



# Chronicles





# **ChroniclesRPG Platform**

Version 5 —

123124

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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!

## **Contact Us**

We welcome any comments and feedback. Please contact us at  
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## **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)

## **A Layered Approach**

This document is written in “layers”. Layer 0 (pages 3-4) is a basic foundation for the system, Layer 1 (pages 5-6) is the most minimal, playable version, Layer 2 (pages 7-8) adds comfortable/useful details and Layer 3 (pages 9-10) helps you integrate your own material (feel free to rename these items). You can snap off the layers that you don’t want.

## **Chapters and Legends**

This platform uses “Chapters” to symbolize a character’s growing legend and experiences. Rather than character progression, this platform focuses on the progression of the character’s Legend, not exclusively what your character becomes, but also what happens to them. The GM awards Chapters as players advance in the game. Chapters are exchanged to add dice to Dice Groups, but they can add anything to a Legend, at GM discretion. Dice Groups function as tools for making checks, enabling characters to impact 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 to accommodate everything from simple ideas to elaborate fictional universes. The system is crafted to allow you to create/play anything that comes to mind. These are meant to be tools rather than rules. If they don’t help your game, please change them.

## Properties

Properties are broad categories that cover a **range of features, actions, or outcomes**. Both players and GMs can interpret their Properties into individual possibilities, actions or **Details**. Some Details may require more than one Property. Some types of Properties are designed for GM use, while others are for players. You can expand the system by making new groups of Properties (IE: “Character Properties” as seen below).

## Dice Groups

A Dice Group is a group of up to four six-sided dice. By default a die is added to one by spending a Chapter (See “Chapters and Legends”), but Dice Groups can also be copies of other Dice Groups or might accumulate dice through downtime or narrative activities. A rule might also say “Use the Greater/Lesser” of two or more specific Dice Groups. There are Ordinary/Extraordinary Dice Groups (Ordinary by default). If something’s main Dice Group (its Vital Dice Group) is reduced to zero dice then it is destroyed.

## Die Penalties

When you are rolling dice, Die Penalties represent the limitations of your character. Either due to time constraints, injury, divided focus, Die Penalties subtract dice from a Dice Group. For instance, if a device was damaged, players using it may have one or more Die Penalties when rolling dice to use it.

## Legendary Deeds

Player Characters can perform a number of Legendary Deeds during their lifetime equal to the Chapters in their Legend. They can only use Legendary Deed Options that they currently possess. Legendary Deed Options succeed by default, but might only be usable in certain conditions IE: “On a successful attack...” Legendary Deeds that a character has performed are known (become their reputation) by all NPCs (within reason). Alternatively, players can choose which NPCs know of their Legendary Deeds (within reason), such as trying to earn secret notoriety with an NPC or Faction. The GM is the final authority for what counts as a Legendary Deed Option, and can choose to let players perform Legendary Deeds without using an option.

## Taking Turns

During “Time Sensitive” situations, the characters will take turns doing things. A character can do things during their turn and their turn ends when they try and fail something. Each action a character takes has a number of additional Die Penalties equal to the number of times they have done something on that turn so far.

# Rolling Dice - Checks and Obstacles

While rolling dice there are a few types of rolls called **Checks**. There is the Default Check, the Opposed Check and the Inverse Check. A Default Check is when you roll and if one die is above a three you succeed (the GM can change the result required to succeed). An Opposed Check is when roll totals are compared and the player wins a tie. An Inverse Check is rolling the inverse number of dice, five minus the dice you have, then add up the total (for rolling the smallest total possible). An **Obstacle** requires you to have a number of dice in a Dice Group. Obstacles can't be passed by rolling dice.

## Leveraging Checks

**Leveraging** is when a character rolls their Dice Group and swaps a die with a check (Requirement: Only Dice Groups of two or more dice can Leverage or be Leveraged). This could be with their own roll (see "Adrenaline") or with another character's roll. Alternatively a character can add/negate one Die Penalty as their Leverage. A character can do this for their whole turn by **Committing** their turn (giving up their turn) to do so. A **Squad** is formed when a group of characters Commit their turns to form it. A Squad shares a single Turn and "Squad Benefits" and characters who do not Act during their Squad's shared turn can instead Leverage each of the Squad's Acts.

