spends Extraordinary Talent Points. The GM can say that it is a Minor Cost and if they do then the character can make a single Check with the related Talent as an Act in Turn Order to regain the points spent in that Minor Cost. If that Check fails, then the character does not regain the spent points and they will regain them at the normal time. The GM may also say that it is a Major Cost and if they do then the character cannot make a Check to regain those points and they will regain them at the normal time.
- The benefits granted by spending Extraordinary Talent points are whatever the character wishes, and the GM allows. The GM determines if a requested benefit may be granted and how many Extraordinary Talent points must be spent in order to gain that benefit. Essentially the player “Bargains” with the GM in order to gain a benefit through the expense of their Extraordinary Talent points.
- An example of a benefit gained could be that a character spends one or more Extraordinary Talent points to gain an equal number of Advantages on all checks made with that Talent for that turn. Another example is that a character spends an Extraordinary Talent point in order to re-attempt a Check or Opposed Check that they failed.

Chapter 2: Using A Talent

Whenever a character attempts to do something which is a significant effort, a Talent is tested to determine the degree of success that the character meets with. This test will come in the form of a check. A character may roll one D6 when making a check using a Talent. A character may, when making a check with one of their Talents, roll an additional D6 for each point in that Talent.

Making Checks and Opposed Checks

There are two main categories of checks that a character can make. These are as follows:

- A **Check** is where the character is opposing their environment or circumstances. The character rolls all of the dice that they can for that Talent and takes the highest die in their result. In the case that a Check is used, the scale of the difficulty of the task is implied by the likelihood of success/failure when rolling the check. The number on this highest die is then compared to the Check results table below:
 - **1-3 = Failure:** If the result of a check is Failure, then the attempt by the character to do something fails as decided by the GM.
 - **4-6 = Success:** If the result of a check is Success, then the attempt by the character to do something is successful as decided by the GM.

It is left to the GM's discretion to increase the difficulty of the Check by making four or five a failure.

- An **Opposed Check** is where the character is directly opposing the Talents of another character. The character rolls all of the dice that they can for that Talent and adds up the total. This total is compared with the opponent's total, who does the same, and the character with the higher value wins the Opposed Check. If the values are a tie, the aggressor of the Opposed Check (the character who directly caused the Opposed Check to happen) wins the tie.

Advantages and Disadvantages

While playing the game, a character may encounter certain situations where they may be advantaged or disadvantaged significantly by circumstances that are outside of the scope of their own Talents. This is expressed as written below:

- Advantage is expressed in the form of rerolling the lowest die until it is higher than the original roll and keeping the new result.
- Disadvantage is expressed in the form of rerolling the highest die until it is lower than the original roll and keeping the new result.

Each time that an Advantage/Disadvantage is rolled, pick the new highest/lowest die for the remaining Advantages/Disadvantages, if any. Disadvantages and Advantages are considered to cancel each other out, if applied to the same Check or Opposed Check.

Debuffing and Buffing

Buffing indicates an effect that helps a character do something. Debuffing indicates an effect that makes it harder for a character to do something.

A character can choose to use one of their Talents in order to Buff or Debuff another character who is using the same Talent. If applied to the same dice roll, Buffs/Debuffs are calculated before Advantages/Disadvantages are calculated. For a character to Buff or Debuff another character they must have at least two dice in the specified Talent. A character may do this in the following ways:

Debuffing

A character may choose a character, other than themselves, at the GM's discretion (the GM must decide if the chosen character is close enough or otherwise situated in such a way as to be significantly inhibited or prevented by the Debuffing character).

As an Act on their Turn, the Debuffing character may make an Opposed Check with the specified Talent against the chosen character. If this Opposed Check is a success, then the first Check or Opposed Check that the chosen character makes with the specified Talent has its highest die value replaced with the lowest die value of the Opposed Check that the Debuffing character made. Only this Check or Opposed Check is affected by this Debuff. Following Acts of this kind made by the Debuffing character on their Turn affect following Checks or Opposed Checks made by the chosen character.

Buffing

A character may choose a character, other than themselves, at the GM's discretion (the GM must decide if the chosen character is close enough or otherwise situated in such a way as to be significantly helped by the Buffing character). The Buffing character can then choose one of the two following options as a way of Buffing the chosen character:

Buffing as an Act

As an Act on their Turn, the Buffing character may make a Check with the specified Talent. During the chosen character's Turn, the first Check or Opposed Check that this character makes with the specified Talent gains the benefit of the Buff, by having its lowest die value replaced with the highest die value of the Check made by the Buffing character if it is higher. Only this Check or Opposed Check gains the benefit of this Buff.

