The Untamed Role Playing System

This role playing system is designed to be simple, deep, and easily expanded on.

Goals:

- An evolving stats system, the more you use it the better you get
- A simple and quick combat system, get in, get out, get back to role playing
- A simple to understand magic system but with extreme depth of play, easy to learn, impossible to master
- An item system that allows for absolute customization, make what you want, for loot, or for story
- Grandma can pick it up and learn how to play in under 10 minutes, and a game session can last as short as 30 minutes or as long as you want.

Helpful terms to know

- Setting: The additional setting augmenting this base system used to play.
- DBS: Defined by Setting
- PC: Player Character
- NPC: Non-Player Character
- GR: Game Runner

Structure

This document is meant to act as a core foundation and not a game itself. Please remember to use or create a setting to use with this rule set. As stated in the document, there are areas on which the setting can expand on these core mechanics.

A GR or Game Runner is needed, exactly one, this person makes judgment calls and determinations throughout the game, as well and helping to guide the other players and provide an adventure for them.

Players are also required, at least one, but ideally not more than 6, though the upper limit is up to the GR and what they feel they can handle.

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Magic

Magic exists in a set of spectrums, these spectrums are defined in Magic Types below. These spectrums range from 0 - 10, in ether direction. A side from the affinity mechanics below, how or even if magic is used, or if it is even called magic is DBS

Magic Types

- Thermal (Heat <-> Cold)
- Lumanance (Light <-> Dark)
- Morality (Good <-> Evil)
- Naturality (Nature <-> Technologic)
- Vitality (Life <-> Death)

Affinity

The only how that is not DBS is affinity. As magic is used (whatever the term "use" that might be DBS), a creature develops affinity for that type of magic by 1 point per use up to the cap of 10 (you move along the spectrum by 1 point, so if you were cold 4 and used heat, you would be cold 3). A creature is always weak to its opposing type affinity. I.E. A creature that has a high affinity for heat will be weak against cold, or vise versa.

Using Magic

To cast a magic spell, a creature must meet the following conditions:

- Have an Intelligence level greater than or equal to the casting level of the spell.
- Meet a skill check using the spells difficulty level
- Not have a fully opposing (10) affenty to that magic type.

When a spell is cast, use the combat system to determine the outcome.

Spell structure

There is no "spell list" like there might be in other settings or other systems. Instead the creativity is left to the players and the game runner, here is how a spell is determined. A spell can be written down for conviniance, but certainly does not need to be since it can be redetermined later on.

Spell Casting Level   The casting level of a spell is determined by adding all the affinity levels of a spell together.

Spell Difficulty Level   The difficulty level of a spell is determined by multiplying all affinity levels of a spell together, if an affinity level is 1, use 2 instead.

Spell Affinity(s)   A spell may have one or more Affinitie levels (example: heat 4, technology 2), provided they do not conflict with an opposing Affinity. A spell cannot use heat and cold for example, this means a spell can have up to 5 Affinitys, one for each spectrum, this however is not required.

Spell Form   The spells form determines its use. There are 3 forms, they will be explained below. A spell may only have one form.

Bolt   This form is the most traditional, the spell is thrown by the creature at another creature.

Infuse   This form is used to by touch, the spell is infused into a creature by another creature by contact.

Meditative   This form is not showy, the spell is used within the creature casting it.

Example spell

Affinity: heat 2 Casting Level: 2 Difficulty Level: 2 Form Bolt

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Skills

Skills are how a creature does things, all skills are DBS. Skills improve with successful use. A creature starts with 1 level in every skill unless otherwise DBS.

Determining task difficulty level

This is mostly determined at the discretion of the game runner. A general rule of thumb is that an easy task should be about 5, should be increased by 5 per difficulty level.

Skill attempts

To make an attempt of a skill, one must roll a number of d6 equal to the level of the skill. This number must meet or exceed the difficulty level of the task at hand. Additional attempts can be made which are additive to each other as long as failure of the task is not permanent, each attempt takes 1 minute of in game time. (Examples: Picking a lock requires 50, and the creature has a lock picking of 2, they would always fail as they can only roll a maximum of 12, however

they can succeed after a minimum of 5 attempts, or a maximum of 25 attempts. However, jumping over a pit requires 20, only a creature with a jumping level of 3 or more would be able to succeed, as failure of the task is final) Additional mechanics surrounding this can be DBS.