## Adrenaline

The "Adrenaline" rule allows Player Characters (PCs) to push themselves further in high-stakes, time-sensitive, or urgent situations, by default only during Turn Order. In these moments, characters can tap into heightened focus and energy, performing actions beyond normal capabilities, such as increased strength, speed, awareness, and resilience. The GM will choose what falls under Adrenaline, including the following:

- PCs may Leverage their own dice roll as an action on their turn.
- PCs can Negate Die Penalties but incur them next turn, removed one per turn.

## Improvisation

Improvisation refers to performing actions or solving problems without adequate preparation or expertise. The GM will determine what things are considered Improvising, including the following:

- Unequipped/Unarmed/Unprepared attack or defense.
- The use of an Improvised Tool/Weapon (one that is not made for that purpose).
- "Resistance" against something makes that something Improvised.
- "Vulnerability" causes defense against something to be Improvised.

**Ordinary** and **Extraordinary Talents** are **Dice Groups** each combined with a **Character Property**. The Dice Groups are Ordinary and Extraordinary, respectively. 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. There is an Ordinary and Extraordinary Talent for each following Property:

- **Precision** is the faculty of a character for judging and coordinating the location and movement of external things delicately, such as with ranged attacks.  
Terms: Physical, Accuracy, Aim, Coordination
- **Power** is the measure of a character's efficiency and power regarding their bodily movements, such as with melee attacks.  
Terms: Physical, Strength, Athleticism, Force
- **Finesse** is a character's capacity to judge, coordinate and control the fine, complex movements of their own body, face and hands.  
Terms: Physical, Conceal, Hide, Poker-Face, Tools, Sleight-Of-Hand
- **Vitality** is the measure of a character's vital resilience, the fitness of their life-energy to propel and repair their physical form and bind them to their body. If this would be reduced to zero: If not **Exhausted**, become Exhausted, otherwise your character dies.  
Terms: Physical, Fortitude, Resistance, Resilience, Health, Grit, Endurance
- **Impression** represents the sheer force of a character's personality, confidence, and willpower. It encompasses their appeal, their capacity to inspire trust, demand attention, resist manipulation, and assert their desires upon others through presence and dialogue.  
Terms: Spiritual, Read, Sway, Appeal, Convince, Empathy, Confidence, Assert
- **Instinct** is a character's unconscious, intuitive ability to sense, process, and react to their surroundings. If this would be reduced to zero, your character falls unconscious.  
Terms: Spiritual, Senses, Reflexes, Gut-Feeling, Judgment, Self-Control
- **Knowledge** is the magnitude, and clarity of what a character knows and remembers.  
Terms: Spiritual, Recall, Absorb, Memorize, Identify
- **Wit** is a character's ability to form an understanding of something through observation.  
Terms: Spiritual, Inference, Strategy, Ingenuity, Patterns, Techniques, Tools, Systems
- **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 other means. When another Talent would be Injured, you may choose for this Talent to be Injured (not while at minimum) instead.  
Terms: Resonance, Serendipity, Chance, Luck, Synchronization, A Squad Benefit
- **Paradox** is the character's uncanny ability to align with the *meta-level* logic of the game, blending player-like knowledge with in-character actions, defying in-game explanation. Each time a Paradox Check is failed, the Paradox Talent receives one Die Penalty.  
Terms: Resonance, Meta-Gaming, Narrative, 4th Wall

Any **Physical** Talent can be used to defend against **Physical Harm**, while any **Spiritual** Talent can be used to defend against **Spiritual Harm**. **Physical Harm** can cause Injuries to **Physical** and **Spiritual** Talents, while **Spiritual Harm** only causes Injuries to **Spiritual** Talents. An **Injury** is a **Die Penalty** to a random Talent (GM could pre-roll lists of these for **Physical** and **Spiritual** Harm to speed up combat). You can **Recover** a number of Injuries, equal to your Vitality Talents Dice, by completing a **Full Rest**. The Talents for attacks are **Precision/Ranged** and the **Power/Melee**, which cause **Physical Harm** (GM Discretion). **Resonance** Talents belong to the character's Legend, not to the character them self like **Physical/Spiritual** Talents do. Die Penalties to **Resonance** Talents are removed each new day.

