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!

Contact Us

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

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)

Overview Of Typical RPG Gameplay Elements

This platform uses Experience Points to symbolize character potential. The GM awards Experience Points as players advance in the game. These points primarily serve to add dice to Dice Groups, which are groups of up to four six-sided dice. Dice Groups function as tools for making checks, enabling characters to influence their world and strive toward their goals.

Statement of Intention

Chronicles RPG Platform is designed to ease the development of a Tabletop RPG. It provides default configurations that can be easily customized to suit your preferences, accommodating everything from simple ideas to elaborate fictional universes. The system is crafted to be agnostic, allowing you to create and play anything that comes to mind.

The GM can review and adjust the platform as needed. The Glossary pages at the end of this document provide essential terms and definitions. Terms from The Glossary will be **bolded and green**, so refer to it for precise definitions.

Talents

There are **Ordinary Talents** and **Extraordinary Talents**, which are both **Dice Groups**. Every character has a minimum of one die in each Ordinary Talent by default and they cannot have fewer dice than this minimum, unless a rule explicitly specifies this rule and overrides it. If a **Die Penalty** is applied to an Ordinary Talent, it affects its corresponding Extraordinary Talent first. Dice may only be added to an Extraordinary Talent when no more dice can be added to its corresponding Ordinary Talent. 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.
  Related Terms: Accuracy
- **Athleticism** is the measure of a character's coordination, efficiency, power, and endurance with regard to their bodily movements.
  Related Terms: Strength, Coordination
- **Connection** encapsulates a character's ability to form, maintain, and leverage meaningful connections with others, intertwining social charm, leadership prowess, and persuasive influence into a cohesive and impactful social presence.
  Related Terms: Influence, Appeal, Explain, Empathize, Clarity
- **Defense** is the overall metric of a character's ability to defend themselves from harm.
  Related Terms: Deflect, Dodge, Block, Avoid
- **Fortune** is the measure of a character's tendency to good fortune, which provides certain benefits which seem to come in the nick of time. The Fortune Talent is used when the outcome cannot be determined by another Talent.
  Related Terms: Serendipity, Chance, Luck, Synchronization
- **Instinct** is a character's unconscious, intuitive ability to sense, process, and react to their surroundings.
  Related Terms: Senses, Reflexes, Gut-Feeling, Judgment, Self-Control
- **Knowledge** is the magnitude, and clarity of what a character knows and remembers.
  Related Terms: Recall, Absorb, Memorize, Identify
- **Sneak** is the ability of a character to conceal objects, actions, or intent.
  Related Terms: Conceal, Hide, Cunning
- **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 them to their body.
  Related Terms: Fortitude, Resistance, Resilience, Health, Grit
- **Wit** is a character's ability to form an understanding of something through observation and then use that understanding to their benefit.
  Related Terms: Reason, Inference, Strategy, Ingenuity, Knack

Talents: Feats

A "Feat" is something that can only be attempted using an Extraordinary Talent IE: "They performed a feat of extraordinary athleticism". Each Feat is either Minor, Major or Epic and Feats use the **Depletion Default**. All Extraordinary Talent dice that are spent due to the Depletion Default are restored after finishing a **Full Rest**.

Using Talents In Turn Order
- Each character makes an **Opposed Check** using their Instinct Talent to decide where their turn falls in **Turn Order**.
- A character can move on their turn as much as the GM decides, taking Extraordinary Athleticism into consideration. To move further, make a **Default Check** using Athleticism.
- A character can skip an **Act** on their turn and use it at any point before the beginning of their next turn. This Prepared Act has the same **Die Penalty** that it had originally.
- A character must complete at least a **Field Rest** each day or else acquire Exhaustion. Exhaustion is a **Die Penalty** to each of the character's Talents. A character may be affected by multiple levels of Exhaustion. A **Full Rest** removes one level of Exhaustion.
- The Wit Talent is used to interact with systems, tools, equipment or transportation.
- The Instinct Talent is used to sway creatures such as beasts or monsters.
- You may **Influence** your own checks when in Turn Order (adrenaline | pushing yourself).
- A **Full Rest** heals a number of Injuries equal to maximum Vitality Talent dice.

Using the Fortune Talent
The GM is encouraged to use the Fortune Talent to rule on things that are primarily in the realm of the random or unforseen. This expresses how "lucky" a character is. For example:
Player: "GM, is there a fire-escape ladder on the side of this building?"
GM: "I don't know, didn't plan that, make a Default Check using your Fortune Talent".
Player: "It's a success".
GM: "Then yes, there is a fire-escape ladder on the side of the building!"
- As a Major Feat of Extraordinary Fortune, the Extraordinary Fortune Talent can be used to make or **Influence** a **Default/Opposed check** instead of an Ordinary Talent.
- At the beginning of each day, each character rolls the dice in their Fortune Talent. These are their **Fate Values** and each may be used once before the next day to replace the result of any D6 that directly involves the character, after the result of the roll is known. Player Characters may only use one Fate Value, collectively, to alter an outcome.

Threat Class
Threat Class can be used to show how well something can either resist or pose a threat. Threat Class is either Low, Moderate or High and can apply separately to Offense and Defense for when something's ability to pose a threat varies from its ability to resist a threat. Threat Class is Moderate by default but is changed by the following:
- Improvising is Low Threat Class (unarmed attacks, unequipped defense, improvising a lock picking tool, etc…)
- Using an Extraordinary Talent when an Ordinary Talent could have been used, increases Threat Class by one.

A difference in Threat Class grants a corresponding number of **Advantages** to the higher party and adds that same number of Injuries to their attacks. High Defense is immune to Low Offense.

