

# CarPG

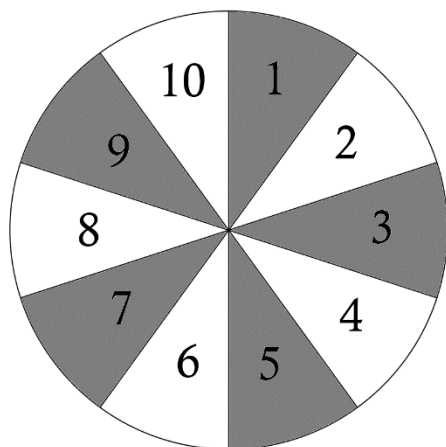
A Simpler Take on Main Sequence. A Universal Framework. Appropriate for Road Trips & the Table

## Fate's Wheel

*And thus does Fortune's wheel turn treacherously*

*And out of happiness bring men to sorrow.*

~ Geoffrey Chaucer

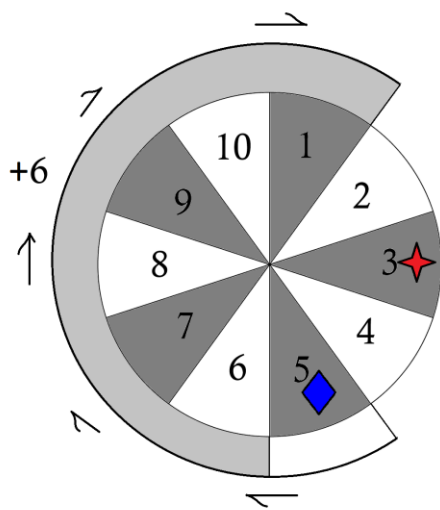




This is Fate's Wheel

To "roll" the GM picks a number (#) between 1 and 10. The player picks a # too and tells the GM what it is. **If the GM's chosen # falls within the Success Range (SR) of the player's #, the player succeeds.**

So what is the Success Range (SR)? You have **3 Attributes**. Fighter, Adept, and Scholar. You pick one to be your Primary. It has an SR of +6. You pick another Attribute to be your Secondary. It has an SR of +4. The last one is your Tertiary Attribute. It has an SR of +2. We'll get more into character creation later, but that's enough to go off of for now. Feel free to consult the character creation section now and then come back.

As an example, we have Max Musterman. Fighter is his Primary Attribute (+6), Adept is his Secondary (+4), Scholar is his Tertiary (+2).

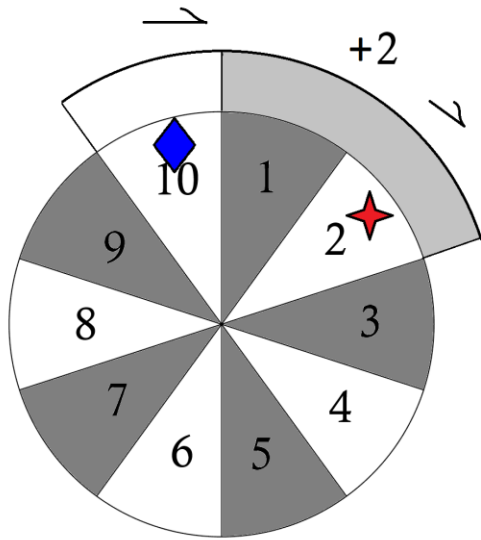


The GM's chosen # is shown as . The player's picked # is . The Success Range (SR) is shown as the light gray area that surrounds part of Fate's Wheel.

Max tries to force open a strong steel door. The GM picks 3. The player picks 5. Since that action falls under the Fighter Attribute, Max has an SR of +6. **The SR is added to the clockwise side of the player's #.** It goes around and shows if the check succeeds or not.

If the GM's # fell from 5 to 1, Max would be able to force the door. Since 3 falls outside of that range, the check fails.

Max will have to find another way in. Maybe the ducts?