## Using the Resonance Talents

1. The GM is encouraged to use the Fortune Talent to rule on things that are primarily in the realm of the random or unforeseen, instead of using other chance rolls. 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!"
2. 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 a 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 a roll (not Inverse Checks).
3. The player may "Push Their Luck" when risking catastrophic consequences (loss of life or limb). Make a Fortune Check (6) or else the catastrophic consequences occur.
4. If the player meta-games, the GM calls for a Paradox Check. If they fail, that attempt at meta-gaming is restricted. You can add (not subtract) a small, temporary narrative event or element a number of times per day equal to your Extraordinary Paradox.

## Threat Offense/Defense

Threat Level shows how well something can resist and/or pose a threat. "Superior Threat Level" means if the opposing Threat is equal, the Superior party counts as one higher. Threat is two by default but **Improvising sets Threat Level to one** and using an **Extraordinary Talent** when its Ordinary Talent could have been used **increases Threat Level by one**. The same applies for Ordinary/Extraordinary Dice Groups in general. A difference in Threat Level grants a corresponding number of **Advantages** to the higher party (or as a variant rule, **Disadvantages** to the lower party) and adds/subtracts that number of Injuries to resulting attacks. Threat Defense is immune if Threat Offense is two or more levels lower than it. **Advantage** is rerolling a chosen die until it is higher than its original roll. **Disadvantage** is rerolling the highest die until it is lower than its original roll. Other than the above, this happens at GM's discretion.

## Sustained Actions

A Sustained Action requires an Inverse Check using the relevant Dice Group and it takes that much time to complete IE: Sustained Action (Actions, Turns, Minutes, Hours, Days, Weeks, Months) (GM Choice). If a character doesn't have dice in the relevant Dice Group for the Inverse Check then instead they can roll 4D6 and multiply the result by two. Completing these can increase non-Talent Dice Groups (up to the Dice Group used) or add a Property to one. If this is Improvised, the resulting Dice Group counts as Improvised (+1 to above Type to negate this). If the Dice Group used is Extraordinary, then the resulting Dice Group is Extraordinary.

## Plot Dice (NPCs Only)

These are rolled at the beginning of each of the NPC's turns. All remaining rolls are lost when they roll their Plot Dice again. Each may be spent once at any time during Turn Order to: replace the result of a D6 roll that involves the NPC; to immediately Act once without Die Penalties; to negate an Injury they are receiving; to add a die to their check (to maximum of 4).

## Additional Character Details and Actions

- **Resting-** A **Full Rest** is eight hours of sleep. A **Field Rest** is four hours of sleep. The number of hours for both can be replaced with a Sustained Action (Hours) using Vitality. A Field Rest per day is necessary to avoid Exhaustion (multiple Exhaustions can apply). Exhaustion is a Die Penalty to each Talent that can be removed by a Full Rest.
- **Attention (A Squad Benefit)-** Character Attention equals their lowest Spiritual Talent.
- **Movement-** A character's Movement Speed is equal to 3 plus the dice in a chosen Ordinary **Physical** Talent, plus the dice in their Extraordinary Power Talent. You can move any number of spaces or times, at any time before your next turn, up to your Movement Speed.
- **Healing-** A character can only benefit from healing once per **Full Rest**, per form.
- **Foresight-** A character can complete and save-up/stockpile a number of hours (Sustained Actions - Hours) up to six times the number of dice in their Wit Talents. These can be spent to retroactively complete Sustained Actions (Turns, Minutes, Hours).
- **Insight Checks-** You can use any Talent as the lens through which to gain Insight, but the Insight gained is related to the scope of the Talent. The Knowledge Talent is most effective for this, as it applies to all facts while other Talents only apply to knowledge/information related to their range of activities.
- **Take Backs-** If you want to change your mind about what you said your character is going to do, you have to make a Default Check using your Paradox or Fortune Talent to see if you have the opportunity to change your mind. If you succeed, you have to describe how your character's mind was changed.
- **Rolling For Initiative-** Each Player will make a Default Check using Instinct to see if they go before the enemies or after. The Player order will be ranked by the dice totals.
- **Anchoring-** A character can Commit (give up) all of their Movement Speed until their next turn in order to be Anchored. Anchored characters get one Advantage to spend before their next turn while under the effect of Adrenaline.
- **Sprinting-** A character can Commit (give up) their turn in order to double their Movement Speed until their next turn.
- **Gear Priming-** Gear, such as Weapons, Armor and Tools, can be Primed (sharpened, polished, oiled, or otherwise specially maintained). Once per Priming, when a check is failed using a piece of Primed Gear, it can be re-attempted. Priming a piece of Gear is a Sustained Action (Minutes) using Wit. Gear can only be Primed if it isn't already Primed.
- **Memorizing-** As an action on your Turn you can capture the current sensory experience (sight, sound, smell, taste, touch) of the moment, like taking a snapshot. You can perfectly recall these captured memories. You can hold a number of these equal to the dice in your Extraordinary Knowledge Talent. Optionally, you can choose to forget one.
- **Goadings-** Use Impression as an Opposed Check against the target's Instinct or Impression. On success, the target must respond verbally (target's choice), with an original (new) response.