Improving skills

To improve a skill by 1 level, a creature must use that skill successfully a number of times equal to the level times 10. So to improve a level 7 skill you would need to use it successfully 70 times.

List of General Skills

- Awareness
- Athletics
- Security
- Public Speaking
- Negotiation
- Medicine
- Anatomy
- Herbalisim
- Performing
- Sluthing

List of Specialty Skills

These skills are only available to a creature if they are listed in its creature definition.

- Flying
- Telethetics

Descriptions of Skills

Awareness   This is a creatures general awareness, it covers all 5 phisical senses.

Athletics   This is how well a creature can do phisical things, like running, jumping, swimming, etc.

Security   This is how well a creature understands security, their ability to break into or prevent the breaking into of things for instance.

Public Speaking   This is how well a creature can communicate with a large group of its peers.

Negotiation   This is a creatures ability to convince or achive their goal using verbal communication.

Medicine   This is a creatures knowledge of caring for others of its kind, and ability to learn how to care for creatures of other kinds.

Anatomy   This is a creatures knowledge of the phisical body, and ability to learn of other creatures anatomy.

Herbalisim   This is a creatures knowledge of growing, identifying, and using plants.

Performing   This is a creatures ability to entertain, impersonate, create art, etc.

Sluthing   This is a creatures abolity to use deductive reasoning, investigate, etc.

Flying   This is a creatures ability to fly, and how well they can fly.

Telethetics   This is a creatures ability to use their mind to effect the world, telepathy, telekinetics, etc.

Creatures

All beings in the system are called creatures, this includes monsters, NPCs (non-player characters) and PCs (player characters). Any creature DBS can be used in any way (as an enemy, NPC, or even a PC) Creatures have 4 stats, and a starting magic affinity (regardless if magic is DBS or not). Additional stats may or may not be DBS.

Stats

Each creature has a given health, strength, intelligence, and quickness. These can increase or decrease as things happen to the creature, this can be permanent or temporary, there is no cap, but a 0 in any is death. These increases or decreases, and their permanence are determined at the discretion of the game runner and or DBS.

Health   Health is how hearty a creature is. Its used in combat to determine if a creature can continue to fight. (See COMBAT) Its also used to determine other role playing factors such as sickness or enduring the elements.

An increase in this stat would be something like, this creature has seen a doctor and had its wounds treated, +1 health a day that he is being treated. A decrease would be something like, this creature was stabbed by a poisoned dagger, -2 health and -1 health for each day the poison is not treated. A death in this stat would be something like, the creature has died from blood loss.

Strength Strength is an indicator of a creatures, well strength. The ability to pick up heavy things and put them down, or push a big rock out of the way. Its also used to determine damage in close range combat (See COMBAT)

An increase in this stat would be something like, this creature has spent a week training +1 strength. A decrease in this stat would be something like, this creature has been beaten by a robber, -1 to strength. A death in this stat would be something like, the creature has died from exhaustion.

Intelligence Intelligence is how smart a creature is, their mental acuity, and overall knowledge.

An increase in this stat would be something like, this creature has spend time researching +1 intelligence. A decrease in this stat would be something like, a creature consumed alcohol, -1 intelligence. A death in this stat would be something like, this creature is catatonic and falls into a coma.

Quickness Quickness is a creatures ability to react and move.

An increase in this stat would be something like, this creature has spent a week running an obstacle course, +1 quickness. A decrease in this stat would be something like, this creature has been deprived of sleep -1 quickness. A death in this stat would be something like, this creature has been turned to stone.

Affinity

As stated in MAGIC, there are 5 spectrums of affinity, a creature starts with one or more, but can gain or lose up to 5 (one from each spectrum)

Example Creature

Frog Health: 3 Strength: 1 Intelligence: 1 Quickness: 5 Affinity: Nature

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Creature List

- Human
- Gnome
- Elf
- Dwarf
- Giant

- Goblin
- Oger
- Dragon
- Rat
- Wolf
- Bear
- Horse
- Golem
- Gryffin
- Shark
- Squid
- Spider
- Skelliton
- Zombi
- Mummy
- Animated Armor

Creature Details

Please note that these can be modified/combined by the GR to create veriations.