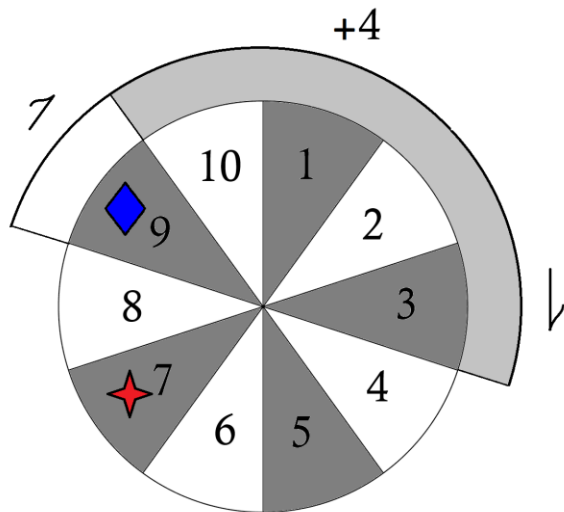
Now Max is trying to remember the 13 digit code to gain access to the shipyard's computer system. He had to memorize it a week ago, and he isn't the brightest crayon in the toolshed.

Intelligence checks use the Scholar Attribute. GM chose 2, player chose 10. Since the SR for a Tertiary Attribute is +2, Max gets 2 more #s that would result in a success. Again, these 2 #s are **added to the clockwise side** of the player's #.

If the GM's # is 10, 1, or 2, the check is a success.

2 falls within Max's SR. He just barely manages to remember the code. Now he can download the latest starfighter schematics.

Note: An SR can occasionally be raised or lowered by 1-2 for a check. This serves as a **difficulty modifier**.



The shipyard security team has taken an interest in Max's activities. He tries to talk his way out of it by saying he's a salesman who got lost.

Interaction checks and dexterous feats both use the Adept Attribute. This is an Interaction check. The GM chose 7. The player chose 9.

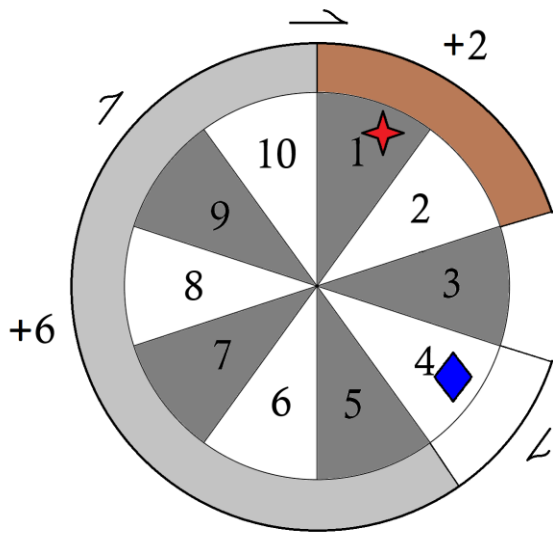
Adept is Max's Secondary Attribute so his SR is +4.

The SR goes clockwise around Fate's Wheel by 4 #s. If the darned GM had chosen 9 through 3, Max would have succeeded.

But the interaction check failed. Now Max must run or be stunned and beaten by 12 mean looking security professionals. He's good at fighting but those odds are pretty rough.

Now is the time to introduce **Skills**. Characters get 3 Skills they are really good at. Any check using one of them gets an additional +2 to the SR. That can be a big deal so choose well. Skills are meant to be very broad. All fighting with any weapon (unless it's a spaceship or a drone) falls under the Fighting Skill. This Skill would **add to the Fighter Attribute's SR** for combat. The Interaction Skill covers intimidation, seduction, persuasion, and so on. This would **add to Adept**. Magic would include anything the GM deemed fitting for their setting. I use it to cover the entire school that the mage subscribes to. **The Magic Skill adds to the Scholar SR**. This might change from setting to setting.

Sometimes a Skill will add to a different Attribute for a particular check. Say you are trying to impress a very tough crowd by doing showy magic tricks. The Magic Skill would add to the Adept Attribute instead of adding to Scholar. That's the GM's call though.



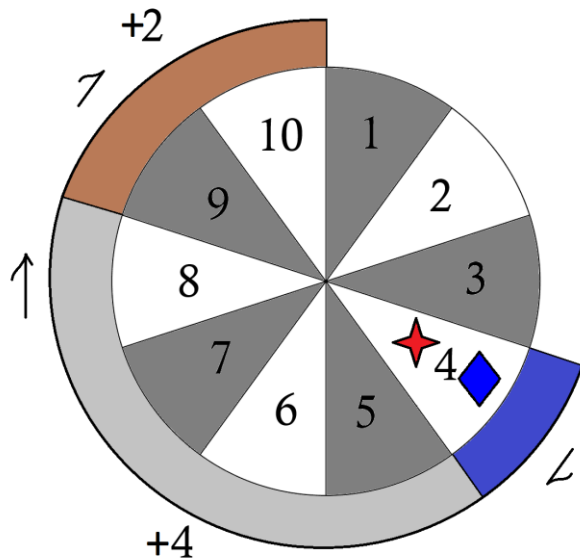
Max has training in the Athletics Skill. His high school track days prepared him well for this moment.

