

Project CHUPA

Version 0.13 (1.0 Alpha 2)

Basic Rules Only

The generic, modular RPG system with the cinematic feel.

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NOTE

Any phrases or characters appearing in [blue type](#), show the changes or additions to the core rules between the previous version and the most current version. If you're looking for what's been ripped out - you're on your own.

CREDITS

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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.

December 15, 2005 - Version 0.03. Incorporates Keys and Secrets from *The Shadow of Yesterday*. Added Health Points, and more on Skill Resolution., some reorganizing of content and a Table of Contents.

December 20, 2005 - Version 0.04. Redesign of Skills, incorporating dual detail levels for different systems of game plane.

December 26, 2005 - Version 0.05. Changed GM to Director for more "cinematic feel." Split Health into separate Health Pools. Added Secrets and Keys descriptions from TSOY. Slight Reorganization of document. Additions and clarifications to the combat system. Added current Skills descriptions.

January 3, 2006 - Version 0.06. Added Dice Mechanics Appendix. Altered most Secrets to fit. Expanded Sub-Attribute descriptions. Added General->First Aid Skill. Expanded conflicts a bit with Combat Scope and Opposed Conflicts.

January 4, 2006 - Version 0.06a. Added in Skullduggery Skill Descriptions.

January 9, 2006 - Version 0.07. Altered Opposed Rolls. Added Frames of Time. Clarified attribute raising methods. Added the Turning Point. Added Equipment Types. Added description of Life Paths and Templates - more to be defined later.

January 16, 2006 - Version 0.08. Added Secrets building info. Added current Life Path options. Changed Health to Energy and modified Energy Rules. Added more Equipment rules. Reorganized to Basic Rules / Advanced rules.

January 26, 2006 - Version 0.09. Added Optional Conflict Rules. Added flavor text for a couple worlds. Added guidelines for Race design.

February 8, 2006 - Version 0.10. Revised layout. Added revised and streamlined Life Paths - renamed to Backstory. Added Attribute and Skill Descriptions to Basic Rules. Added Healing Scenes and fleshed out Energy Recovery. Added Wound Penalties. Removed Opposed Conflict rules, and added Upping the Ante under Advanced Rules in its place.

February 9, 2006 - Version 0.10a. Added Advanced Rules for Backstories.

February 14, 2006 - Version 0.11. Clarifications to Character Creation. Added Armor rules. Began work on Glossary.

March 16, 2006 - Version 0.12. Reworked Basic Rules for clarification / consistency. Moved Armor rules to Realms of Wonder. Removed Law Skill (into Culture). Moved Outdoor Survival to Knowledge. Added Act 4: Director Guidelines with ideas on handling exp. Split Act 0: Character Creation into Basic and Advanced and put in their respective Acts. Simplified Energy Pools in Basic Rules (w/ a rename to Health Pool and Energy Pool.)

July 11, 2006 - Version 0.13a. - Reworked Basic Rules to a standalone version. Added Director Notes for Challenge Ratings & Conflict Blocks. Rewrote several examples for a more dramatic, and precise feel. Added the Quick Play opening. Added Attribute descriptions. Provided more concrete numbers for all rules to remove some of the previous uncertainty.

August 18, 2006 - Revised Optional methods for Attribute generation. Changed Skill Group to Skill. Removed the General Skill.

Introduction

What Is Project Chupa?

Project Chupa is a set of core rules intended to be used as the foundation for other settings and systems to be built on. It was developed by the members of the Dragon's Landing Podcast forums to provide a system suited towards the acting and story-telling aspects of roleplaying, and less towards wading in and rolling the dice. Its goal is to provide a cinematic feel, meaning that, especially during combat, the game did not bog down into rolls and numbers, leaving each player enough time to get a drink, and make a snack run. This was not the only goal, however. Characters should be central to the movement of the story, and they should be capable of heroic actions fitting in the grandest of Hollywood's movies and still focus on the needs and wants and pains of the character.

We wanted a system that could expand and contract to fit different styles of play and various settings, while still maintaining a consistent mechanism and familiar feel. This meant that the system had to be able to use modules that could be snapped into play with ease. Not an easy task.

Using the Book

Since Project Chupa is designed with a "plug and play" approach in mind, we have split the rules into 3 distinct sections to make whatever type of play you prefer easier to grasp. The rules described in this document are just the beginning, a set of generic rules that cover most applications. Some portions of the system may not work for the setting you wish to run -- that's okay! Just don't use them. The Skill Groups listed here are not meant to be all-inclusive, and the list of Backstories is by no means exhaustive. Those rules described here are intended to provide a sturdy base to expand upon.

These core rules do not include any rules for special powers such as magic, psionics, etc. Individual world

While the subconscious mind holds concepts from past RPG systems, the team strove to be original. They threw crazy ideas against the wall, discussing them until they found ideas they all could pull behind. Then they reined them in and tested them, tweaking until they worked. To the best of their knowledge all of the ideas that ended up in the system are their unique creation, with the exception of the Secrets, and the advancement system it used. During discussions, ideas kept leaning towards what one of the designers called TSOY, The Secrets of Yesterday, an RPG system published under a Creative Commons License.

This started as an experiment, to see if a group of disparate role-players, each bringing their own unique views and histories, could form something new and unique, something of value. During development, the fires of passion were lit. We hope it lights your imagination as well, and brings you many years of entertainment and vivid memories.

settings will provide much more information, information tailored to that specific setting. Directors are encouraged to create their own rules to better create the feel of the world they are playing in.

ACT 1: BASIC RULES

This covers the basic rules, designed to get you up and playing as fast as possible. The rules here are very sparse and are perfect for one-shots and convention play, as well as for those who want as few rules as possible.

ACT 2: EXPANDED RULES

This section expands upon some of the rules, such as splitting the Attributes into Sub-Attributes, playing with individual Skills, and more. These rules are designed to be taken or left to meet the desires of your group, setting, or play style.

ACT 3: DIRECTOR GUIDELINES

In this section we will give some advice on various topics specific to the Director's role. Topics include handling experience and character growth.

Quick Start Narrative

PREMISE

The characters are part of Blacksmith and Weiss, a security firm. Their assignment is to track down the kidnapped daughter of a prominent businessman, Hugh Veasley. His daughter Rene had disappeared from a nightclub called Infernum in down town. Following up on a lead, the characters are trailing a suspect in cars when another vehicle pulls alongside and bullets start flying!

SCENE 1 – INTERSTATE FIRE FIGHT

The heroes are split between two vehicles, a van and a motorcycle. Assign driving duty to whoever has the highest Drive Skills unless the players have other ideas. The suspect is Joey Bandra, a small time hood in a small time compact. The trouble is being caused by an unmarked white van containing four goons. One of the goons is armed with a pistol, one is driving, the other two have baseball bats.

Chase! Duration 3, Severity 1, Difficulty 9 (Traffic Manoeuvres 12)

This is what we call an Encounter Block. It gives suggestions for how a given encounter might end up going. This block tells us that there are probably going to be three separate conflicts involved in this encounter (Duration 3). The Severity 1 lets us know that when conflicts go against the players, they will suffer 1 damage. The difficulty of 9 means that most target numbers in this scene will be set at 9, although any that involve other road users will be tougher, and set at 12.