Human

- Health: 5
- Strength: 5
- Intelegence: 5
- Quickness: 5
- Affinity: Technologic 3, Life 10

Gnome

- Health: 3
- Strength: 3
- Intelegence: 6
- Quickness: 6
- Affinity: Technologic 5, Life 5

Elf

- Health: 5
- Strength: 3
- Intelegence: 7
- Quickness: 8
- Affinity: Nature 10, Life 10

Dwarf

- Health: 4
- Strength: 6
- Intelegence: 5
- Quickness: 5
- Affinity: Technology: 8, Life 3, Heat 2

Giant

- Health: 10
- Strength: 10
- Intelegence: 2
- Quickness: 2
- Affinity: Life 5, Cold 3

Goblin

- Health: 3
- Strength: 4
- Intelegence: 3
- Quickness: 8
- Affinity: Life 5, Evil 5, Dark 10

Oger

- Health: 6
- Strength: 6
- Intelegence: 2
- Quickness: 3
- Affinity: Life 5, Evil 2, Dark 10

Dragon

- Health: 20
- Strength: 10
- Intelegence: 10
- Quickness: 3
- Affinity: Heat 8, Life 8, Nature 8

Rat

- Health: 2
- Strength: 2
- Intelegence: 1
- Quickness: 6
- Affinity: Dark 8

Wolf

- Health: 3
- Strength: 5
- Intelegence: 2
- Quickness: 7
- Affinity: Nature 5, Cold 5, Life 5

Bear

- Health: 7
- Strength: 7
- Intelegence: 2
- Quickness: 4
- Affinity: Nature 5, Life 5

Horse

- Health: 6
- Strength: 6
- Intelegence: 2
- Quickness: 10
- Affinity: Life 5

Golem

- Health: 5
- Strength: 5
- Intelegence: 1
- Quickness: 4
- Affinity: Heat 3, Technologic 3

Gryffin

- Health: 8
- Strength: 8
- Intelegence: 5
- Quickness: 10
- Affinity: Cold 5, Life 5, Nature 5, Good 5

Shark

- Health: 5
- Strength: 5
- Intelegence: 2
- Quickness: 8
- Affinity: Nature 5, Cold 3

Squid

- Health: 4
- Strength: 10
- Intelegence: 10
- Quickness: 8
- Affinity: Nature 5, Cold 3, Dark 6

Spider

- Health: 2
- Strength: 2
- Intelegence: 2
- Quickness: 8
- Affinity: Nature 5, Dark 5

Skelliton

- Health: 2
- Strength: 6
- Intelegence: 4
- Quickness: 4
- Affinity: Death 10, Evil 5

Zombi

- Health: 1
- Strength: 6
- Intelegence: 1
- Quickness: 2
- Affinity: Death 10, Evil 5

Mummy

- Health: 10
- Strength: 10
- Intelegence: 1
- Quickness: 1
- Affinity: Death 8, Evil 8

Animated Armor

- Health: 7
- Strength: 4
- Intelegence: 1
- Quickness: 5
- Affinity: Evil 5, Technologic 3

Items

Items are objects that creatures can use, consume, or wear. An item definition must had the following parts, with additional parts DBS.

Type

An Item should have a type indicating its use, it is ether Equippable or Consumable. Currency is not considered an Item and is DBS.

Description

A description of the item.

Stats

Stats indicate what an item does. Each stat is optional unless indicated otherwise.

- Damage
- Defense
- Effect
- Magic Type

Example Item

Robes of Intelligence Type: Equippable Description: This robe seems to exudes the wisdom of those who have worn it before. Stats: - Effect: +1 to Intelligence until unequipped

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Currency

There are 3 different types of coins of differing values. Gold, Silver, and Copper. One Gold coin is worth 100 Silver coins, one Silver coin is worth 100 Copper coins. The value indicated below should be used as a guidline for items listed, but can be modified at the GR's disgression higher or lower depending on the cercumstances.

Item List

Some items are genaric enough not to list here, their stats can be determined by the GR at the time they are needed. This list and the stats for each item should be used as a guide for other items that may not be included on this list.