This check will have an additional +2 added to Max's SR. The Fighter Attribute covers athletics. Since it has an SR of +6, the total for this check is +8. ( $6 + 2 = 8$ )

The GM chose 1, the player chose 4. Max succeeds if the GM's # is 4 through 2. Notice that the check would have been a failure if Max didn't have the Athletics Skill.

Max sprints away. He escaped a brutal fate. For now. He knows the hoverships will be looking for him within 15 minutes.

Now to talk about **critical success & critical failure**. If the player picks the same # as the GM, they have a critical success. Basically, whatever they were doing goes as well as possible. Critical failures are the opposite of that, naturally. A crit failure happens in two steps. 1) The player is in danger when they choose the # on Fate's Wheel that is opposite of the GM's #. 2) After the player chooses the crit fail #, they play rock-paper-scissors with the GM. If the player loses, it is a crit failure. If they win, they are out of danger. The check proceeds as if they didn't choose the opposite #. If the GM's # is within their SR, they succeed.



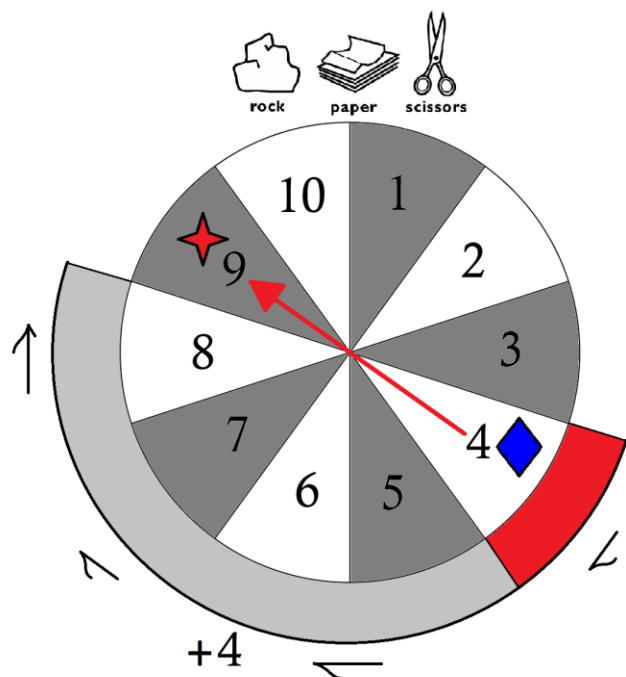
Max just got to the station where he is to deliver the starfighter schematics. Unfortunately, there's a space battle raging between him and the station. He'll join the fight later, but first he needs to get those schematics delivered.

He tries to charge his way through the battle. An enemy starfighter follows him and opens fire. The first shots miss. Max tries to lose the attacker.

He has the Vehicle Skill. It adds +2 to his Adept Attribute (+4). This gives him a total SR of +6.

Max's SR doesn't matter this time because he had a crit success. The GM chose 4 and so did the player!

Max evades all attacks and makes it to the station without a scratch!



Max was told to man a large laser turret on the station. He takes the controls and begins firing at the enemy ships.

Fighting with a ship, a drone, or anything like that doesn't use the Fighter Attribute like all other fighting does. It uses the Adept Attribute because of the precise manipulation of controls.

Max has no training or experience with turrets so he just uses his Adept SR of +4.

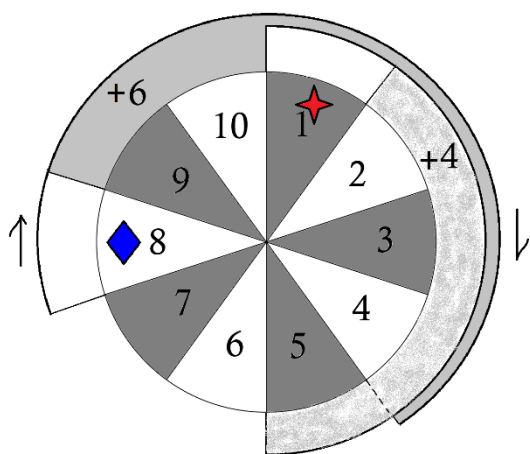
The GM chose 9. The player chose 4. Since those #s are opposite of each other on Fate's Wheel, Max is in danger of a crit fail!

