

ChroniclesRPG System

Version 3 —

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.

System Core: Dice Groups, Shadow Groups, Stockpile Groups and Die Penalties

- A **Dice Group** consists of up to four six-sided dice used for making checks, which each cost one Experience Point by default. **Shadow Groups** and **Stockpile Groups** are types of Dice Groups that you cannot add dice to by spending Experience Points. A **Shadow Group** shadows one or more other Dice Groups and is equal to either the largest or smallest one. Things that affect the Shadow Group do not affect the Dice Group(s) that it shadows. A die can be added to a **Stockpile Group** as a Downtime Task but it can't have more dice in it than the Dice Group used for the Downtime Task (See below for "Downtime Tasks").
- A "Die Penalty" temporarily subtracts a die from a Dice Group.

System Core: Making Checks

There are four types of checks that can be made by rolling a Dice Group. These are as follows:

- In a **Default Check** the highest die rolled is compared with the table below:
 - **1-3 = Failure:** The attempt fails as described by the GM.
 - **4-6 = Success:** The attempt is successful as described by the GM.The GM can change which result is a success and how many successes are required.
- An **Opposed Check** is made by rolling a higher total than the total of an opposing Dice Group. If the totals are a tie then the initiator of the Opposed Check wins the tie.
- In an **Inverse Check** the character subtracts the number of dice in their Dice Group from the number five. They then roll the resulting number of dice and add up the total.
- In a **Power Check** a Default Check is made without any modifications. If it fails then the Dice Group receives one Die Penalty, which is restored after a Full Rest by default.

System Core: Rules and Definitions

- Advantage is rerolling the lowest die until it is higher than the original roll. Disadvantage is rerolling the highest die until it is lower than the original roll. This occurs at the GM's discretion. These cancel each other out when applied to the same check.
- Influencing a Check is when a Dice Group is rolled and one die is exchanged with one die of the check that is being Influenced. Alternatively, Influencing a check can add or negate one Die Penalty. By default, the same type of Dice Group must be used to do this. However if a Dice Group has one die, then it can not be Influenced or be used to Influence. The GM determines if Influencing a check is possible.
- An "Act", by default, is when a character makes or Influences a check on their Turn. A character may Act as many times on their Turn as they wish to, but the Dice Group that they are using has a number of additional Die Penalties equal to the number of Acts on the character's Turn so far. If a character fails a check on their Turn then their Turn ends.
- Downtime Tasks require an Inverse Check using the relevant Dice Group and spending that amount of time completing the task. Minor Tasks require minutes, Major Tasks require hours and Epic Tasks require days to complete. If a character does not have the relevant Dice Group then they can roll 4D6 and multiply the result by two instead.
- Four hours of sleep is called a Field Rest and eight hours of sleep is called a Full Rest.

Talents

Every character has the following Talents. Each Talent is a Dice Group that has a minimum of one die in it by default. A Talent cannot have fewer dice than this minimum, unless an effect explicitly specifies this rule and overrides it. If a Die Penalty is applied to a Talent, it affects the Extraordinary Talent before affecting the 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
- **Communication** is a character's ability to communicate, interpret and understand meaning and intention, using available means and methods, effectively and influentially.
Related Terms: Influence, Persuade, Explain, Interpret
- **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.
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 a measure of the breadth, depth, 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
- **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

Extraordinary Talents

An Extraordinary Talent is a Dice Group that can be used to attempt Checks that are considered exceptional and unbelievable. There is an Extraordinary Talent for each of the normal Talents. A character can only add a die to an Extraordinary Talent if that character already has four dice in its corresponding Talent and each Extraordinary Talent has zero dice in it by default. If the check is something that the GM deems to be extraordinary, then an Extraordinary Talent is the only way to attempt it.

- **Minor, Major and Epic Feats**

A “Feat” is an action that is performed using an Extraordinary Talent IE: “They performed a feat of extraordinary athleticism”. Each of these Feats fall within a category, either Minor, Major or Epic.

1. A Minor Feat does not reduce or diminish the Extraordinary Talent.
2. A Major Feat requires a Power Check to be made using that Extraordinary Talent.
3. An Epic Feat requires you to spend a certain number of dice from the Extraordinary Talent.

All Extraordinary Talent dice that were spent in this way are restored after finishing a Full Rest.