Now comes the players turn, describing how their characters are going to either stop the goons from shooting their ride up, or how they will stop Joey from escaping. Let them discuss things if they like, then they can either take individual actions or else work

together to on one conflict. The order isn't important, so if a player wants to go first that's fine, or else determine an order (say left from the Director).

Let's say the first player (the driver of the motorcycle) decides to pull alongside Joey and point a gun at him, to get him to pull over. The Director checks the encounter difficulty and decides this is in the 'Other Road Users' difficulty, so assigns a base **Difficulty** of 12. He then thinks over how difficult this is likely to be and decides it's regular, so leaves the **Difficulty** as it is. He picks an Attribute and Skill, in this case it's intimidating so he picks Physical and General. The last thing he does is put this into conflict terms for the player to agree to.

“You're trying to weave through the traffic to catch up with Joey then to intimidate him. This is a fairly tough task of **Difficulty** 12. On a success Joey is cowed and will try to pull over somewhere quiet. On a success another vehicle will clip you as you try to pull alongside.”

If the player is okay with this, then they go ahead and roll.

The next player and one of the others want to try something more daring. They decide to jump from the car into the van, taking the fight to the goons! This is not really a traffic roll, so begins at a base **Difficulty** of 9. The Director agrees this would be cool, but it's also a tough thing to do. He decides this a tough roll, so increases the **Difficulty** by 3, but also lowers it by 1 for being cool, giving a total of **Difficulty** 11. The Attribute and Skill of this is Physical + Athletics. The Director specifies it as follows.

“As the goons pull alongside you throw yourselves across into their van. On a success you've crossed the gap and are ready to fight. On a failure you're clinging onto the side of the goons van and take 1 damage from the strain”.

Because the players are working together the Director lets them select the best combination of Athletics and Physical and they add a +1 to their roll.

Some sample conflicts that you might encounter during the chase:

Swerving towards the goons to put them off their shots
- Mental + Technology

Shooting at the goons - Physical + Combat

Jumping between vehicles - Physical + Fitness

Planning a great route between vehicles to trap another vehicle - Mental + Perception

Convincing Joey to spill his guts - Social + Influence

SCENE 2 – THE OLD HIDEOUT

Following up on Joey's info, the team end up at an old factory out on the old industry park.

Guards: Duration 1, Severity 2, Difficulty 10 (Canines 11)

There are a fair number of regular security guards around, patrolling with guard dogs. The group will need to bypass them, maybe sneaking past, fast talking them or just fighting their way through.

Security Door: Duration 2, Severity 0, Difficulty 13 (Bust It Down 11)

This encounter is a little different. Note that the severity here is 0. This means that failing to get past the door won't actually damage anyone, but there will be story based problems. Maybe it takes a long time to get past, maybe some other guards hear their attempts, maybe their tools get broken. Also note that the duration here is 2. What if they pick the lock on the first attempt? That's fine, and you can introduce another conflict shortly afterwards (being quiet, someone's phone goes off, the door slams shut after them, they trip other security measures)

Where'd Everybody Go? Duration 3, Severity 1, Difficulty 8

The last encounter of this scene shows the team busting into a now empty warehouse. There are clues around, but they're hard to spot. There is a discarded match book from club Infernum, some hair from a blonde (Rene Veasley), a bunch of fingerprints and

some spent shell casings. Checking a police source will reveal a connection to the Shadow Tigers, a gang from the city. Maybe it's time to pay them a visit!

Act 1: Basic Rules

Act 1: Basic Rules covers the minimum amount of information needed to get started playing quickly. You don't need to whole book to play. It's not even recommended. The rules provided here are great for convention play, where you don't want to spend an hour covering how the system works, or for nights when some players are not available, but the rest still want to play *something*.

These rules are meant as an introduction to the Project CHUPA role-playing experience. It is up to your

Basic Character Creation

Backstory

The first step in character creation is to have an idea. Write it down. Pass it by your Director and make any changes to fit better into the world. Once you have a character concept, you can proceed to earning Attribute and Skill points by choosing your Childhood, Education, Passion and Careers.

As an alternate method, you can create your idea by choosing Backstories and building your character concept from there. One of the best ways to create an interesting character is to choose Backstories that do not immediately seem to fit together, and then find ways to connect them while writing up your character concept.

So how do you assign Backstory? Assuming that your character is Human, put one point in each Attribute. If the setting you are playing has different races, or sub-races of Humans, then look at the description and assign the Attributes from there. Now pick your Backstory. Each one will have Attributes and Skill bonuses or penalties to assign to your character. Once you have picked all four Backstories (Childhood, Education, Passion, and Career,) you will have a nearly finished character.

group how you use these rules. You might use these as the primary rules for your game, or scrap them completely in favor of the advanced rules. You might even find a few rules from the Expanded Rules that you like and create your own, custom variant. You are encouraged to experiment and find what works best for your group and the way you play.

To add a little more customization to your character, you get 4 points to spend in Skills however you would see fit.

And there you have it: a finished character. At least, all of the points are spent. Now add some descriptions, purchase your Secrets (see below) and you are ready to play!

Purchasing Attributes

If you would rather not use the Backstories provided, you can craft your character from scratch, spending points however you see fit.

The first step is to assign your Attributes based upon your race, as described earlier.

Once that is done, you have 10 points to spend through your Attributes however you want. If the system is using only the three core Attributes, the player receives eight (8) points.

OPTIONAL METHOD:

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

ute and 0 in the remaining Attribute. [If the character is a normal human, place 1 point in each Attribute.](#)

3 Attributes - For quicker character creation, the player may put 3 points in the primary Attribute, 2 in their secondary Attribute, 1 in the remaining Attribute. [If the character is a normal human, place 1 point in each Attribute.](#)

POWER LEVELS AND CHARACTERS:

In some worlds or systems, a higher power level will be desired. In this case the system, setting or Director is encouraged to assign 15, or even 20 points to attributes.

Attributes

Attributes are intended to demonstrate who the 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.

Table A1-1: Physical Descriptions

0	Human sloth
2	The average human
3	Works out occasionally
4	Can lift their own body-weight
7	Olympic class gymnast or weight-lifter
10	Able to lift small trucks and contort with the best Chinese acrobats.

Secrets

Before play, players can choose one Secret for their character. Check with the Director, since they may vary the amount they allow for a starting character based upon the game's Power Level and Setting.

Further Advances

Lastly, players start with a number of advances (chances to improve) for their characters. This is determined by the group before play, depending on how powerful characters are to be at the beginning of the game. The standard number is five.

