

# Project CHUPA

Version 0.02

*The generic, modular RPG system with the cinematic feel!*

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## **DISCLAIMER**

This document represents the current evolution of the Project CHUPA and is in no way a finished product.

This document is for the reference and evaluation of the Core System design by members of the Dragon's Landing Podcast forums only. Until a version 1.0 has been officially released, use of these rules and the system as a whole is prohibited without written authorization by Chuck Tinsley or Lonnie Ezell, owners of the Dragon's Landing Podcast. At such time as the first version is officially released, the allowable licensing will be made known and the system will be available for everyone under the terms of the agreed-upon license only.

## **HISTORY**

December 8, 2005 – The initial idea is presented on the forums.

December 11, 2005 – Version 0.02 released to the forums. Includes the basics, Attributes and Skill systems.

# *The Basics*

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## **The Core Mechanic**

Whenever you attempt an action that has some chance of failure, you roll one -- or more -- ten-sided dice (d10). To determine if your character is successful, do this:

- Roll one – or more – d10. If more than one die is used, keep only the single highest value.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result is equal to, or higher than, the target number, your character succeeds. If the result is less than the target number, your character fails.

## **Dice**

When a die roll is necessary, it will be described with an expression such as “3d10k1 + 3,” which means you should “roll 3 ten-sided dice, keep only the single highest value, then add 3.” This would result in a number between 4 and 13. The first number tells you how many dice to roll. The number after the “d” tells you what type of die to use. The number after the “k” tells you how many of the dice results you should keep. For the majority of rolls you will be asked to “keep 1.” Since this is the default result desired, most times the “k1” will be left off. Any number after that represents a value that is to be either added to, or subtracted from, the result of the die roll.

## *Attribute Scores*

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### **Attributes**

Attributes are intended to demonstrate who that character is when they were born and how they have developed both mentally and physically since then. Three Attributes form the core of the system: Physical, Mental, and Social. A fourth Attribute will vary from system to system. In a fantasy setting it might be Magic, which would represent the inherent part of the character that can manipulate magic. In other systems it might be The Fold – the ability to fold space and help propel the ships through the final frontier. In the case that a fourth attribute is used, it should be an attribute inherent to all the characters in the game, even if some characters may never develop that skill. Some systems may not require a fourth Attribute.

**PHYSICAL** - This is a measurement of everything related to your character's physical body. It measures raw muscular strength, agility and coordination, health, and resistance to disease and damage.

**MENTAL** - This is a measurement of everything related to your character's mind. This includes how smart they are, how quickly they can grasp new concepts, and their ability to adapt to new situations. It also measures how much resistance they have to other people's manipulations, pressure, or bullying, as well as their determination and willpower.

**SOCIAL** – This is a measurement of the character's ability to interact in social events. It includes how outgoing they are, how well they can handle criticism, and their ability to lie without being detected, sell snake oil or even interact in diplomatic circles.

**SPIRITUAL** – This fourth Attribute is given as a default value. It is likely to change from game system to game system. It might refer to the character's ability to cast magic, clerical or arcane. It might be a character's ability to use psionic powers. It can be whatever your system and world needs it to be.

Attributes have a maximum value of 6.

### **Sub-Attributes**

Each attribute contains three Sub-Attributes: Power, Finesse, and Resistance. The definitions are intended to provide a complete, yet broad, description of the Attribute.

**POWER** - how much you can affect things, how forcefully. In Physical, this would mean not only raw strength, but also a knowledge of how to swing the fist properly and create the best impact. In Social, it would refer to how much impact you have on those around you, similar to charisma, but also could include things such as intimidation or political influence.

**FINESSE** - how well you can affect things, how careful you are. Under Physical it shows how nimble and agile you are. Under Spiritual it might show how complex you can get when manipulating weaves of magic.

**RESISTANCE** - your ability to resist those effects. Under Physical, it would show your resistance to poisons and colds and general health. In Mental, it could apply to ability to think for yourself and not be influenced by actions around you, or your ability to ward off psionic attacks.

Attribute Definitions have a maximum value of 10.

### **Purchasing Attributes**

During character creation, a player has a set number of points to spread through the Attributes. These points are not distributed in the Sub-Attributes. If the system is using only the three core Attributes, the player receives eight (8) points. If the system is using the full four Attributes, the player receives ten (10) points. These points may be placed however the player desires.

**OPTIONAL DISTRIBUTION METHOD:**

**4 Attributes** - For quicker character creation, the player may put 4 points in the primary Attribute, 3 in their secondary Attribute, 2 in the tertiary Attribute and 1 in the remaining Attribute.

**3 Attributes** - For quicker character creation, the player may put 4 points in the primary Attribute, 3 in their secondary Attribute, 1 in the remaining Attribute.

**Purchasing Sub-Attributes**

For each Attribute, the player has three times (3x) the number of points in the Attribute to distribute among the three Sub-Attributes. These points may be placed however they desire. Repeat for each Attribute.

## *Skill Scores*

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### **Skills**

Skills define the abilities of a character. They provide a measure of how well the character can brawl, drive a car, bake a cake or cliff dive. Unlike many other systems, Skills in Project CHUPA are meant to be general categories, not specific traits. For example, combat skills might be Melee, which shows how well the character can use hand-to-hand combat weapons, such as knives, staffs, bottles and chairs. There are not separate skills for each weapon.