- Dagger
- Sword
- Axe
- Scimitar

- Spear
- Chain Armor
- Lether Armor
- Plate Armor
- Rope
- Bag
- Replicator Bag
- Torch
- Lock Picking Set

Item Details

Dagger

- Damage: 1
- Type: Equippable
- Description: A dagger is a small knife, it is a useful cutting tool and can also be used as a weapon.

Sword

- Damage: 2
- Type: Equippable
- Description: A sword is a basic weapon.

Axe

- Damage: 2
- Type: Equippable
- Description: An axe is a useful tool for cutting trees, and as a basic weapon.

Scimitar

- Damage: 3
- Type: Equippable
- Description: A scimitar is sword with a curved blade, its designed to be particularly good at cutting through flesh.

Spear

- Damage: 2
- Type: Equippable
- Description: A spear is a basic weapon.

Chain Armor

- Defence: 2
- Type: Equippable

- Description: Chainmail armor consists of interlocking rings, it is particularly good at protecting from cutting blows.

Lether Armor

- Defence: 1
- Type: Equippable
- Description: Leather armor is made from the skins of animals, its more protective than clothing, but not by much.

Plate Armor

- Defence: 4
- Type: Equippable
- Description: Platemail is made of overlapping metal plates shaped to conform to the body, its very heavy, but offers good protection from most phisical attacks.

Rope

- Type: Consumable
- Description: A basic rope, typically made from dried plant fibers, among its uses, it can be used to climb, to bind things, even as fule for a camp fire if desparate.

Bag

- Type: Equippable
- Description: A basic utility for storing and carrying other items. Some bags are magic, as teh below example.

Replicator Bag

- Magic Type: Technologic
- Type: Equippable
- Description: When an item is placed in this bag, the item is destroyed, but the bag remembers the item and copys of the item can be removed from the bag until another item is placed in the bag.

Torch

- Type: Consumable
- Description: A torch provides light in a dark space, usually for about a day.

Lock Picking Set

- Type: Consumable
- Description: A set of different sized and shaped disposable tools used to manipulate locking mechanisims.

Combat

Combat is always between two creatures, and is always one round. Additional Combats can take place but generally one should settle a fight between two creatures. (it may not kill either one). Combat is calculated simultaneously unless there is a tie, in which case the creature with the highest quickness wins. To settle Combat, Each creature rolls d6 equal to their Strength. And then d6 equal to their Health. Minus the value rolled for the opponents Strength from the creatures Health. The higher number wins combat, incapacitating the other creature if the winning number is more than or equal to twice the losing number. If ether or both numbers are negative. The creature with a negative number loses one point of Health.

Additional mechanics can be DBS.

Example Combat

Creature A Health: 5 Strength: 3 Intelligence: 2 Quickness: 4

Creature B: Health: 8 Strength: 4 Intelligence: 3 Quickness: 1

Creature A has the higher quickness and chooses to initiate combat.

Creature A rolls 5d6 for Health and 3d6 for Strength Results: 24 Health, 15 Strength

Creature B rolls 8d6 for Health, and 4d6 for Strength Results: 30 Health, 10 Strength

Creature A: 24 Health - 10 Strength = 14

Creature B: 30 Health - 15 Strength = 15

Creature B wins Combat, the GR can determine what this outcome means. Creature A is NOT incapacitated nor dead, since its result did not go negitive.

Ether creature can initiate combat again with each other or other creatures.

Magic Combat

Magic Combat functions similarly to normal combat, there are a few differences though.Combat can be between a creature and a creature, a creature and a spell

and creature, or a spell and creature AND a spell and creature. Combat is still a single round, and each creature and/or spell makes an attacking and defending roll. However the stats used are different.

- First a modifier is determined for both creatures, if a spell is involved with ether or both creatures, add its affinity temporarily to the creatures own (or subtract it if its opposing on the spectum).
- if the number is less than 1, the creature automatically loses the combat and loses one Inelegence point. If both creatures would lose combat, the one with the lower Intellegence loses combat, but both creatures still lose an Intelegence point.
- Multiply the number by the creatures intelegence, roll that number of D6.
- The higher number wins combat.