

Incorporeal RPG
FAST RULES SYSTEM



I) THERE WILL BE TWO KINDS OF PLAYERS IN THE GAME SESSION:

- >> the role player, who acts as the character during the story;
- >> the conscience player, who takes notes of all the character's actions during the session and twice per session can give advice to the role player.

Each character will be controlled by a role-player who will be assisted by the conscience player during the game session.

II) THE 2 HOUR GAME SESSION WILL BE ORGANIZED IN 3 PHASES:

1. 30 minutes of preproduction: player character (PC) customizing by both players

The role player and the conscience player will work together to customize the character.

>>First: each role player receives a deck of 20 cards. There are 5 cards of each of the 4 elements (fire, water, air, earth). The role player must organize the deck into 4 groups of 5 cards, one per element. Then, randomly select one card from each element to form a cross-like diagram in the character's journal/diary to sketch personality and background. The 5 cards represent a diagram of the PC's personality: fire-spiritual; water-emotional; air-mental; earth-material.

>>Second: the role player must randomly choose from the relationships deck three cards. Each card presents one of the brazilian non-player characters (NPCs) that the role player will use to sketch relationships. These relationships are explained in the CHARACTER'S RELATIONS Chart.

2. 1 hour of production: action solving

This is the actual table top RPG session in the 2 hour Incorporeal activity. The role players will determine the actions of the PCs while the conscience players will write down what happened.

The conscience players may offer advice once and the role players can ask them for advice once.

When a random test is required to solve an action the procedure is as follows:

- >> the master will tell the players what kind of action is required: spiritual, emotional, mental or physical;
- >> each role player picks one card from his or her Numeral Deck and sums the number to the point value of the Competency that is being tested;

- >> if the card picked has the same element of the action intended by the character, the player gains 1 extra point to add to the sum of the character's Competency value plus the number on the picked card;

For example: a character is trying to decipher a riddle and has Intuition Competency of 3. The GM decides that this is a mental action with a difficulty of 8. The player then picks one card from the Numeral Deck and gets a 4.

But the card picked is a 4 of Air (element of Mental Actions) so the character gets 1 point bonus for the intended action. The final result to decipher the riddle then was: $3(\text{Character Comp.}) + 4(\text{number of the card picked}) + 1(\text{bonus - card same element as action}) = 8$. Success!

- >> if the master decides the action should be solved collectively (combat between many players, all attempting the same feat etc.) all the players will proceed as above and their results will be added together. The final sum will be compared to a difficulty or collective counteraction. The player will succeed or fail accordingly.

After this quantitative result is obtained, one of the players will pick a card from the Elemental Deck to determine the qualitative results of this collective action.

- >> once, and only once in the session the role player can ask the conscience player to pick another numeral card if his or her quantitative result is not to his liking.

After the events of the story are finished, the character will receive experience points from the GM in accordance with Incorporeal rules. These experience points can be used to increase competency levels or health points.

As Competency levels increase, characters can acquire more Knowledge. The experience points represent the quantitative aspect of the character's growth after the adventure. To portray the qualitative aspect, each role player must pick one card from the Elemental Deck and interpret its message in relation to the character's lessons and development from the story.

3. 30 minutes of post-production: character and card design by both players

After the table top RPG session is over and the experience are distributed, it is time to start the production that will be incorporated into the Incorporeal platform. Role players and conscience players can choose at least one of the options:

- >> character - produce a visual representation of the character (draw a sketch, make a collage from magazine etc) that will be incorporated into the NPCs deck;

- >> plot - produce a visual or written record of the adventure that was played; produce a plot of a future adventure for these character; any of these productions will be incorporated into the character's sketchbook;

- >> rules - sketch a new element card to be added to the Elemental Deck;

- >> setting - produce a visual or written proposal for a different scenario or creature to be introduced into the setting.

These productions will be given to the Game Master for treatment and digitalization and it will be published in the Witchcraft Tales Blog, becoming available for the original authors (the players) and the public in general. Rules for further development of the characters will also be found in the blog. IMPORTANT: all the produced material is to be considered copyleft, meaning that it can be freely used as long as authorship is indicated.