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.

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.

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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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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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.