Buffing as a Turn

By choosing this option on their Turn the Buffing character skips their Turn. They can only choose this option on their Turn if they have not Acted on their Turn yet. On the chosen character's next Turn, every time that the chosen character makes a Check or Opposed Check with the specified Talent, the Buffing character makes a Check with the specified Talent (this Check does not count as an Act on their Turn) and replaces the lowest die value of the chosen character's Check or Opposed Check with the highest die value of the Buffing character's Check if it is higher.

Operating Tools and Equipment

A character may encounter a situation where they seek to operate some form of system, whether that may be tools, equipment, or transportation. The Talent that relates to this activity is the Wit Talent. At the GM's discretion, this can be changed if the nature of the activity is that which they judge to relate to another Talent.

Fortune

At the beginning of each day, roll a number of dice equal to the dice that you have in your Fortune Talent plus the number of Extraordinary Fortune Points that you have and note the numbers. A character may replace any D6 that is rolled, that directly affects them or that they directly affect, with one of those numbers after the roll has been seen and the result known. Once the number is used to replace a D6 roll in this way, it cannot be used again. These numbers expire at the beginning of the following day. Multiple characters cannot, unless otherwise specified, use a number to influence a single outcome at a time. As well, a character cannot spend multiple fortune dice to influence a single outcome, except by first making a successful Fortune Check.

A Character's Downtime Queue

There may be times while playing the game that a character may choose to pursue some goal through a long-term course of action. For this purpose, each character has a Downtime Queue. The Downtime Queue represents the character's ability to make progress toward long term goals by making a series of Checks, as directed, in order to complete that goal.

The character in this case does this in a way that is very similar to taking their Turn during Turn Order. The character makes Checks in order to make progress and each Check has a number of additional Disadvantages equal to the number of the Checks that the character has made with their Downtime Queue since the end of their last Full Rest. The GM will direct the player to begin using their Downtime Queue whenever the player ought to.

Chapter 3: Turn Order

There may come to be time sensitive or intense situations where those involved must make every second and every action count. Turn Order is used to fairly organize the forces involved into a simplified order of turns, where each character does what they choose to.

Rounds and Turns

Turn Order is divided into Rounds and Turns. Every character in Turn Order gets one Turn every Round. The action during an entire Round occurs at roughly the same time, but each Turn occurs after the events of the preceding Turn. For example, if a group finds themselves in a situation where they are blocked by a barricade, the character who is set to go first in Turn Order may use one of their Acts to break down the barricade and create an opening for other characters to pass through. Following this character's turn, the other characters will now have the option to pass through the opening and proceed with their Turns as they wish. If a character wishes, they may choose to delay their Turn until a later point in the Turn Order.

Acting and Moving During Turn Order

An "Act", unless otherwise specified, is anything that the character wishes to do that will require them to make a Check or Opposed Check. A character may Act as many times on their Turn as they wish to, but each time they do so, that Act has a number of additional Disadvantages equal to the number of Acts that character has made since the beginning of their current Turn. As well, if a character fails a Check or Opposed Check on their Turn, their Turn ends.

A character can Move on their turn as far as the GM determines. At the GM's discretion, the character may make a Check with their Athleticism Talent in order to Move further on that Turn.

Preparing an Act

During their turn, as the first Act on their Turn a character may declare that they are "Preparing an Act". This means that at any time between then and the beginning of that character's next Turn, they may take a single Act immediately as if it were the first act on their Turn. If they do not use this prepared Act by the beginning of their next turn, it is lost.

Chapter 4: Combat

Combat is a situation where some characters are involved in a physical conflict with other characters, where one group or individual is attempting to subdue or cause harm to another group or individual. Characters that enter Combat are organized into a Turn Order with the other characters involved in Combat. The following rules are rules to conduct Combat and assume that the characters involved have already been organized into a Turn Order:

Attacking and Defending

When in combat, characters will be attempting to deal harm to their opponents while attempting to avoid receiving harm themselves. This is expressed through Opposed Checks between the defender's Defense Talent and the attacker's Talent that they are using to attack with, as shown below:

- The **Aim Talent** is used to make attacks at a range. If the attack is a thrown weapon attack the GM may require the character to make a Check with their **Athleticism Talent** to see if they can throw it as far as they are trying to.
- The **Athleticism Talent** is used to make attacks that rely on the physical power of the character.

If the defender fails the Opposed Check as noted above, then that character receives harm and must make a Harm Check.

