Mars Role-Playing System
Posted by stark - 19 Sep 2012 13:20

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The following is the foundation for a stand alone pen and paper version of the mars role-play system. It was designed with the tabletop approach in mind and utilized the supplemental lore and some of the rule sets as developed over the years. This is a first edition, attempt to re-create the unique blend of science fiction and cyberpunk, as experienced by the players who helped develop it.

While this subject material has its roots in Insilico lore it is a stand alone and all IS based lore while at the base of Mars rp has been emitted from the system for the sake of unique creative content. There is enough lore here to establish and develop its own universe of scientific possibilities while remaining true to the subject material.

Of course we are all major role-play geeks in the traditional sense with the appeal of rolling dice and character development. Our goal is to create an easy to use system which is both intuitive and in depth in terms of storytelling and progression. While we wanted to deviate from the traditional D&D level/class system it was apparent in early development that a skill based system was the most diverse approach to take. Another concept at the heart of the system is a functioning combat system that does not detract from both rp and the storytelling process that other RP systems present. No one wants to spend their high blood pumping moments, referring to elaborate charts and confusing rule sets.

That said this is a first edition and will be subject to many updates and changes as we see fit to reach our envisioned goal. we are open to any suggestions or input that help us pursue this goal. The core system will be the foundation in which future supplemental material will be developed.

Characteristics* ---------------

Intelligence

Perception

Endurance

Agility

Strength

Charisma

Secondary ---------------

Intuition

Focus

Reaction (Agi+Per)

Willpower

Vitals ---------------

Mental []]]]]]]]]]]]]

Physical []]]]]]]]]]]]]

Stamina []]]]]]]]]]]]]

*1-6 standard 8-10 above standard

Dice range in effectiveness based on the current fatigue level of the character or wounds incurred through straining ones abilities beyond their threshold. The average dice is a D6 and represents the standard among human beings. Dice range from D2-D12 while D2 is the lowest level an attribute or skill may range, D12 is the highest, however more often then naught a player will be using the standard D6 to perform actions.

Attribute rolls are often accompanied by a skill, together they form the necessary roll versus a target number, such as Strength+Mining for example. If you do not have a skill that meets the requirement then the roll defaults to the closest attribute related to the task at hand.

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