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 their determination and willpower.](#)

Table A1-2: Mental Descriptions

0	Won't be winning any Nobel prizes
2	The average human
3	Good at crosswords and brain teasers
4	Has a love of knowledge and can dig through dusty tomes for hours without noticing the passing of time
7	Should have been in MENSA
10	Can speak a dozen languages, rub your tummy and pat your head, all while chewing gum and skipping down the sidewalk

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. [It also measures how much resistance they have to other people's manipulations, pressure, or bullying.](#)

Table A1-3: Social Descriptions

0	Gets so scared at the thought of talking to people that they stammer and walk away
2	The average human
3	The life of the party
5	A born storyteller, capable of captivating crowds
7	The perfect politician: able to talk circles around others and sell snake oil
10	The ultimate leader - their charisma is a palpable aura

SPIRITUAL - This fourth Attribute is given as a default value. It is likely to change from game world to game world. 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 or world needs it to be.

Table A1-4: Spiritual Descriptions

0	Has no clue that the Truth is out there
2	The average human, may not sense or control much around them, but they do have weird things happen around them
3	Is comfortable hanging out with ghosts, though conversations may be limited
5	Can actually pull off a séance, or work the Ouija Board to find true answers
7	A potent magician - this is a true David Copperfield or Merlin
10	Able to work miracles, possibly a potent

religious icon

Attributes have a maximum value of 10 for normal humans.

OPTION: ATTRIBUTE DESCRIPTIONS

Attributes provide a very broad idea of the character. They do not give any specifics about how powerful that Attribute might be, or with how much finesse the character can use it. Many times, this is much broader than we would like. Enter Attribute Descriptions. These are intended to be used as a step between the Basic and Expanded Rules and should not be used when Expanded Attributes are present.

Attribute Descriptions are a single short phrase, no more than a handful of words in length, that tell us when the character's strength in that Attribute comes into play. Basically, if you had to describe that Attribute in words only (no numbers,) what would you say? Perhaps your character does heavy physical labor at a factory that requires him to lift 100 bags all day long. You might call his Physical Attribute "Strong from work." Maybe your character is very blunt, almost to the point of being abrasive. His Social Attribute might be described as "Too truthful," or "Blunt and too the point."

There are two types of Attribute Descriptions, and both are encouraged: Strengths and Weaknesses. Strengths gain the character a +1 bonus when the Director agrees that the Description is applicable. A Weakness causes a -1 penalty when the Director agrees the Description is applicable.

Skills

Skills are designed to make getting into the game quick and easy. They cover broad topics and are perfect all by themselves for one-shot games, conventions, and new players. They are also perfect for groups that like to have the system keep out of the way as much as possible.

The **Skills** are as follows:

Combat - Fighting is inevitable when heroes are involved. The **Combat skill** covers all aspects of both individual and mass combat situations. It encompasses all forms of combat, whether martial arts, swords, guns, lasers or spaceships. The individual

soldier will use this **skill** every bit as much as the general on top of the hill, pouring over maps and planning the entire invasion.

Fitness – Whether the situation calls for brute strength or extreme flexibility, the Fitness **skill** is the answer. It covers all physical and body related activities outside of those handled by other, more specific **skills**. Whether you are testing your fitness by swimming the English Channel, climbing the Cliffs of Dover, or performing in the Olympics, it is covered here.

Nature – Surviving the worst that nature has to throw at you, whether in extreme weather or extreme animals, are **these skills**. This **skill** covers taming wild animals, reading the signs that nature has left to track creatures or animals, knowing what to do to survive dangerous weather and terrain, and how to manipulate nature to achieve certain affects, like through herbalism.

Negotiation – Politicians, Philosophers, and Scientist might all have strong need of this **skill**. It helps you talk your way into or out of situations, or barter the price on something down to a reasonable level. If you need to find the answer to a difficult riddle, you can use this **skill** to negotiate your way through the maze of logic until you arrive at the answer. It also covers getting around the laws and cultures.

Skullduggery – The skills of the con artist, street magician and wily rogues are grouped here. Breaking and Entering, cracking safes, sleight of hand, and the knowledge of surviving in the rough and tumble back streets and alleys are all found in the Skullduggery **Skill**.

Supernatural – Mighty Wizards, Wiccan priestesses, sharp-eyed Mentalists, and brazen Super-Heroes all share one thing in common: they have abilities most normal people would call supernatural, paranormal, or just plain super. The Supernatural **Skill** is a measure of how much they know about their powers and how they work, as well as their ability to sense other supernormals, and manipulate their powers.

Technology – The Technology **skill** covers any use or creation of man-made devices. This might be hacking into the InfoNet, pushing your spaceship to its maximum abilities, or trying to create a new bridge.

Skills have a maximum score of 10 for normal humans.

All characters are allowed to try to use a **Skill**, even when they have no proficiency in it.

OPTION: SKILL DESCRIPTIONS

In the Basic Rules, **Skills** provide a very broad idea of the character’s abilities. They do not give any specifics about how good they might be with individual **specialities** in that **Skill**. Many times, this is much broader than we would like, but we do not want to get into the specifics that Skills would provide. Enter **Skill** Descriptions. These are intended to be used as a step between the Basic and Expanded Rules and should not be used when **Expanded Skills** are **in use**.

Skill Descriptions are a single short phrase, no more than a handful of words in length, that tell us what specialty that character has in the **Skill**. Basically, if you had to describe that **Skill** in words only (no numbers,) what would you say? Perhaps the character is a black belt in Karate, then the **Combat** Description might be “Martial Artist.” Or maybe the character has a hard time not noticing things that happen around them, even when they wish they could tune everything out, then they might have a General Description of “Always Aware.”

There are two types of **Skill** Descriptions, and both are encouraged: Strengths and Weaknesses. Strengths gain the character a +1 bonus when the Director agrees that the Description is applicable. A Weakness causes a -1 penalty when the Director agrees the Description is applicable.

Mastery Levels

As a character gets better at a **Skill**, their chance at success naturally raises. In the game, that means you get extra dice to roll, keeping the single highest die roll. Characters start with a **Skill** score of zero. This Mastery Level is called Novice, and the player gets 1d10 to roll for **Skill** Checks. Every third Advancement in the **Skill**, the Mastery Level raises to the next level.

MASTERY LEVEL DESCRIPTIONS

Novice - This is where the character starts play. It is the everyday man trying to do everyday things.

Apprentice - An Apprentice has enough skills that he is capable of performing those skills better than the Novice, but can still fail miserably.

Journeyman - The Journeyman will reach success more often than the Apprentice and is quite a bit more successful than the Novice. His skills are becoming a natural part of him. While rare, failures are still possible.

Master - The Master has become one with his skills. He knows them like he was born with them, and can wield them with superb success. Only in vary rare occasions will the Master fail.

Skill Mastery is expensive, as only time and practice can bring a character to the point where their skills are

a natural extension of themselves. It costs 5 Advancements to raise the **Skill** by 1 point.

Table 1: Mastery Levels and Die Bonus

Mastery Level	Required Score	Dice Rolled
Novice	0	1d10
Apprentice	3	2d10
Journeyman	6	3d10
Master	9	4d10

Backstory

Backstory is the sum of events that happened to the characters before the game started. Many times, players will write out a general history of the character, complete with the most important events that made that character who they are today. Often, this is fine, and the player can spend points through their character to make the numbers match the backstory. Some times, though, we are playing after a long day of work and are tired enough that our muse is not working as well as we might wish. Or perhaps you want to get a game running on short notice. In cases like these, we provide archetypes you can use to build your character very quickly. These Backstories are divided into four Life Stages. They are: Childhood, Education, Passion, and Career.