The GM and the player play rock-paper-scissors. GM chooses paper. Player chooses rock. The GM wins and the critical failure goes into effect.

Max fires a volley of powerful laser bolts into the battle. He watches in horror as they miss the enemy ships and destroy a pair of friendly fighters.

Time to cover **combat & opposed checks**. This covers fighting, chase scenes, sneaking past a guard on the lookout, and anything else that has two characters actively opposing each other. The GM can choose to make these unopposed checks every once in a while, but that's up to them.

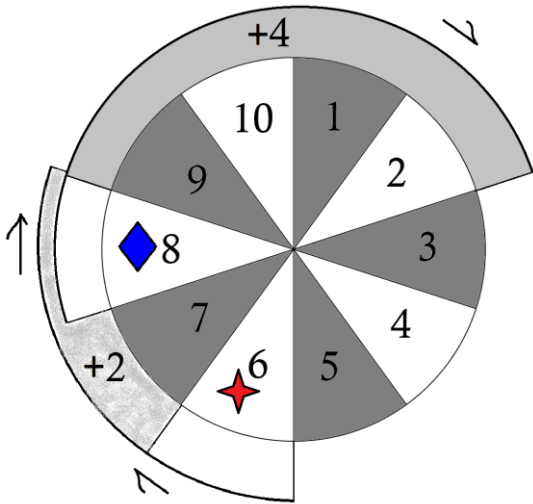
Let's look at an encounter between a Fire Caster named Denise and an archer sent to kill her. Denise's Primary is Adept. Her Secondary is Scholar. Her Tertiary Attribute is Fighter.



Ducking in and out of the trees, Denise sends streaks of fire at the archer. He fires back with his hunting bow. **Each attack between the opponents happens simultaneously.** The GM picks 1. The player picks 8.

Denise has the Magic Skill; it adds +2 to her Scholar SR of +4. This gives her a total SR of +6 (shown in solid gray). The archer NPC has a ranged SR of +4 (shown in speckled gray).

**The archer's # is within Denise's SR. She hits him. She is NOT within the archer's SR so he misses her.** It is possible for both opponents to hit each other. They both hit if they are both within each other's SRs. It is possible for them both to miss if they are outside of each other's SRs.



Later on, an injured Denise is hiding in the forest. She stumbles upon an odd hermit slapping a pool of water. After a short conversation, he offers to teach her a secret about archery. He says it would be very useful to her. She either has to beat him at 9 Men's Morris or accompany him into a bear's den to get something.

She decides to try the board game. If the GM and player can't actually play 9 men's morris, an opposed Gaming check is in order. Since neither of them have the Gaming Skill, they will use their Scholar ratings without a +2 bonus.

The GM chooses 6 and the player chooses 8. Denise has an SR of +4 because Scholar is her Secondary Attribute. The insane hermit has a Scholar SR of +2. The hermit wins, grinning.

She decides he is likely a madman and simply leaves. Now the GM's story has been derailed.

One last thing about opposed checks. Unlike combat, there is rarely a case where both parties succeed in an opposed check. There are often instances when it wouldn't make sense for both parties to fail either. Like sneaking past a guard. You either get past without being noticed or you don't. So if there is a "tie" (both succeed or both fail), the player wins. Mean GMs can choose to "reroll" until there is a clear success or failure. If the player chooses the same # as the GM in an opposed check, it is a critical success for the player. They succeed big time.

What if **multiple attackers** are going after one target? Say Max gets jumped by 2 muggers. He does a combat check against the first mugger. (GM and player both pick a #, if the opponent's # is in your SR you hit and vice versa. Both can hit, both can miss. It's the same as the example above.) **The second opponent attacks as an unopposed check.** Max is busy with the first attacker so the check is unopposed. GM and player choose #s. If the player's # is in the attacker's SR, he hits Max. This works for however many attackers. It also works for multiple player characters (PCs) attacking one opponent.

Now let's talk about **damage**.

**Unarmed** does **1 dmg** -this can be "dual wielded"

**Light weapons** do **2 dmg** -these can be dual wielded, knives, swords, clubs, pistols, light spells, ...

**Medium weapons** do **4 dmg** -two handed swords, polearms, phazor rifles, shotguns, medium spells, ...

**Heavy weapons** do **6 dmg** -a lance hitting at full charge, mounted machine guns, grenades, heavy spells, ...

If you have a **critical success against an opponent** (GM and player pick the same #), they don't hit you and you do **double damage**.