Receiving Harm and Harm Checks

While playing the game, a character may be subjected to an effect which injures one of their Talents. This causes the character to lose a point in that Talent. When a character must roll a Harm Check, the character makes a Check with their Vitality Talent. The results of this check are as shown below:

- **1-3 = Vitality Loss:** If the result of this check is Vitality Loss, then the character's Vitality Talent sustains an Injury.
- **4-6 = Injury:** If the result of this check is Injury, then character sustains an Injury to one of their Talents, other than their Vitality Talent. This will normally be decided at random, but is left to the GM's discretion.

If a character loses one point in their Vitality Talent when they have no points in their Vitality Talent, then the character suffers a critical injury and must roll to cheat death. The character rolls one D6. If the result is 1-3 then the character dies. If the result is 4-6 then the character falls unconscious. If the character falls unconscious for this reason, then they become Traumatized as well.

Weapons

A weapon can be used to attack an enemy from as far away as the GM judges as sensible. If the GM judges that a certain range is not sensible for the weapon to be used to attack from, the GM can either disallow the character from making the attack, or allow the character to make a Check with their attacking Talent, keeping in mind that they can make a four or a five a failure, to see if the character can make the attack. If the character succeeds on the Check, they then continue with their attack.

Similarly, if a character is attempting to make an attack with an improvised weapon or something that the GM judges could not be reasonably used as a weapon, then the GM can either disallow the character from making the attack or allow the character to make a Check with their attacking Talent, keeping in mind that they can make a four or a five a failure, to see if the character can make the attack. If the character succeeds on the Check, they then continue with their attack.

Unguarded Defense

When a character is not expecting an attack, that character may not make use of the Experience Points in their Defense Talent, until they join Turn Order. As well, when a character who is under the effect of Unguarded Defense is attacked, the attacking character can use their Sneak Talent to make their attacks against the Unguarded character instead of their Aim or Athleticism Talents. Once a character is in Turn Order, that character can no longer be under the effect of Unguarded Defense.

Attacking from a Hidden Position

Attacks made against a target that does not know where the attack is coming from gain the benefit of a Buff from the attacker's own Sneak Talent. The attacker in this case rolls the Buff for each separate attack made in this way.

Calling Shots

There may be times when a character attempts to make a heavily targeted attack, either in an attempt to injure a specific Talent of the defender, or to damage something worn or carried by the defender. In these situations, the attacker may claim, before the attack, what they are specifically trying to damage. The attacker then makes their attack against the defender. The attacker's Opposed Check is decreased by five. If the attack succeeds, then the damage is dealt as the attacker wishes.

Breaking 20

When a character makes a successful attack, and the result is greater than 20, that character has achieved a Critical Success. That attack results in an automatic Vitality Loss for the target of that attack.

Chapter 5: Health and Healing

A character's Health is roughly measured by their Talent's. When a character's Health is affected, it is represented by a temporary reduction in that character's Talents. Some circumstances that affect a character's Health are when that character receives an Injury, becomes Exhausted or Traumatized. These circumstances are described below:

- When a character receives an Injury, that character loses a point in one of their Talents.
- When a character becomes Exhausted, that character loses a point in all of their Talents.
- When a character becomes Traumatized, that character loses all points in their Talents.

The effect of these circumstances can be prevented or resolved by sleeping. A period of four hours of sleep is called a Field Rest. A period of eight or more hours of sleep is called a Full Rest. The above circumstances can be prevented or resolved by resting as described below:

- A character may heal a number of Injured Talent points equal to the number of dice currently in their Vitality Talent by completing a Full Rest.
- A character must at least complete a Field Rest per day or else become Exhausted. A character becomes further Exhausted for each successive day that they do not complete at least a Field Rest. A character may remove the effect of one day of Exhaustion by completing a Full Rest.
- A character may remove the effect of being Traumatized by completing a Full Rest.

Chapter 6: The Workshop

The Workshop is a place where we provide systems and guidance for you to create new parts for your game to support your particular endeavors and vision. We understand that mechanical development can be a burden and slow down or even stop projects from coming to fruition. That can be frustrating, so here we will provide what may hopefully help you to create the parts of the game that were too numerous, specific, or unpredictable for us to provide for you ahead of time.