To build a character as fast as possible, simply select one Backstory from each Life Stage, apply the bonuses provided, and you are almost done. All that is left is to customize your character with a few points in **Skills** and Attributes.

By default, the rules assume the base character race is Human. All Human characters get a +1 bonus in all Attributes: Physical, Mental, Social, and Spiritual. If the system that you are playing has other races, spend the Attribute Points as defined in that Race.

Each player also gets four points to spend in their **Skills** however they wish. This allows a player to customize the character to fit their vision a little bit more. It also helps to ensure that two characters that have followed the same sequence of Backstory will not be clones of each other.

It should be noted that using Backstories is not a required method to generate character, but it is a very

effective method for sparking creativity and quickly building an interesting character. If a player decides not to use Backstory, they may spend the given points however they feel. See the Character Creation for details.

Backstory Descriptions

CHILDHOOD

Academic Prodigy - Either through nature or other means, the character is born with an incredible talent for certain skills. This is combined with a prodigious intellect.

Mental +1, Physical -1, Negotiation +1

Child Laborer - The character is put to work in some fashion, either because their family requires every penny, or possibly to generate income for the lazy guardians. Either way, life is hard, but the character learns to take their knocks early, along with an understanding of appropriate machinery (looms, presses, forges, etc.)

Physical +1, Technology +1

Created - The character was brought to life in some manner outside of the normal mechanisms. This includes vat-grown clone warriors or beings summoned from another dimension.

Physical +1, Fitness +1

Mercantile - The character's parents were traveling merchants, either from merchant guild, or peddlers. Regardless, the character spends a lot of their child-

hood traveling and learning to communicate with others.

Social +1, Negotiation +1

Military Brat – The character grew up attached to a military unit. They become accustomed to the discipline of a military life, and learned the basics of warfare.

Physical +1, Combat +1

Monastic – The character was raised in a cloistered manner, possibly in a religious environment.

Spiritual +1, General +1

Mystical – The character is born into a mystical blood line. Perhaps the blood of dragons flows in their veins, or their ancestors consorted with daemons. For whatever reason, the forces of magic flow easily with them.

Spiritual +1, Supernatural +1

Natural – The character is brought up in harmony with nature, possibly with a tribal or aboriginal group. Their parents might be outdoors people, or they might live in a rural environment.

Social +1, Nature +1

Orphanage – The character was raised in an orphanage, which might have been a run-down state home or a private home. Money is scarce, but the character is taught the basics of learning. These children learn to work with others to achieve their goals.

Social +1, General +1

Royal – The character's parents or direct bloodline are royalty. This puts the character in a favorable position socially, but may bring responsibilities later in life.

Social +1, Negotiation +1

Schooled – The character's parents are regular folks. Their childhood consists of climbing trees, getting into a little trouble, and generally being average.

Mental +1, General +1

Street Urchin – Growing up in the streets, the character had no permanent guardian or family. They became tough and wily enough to survive rough nights, often relying on contacts.

Physical +1, Skullduggery +1

EDUCATION

Academic – The character enters full-time academia. This could be as a willing student or cloistered against their will. They may serve as a librarian, scribe, or in the service of more mysterious masters.

Mental +1, Negotiation +1

Criminal – The character receives their early training from criminals, likely as part of a gang or other organized group, or working on their own. They may be a thug, con-artist, burglar, or belong to some other nefarious profession.

Physical +1, Skullduggery +1

Laborer – The character works diligently through their apprenticeship. They could work in construction, in a factory, or in agriculture.

Physical +1, General +1

Military – The character learns with a group of warriors or as part of an army. They may work as a squire, help with the horses, or be involved in drilling or weapons work.

Physical +1, Combat +1

Mystic – The character's education was provided by an organization or individual that has strong connections with the supernatural. This could be a coven of witches, a strange alien benefactor, or a group of zealous cultists.

Spiritual +1, Supernatural +1

Socialite – The character spends all of their time partying and otherwise enjoying themselves. Such characters may well go on to be productive members of society, but might also stay this way.

Social +1, General +1

PASSION

Collector - be it a pack rat, a stamp collector, a vintage car enthusiast, this character will have a pension for one or two types of items, and strives to find them.

Mental +1, General +1

Dilettante - The character is a social creature, finding recreation in the company of others, be it in a quiet dinner party or a raucous evening in a crowded tavern.

Social +1, General +1

Knowledge - The character thirsts for knowledge, spending their free time reading or studying.

Mental +1, Negotiation +1

Occult - The character desires knowledge of things beyond mortal ken, finding dark lore and searching the shadows.

Spiritual +1, Supernatural +1

Rebel - this person seeks to do everything different than their parents, their friends, their family, their supervisors, their peers. Trailblazing or revolting...

Social +1, General +1

Service - Be it service to country or service to an organization, or even to themselves, a person with this passion will devote their energies to activities to fulfill a purpose higher than themselves.

Social +1, General +1

Sports - The character enjoys one, or several, sporting activities and is proficient in their chosen sport.

Physical +1, Fitness +1

Survivalist - The character enjoys outdoor pursuits, or possibly is a student of combat in one for or another. Armchair generals, hunters, martial arts enthusiasts, and others fit into the category.

Physical +1, Combat +1

CAREERS

Academic - A character specializing in knowledge of some sort. Could be a professor, scientist, or sage.

Mental +3, General +1, Negotiation +1

Con Artist - Quick banter and swaying others to their cause are the hallmarks of this class. Could be a demagogue, a trickster, bard, or even salesman.

Social +2, Mental +1, Skullduggery +1, Negotiation +1

Diplomat - A character who specializes in dealing with others, often of different cultures or races. Could be a diplomat, an interpreter, or anthropologist.

Mental +2, Social +1, Negotiation +1, General +1

Entertainer - A character who earns their living entertaining others. Includes singers, dancers, professional gamblers, bards and the like.

Mental +1, Social +2, General +1, Fitness +1

Investigator - The investigator joins academic promise with a nose for trouble. This could represent a government agent, a detective, journalist, or a whip-wielding archeologist.

Physical +1, Mental +1, Social +1, General +1, Negotiation +1

Laborer - A character whose living is made from hard manual labor, street gangs, factory workers, chain gangs. Can also represent professional athletes.

Physical +2, Social +1, Fitness +2

Muscle - Strong arm tactics are this character's weapon of choice. Without specific military training, the character gets through life with a rough and tumble approach. Bikers, thugs, militia, or bouncers fit into this category.

Physical +2, Social +1, Fitness +1, Skullduggery +1

Mystic Warrior - A warrior who has supernormal abilities influencing his martial abilities. Could include Paladins, mystical martial artists, or energy-sword wielding mystics.

Physical +2, Spiritual +1, Combat +1, Supernatural +1

Occultist - A specialist in secrets and forgotten lore.

Mental +1, Spiritual +2, Supernatural +2

Soldier – Whether a modern infantryman, a musketeer, or an archer, the character spends their time training in the arts of warfare.