**Healing** happens at a rate of 2 HP per day of rest. Magic, Medicine, and other such Skills can increase the rate of healing. Devices and talismans can also work, but they can only be used a few times. The more potent healing effects will instantly give a character 2-4 HP up to 2-3 times a day. Exact rates are to be determined by the GM.

**Initiative** is simple since both sides attack at the same time. When one character surprises another or gets the drop on them, they get 1 free attack as an unopposed check. After that combat resumes as normal.

**Retreating** from combat and **chase scenes** work the same way. Both parties make the appropriate opposed check. If the chase is on foot, it's an Athletics check. If it's in a car, in a starship, or on a horse, it's a Vehicle check. If the quarry's # is in the pursuer's SR, the quarry is caught. If the pursuer's # is in the quarry's SR, they escape. If they are both in each other's SRs, the chase continues for another round. Same thing applies if neither of their #s fall within each other's SR.

## **Character Creation**

1) Characters have 3 Attributes (By the way, **all this can go on a notecard are small piece of paper**)

**Fighter**: strength, constitution, all fighting (except ships, drones, horseback, and things like that)

**Adept**: dexterity, charisma, stealth, vehicles, fine motor skills, fighting w/ vehicles

**Scholar**: knowledge, wisdom, magic (in most settings), computers, brain power in general

2) Assign what Attribute is primary, secondary, & tertiary. This determines the Attribute's Success Range (SR).

**Primary**: +6

**Secondary**: +4

**Tertiary**: +2

3) Pick 3 Skills. **Skills add +2** to your SR when used for a check. (Make up more Skills for different settings.)

### **Fighter Skills**:

**Athletics** - physical feats, acrobatics, marathon running, ...

**Fighting** - Martial arts, brawling, melee weapons, bows, slings, all hand held guns, ...

### **Adept Skills**:

**Vehicle** - motorcycles, cars, airplanes, horses, spacecraft, mutant pterodactyls, drones, ...

**Gunnery** - combat with a vehicle i.e. turrets, a fighter's machine canons, hoverdrone's lasers, ...

**Stealth** - sneaking, hiding, blending in with a crowd, ...

**Interaction** - seduction, charming, intimidation, conning, persuasion, ...

**Larceny** - pick pocketing, breaking into a car, picking a lock, ...

### **Scholar Skills**:

**Awareness** - spotting things, hearing things, picking up on clues, ...

**Computers** - all computer stuff i.e. hacking, using a starship's sensors, rewiring access panels, ...

**Magic/Alchemy/Bending** - whatever magic you are using in your setting

**Knowledge (insert specialty here)** - deep knowledge of a certain field i.e. physics, astrometrics, medicine, the kingdom you live in, poisons & cures, ...

4) Choose one **Tag**. Tags give a little more customization and can be a huge make-or-break deal.

You can make up cool Tags like Contacts, Status, Charming, and so on. Some are purely for roleplaying.

**Damage Soak** - You can ignore one attack per combat. You choose which attack. You can roleplay it as cool looking armour, simple toughness, scales, nimble dodging with flips in the air, whatever you want.

**Nullify** - the magical version of Damage Soak. It only works against magical attacks though.

**Charge** - You get one free hit per combat. You pick who and when. You can even do it with another successful attack, hitting them twice in one round.

**Hex** - The magical version of Charge.

**Dual Wielding** - You get 2 attacks w/ light weapons. Can be done in a single check if attacking only 1 target.

5) You get 4 Edge points. Edge is a way to sway the game in your favor.

**Edge can:**

Let you ignore an attack

Give you an automatic critical success on any check

Change a small detail in your surroundings

Basically be a bargaining chip with the GM to help you pull things off and influence the game

6) Last thing: your HP is equal to your Fighter SR plus your Adept SR plus 2. **0 HP means the character dies.**

$$\text{HP} = \text{Fighter} + \text{Adept} + 2$$

**Leveling**

If you happen to play a single story for multiple sessions (one-shot games are all the rage), you'll probably want to level the characters. Or you might want to start the characters off at a higher level. Leveling is done whenever the GM and players agree that it's time. Easy as that.