Extraordinary Talents: Benefits Of Extraordinary Talents

Extraordinary Talents have a big impact on the gameplay of this system, even if the GM does not include Feats. Because Die Penalties affect the Extraordinary Talent before they affect the Talent, this essentially means that the use of the Talent is extended just by having dice in its corresponding Extraordinary Talent. This means that Acting on your Turn, getting Injured or Exhausted won't affect your Talent until the dice in your Extraordinary Talent are depleted.

Talent Specializations

A Specialization is one of the niches within a Talent that a character can choose to become better at. The GM decides what counts as a Specialization (IE: Lock Picking, Lifting, Lying, etc...). This can be overpowered if the range of the Specialization is too wide, or covers actions or topics that are too important to the gameplay (IE: Attacking, Hiding, Talking, etc...). A character may gain a Specialization in exchange for one Experience Point.

Talent Specializations: Benefits Of Specializations

A Specialization applies automatically whenever you are using the specified Talent or its Extraordinary Talent. Whenever you apply a Specialization to a check that you are making, you may copy a die from your check onto another die in the check. You may only copy a die once, but you can copy as many dice as you want to. For instance, if you roll a one, two, five and six, then you can copy the six onto the one and copy the five onto the two. The total then becomes five, five, six and six.

This Specialization also allows you to add one to one die of a Default Check and subtract one from one die of an Inverse Check.

Using A Talent: Interacting with Systems and Creatures

The Wit Talent is used to interact with a type of system such as tools, equipment or transportation. The Instinct Talent is used to interact with a creature such as a beast or monster.

Using A Talent: Using the Fortune Talent

A helpful application of the Fortune Talent is when the GM needs to make a decision on something they hadn't previously considered. In this case, the character who is most affected by the decision can make a Default Check using their Fortune Talent. For example:

Player: "GM, is there a fire-escape ladder on the side of this building?"

GM: "I don't know, 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!".

The Fortune Talent is used when the outcome cannot be otherwise controlled.

Using A Talent: Twisting Fate

At the beginning of each day, each character rolls their Fate Dice and records the individual values. A character's Fate Dice are a number of dice equal to the dice in their Fortune Talent plus the dice in their Extraordinary Fortune Talent. A Fate Value may be used to replace the result of any D6 that directly affects the character using it, or that the character directly affects, after the roll has been seen and the result known. A Fate Value may only be used once. Multiple characters cannot, unless otherwise specified, use a Fate Value to influence a single outcome. As well, a character cannot spend more than one Fate Value to influence a single outcome.

Using A Talent: Turn Order and Leaping Into Action

For time sensitive situations, Turn Order is used to decide what order the characters do things in and how much a character can do in a limited amount of time. Each character makes an Opposed Check using their Instinct Talent in order to decide what the order of Turns will be. This order of Turns starts over from the beginning when the last character has ended their Turn.

Using A Talent: Moving and Communicating During Turn Order

A character can move on their Turn as much as the GM decides. To move further, they can make a Default Check using their Athleticism Talent. A character may verbally communicate meaning on their Turn that can be expressed in a number of words equal to the total of rolling their Communication Talent. To communicate further the character can do so as an Act.

Using A Talent: Preparing an Act

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 would have had originally.

Using A Talent: Resting and Exhaustion

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 instances of Exhaustion and a Full Rest can remove one instance of Exhaustion.

Combat

The **Aim Talent** is used to make attacks that rely more on the character's precision than on the character's physical power, such as ranged attacks. The **Athleticism Talent** is used to make attacks that rely more on the character's physical power than precision, such as melee attacks. If a character fails to defend themselves using their Defense Talent then they must make a **Harm Check**. A Harm Check decides which Talent has been Injured (An Injury is a Die Penalty). This is a Default Check using the Vitality Talent. The results of this check are as shown below:

- **1-3 = Vital Injury:** The character's Vitality Talent sustains an Injury.
- **4-6 = Injury:** The character receives an Injury to a random Talent other than Vitality.

Combat: Healing and Cheating Death

A character may heal a number of Injuries equal to the number of dice normally in their Vitality Talent and Extraordinary Vitality Talent by completing a Full Rest. A character must roll to Cheat Death if their Vitality Talent is injured when it has only one die. 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 and becomes Exhausted.

Combat: Dual Wielding

If you are wielding two weapons, one in each hand for instance, you negate a single Die Penalty while using them to make alternating attacks (one, then the other, etc...).