Physical +2, Social +1, Combat +2

Tactician – A military career where brains are as, if not more, important than brawn. Includes command positions as well as special forces and other military specialists.

Physical +1, Mental +2, Combat +1, Negotiation +1

Thief – A catch all career for those whose careers depend on stealth and agility. This could represent a professional art thief, a street smart burglar, or a well-trained infiltration agent.

*Physical +1, Mental +1, Social +1, Skullduggery +1,
Technology +!*

Secrets

Where Attributes define the physical and mental properties of the character, and Skills represent all of the abilities they have learned over the years, Secrets fill the gap and venture into the darker, more mysterious and wonderful aspects of the character.

What Are Secrets?

Secrets are special abilities a character can learn that augment abilities. These are often preternatural, sometimes magical, and always better than normal. In order to use Secrets, Energy Points are spent, meaning that Secrets can be used a limited number of times before the character's Energy is restored.

Secrets Descriptions

Secret of Animal Speech

Your character can speak to an animal and understand its signals. In order to get the animal to cooperate or not try to eat you, you might need a successful Nature skill check. Even if you fail this check, you'll understand that it wants to eat you loud and clear.

Use Cost: 2 Mental

Purchase Cost: 1 Advance

Secret of Blessing

With a successful Supernatural ability check, your character may bless the actions of a group. You must state a specific goal for them to accomplish. For each point of Spiritual spent, maximum of 3, you get a number of bonus dice equal to the number of Spiritual spent that any member of this group can use in accomplishing this task. This effect lasts until the Episode is over.

Use Cost: 1-3 Spiritual

Purchase Cost: 1 Advance

Secret of Contacts

Your character knows all sorts of people in all sorts of places. You can use this Secret for your character to automatically have a past relationship with any Extra in the adventure. You may describe the relationship in a short phrase, such as "old enemy," "wartime buddy,"

Secrets can be better explained with an example:

Secret of the Hidden Pocket - This character is adept at hiding objects on her person. No matter how carefully searched the character has been, she may pull an inexpensive, small (hand-sized) item off her person with a successful Sleight ability check. There is no need for the player to have written this item on the character sheet previously.

Cost: 1 Mental Energy.

Some Secrets will be open for all characters to take. Other Secrets are "closed" - they are only available to certain races or professions.

"ex-lover," but the Director gets to decide the history and current disposition of the relationship.

Use Cost: 2 Social

Purchase Cost: 1 Advance

Secret of Disarm

Your character can disarm an opponent, without changing intentions, with a successful Combat Skill Check. Because weapons can be all sorts of things in this game, "disarm" just means that the weapon has been rendered ineffective for the duration of the Conflict.

Use Cost: 1 Physical

Purchase Cost: 3 Advances

Secret of Evaluate

Your character's battle experience has given her the ability to read an opponent well. Evaluate your character's opponent not in descriptive terms, but in game mechanics, on a successful Combat ability check. You can ask for any of the following information, one bit per success level: current Physical score, current Mental score, combat skill score, specific skill score.

Use Cost: 1 Mental.

Purchase Cost: 1 Advance

Secret of Flying Leap

Your character can make amazing leaps. Using this Secret, she can jump much further or higher than normal. For each Physical point you spend, up to three, you can add +2 to the result of one leap.

Use Cost: 1-3 Physical

Purchase Cost: 2 Advances

Secret of Focus Creation

Your character can create Focus items (see Equipment description, below). The character must have the Secret that is being enhanced. For every 5 Spiritual points spent, the focus doubles the effect of the specified Secret. Once an item is turned into a Focus, it cannot be changed to another Secret.

Use Cost: 5+ Spiritual

Purchase Cost: 2 Advances

Secret of Herbal Health

Your character can always find an herb that is an effective healing agent with a successful **Nature** skill check (Difficulty 11) in the outdoors. The herb lets you use your **Nature** skill to heal 1 person, fully restoring 1 Attribute. Herbs can be saved for later use.

Use Cost: 1 Mental

Purchase Cost: 1 Advance

Secret of the Hidden Pocket

Your character is adept at hiding objects on her person. No matter how carefully searched the character has been, she may pull an inexpensive, small (hand-sized) item off her person with a successful Skullduggery skill check.

Use Cost: 1 Mental.

Purchase Cost: 1 Advance

Secret of Inner Meaning

Your character's art carries a meaning beyond the surface. Use any non-physical Mental- or Spiritual-based skill at a distance via a piece of your character's art.

Use Cost: 2 Spiritual

Purchase Cost: 1 Advance

Secret of Item Creation

Your character may create Items, either Internally Powered, or Attuned (see Equipment, below). Item creation has a base cost of 3 Spiritual. To create an Internally Powered Item, you must spend +1 Spiritual for every 10 charges (or equivalent). To create an attuned Item, you must spend an additional +2 Spiritual. These costs can be stacked, allowing you to create an attuned item with multiple charges.

Use Cost: 4+ Spiritual

Purchase Cost: 2 Advances

Secret of Knock-back

Your character's blows send people flying. Knock back a stricken character out of normal human reach. This immediately ends the physical conflict, if you're involved in that, with no resolution as to intentions.

Use Cost: 2 Physical

Purchase Cost: 1 Advance

Secret of Mighty Blow

Your character can strike with extreme might. Spend as many points of Physical as you like to increase the harm of a successful blow in combat by +2 per point spent.

Use Cost: Any amount of Physical

Purchase Cost: 2 Advances

Secret of Quality Construction (Craft Ability)

You must choose a specific Craft Ability when you take this Secret. Your character can craft items of excellent quality. Any item your character creates using this Secret gives one bonus die to a particular ability when using the item, permanently.

Use Cost: 5 Mental

Purchase Cost: 1 Advance

Secret of the Signature Weapon

Your character has one weapon with which she is bonded. You gain a bonus die to any action taken with that weapon and any other character attempting to use the weapon receives a penalty die. (Note: to change this weapon, this Secret must be taken again.)

Use Cost: None

Purchase Cost: 2 Advances

Secret of Specialty (Skill)

You must select a skill when you take this Secret. Choose a specialty your character has within that skill - for example, cooking pastries for the Complex Crafts skill. You always have a +3 bonus when your character attempts an action that falls within that specialty.

Purchase Cost: 1 Advance

Secret of the Sudden Knife

Your character is a master of the assassin's art. In a surprise attack, the victim automatically takes +3 Physical damage if your character successfully hits. She should make a Physical Attribute check resisting your roll. If she fails, she automatically takes an additional +2 Physical damage. This damage is in addition to any normal damage.

Use Cost: 3 points from whatever Attribute you are using, plus 1 from each other the other Attributes.

Purchase Cost: 1 Advance

Secret of Throwing

Anything is a dangerous missile in your character's hands. She can throw anything fist-sized to greatsword-sized as an attack, and the object counts as a master quality weapon (providing a +2 bonus).

Use Cost: 1 Physical

Purchase Cost: 1 Advance

Secret of the Unwalked Path

Your character's footfalls leave little trace for others to follow. You can use your character's Nature skill in resistance to anyone trying to track her.