**Options are:**

Get a new Skill

Raise a Skill to +3 (total SR is always capped at +8)

Get a new Tag

Raise and Attribute by +1

Some of these changes are more drastic than others. The GM has to agree to all changes.

**Optional Rules & Simplifications for the Road**

This section is geared towards games that take place during road trips. It is recommended that the GM isn't the person driving. Not unless it's a very simple session relying mostly on roleplay and you are great at multitasking. Juggling umpteen combatants and a ton of mechanic heavy stuff is not a good idea when you need to be watching the road. A good roleplaying session tends to be ruined if real life death and catastrophe interrupt play.

To make all that easier, here are a few streamlined options. These are perfectly acceptable for the table if you really like them.

**Fate's Wheel** can be replaced by **rolling a d10**. The target # is always 10. Your SR is simply added to your roll. If you get 10 or more, the check succeeds. If you roll at 10, it's a crit success. If you roll a one, you have to play rock-paper-scissors to see if it's a crit fail. The statistics work out the exact same as using Fate's Wheel.

**Instead of picking a number or rolling a d10**, you can use a stopwatch. Start the timer, look away so you don't affect the outcome, and stop the timer after a few seconds. Now look at the tenths value. The # that is right after the decimal point (00.#). That's your picked # for this check. This can be combined with the above option. That way you have 10 as your target #, but you don't have to keep track of dice. **Fact: At least one die always ends up on the floorboard!**

**Damage** can be reduced to a simple abstraction. **Every hit deals 2 dmg**. Whatever weapon used merely becomes a roleplaying choice. Have them do 4 dmg if you want them to die twice as fast.

**Don't use Skills**. Just use the Attribute SRs. Maybe have 1 Skill. Or have a Primary Attribute and 2 Secondary Attributes so you aren't boned by a Tertiary that you can't have a Skill for. It's all up to you.



## NPCs & Example Characters

There are 3 basic levels of NPC. Mook, Regular, and Elite. **You can modify them endlessly.** You can also make an NPC exactly as you would make a PC. These will be the most advanced type of NPCs.

<b><u>Mook Fighter</u></b> Fighter: +4 Adept: +2 Scholar: +2 HP = 2	<b><u>Mook Adept</u></b> F: +2 A: +4 S: +2 HP = 2	<b><u>Mook Scholar</u></b> F: +2 A: +2 S: +4 HP = 2
<b><u>Regular Fighter</u></b> Fighter: +4      Fighting Skill: +2 Adept: +2 Scholar: +2 HP = 8	<b><u>Regular Adept</u></b> F: +2 A: +4      Gunnery: +6 S: +2 HP = 8	<b><u>Regular Scholar</u></b> F: +2 A: +2 S: +4      Magic or Computers +6 HP = 6
<b><u>Elite Fighter</u></b> Fighter: +6      Fighting Skill: +2 Adept: +4 Scholar: +2 HP = 12	<b><u>Elite Adept</u></b> F: +4 A: +6      Gunnery: +8 S: +2 HP = 12	<b><u>Elite Scholar</u></b> F: +2 A: +4 S: +6      Magic or Computers +8 HP = 8

Here are a couple of PCs that were used for playtesting.

### **Bran Mok Mon**

A very powerful Shaman in a loosely knit Bronze Age culture. Brutally practical. Balances nature and man.

**F: +2**

Skills:

**A: +4**

Magic +8

← (the +8 is the total SR when Bran Mok Mon does a Magic check

**S: +6**

Martial Arts +4

it's his Scholar SR +6 plus the Skill +2. So 6 + 2 = 8.

**HP = 8**

Knowledge of the area +8

All Skills are written this way.)

**Edge: 4**

**Tag:** Nullify

Equipment:

Shaman's staff with bronze tip, dagger made of antler, magical accoutrement (herbs, mushrooms, talismans, tokens, etc...), satchel with basic survival needs.

### **Maximillian Andreus Brand**

Renaissance mercenary looking for an easy fortune, good wine, fast women, gambling, and adventure.

**F: +6**

Skills:

**A: +4**

Martial Arts +8

**S: +2**

Water Casting +6 (uses Adept for fighting) and +4 (uses Scholar for non-combat checks)

**HP = 12**

Awareness +4

**Edge: 4**

**Tags:** Damage Soak

Equipment:

Status w/ Adam's

½ Harness (plate armour), halberd, katzbalger, dagger, canteen, large water skin,

Lepers (gang)

satchel with basic survival needs.