## Tactical Combat Tools

- **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...).
- **Preparing Acts-** 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 retains any **Die Penalties** that it had.
- **Unguarded Defense-** When a character is not aware of opposition, their Threat Defense is Improvised and Opposed Checks against them become Default Checks. The Finesse Talent can be used to attack an Unguarded character. If an attacker is attacking from an unknown location, their target is considered Unguarded against their first attack.
- **Bracing-** If you are **Anchored** (See “Anchoring”) then you can make a single melee attack against each character that enters your melee attack reach. If dual wielding two weapons you instead make two attacks against such characters.
- **Calling Shots-** A character may claim they will attempt to Injure a specific Talent of the defender (a specific **Physical** Talent when dealing **Physical Harm**, or a specific **Spiritual** Talent when dealing **Spiritual Harm**, unless otherwise specified like for special weapons), or strike something worn or carried by the defender. Add two additional Die Penalties to the roll and if it succeeds the Harm strikes as intended.
- **Parrying-** As an **Act** on their turn, a character wielding a melee weapon can **Leverage** Defense check they make against a melee attack, using their attacking Talent.
- **Guarding-** You can Commit your turn in order to receive Superior Threat Defense until your next turn. Commit a wielded Melee Weapon to do this against only Melee attacks.
- **Critical Sixes-** When rolling a Dice Group, sixes are considered Critical Sixes. The second and fourth Critical Six each add an Injury to an attack. The GM is encouraged to find exciting benefits for some/all of the Critical Sixes in various situations players face.
- **Interposing-** You can become the target of a physical attack that was directed against a member of your current Squad, taking that attack instead of them.

## NPC Bonds

You can form a Business Bond and a Personal Bond with any NPC which are both Dice Groups. The Business Bond deals with business interactions and the NPCs' confidence in the Player(s) for professional matters. The Personal Bond deals with deeper matters and confidences. Each Player can form bonds, and the Player Group might form these bonds with NPC Groups. Dice are accumulated in Business Bonds by Sustained Actions. Dice are accumulated in Personal Bonds as favorable Narrative Integrations (See Layer 3). You start with a number of maxed Bonds equal to the dice in your Impression Talents, which can be retroactive.

## Creature Responses

A Creature, such as a beast or monster, by default will respond to the players based on an Impression roll: **6)** Helpful, **5)** Friendly, **4)** Curious, **3)** Neutral, **2)** Mischievous, **1)** Hostile. None of these rolls indicate that a creature will obey you though. They will act independently. The Impression Talent is used for swaying these though, so you may attempt that.



## **New Properties and Dice Groups (See Layer 0)**

A Dice Group can be paired with any Property to allow the Player to interpret Effects from it. The GM can develop new Properties with their Players to expand the game in this way. The GM is encouraged to set boundaries/methods for how characters obtain new Properties/Dice Groups.

## **Feats**

A “Feat” is something that can only be attempted using an Extraordinary Talent IE: “They performed a feat of Extraordinary Power”. Each Feat is either Minor, Major or Epic. A Minor Feat doesn’t cost any dice and an Epic Feat costs one or more dice. When using a Major Feat make a Default Check with the Extraordinary Talent (with no changes/penalties) to see if it costs a die. Dice spent while using Feats are restored whenever you complete a **Full Rest**.