Use Cost: 1 Mental

Purchase Cost: 1 Advance

Equipment

Equipment in Project CHUPA is handled a little differently than in traditional RPG's. There are no huge equipment lists where the player is forced to browse through for an hour writing down each individual item the character has, calculating cost and weight. Instead, equipment is very flexible. Since the damage done with most items is the same, the player writes down primarily the special items they have. They can also write down anything that is necessary to make their character's concept come to life.

Peter the Knight might have just his dappled-grey stallion, the horse's insect-like iron armor, the father's sword, his shield with the Raven's

crest painted on it, and his plate mail with rows of sharp iron studs. They are listed on his character sheet because they help define the image of the character. Notice that it is not just listed as "a sword" but "his father's sword." This implies a history, and sentimentality to the character.

Equipment Types

Equipment is categorized into a few different types to differentiate between their usage and abilities, and the type of resources they require to use.

EQUIPMENT

These are mundane devices that characters use to perform certain actions. From swords to super-computers. Some items may be required to perform certain actions (like an electron microscope to examining the molecular structure of an alien substance) or simply provide some situational bonus (using a sword against an unarmed opponent). They do not require any resources to be used.

FOCUS

This is a device through which a Secret is employed (the awe ability of King Arthur when holding Excalibur, for example.) The power of a Focus lies in its ability to amplify a character's Secret. Some Secrets may not function unless the character has a specific Focus.

Focus items provide a +3 bonus to using the specified Secret.

ITEM

A device with a self-contained Secret. The methods for 'powering' the item's Secrets could be one of the following options:

Internal power supply - the Item has its own pool of resources that are used to activate its powers. This could be charges, uses, or ammo. It is part of the Item and stays with the item. Anybody using

Conflicts

A role-playing session without conflict of various kinds is just plain boring. If the characters can't get into a good argument or fight, or pull a fast one of the local curmudgeon, something is lacking. Just like reading a story, part of the excitement in RPG's comes from living through dangers and triumphs that we will never see in real life. It might be racing through the streets, chasing the burglar on your Harley, or finding our way through the maze of Roman politics, or even defeating the evil Overlord through cunning, guts and luck.

Put simply, conflicts happen whenever one person wants something and someone else opposes them. They can be a fight, a verbal argument, trying to squeeze the proper amount of venom out of snake's fang for a potion, or trying to wrest your opponent's control of magic away from them. Conflicts can be as-

the Item has access to this pool of resources and can therefore use the Secrets of the item. If the item is stolen, taken, or given to another it will be fully functional for that, or any, individual.

Attunement - the character wishing to use the item must pay some resource in order to attune it to them. Attunement could be learning the word or phrase to activate the ring, for example. Thereafter they may use the Secrets contained within the Item (possibly by spending their own resources instead of some of the internal power supply). Attunement may be limited to one user or may be open to any number of users. If limited to one user it can not be used by another character, unless it is attuned to the new character, in which case the previous owner loses their Attunement with the Item and must Attune with it again to use it. If open to other users (or other type or class of user, i.e. 'pure of heart') then it will function as mentioned for any character fitting the proper description.

Equipment Quality

Poor quality equipment imposes a -2 penalty to all rolls involving that equipment. Normal quality does not have any bonuses or penalties. Master quality equipment provides a +2 bonus to all rolls using it.

sociated with each of the four Attributes. They each form a different type of conflict, but all of them are resolved in the same way.

Conflict Scope

Every group has different elements of the game they like to focus on. Some groups like to get deep in the specifics of every combat, while other groups might like to detail only the conflicts that are most crucial to the story line, speeding through other, less important conflicts, in a single roll. Project CHUPA handles this with ease. Following, you'll find our recommendations for how to handle conflicts, and how much detail to go into. Remember, though, that the reason we role-play is to have fun, and each group should feel free to find the level of detail they prefer.

INCONSEQUENTIAL CONFLICTS

Inconsequential conflicts are all of the smaller conflicts that do not have any direct impact on the overall story. These could be haggling over the price of a horse, or mowing through the vast battalion of orcs that stand between you and your true enemy. These conflicts are handled with a single roll for the overall conflict. They often do not present much in the way of danger to the characters.

IMPORTANT CONFLICTS

Important Conflicts are those conflicts where it does have a small impact on how the story progresses, but not so crucial that the story would end if this conflict was lost. These types of conflict should definitely hold the possibility of danger and death, but don't necessarily need every, little blow to be detailed. In the case of multiple opponents, you might separate each opponent into their own, individual conflict.

CRUCIAL CONFLICTS

These are conflicts that are vital to the story. The chance of death, if a physical conflict, is very real. The iconic example of this is when the heroes finally reach the primary Villain. Every strategy the players and villain can use to put their opponent off-balance should be another conflict. Every blow might be detailed, depending on the group.

Energy Points

Energy Points represent the character's physical, mental, social and spiritual (or magical, etc) energy. Whether we are physically exhausted, hurt, or simply mentally drained from hours of magical research, our current ability to perform is hampered in nearly everything that we do. All of these forms of exhaustion and pain are abstracted into Energy Pools.

Each Attribute is a separate energy pool. So, each character has separate Physical, Mental, Social and Spiritual energy pools.

By default, each conflict results in a temporary loss of 1 point of that Attribute. There are rules, like Giving It All You've Got (see below) that allow a character to perform additional damage.

RECOVERING ENERGY POINTS

Attributes can be replenished in several ways. Special situations may arise where your Director would award you **Attribute** Points as a bonus for success.

Rest - Eight hours of sleep will fully refresh all **Attributes**.

Healing Scenes - In order to recover Attribute points between scenes, our character must make a Healing Scene. This is a simple narrative that the player makes showing how their character got their confidence or energy back. This will fully refresh one Attribute. Only one Attribute can be healed between a scene. To recover other Attributes, you must either rest for 8 hours or heal a different Attribute after each scene.

DEATH AND DYING

Dying does not happen randomly in Project Chupa. Instead, it will be the result of a failed conflict where the players and the Director agreed upon the terms. This allows the players to choose to make their deaths matter. It might be a sacrifice to save their party, or it might be the result of a specific spiritual ritual or quest that ends in the character's transcendence.

Story Points

At the beginning of every game session, each character receives one Story Point (SP). Story Points allow the character to make 1 automatic success at the time of their choosing. They can not be saved from session to session. The most a character may ever have is one.

Frames of Time

While the system is designed to be flexible, frequently a reference to how long a conflict lasts, or a spell effect lasts. To handle this, we use the following terms for defining time.

Series - The over arching story for the game, synonymous with a campaign in other systems, made up of one or more Stories.

Story - A self contained adventure with a beginning, middle and end. It may take several Episodes to complete.

Episode - A single playing session.

Scene - A series of character Actions that all take place in the same location.

Action - A variable length of time that allows a character to perform some task.

Who goes first?

While some groups may not need, or desire, a set method to determine who goes first. Many people, however, have been raised on Dungeons and Dragons or other systems that have taken the idea of Initiative from it. For those that are most comfortable with a turn order in place, we've got two options for your group to choose from.

