

Players declare what their Characters are doing. If the hero's actions may fail, the Narrator may order the player to make a roll. If no roll is ordered, the "Yes" or "Yes, but..." result should be applied. If the roll is made, its result is binding to all the participants.

Rolls

Only players roll the dice. The failure of the roll means that the heroes' opponents succeed in their actions or that the scene changes in a way unfavorable to the Character (e.g. the Character's equipment is damaged).

- Each element of the scene or the Character that obstructs the Character's action adds a hindering die to the pool.
- Each element of the scene or the Character that facilitates the Character's action subtracts a hindering die or adds a beneficial die to the pool.
- One beneficial die cancels out one hindering die, so you will never be rolling 'negative' and 'positive' dice at the same time.
- Finally, add a die to the pool (so that you always roll at least one die).
- If there are more beneficial die than hindering die, the player chooses the best result and describes the effects of the roll.
- If there are more hindering die than beneficial die, the Narrator chooses the worst result and describes the consequences.

The result may impose temporary or permanent conditions, which affect subsequent rolls.

Johan fights the goblin. The opponent is agile and has attacked by surprise (two hindering die). The hero is a mercenary, has an accurate eye and uses his automatic crossbow (three beneficial die, which cancel out two hindering die).

The player rolls one beneficial die and a "basic" die. The results are 1 and 2 – the player chooses the best result available – in this case, "No ...".

The Cent RPG - Character Sheet															
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Concept:	_____														
Purpose:	_____														
Attributes:	_____														
Distinctive Items:	_____														
Notes:	_____														
Conditions:	<table border="0"> <tr> <td><input type="checkbox"/> Wound</td> <td><input type="checkbox"/> Daze</td> </tr> <tr> <td><input type="checkbox"/> Bleeding</td> <td><input type="checkbox"/> Intoxication</td> </tr> <tr> <td><input type="checkbox"/> Swoon</td> <td><input type="checkbox"/> Fatigue</td> </tr> </table>	<input type="checkbox"/> Wound	<input type="checkbox"/> Daze	<input type="checkbox"/> Bleeding	<input type="checkbox"/> Intoxication	<input type="checkbox"/> Swoon	<input type="checkbox"/> Fatigue								
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The Cent RPG

A Role Playing Game
by Jarosław Daniel & Tomasz Misterka



Intro

The Cent RPG is a simple and universal role-playing game based on Freeform Universal RPG by Nathan Russell. Its purpose is to create interesting stories. During the game, you impersonate adventurers - the chosen ones who can change the world, achieve their goals and face various adversities.

All you need to play is a piece of paper, something to write and a few standard cubic dice (d6).

One of the participants is the Narrator. He (or She) describes to other players what is happening around the Characters they created.

Thrown into the vortex of events, these Characters pursue their own goals and face various challenges. Together with the Narrator, you create a story. It is up to you how fun it will be.

Examples of using the rules in play are in italics.

Prep

Specify what kind of story you want to create.

If it's pre-made scenario – what Characters are taking part in it.

You can also create your own world or part thereof.

Let each player say one or two sentences about the universe. Discuss your ideas and write down the final concept of the world. Try to include everyone's ideas.

Many years ago, a meteor hit the world and caused a disaster. Civilizations plunged into chaos compounded by years of hunger. Today, terrifying monsters and mutated animals roam the wilderness. Towers of mages of the old turned into deadly traps, full of precious treasures and ancient secrets.

Groups of adventurers explore them seeking profit.

The flow of game

The Narrator describes the other players what is happening around their Characters, creating a scene (**Where? When? Who is there? What is happening?**). The Narrator informs the players how their Characters perceive the world with their senses.

The player can accept this result or spend a Fame Point and reroll some or all dice.

In the first case Johan missed and goblin hit him. The player marks the "Wound" condition on the Character Sheet.

Let's say the player chose to spend a Fame Point and rerolled all the dice.

This time the results are 2 and 4, the latter meaning "Yes, but...". Johan wounded the goblin, but the crossbow string broke.

Player Character

Depending on the arrangements, the Characters are created either by players or by Narrator. In any case, each Character has a **Name, a Concept, a Purpose, three Attributes and one distinctive Item**. Use pop culture tropes and short phrases. One or two sentences are enough:

Johan is a jovial mercenary. He has an accurate eye. He is tough and smart. His signature weapon is an automatic crossbow. Johan always lacks the money due to his often visits in taverns.

Jasmine is a professional assassin. She is fast, agile and knows a lot about poisons. Her favorite weapon is an iron handheld fan with many blades. She is looking for her brother.

At the beginning of the game, you receive **one Fame Point** for your Character. **You can spend it during the game to reroll some or all dice.** This reroll can be done only once per test. Additional Fame Points can be awarded by the Narrator. If the same result occurred twice and was used to interpret a roll, the Character also earns a Fame Point. *Peter rolled three dice during the test, the results were 1, 3, 3. Peter can spend a Fame Point to reroll or accept the "No, but..." result and gain a Fame Point in exchange for two threes.*

Character development

If the Characters complete a mission or commit great deeds, they will receive an additional **Fame Point** for their next adventure.

The Narrator can also allow players to make a roll – a positive result means that the Character gains an additional Item or Attribute.

d6	Result
6	Yes and... – a success with an additional beneficial effect (beneficial die to the next roll).
5	Yes – a success.
4	Yes, but... – a success, but something went wrong (hindering die to the next roll).
3	No, but... – a failure, but something was achieved (beneficial die to the next roll).
2	No – a failure.
1	No and... – things went really wrong / a failure with dire consequences (hindering die to the next roll).



Licences

FU: The Freeform Universal RPG is created by Nathan Russell.

<http://freeformuniversal.com/>

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