## **Abilities**

An Ability can be any Effect that a character is able to produce. Abilities have a cost like Feats (Minor/Major/Epic) and will use a designated Talent/Power Group. Abilities are specific Effects, but the GM is free to give an Ability one or more Properties instead of an Effect to make the Ability more flexible. This added power should be considered when acquiring such an Ability.

## **Power Groups**

You can spend one Chapter to receive a Dice Group called a Power Group. It has a maximum number of dice equal to a designated Ordinary or Extraordinary Talent and you can restore a number of Power dice equal to the dice in that designated Talent after a full day’s rest.

## **Corruptions**

A Corruption is something that affects a character until removed (the removal can vary from type to type). A Corruption affects a certain range of activities and imposes a Disadvantage on them. If a character succeeds in spite of this Disadvantage they instead receive one Fatigue (A Die Penalty to each Talent), unless they’re already Fatigued, then instead they receive Exhaustion.

## **Conditional Boons**

A Conditional Boon is an Advantage paired with a Disadvantage. Both affect the character as long as the character is affected by the Conditional Boon. The Advantage applies to a certain range of activities and the Disadvantage applies to a different range of activities.

## **Keywords**

These are just words that are assigned to things. Rules may behave differently based on these.

## **Combo Moves**

These are actions that use the lesser of more than one Dice Group.

## **Impediments**

These are Dice Groups that everyone has. By default they have no dice in them. You can remove a die as an action or (at GM discretion) as after a Full Rest, unless otherwise specified. Impediments roll with certain checks (Ordinary Talents). Their dice remove identical check dice.

## **Roles**

A Role is a range of activities that a character can only take opportunities to participate in if they are directing their Attention to it when the opportunity arises.

## **Habitats**

A Habitat is a specific zone in the game world. Some or all of the Creatures, Plants and Minerals in a Habitat may be unique to that Habitat. Aspects can be harvested from Creatures, Plants and Minerals and each Habitat may have its own unique set of Aspects. Creatures, Plants, Minerals and Aspects can be used as Craft Components. When you harvest Aspects from Creatures, Plants and Minerals, some Aspects might not be available at some sources and the remains of the Creature, Plant or Mineral are not useful for other purposes after harvest.

## **Crafts**

Crafts are Competencies focused on creating tangible goods. Each Craft has a list of Craft Components, ranked by difficulty to obtain (Component Rarity). Each Craft Product has a Recipe which is six randomly selected Craft Components, six of which in total are required to produce it. The Product Rarity (1-6) determines the number of Required Components in the Recipe (starting with the least rare and ending with the most) and one of each must be included.

## **Narrative Integrations**

Narrative Integrations secretly resolve long-term story consequences based on cumulative decisions, determining either a Favorable Outcome or an Unfavorable Outcome. The GM identifies key moments that warrant a Narrative Integration, sets the stakes as Favorable or Unfavorable, and selects a relevant Talent (default: Fortune). The GM rolls D6s representing the situation's difficulty. To succeed (attain the Favorable, avoid the Unfavorable), the player's dice must match or include all GM dice results. The GM does both rolls by default. As an example, the GM can roll these to create dice groups representing sentiment towards the players based on the player's previous decisions. Later on, the GM could roll against these dice groups to rule on how this sentiment impacts NPC reactions to story events. This would happen behind the scenes too.

## **Situations**

A Situation is a series of rounds in a special Turn Order where each Player takes a turn attempting a Default Check (alternatively, in place of a round the Player Group is faced with an Obstacle together). The GM lists the Talents by relevancy to the Situation. They roll two dice on that list and select the most relevant Talent from the result on each character's turn and the character attempts that Default Check. If a majority of characters succeed per round, the group succeeds that round. If the group succeeds a majority of the rounds, then the group succeeds and completes the Situation. This can be used for Chases, Searches, Retreats, etc...

## **Goons**

Goons are attacked and defended against using Default Checks. The Goon's attacks require the target to roll a 2 on their Default Check. Goons in a Squad add +1 to this for each additional Goon. Goons are attacked individually and when hit they have a one-in-two chance to fall.