

Name:

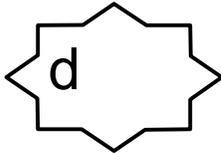
Player:

Description:

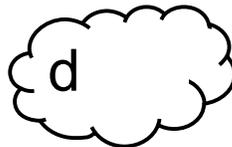
USR:
**Unbelievably
 Simple Role-playing**
 "Domino Writing style"
 by Andrew Domino
*original game by
 Scott Malthouse*

Stats

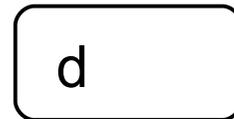
Action



Wits



Ego



Specialisms

Bonus

Level:

Experience Points:

Narrative Points:

Using Narrative Points

- Add to or change a scene the game master has described.
- Automatically succeed at a non-combat die roll.
- Re-roll a die roll in combat.
- Regain d6 lost Hit Points.

Weapons (Bonus):

Total Hit Points

Armor (Bonus):

Current Hit Points

Unbelievably Simple Role-playing (Domino Writing style)

By Andrew Domino based on USR by Scott Malthouse

Last updated May 2, 2016

Character Creation

Assign a d6, d8, and d10 to the following **Stats** (*Superheroes: d8, d10, d12*):

Action: strength, quickness, dexterity, combat skills

Wits: intelligence, perception, supernatural awareness

Ego: personality, charm, social skills

Additional characteristics:

Specialisms: Skills, race, class, personality traits, special abilities, supernatural powers, etc. You can have up to 3. Each specialism grants a +2 bonus to a stat roll where it is useful.

Hit Points: Total = highest value of Action die + highest value of Wits die.

Combat Gear: You have 4 points to spend on weapons and armor (see the next page). Characters usually have at least one ranged weapon and one melee weapon.

Narrative Points: Each character starts with 3 (plus any Combat Gear points not spent); they refresh at the start of each game session.

Use Narrative Points to:

- Add to or change a scene the game master has described.
- Automatically succeed at a non-combat die roll.
- Re-roll a die roll in combat.
- Regain d6 lost Hit Points.

Level: Start at Level 1 with 0 (zero) Experience Points.

Advancement

Earn 1 to 3 XP per adventure.

Level: Every 5 XP, gain a level. Add 5 Total and Current Hit Points and either:

- Increase one of your existing specialisms by +1 (to a max of +5), or
- Learn a new specialism, starting at +1.

Action Resolution

Contested: Used for competition or conflict. Make opposed rolls, high roll wins.

Non-Contested: Struggle against environment or conditions.

Roll vs. target number:

- 2 *Easy* (picking a simple lock, writing a basic computer program)
- 4 *Medium* (riding a horse, negotiating payment for a mission)
- 5 Making a close-range shot
- 7 *Hard* (fast-talking a security guard, hacking a computer system)
- 9 Making a long-range shot
- 10 *Very Hard* (understanding a foreign language, free-climbing up a wall)
- 14 *Nearly Impossible* (staying awake for three days, summoning a demon)

Modifiers: Typically provide a +1 or +2 bonus, or a -1 or -2 penalty, to a stat roll.

Superheroes: roll twice and use the highest die roll

Combat

Initiative: Make Action + Wits roll to determine turn order throughout the combat encounter. Ties are rerolled.

Actions: You can both move (typically 30 feet / 6 spaces) and attack or attempt a similar activity on your turn.

Attack: Make contested Action rolls [melee combat], Wits rolls [supernatural combat], Ego rolls [social combat], or non-contested Action rolls [ranged combat]. Find the difference between the results, and subtract that amount from the defender's Hit Points (if the attacker's roll was higher). If a character's Hit Points drop to 0 (zero) or less, he or she is unconscious / dying.

Weapons and Armor: Grants a bonus to your attack or defense roll, when useful.

- Light +1 (Combat Gear cost 1)
- Medium +2 (Combat Gear cost 2)
- Heavy +3 (Combat Gear cost 3)

Healing: Wits rolls can be used to heal d3 Hit Points during combat, but only once per character per encounter. After each combat encounter is complete, each character recovers d3 Hit Points if there is enough time to rest and administer first aid.