There is no set limit on the number of skills that are allowed in a group, though smaller groups with broad skills are preferred.

Skills have a maximum value of 10.

### **Skill Groups**

Skills are grouped together into Skill Groups to represent either a collection of skills commonly known to a particular trade or career path, or to represent similar skills, such as combat skills. Some example groups (taken from a test game on the forum) might be as follows:

#### General

- Awareness - Physical senses of all kind, spotting, listening.
- Communicate - Non-confrontational social interaction, convince, bribe, befriend.
- Survival - Physical skills, swimming, climbing, wilderness skills.

#### Military

- Interpersonal - Hand To Hand combat, from brawling to attacking with a monofilament blade.
- Battlefield - Ranged weapons, pistols, rifles, smaller heavy weapons.
- Starship - Used to gain advantage in combat, plan military actions and for things like disarming an opponent.

#### Police

- Investigate - Searching, finding clues, focused looking for things.
- Authority - Interrogation, commanding, intimidation.
- Apprehend - Chasing, running, capturing people. Also, non lethal combat.

#### Academic

- Sciences - Analyzing results, planning to build new things.
- Arts - Sociology, history, general knowledge.
- Research - Computers and dealing with the Knowledge Web.

#### Pilot

- Operate - Drive any vehicle.
- Repair - Fix technological devices.
- Showboat - Ship mounted weaponry, from laser cannons to planet buster torpedoes.

#### Fold

- Navigation - Work out Fold Space calculations for a safe journey.
- Local - Manipulate the local Fold Space around the character, perform small tricks.
- Sense - Pick up changes in Fold Space without extra equipment, sense incoming objects.

## Skill Mastery

Increased chances of success are realized by four (4) Skill Mastery levels: Novice, Apprentice, Journeyman, and Master. The Skill Mastery levels provide for greater chances for success, and lower chances for failure, at higher Mastery levels.

Once a number of points have been spent on skills within a single Skill Group equalling the number of skills within the group, the player can choose one (1) skill within that group to advance to the Apprentice level. Every time a player has spent enough skill points within that group to, once again, equal the number of skills within the group, they have the choice of either advancing the same skill to Journeyman, or advance a different skill to Apprentice.

For example, Peter has a character he is developing to be an infantryman in a space RPG using the example skill groups above. Since his focus will be fighting, he has the following skills at character creation:

### Military

Interpersonal	X X X X O	O O O O O	A__ J__ M__
Battlefield	X X X O O	O O O O O	A__ J__ M__
Starship	X O O O O	O O O O O	A__ J__ M__

Since he was given 8 points to spend in this group, and there are 3 skills in this group, he would receive a new Mastery level after 3 points were spent, and again after 6 points were spent. He pictures the character as a man with a death wish who takes his rage out on the battlefield. He prefers to be in the midst of the blood and gore of hand-to-hand combat. Thus, Peter decides his character would be specialized in only Interpersonal combat. He advances Interpersonal to Apprentice with the first, and then to Journeyman with the second.

For each level of Mastery in a skill, an extra 1d10 is added to the skill check roll.

## Skill Resolution

Skill checks are resolved by rolling 1d10 and adding the value of the Skill and the relevant Attribute or Sub-Attribute, plus any other bonuses that may be appropriate, such as for higher-quality tools or materials being used.

Skills are not tied directly to a specific Sub-Attribute. Instead, it is up to the GM to choose the appropriate Sub-Attribute for the situation. A situation often will be able to be solved using several different approaches, and the GM, paying attention to the player's description of how they want to accomplish the task, will have the flexibility to choose the best one.

For example, Lt. Johnson needs to get his men across the small chasm that blocks their path to safety. He sees two options available to him. He can either use his Sciences skill combined with Mental Finesse to design and build a bridge with cut branches and vines, or use Sciences with Physical Power to find the right tree to topple, while understanding where he needs to break it to have it fall in the correct place, and not falling into the chasm. Since the enemy is also closing in hard on their position, he decides that toppling the tree is the only realistic option.

His Physical Power score is a 3, and his Sciences Skill is a 4 (Apprentice.) So he rolls  $2d10k1 + 3 + 4$ . (2d10 because of his Apprentice Mastery level, 3 for Physical Power and 4 for Sciences.) He rolls the dice and gets a 5 and an 8. He keeps the single highest result (8), adds his skill and attribute values and has a total of 15. If he would not have had any Mastery levels in Sciences, he would have rolled 1d10, gotten the five, and had a result of 12 ( $5 + 3 + 4$ .)

This resulting number is compared to the Difficulty Number the GM has assigned the task. If it equals, or is greater than the Difficulty Number, the skill check is a success. If it is lower than the assigned Difficulty, the roll is a failure.

If the highest value on any of the dice is a one (1), then the GM is encouraged to find something bad that might happen because of the roll. It might not happen until the next round, or it might not become apparent until farther in the future.

For example, Lt. Johnson successfully makes the tree-bridge, but rolled a one (1) on both of his dice. While the result is successful, the GM might decide that he did not judge the sturdiness of the tree as good as he should have. The tree has a hairline crack in the center of it now, resulting from the impact of the landing, and will collapse if enough weight is put on it. The GM secretly rolls 1d10 and gets a 6. He decides that when the sixth man is crossing, the tree snaps.

### **STANDARD DIFFICULTY NUMBERS**

Simple	7
Easy	9
Medium	12
Taxing	16
Heroic	20
Impossible	25