TURN ORDER: OPTION #1

This method works best when the Turn Order is being determined between two people, or two groups. It is handled as any other Opposed Conflict. Depending upon the situation, it might use opposed Physical Finesse + Brawl (or one of the other combat options.)

TURN ORDER: OPTION #2

Option #2 is ideal for use during Important and Crucial Conflicts, where every action matters. The turn order is determined by the character with the highest sum of Physical Finesse + Mental Finesse. This accounts for how quickly someone can spot what is happening and physically react to it.

Handling Conflict

STATING YOUR INTENT

When a conflict has reared its ugly head, the first step is for the player to tell the Director what they're trying to accomplish and how they are trying to do that. They should make sure to tell what motivations are behind it. It is two very different tasks to dance with the Princess with the intent of impressing her father with your etiquette, or dancing with the intent to seduce her. Both situations would require a different set of Skills and Attributes to be used.

Skills are not tied directly to a specific Attribute. A situation often will be able to be solved using several different approaches, and the Director, paying attention to the player's description of how they want to

accomplish the task, will have the flexibility to choose the best one, or to modify the player's choice.

SUCCESS AND FAILURE TERMS

Once the player has stated their intent, the Director states the results for both success and failure. Directors are encouraged to make failure more than "No, you don't succeed." Instead, the failure result should set the player up for more difficulties.

BARTERING THE TERMS

Often, what the Director stakes for success or failure are not what the players had in mind. In this case, they have one chance to barter for different results. After hearing that they will do only 1 point of Physical damage to their opponent, the player might want to try going for a more difficult shot for more damage. Of course, with more damage comes a larger penalty for failure. The player is encouraged to be creative with their suggested terms for failure. A good penalty for failure is often one that will provide more roleplaying opportunities in the future, like a scar that marks him permanently. When trying for more damage, the player can not reduce the cost of failure, but might be able to change the way the failure affects them. As always, the Director has the final approval for the success and failure terms.

THE ROLL

Once the terms have been set, the player makes a Skill Check against the assigned **Difficulty** to determine their success. Skill checks are resolved by rolling a number of d10's appropriate to their **Skill's** Mastery Level (1d10, 2d10, etc) and adding the value of the **Skill** and the relevant Attribute, plus any other bonuses that may be appropriate, such as for higher-quality tools or materials being used.

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 Technology skill combined with Mental to design and build a bridge with cut branches and vines, or use Technology + Physical 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 fall into the chasm. Since the enemy is closing in hard on their position, he decides that toppling the tree is the only realistic option.

His Physical score is a 3, and his Technology Skill is a 4 (Apprentice.) So he rolls $2d10 + 3 + 4$. ($2d10$ because of his Apprentice Mastery level, 3 for Physical and 4 for Knowledge.) 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 Knowledge, 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 Director 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 the dice is a one (1), then the Director 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.

Lt. Johnson successfully makes the tree-bridge, but rolled a one (1) on both of his dice. While the result is successful, the Director 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 Director secretly rolls $1d10$ and gets a 6. He decides that when the sixth man is crossing, the tree snaps.

DETERMINING DIFFICULTY NUMBERS

There are two methods for determining the difficulty of an action, depending on if it is a direct conflict with another creature, or other types of conflict.

If the conflict is directly with another creature, the difficulty is determined by adding the opponents relevant Attribute + relevant Skill + 5.

An unarmed person attacks an unarmed Kobold. The Kobold has Physical 1 and Combat 2, so the Diff is $1 + 2 + 5 = 8$. Most people should have about even odds.

On the other hand an unarmed person attacking an unarmed Dragon. The Dragon has Physical 18 and Combat 12, so the Diff is $18 + 12 + 5 = 35$. The person has a big problem.

When the conflict is not directly with another person, we must use a different method. These conflicts add an amount of difficulty based upon the amount of story change.

- Minor: +1
- Significant: +5
- Major: +10
- Critical: +15

This number is added to 10 to determine the final difficulty.

The players may choose to lower the Difficulty by accepting a larger amount of damage, the difficulty is modified by -2 for each point of damage.

The Kestrals Crew are locked in the brig after an almost omnipotent alien called 'P' takes over...

One of the crew decides to break out. This is a Significant Story change, which adds +5 to the difficulty. The Director offers a minor story change for failure (the Alien notices and trusts them less), which drops the Difficulty by 1 to 14. Wanting to drop it farther the Player suggests that on a failure his character also loses one energy (another drop of 2) to a total of 12.

TAKING DAMAGE

When a character fails a conflict, many times his penalty will be to take some damage. By default, the amount of damage done is 1 point. This damage is taken from the Attribute that represents the type of conflict they lost. If they were in a fight, the damage would be taken from their Physical Attribute. If it was a great debate in the Roman Senate, it would be Social damage.

There are no direct penalties associated with reaching zero (0) in any of the Attributes. Instead, they no longer have any bonuses to their die rolls. However, should a character reach 0 points in an Attribute and take more damage, they are considered incapacitated.

A Physical incapacitation results in the character unable to move. They may have fainted, or fallen un-

conscious—the results are up to the Director and the stakes of the conflict.

For a Mental incapacitation, the character is considered dazed and is unable to perform any actions until they can heal their Mental Attribute.

Optional Rules: Boosting your chances

Since the goal of the game is to partake in heroic, cinematic adventures, we have provided a few ways to increase your chances.

GIVING IT ALL YOU'VE GOT

Sometimes we just need to push ourselves a little past the bounds of our comfort zone. We need to put more of ourselves into the conflict if we're going to have any chance to win. Before they have made their roll, the player has the option of expending extra energy from their Attribute to hedge the bet and help insure a win. For every Attribute Point the player spends, they get a +1 bonus to the result. The Attribute Point must be from the same Attribute that the roll is being made against. If they roll a success, they keep the Attribute Points. If they fail, the Attribute Points are lost, just like the player took wounds from the conflict. This is in addition to any Wounds the player receives directly from the combat.

When Giving It All You've Got, the player must state before the roll that they intend to do this.

Lee Goldensmile is racing across the rooftops of 1800's New York. Close on his heels are Hell Hounds sent after him by the voodoo queen, Shaliira. Ahead of him is a gap between buildings that he is afraid he cannot make. He runs harder, boosting his speed and throws his entire body into the jump. He knows that failure on this roll is death, so he gives it all he's got.

The roll is Physical (5) + Fitness (4 - Apprentice). The Director states this is difficulty of 15. Lee opts to risk 3 Physical in this task. He rolls 2d10 because of his Apprentice Mastery Level in Fitness, and gets a 4 and a 7. He keeps the highest roll (7) and adds his Physical and the extra Physical points and gets a total of 15 (7+5+3). Exactly what he needed. He sails over the roof and lands firmly on the edge of the building. Rock crumbles under his feet, but he's alive.

A Social incapacitation results in lots of stammering, the inability to say what you mean to say, or the complete loss of any social grace. Suddenly, everything you do seems to come out wrong.