Combat: Unguarded Defense

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

Combat: Attacking from a Hidden Position

When a character attacks another character from a hidden position, such as when the attacker has successfully hidden using their Sneak Talent, then the target of the attack is considered to be under the effect of the Unguarded Defense rule against their first attack, even in Turn Order.

Combat: 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 five and if it succeeds then the intended damage is dealt.

Combat: Defensive Action

You can Influence your own Defense Talent on your Turn and if you are wielding a melee weapon you can do so using your attacking Talent against a melee attack.

Combat: 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's Harm Check automatically fails.

ChroniclesRPG System: Designer's Toolkit

Threat Class

Threat Class can be used to define how well-suited something is to either resist a threat, or to pose a threat. A giant city smashing monster isn't going to have the same risk of being harmed by a basic unarmed attack as some thug in an alleyway has.

Threat Class: Offense and Defense

Threat Class is broken up into Minor, Major and Epic. Each of those are further divided into Offense and Defense. Defining Offense and Defense separately can be used when something's ability to pose a threat greatly varies from its ability to resist a threat, such as "Major Offense | Minor Defense"

Threat Class: Defaults

1. Characters have a Threat Class of Major.
2. Character unarmed attacks are Minor Offense.
3. Characters who are not equipped to defend against a type of Harm are considered to have Minor Defense against that type of Harm.
5. Improvising is considered Minor Threat Class.
6. The use of an Extraordinary Talent increases Threat Class by one.

Threat Classes: Matchups

Minor Offense → Epic Defense = The Defender Is Immune
Major Offense → Epic Defense = The Defender Has An Advantage
Epic Offense → Epic Defense = The Check Is Made As Normal
Minor Offense → Major Defense = The Defender Has An Advantage
Major Offense → Major Defense = The Check Is Made As Normal
Epic Offense → Major Defense = The Defender Has A Disadvantage
Minor Offense → Minor Defense = The Check Is Made As Normal
Major Offense → Minor Defense = The Defender Has A Disadvantage
Epic Offense → Minor Defense = The Defender Has Two Disadvantages

Threat Class: Clarifications

These Advantages/Disadvantages affect every element of an interaction between members of a specific matchup. For instance, in "Epic Offense attacking Major Defense", the defender has a Disadvantage on their checks to defend themselves from Harm, as well as on their Harm Checks. The Advantages/Disadvantages carry all the way through, to each step in the interaction.

Functions

A Function is a character's learned ability to bestow properties, such as "Flight" or "Invisibility", to other things. A character may spend an Experience Point to learn a Function. It gives them the knowledge and understanding needed to grant the specified property to other things, enabling those things to accomplish what is described in the Function. There are different rules for giving Functions to different things, depending on what those things are.

Creations

- A character may prepare a Creation, which is a collection of Stockpile Groups with Functions assigned to them.
- A Creation is either Minor, Major or Epic Class and has an identical Threat Class by default.
- The Talent used for this by default is the Wit Talent or the Extraordinary Wit Talent.
- A Function may require a minimum number of dice in its Stockpile Group for it to work.
- When a Creation makes or is used to make a check, then the Stockpile Group of the relevant Function is used.
- Downtime Tasks for adding dice to Stockpile Groups are identical to the Creation Class by default.
- If a character includes a Function that they don't know when they are preparing a Creation, then a Minor Creation becomes a Major Downtime Task, a Major Creation becomes an Epic Downtime Task and they cannot prepare Epic Creations in this way.

Creations: Mediums

Creation Mediums (What the Creation is "made" of, essentially) determine a Creation's final form and capabilities. If a Creation's Medium is a magical spell, it performs based on its Functions and Stockpile Groups. For instance, a spell with "Flight" allows temporary magical flight (Perhaps used as an Ability, see "Abilities"). In contrast, a physical creation made of metal and wood can utilize its Functions differently. A physical creation with "Flight" might carry multiple characters repeatedly if they remain onboard and the vehicle is undamaged.