Functions

A Function is a description of what something can accomplish or be used to accomplish. Below are some details about Functions:

- The GM determines the definition of each Function. Some examples of this are “Invisibility”, “Flight” or “Harm”. In each example, the Function is defined by what it enables something to do, such as “Enables something to become Invisible or to be used in order to become Invisible” or “Enables something to Fly or to be used in order to Fly”.
- The GM determines the Value of a Function between 1-4. The Value of a Function is based on the GM’s assessment of the power and impact that this Function would have on the game in which it is included. This Value determines several things about how the Function works.
- If a Function makes, or is used to make, a Check or Opposed Check then it makes the check with a number of D6 equal to the number of points in it.
- A character can learn one or more Functions by spending a number of Experience Points equal to the Function’s value. A character cannot learn a Function that has more points in it than the number of dice in that character’s Knowledge Talent.

Creations

Things created by characters can grant capabilities to those characters that they otherwise would not have. Some Creations grant capabilities that are very powerful to those who wield them. In order to regulate the greater power that characters can attain through building powerful Creations, a GM may wish to use the below system:

Learning a Creation

In order to use the Functions that they know to create something tangible that uses them, a character must first Learn a Creation. A Creation is a design that a character knows that allows them to know how to create something tangible according to that design. In order to learn a Creation a character must make a number of successful Checks with their Knowledge Talent using their Downtime Queue. The character must make a number of successful Checks in this way equal to the total of rolling a number of dice equal to 5 minus the number of dice in their Knowledge Talent. The character must do this a number of times equal to the total number of points in the Functions of the Creation. Once the character has done this, as well as completing any other requirements that are required for learning the Creation, the character has then learned the Creation and has a clear and accurate understanding of it. A character who has learned a Creation can create a set of plans or instructions for making that Creation for another character to follow. A character cannot learn a Creation that includes Functions that they do not already know.

Creating a Creation

In order to make a tangible version of a Creation a character must make a number of successful Checks with their Wit Talent using their Downtime Queue. This number is equal to the total of rolling a number of dice equal to 5 minus the number of dice in their Wit Talent. The character must do this once for each point in each of the Functions of the Creation.

If a Function in a Creation has fewer points than the minimum number of points required, it does not contribute to the operation of the Creation at all.

If a character does not know the Creation that they are making or have a set of plans for it, then when rolling the dice as described above to determine the number of successes required, that character rolls 4 dice regardless.

Defining a Creation

The GM determines the capabilities and limitations of a Creation, any additional requirements for Learning the Creation and any additional requirements for Building the Creation. If a Creation takes damage, it loses one point from among its Functions.

Abilities

Abilities are effects that a character can learn how to produce, that are beyond the scope of the effects produced by Talents. All Abilities have a “Value” and a “Type” which are determined by the GM. For best results, the GM must determine the “Type” of the Ability in question, then determine the “Value” of the Ability within that type, not in comparison to Abilities of other types. If an Ability is involved in a Check or Opposed Check then the user of that Ability rolls a number of dice determined by the GM, but equal to the Value of the Ability by default. A character may only acquire an Ability that has a Value equal to or less than their current maximum Ability Dice.

Ability Dice

Ability Dice are the measure of a character’s power to fuel the effect of an Ability. Ability Dice are D6’s and a character can have up to four Ability Dice. The GM determines the cost for each of these Ability Dice. Whenever referenced, a character’s Current Ability Dice refers to their remaining unspent Ability Dice and a character’s Maximum Ability Dice refers to their total number of Ability Dice earned. All lost Ability Dice are regained after the character completes a Full Rest.

Ability Type

The Ability Type is determined by the GM and describes the way that an Ability works. The three Ability Types are “**Minor**”, “**Major**” and “**Epic**”:

- **Minor**

A Minor Ability is an Ability that the character can use at will without using up their Current Ability Dice. A Minor Ability can be either Active or Inactive and must be Active in order for the character to use it. A character can change a Minor Ability from Active to Inactive, or vice versa, as an Act in Turn Order. A character can only have a number of Minor Abilities Active equal to or less than that character’s Maximum Ability Dice. At the GM’s discretion, the GM can cause a Minor Ability to become a constant, passive effect that no longer counts against the character’s number of Active Minor Abilities.

- **Major**

A Major Ability is an Ability that uses a character’s Current Ability Dice to fuel its effects. A character may only use a Major Ability if that Major Ability has a Value equal to or less than the number of that character’s Current Ability Dice. When a character uses a Major Ability, they must make a Power Check with their Current Ability Dice. This Check is made with no Buffs, Debuffs, Advantages or Disadvantages, unless otherwise specified, and does not count as an act in Turn Order. If this Check is a failure, then that character loses one of their Current Ability Dice. Failing this Check does not end a character’s Turn.

- **Epic**

An Epic Ability is a high powered Ability that immediately consumes a number of the character's Current Ability Dice when the character uses it.