If Lee had failed, he would have smashed into the side of the building, falling into the fire escape, where he would be given more chances. However, he would have lost the Physical points, having an effective Physical score of only 1 until he could restore them.

If the conflict results in damage to a character, that damage is only 1 point. However, when using the Giving It All You've Got rule, the number of damage dealt equals 1 + the number of extra energy put into the blow.

Lee reaches a dead end. He is forced to turn and confront the Hell Hound. From legend, he knows the dogs have a vicious attack, but are not overly hardy. If he can just get in one or two good blows, he can survive the attack. His Physical (5) and Combat (4) give him a decent chance of hitting, but he wants to put extra power into each blow so that he can finish the creature off as fast as possible. He opts to risk an extra 3 points of Physical. He would like to risk more, but he knows he needs to save some energy for the second shot.

On the first strike, he rolls an 8, giving a total of 17 (8 + Physical 5 + Combat 4). The Difficulty was only 12, so it's a success. Instead of doing just 1 point of damage, he deals 4 points of damage (1+the number of extra Physical points that he risked.)

THE BARSTOOL AND THE CHANDELIER

Combat in stories is filled with exciting battles as martial artists evade opponents with acrobatics among the pipes, and with swashbucklers swinging from chandeliers. Cowboys slide across the bar, cups shattering as they are shoved out of the way. To help players enter the thrill of these situations, they are rewarded for creative use of their surroundings.

When the player gives a creative use of their surroundings, or take a risk in a fun and dramatic way that enhances the game for everyone, the Director may lower the Difficulty Number by 3 points. This provides a gentle encouragement to players to have fun and take part in the game, which makes it a richer experience for everyone. Since the difficulties are lowered, the failure results must be steeper. In addition to the stated failure result, the Director should provide another failure result directly related to their use of the environment.

Crash Montana is a secret agent whose cover has just been blown. He's trapped in the missile silo's control room with no weapons, and three goons to get through before he can make his escape. All three goons charge him at once. He quickly surveys his surroundings and takes action. He jumps onto a chair, his momentum rolling him into Goon #1. Just before impact, he jumps up and grabs onto the pips that line the ceiling. Swinging his legs up onto the ceiling, he shoves off, breaking the pipe and showering Goon #2 with hot steam. He flips off and lands hard on the control booth, making sparks fly into the face of Goon #3, who backs up, shielding his face, giving Crash the space he needs to dart through and escape.

The Director decides that each of the three conflicts used the environment to create a wonderfully dramatic experience, and reduces the difficulty of each conflict by 3.

Character Growth

Character Growth Points

Character Growth Points (CGP) represent knowledge, insight, or other experience that improves the character. CGP are awarded at the end of each Episode, unless the Director chooses to award them more or less frequently.

Directors are also encouraged to award 1-5 XP for excellent role-playing – especially when the role-playing situation might hurt the character -- or for fantastic ideas and solutions during the game. These bonuses are generally handed out as they occur, since this encourages more role-playing from everyone involved.

A HELPING HAND

When a situation allows for it, multiple characters can assist in creating a successful conflict. This may be everyone helping to pull on the rope and topple the ancient statue, or everyone searching through the library for one particular manuscript, when only one player is able to describe the tome needed.

While other characters are lending a helping hand, they add their appropriate [Skill](#) score to the results. The primary characters make the roll as usual, but the total of all of the helper's scores are added to his results.

In order to enter the Temple of Askirae, the intrepid explorers must pull down a huge statue that sits in front of the only remaining door. Dolph, the strongest in the party, secures the rope and makes the roll. He rolls 3d10 for his Fitness (7), getting a 4, 9, and 3, and adds his Physical (8) and Fitness scores. His total is 24. The other four party members grab on to the rope behind him, and pull. They have Fitness scores of 5, 3, 6, and 7, for a total of 21. The groups total result is 45. However, the Director had stated they need a score of 50 to succeed, so they each give it all they've got, adding 2 Physical each to the total. The roll comes out the same and they now have a total of 55 (45+10). The statue comes crumbling down and, once the dust settles, the party can enter through the dark maw of the Temple.

As the game stretches into multiple scenes and episodes, your characters can, and should grow into different heroes with new skills, powers and an ever-evolving sense of confidence. To do this, though, they need some way to measure and balance their growth within the framework of the game. There are 3 fundamental ways to hand out Character Growth Points (CGP).

Story Growth

Each story typically has a big picture which is going to take great effort and heroism on the part of the Actors. This is probably not the end of the Actors' life, however, and is just the beginning of a new story.

When the Actors have come to the completion of the story, they should be rewarded in a big way.

- **Character Growth Awards:** While the number may vary from story to story, based upon the power-level of your game, and how fast you want characters to advance, a rough guideline would be 20 CGP for each actor. (And if any villains survived, be sure to give them a similar award.)
- **Story Awards:** Another type of reward that should be included at this point in the game is to reward the actors with non-CGP items. This might be the deed for a new star-ship or a tract of land, or membership in a very secretive organization. Use your imagination, just be sure to pay attention to each actor's motivations, and the motivations of the group as a whole.

Episode Growth

In order to allow characters to grow throughout the game, they need more than just Story rewards. At the end of each Episode, reward the characters. This award can vary depending on how fast you want your characters to grow in power and skill, and how long each Episode is. A base range of between 2-5 CGP is recommended.

SPENDING GROWTH POINTS

During the game, each player character will get CGP for meeting the player's goals for that character's story and the Director's goals for the overall story. These experience points are converted to advances, usually at a rate of five CGP to one advance. Each advance that you get can be banked toward improving your character's Attributes, Skills, Secrets, and Keys.

Table 4: Advancement Costs

	Advances
Increase a Skill 1 point	5
Increase an Attribute 1 point	5
Add a Secret	1

You can never increase the same Skill or Attribute twice in a row. You need to increase something else in between. In addition, you cannot buy two Secrets in a row.

THE TRAINING MONTAGE

To spend Advancements, the player must narrate a Training Montage. This is a short description of the event that is this inspiration for what they are spending their Advancements on. This might be a flashback to a pivotal event that made them start learning this skill, or Key. It might be something that happened "off-screen" that helped them develop their current skill or gave them their Secret. The player should have fun and be creative.

Directors Notes

Challenge Ratings

Every character or creature in Project Chupa has a Challenge Rating (CR). The CR is a quick way to describe to the Director how much of a challenge the character is for your party.

A CR is calculated by adding the total number of points it would take to build that character. For example, consider a character with the following stats:

Physical: 8

Mental: 6

Social: 5

Spiritual: 3

Total Attribute scores: 22

General: 5

Combat: 5

Fitness: 4

Nature: 6

Negotiation: 3

Skullduggery: 0

Supernatural: 2

Technology: 3

Total Skill points: 28

Total Secrets: 2

So, to find the CR of this character, we add the total number of Attributes, Skill points and Secrets and find a CR of 52.

To increase the usability of the CR, we also add a prefix that tells what type of conflict the character is most suited to. The possible prefixes are:

- P - Physical
- M - Mental
- So - Social
- Sp - Spiritual

This character is geared most heavily towards physical and combat, so their Challenge Rating would be P52.