

Modos RPG: One Page Rules

Too busy to read the whole rulebook? Here's what you'll need to know to run Modos RPG on just one page. As an RPG, players and GMs (Guides of Modos) are encouraged to roleplay first, and roll dice later. When someone wants a concrete (non-roleplaying) outcome to an event, the following rules apply:

Basic Mechanics

Abilities: all characters have three abilities that measure their capabilities and health: physical (P), mental (M), and metaphysical (MP). These abilities are measured by ability scores, which range from 8-13 for average humans. Ability modifiers are applied to contests performed with each ability, and equal to the ability Score less 10, divided by two ((S-10)/2).

Damage: this is anything that brings a character closer to incapacity like wounds, pain, insanity, or exhaustion. Characters can take damage in amounts equal to their ability scores, at which point they are at "max damage," and must receive some sort of healing to continue playing. Damage types correspond to their sources: P, M, or MP. P damage heals at a rate of 1/day, M and MP damage heal 1/hour. When you deal damage, you may narrate your effort to deal damage. When you take damage, you may narrate how the effort to deal damage affects your character.

Protection: this is anything that prevents damage, usually armor or perks. If you have protection for the ability taking damage, roll the protection die once for each roll of damage being rolled. Protection gets subtracted from damage, but minimum damage is always 1.

Contests: the game uses a roll-d20 resolution system similar to other popular games. Each side of a contest rolls d20, adds applicable modifiers (usually for ability score, skill points, and/or difficulty), and the higher result finds more success. In the event of a tie, the GM may adjudicate a tie, or ask for a reroll. For example, a PC wants to strike his sword into the heart of a dragon. The PC rolls d20, adds his P modifier, and adds his "fight-melee" skill points to his contest. The dragon (GM) rolls d20, adds the dragon's P modifier, and adds the dragon's "parry" skill points to its contest. If the PC's total contest beats that of the dragon's, the PC successfully deals P damage to the dragon.

Take half: anyone may choose to take half the max result of a die instead of rolling. However, the GM should consider rolling his side of a contest when the player's bonus is close/similar to that of his opponent. For example, the GM is running a battle and wants to save time. He takes half on an NPC's

"parry" and protection rolls, so the "parry" contest's die roll is automatically 10, and the protection roll is 3 instead of 1d6.

Difficulty: when a task is difficult enough to cast any doubt on its success, difficulty should be applied to the contest. A "difficulty contest" is when a player rolls against a task's difficulty, and a "difficulty bonus/penalty" is a modifier applied to either side of a contest. Difficulty values are as follows:

<0 = too easy
0 = easy
4 = challenging
8 = difficult
12 = arduous
16 = impossible
20 = divine

Initiative: some conflicts can require more than one contest to resolve. To do so, characters take turns to announce their actions, and turn order takes place according to initiative. Determine initiative by making an ability contest of your choice, adding appropriate modifiers (like +4 from the Off the Mark perk), and taking turns in order from highest to lowest. At the beginning of each round, each character gets a full set of actions.

Actions: each character gets three free actions per round. An action is anything requiring time or effort comparable to that of one sword swing. Actions are always tied to one of the abilities, and should involve a relevant skill whenever possible. When the character taking his turn acts, any other character may spend an action to act or react as well. In this way, each action becomes a mini-round, in which characters choose to take part. For example, if your opponent attacks you, and you have unspent actions in that round, you may choose to defend yourself, to run away, or to reserve your unspent action for later. Actions performed during other actions are resolved in the same order as initiative, except that the character taking his turn takes priority over all others.

Combat posture: while the narrative of a conflict is limitless, the rules of the narrative provide only two positions per side of a conflict: offensive or defensive posture. Offensive posture allows characters to deal full damage with natural or handheld weapons to other offensive characters, but only half damage using these weapons against

defensive opponents. Defensive characters can deal half damage with natural or handheld weapons to offensive characters, but no damage to defensive opponents. Ranged weapons deal full damage to all opponents, unless both the attacker and defender are defensive, resulting in half damage. Changing posture requires one action.

Character Creation

Create concept: give your character a name and a quick explanation of why he's a hero (or will be a hero). Your character concept dictates your character's goals and flaws, which can gain you extra hero points if you roleplay them well.

Roll ability scores: this is best done with 3d6 per ability score. Add one extra point for being first level. Abilities (P, M, MP) are the broad, abstract measures of your character's capabilities.

Add skills: pick something that your character does which improves with training or experience, and give him a point in it. There are three defensive skills: parry (P), concentration (M), and willpower(MP).

Add a perk: this is something interesting about your character that isn't an ability or skill.

Assign hero points: once per day, you can add 1d6 before rolling a contest to improve the result. You can do this again if you roleplay well and the GM rewards you. Choose a usage for your hero points that defines your character.

Get stuff: equip your character. Body parts deal d4 P damage, light weapons d6, medium d8, and heavy d10. Light armor protects d6, medium d8, and heavy d10. Bows require one action to load, and crossbows require two actions to reload.

Get special abilities: if there's still something cool that your character can do, it's a skill with special properties called a "spell." A spell is used like a normal skill, except that using it causes d8+(spell level) MP damage, thus limiting the frequency of its use. A spell does not take place if your contest result is not higher than 10.

Gain levels: each game session, add one ability point, skill point, or perk. When you gain one of each, you gain a level and another daily hero point.