Abilities

Abilities are effects that a character can learn how to produce that are beyond the scope of the effects produced by Talents and Extraordinary Talents. The GM determines any costs or conditions required in order to receive an Ability. Below are some details about Abilities:

- All Abilities have a “Value” (1-4) and a “Type” (Minor, Major or Epic) which are determined by the GM. The Value of an Ability is where it ranks within its own Type.
- If an Ability is involved in a check then the check is made using the Ability’s Power Group by default.
- Whenever a character gains an Ability, that Ability must be assigned to a Power Group that has a number of Power Dice equal to or greater than the Value of that Ability. An Ability can only use its own Power Group.
- An Ability can only be used if its Power Group currently has a number of dice in it equal to or greater than the Value of the Ability.
- By default, an Ability has a Threat Class identical to its Ability Type.

Abilities: Power Dice

Power Groups are Dice Groups that indicate the capacity of a character to fuel the effect of an Ability. Below are some details about Power Groups:

- Power Dice are the dice in a Power Group. A character can have any number of Power Groups.
- All spent Power Dice are restored after the character completes a Full Rest.

Abilities: Ability Type

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

- A **Minor** Ability is an Ability that the character can use without reducing its Power Group.
- A **Major** Ability is an Ability that requires a Power Check each time that it is used. A Major Ability may only be used if it has a Value equal to or less than the number of dice currently in its Power Group.
- An **Epic** Ability is a high powered Ability that immediately consumes a set number of dice from its Power Group when the character uses it.

Moves

A Move is an Ability (See “Abilities”) but instead of being assigned to a Power Group, it has a Shadow Group that shadows one or more Talents or Extraordinary Talents.

Creatures

Creatures, such as Beasts and Monsters, have Talents, Extraordinary Talents and Moves. A character can spend an Experience Point to learn how to Tame one of these types of Creatures. A character can Tame a Creature as a Downtime Task using their Instinct Talent (or Extraordinary Instinct Talent) and a character can Tame any Creature that has equal or fewer Experience Points than the number of Creatures that they know how to Tame. A character can add one Experience Point to one of their Tamed Creatures as a Downtime Task as long as that Creature has fewer Experience Points than the number of Creatures that they know how to Tame. A character may teach one of their Tamed Creatures a new Move as a Downtime Task.

Legendary Dice

Some NPC characters in a story are stronger, more resilient or more of a threat to the plans of the main characters than others. A GM may wish to grant a number of Legendary Dice to one or more non-player characters such as these. A character that has Legendary Dice rolls them at the beginning of each of their Turns and notes the resulting numbers. This character may spend these numbers in two ways:

- A character may spend as many of these numbers as they wish to in order to replace the result of any D6 rolls that directly affects them or that they directly affect.
- A character may spend one of these numbers to take a single Act that immediately interrupts Turn Order and does not have any Die Penalties.

A character loses all remaining numbers from Legendary Dice at the beginning of their Turn. This allows a significant character to skew the game in their favor enough to emulate this significance without becoming so overpowered that the encounter becomes unstable.

Techniques

A Technique is a Stockpile Group that you can create using a Talent or Extraordinary Talent. A Technique can be a Minor, Major or Epic type of Technique and the related Downtime Tasks are identical to that type. Techniques can alternatively be learned from someone who already possesses that Technique. When a Technique is learned, it is learned using, and can exceed, its related Talent or Extraordinary Talent. This rule explicitly overrides this normal Stockpile Group limitation.

Techniques: Using a Technique

A Technique is one specific thing that can be done using a Talent or Extraordinary Talent. The Technique is used in place of the Talent or Extraordinary Talent that it is created from. To use a Technique, the specified conditions of the Technique must apply precisely, without deviation. For example, if the Technique is designed for preparing a poisonous blowfish and cooking a specific meal with it, it cannot be employed for any other purpose. Similarly, if the Technique is intended for defending against "Short-Blade Attacks" bare handed, it cannot be utilized for defending against attacks of other types.

Teaming Up

This is when two or more characters share a single Turn. Characters can only Team Up if none of them have Acted on their Turn during the current round of Turns. When characters Team Up then they remain a Team until one of the characters begins their Turn during the next round of Turns.

Teaming Up: Teamwork

By default a Team is considered to have the largest of each Talent from each of the characters that make up the Team for the purposes of using Moves (See "Moves"). Only one character can act at a time during the shared Turn. This means that each Act, no matter which character performed it, counts towards Die Penalties from previous Acts on the Turn. A character who is part of a Team can instead forgo Acting for that Turn and choose to Influence one of the Talents of another character in the Team until the beginning of the Team's next Turn.