Combat

The Aim Talent is used for attacks of precision, the Athleticism Talent is used for attacks of power/force. The Defense Talent is used to defend against such things. If the Defense Talent fails then the defender receives an Injury to a random Talent, which is a **Die Penalty** that requires healing to remove. If the Ordinary Vitality Talent is Injured at its minimum then roll 1D6: 4-6 the character becomes unconscious/exhausted, 1-3 they die.

Dual Wielding

When wielding two weapons (or other equipment), one in each hand for instance, a single **Die Penalty** is negated while alternating using them (one, then the other, etc…).

Unguarded Defense

When a character is not expecting an attack then their Ordinary Defense Talent becomes one until they join **Turn Order**. A character can use their Sneak Talent to make attacks against an Unguarded character. A character in Turn Order can not be affected by Unguarded Defense.

Attacking from a Hidden Position

When a character attacks another character from a hidden position then the target of the attack is considered to be under the effect of the Unguarded Defense rule against the first attack, even in **Turn Order**.

Calling Shots

A character may attempt to Injure a specific Talent of the defender, or strike something worn or carried by the defender. The attacker may claim, before the attack, what they are trying to Harm. The attack is decreased by six and if it succeeds then the intended damage is dealt.

Defensive Action

As an **Act** on their turn, a character wielding a melee weapon can **Influence** the next Defense check they make against a melee attack (parrying), using their attacking Talent.

Breaking 20

When a character makes a successful attack and the result is greater than 20, that character has achieved a Critical Hit. The defender receives an additional Injury.

The Glossary

Dice Group: A Dice Group consists of up to four six-sided dice used for making checks. Each die costs one Experience Point by default.

Copy Group: A Copy Group is a Dice Group that doesn't cost Experience Points. It copies either the largest/smallest Dice Group that it is assigned to (designer's choice). Its Die Penalties don't affect the Dice Groups that it is assigned to.

Accumulation Group: An Accumulation Group is a Dice Group that doesn't cost Experience Points. A die is added to it as a Downtime Task up to the Dice Group for the Downtime Task.

Die Penalty: A Die Penalty temporarily subtracts a die from a Dice Group.

Default Check: In a Default Check roll the Dice Group and select the highest die:
- **1-3 = Failure:** The check fails as described by the GM.
- **4-6 = Success:** The check is successful as described by the GM.
- The GM can change what result is required to succeed.

Opposed Check: The initiator of this check succeeds by rolling an equal or higher total using one of their Dice Groups against an opposing Dice Group.

Power Check: This is a Default Check made without any Advantages, Disadvantages, Influences or Die Penalties accrued from Acting in Turn Order. If it fails, it loses one die.

Inverse Check: The number of dice in the Dice Group are subtracted from five. That many dice are rolled instead and the total is added up. This is when rolling the lowest total is desired.

Turn Order: This is an order of turns that starts over when the last turn is taken. A character's turn ends when they fail a check.

Act: An Act is making or Influencing a check during a turn. A character may Act as many times on their turn as they wish to, but each Act has a number of additional Die Penalties equal to the number of Acts on their turn so far.

Committing A Turn: This is when a turn is given up in order to do something, instead of being used. A turn can only be Committed to do one thing.

Influence: Roll a Dice Group and swap a die with a check. Alternatively, add or negate a Die Penalty. The GM determines if and how Influencing is possible in a specific situation, by default requiring the same Dice Group. Dice Groups with only one die cannot be Influenced or be used for Influencing. A character can alternatively Commit their turn and select a character to Influence each of the intended checks that the selected character makes.

Advantage/Disadvantage: Advantage is rerolling the lowest die until it is higher than its original roll. Disadvantage is rerolling the highest die until it is lower than its original roll. This occurs at the GM's discretion. These cancel out when applied to the same check.

The Glossary

Team: A Team is formed when a group of characters commit their turns to do so. A Team shares a single Turn and characters who perform no Acts during their Team's shared turn can instead Influence each of the Acts of the other characters in their Team.

Depletion Default: When this rule is referenced, **Minor** things don't deplete their Dice Group, **Major** things require a Power Check using their Dice Group and **Epic** things deplete a set number of dice from their Dice Group.

Downtime Task: A Downtime Task requires an Inverse Check using the relevant Dice Group and it takes that much time to complete. **Small Tasks** require minutes, **Medium Tasks** require hours and **Great Tasks** take days to complete. If a character doesn't have the relevant Dice Group then instead they can roll 4D6 and multiply the result by two.

Effect: An Effect describes something that happens whenever the Effect is triggered. An example of an Effect is "a small ball of fire is launched at a target of your choice within 30 feet of you". When an Effect makes a check, it does so using a specified Dice Group.

Property: This is a trait, such as "Flight" or "Invisibility", that a character can learn how to bestow on something, describing what it can do but not what it is. A Property is added to an Accumulation Group as a Downtime Task and it uses those dice.

Competency: This is a specialized area of expertise that covers a range of activities. If a character lacks proficiency in a Competency, those activities are considered to be improvised.

Maximum Rating: This is an unchangeable maximum number that is imposed on a Dice Group. By default, the number of dice in a Dice Group cannot exceed its Maximum Rating.

Minimum Rating: This is an unchangeable minimum number that is imposed on a Dice Group. By default, a Dice Group cannot be used if it has fewer dice than its Minimum Rating.

Field/Full Rest: A Field Rest is four hours of sleep and a Full Rest is eight hours of sleep.

Legendary Dice: These are for Non-Player Characters. They are rolled at the beginning of each of the NPCs' turns and the resulting numbers are noted. Each number may be spent once, at any time during Turn Order, to either **replace** the result of any D6 roll that directly involves the NPC or to immediately **interrupt** Turn Order and Act once without Die Penalties. An NPC loses all remaining numbers from Legendary Dice at the beginning of their next turn.