

# SMALL FORTUNE

A brief synopsis of the rules of the Fortune RPG System  
version 0.1  
(c) 2009 Jeff Pack

## CHARACTER CREATION

New characters have:

- 3 **Traits**
- 10 points of **Skills** (at least 5 different Skills)
- 5 points of **Feats** (at least 3 different Feats)
- 3 points of **Stuff**
- 3 points of **Connections**
- 2 **Goals**
- 6 **Development Points** to spend immediately

## TRAITS

**Traits** describe important facets of the character.

Traits are used whenever relevant.

If a Trait has a positive impact, add 1 die to the roll.

If a Trait has a negative impact, subtract 1 die.

Traits do not stack, but positive and negative impacts can cancel out.

If a negatively impacted roll is significant, the player gains 1 Drama Point.

## SKILLS

**Skills** describe a character's knowledge and proficiencies.

Skills can be used at any time, if relevant.

Each point of Skill adds 1 die to the roll.

**Specialization:** every Skill must have specialties equal to 1/2 the Skill level, rounded down.

If using a Skill where applicable but outside its purview, use 1/2 the Skill level, rounded down.

If two unrelated Skills apply, either may be used; if Skills are equal, add 1 to chosen Skill.

## FEATS

**Feats** describe specific actions and abilities of a character.

Each level of Feat allows 1 point of use.

Drama Points can be expended to use Feats as well, up to the total level of the Feat.

Each point of Feat used improves the result 1 rank.

Feats can be used whenever relevant.

**Involuntary Feats** *must* be used whenever relevant

**Constant Feats** can be used even when character is out of Drama Points.

## STUFF

**Stuff** describes important possessions of a character.

Each level of Stuff allows one point of use.

Drama Points can be used to use Stuff as well, up to the total level of the Stuff.

If the Stuff is used by character, treat it as a Feat.

If the Stuff acts autonomously, treat it as an NPC using a Skill.

If Stuff is unavailable when needed, the player gains 1 Drama Point per level of Stuff.

If Stuff is permanently lost or destroyed, the player gains 1 Development Point per level of Stuff.

## CONNECTIONS

**Connections** describe people and organizations important to the character.

Each level of Connection allows one invocation of the Connection.

Drama Points can also be expended to invoke Connections.

If a Connection is unavailable when needed, the player gains 1 Drama Point.

Connections may be invoked involuntarily by GM; significant negative impact earns 1 Drama Point.

## GOALS

**Goals** describe the aspirations of a character.

Actions taken toward fulfilling Goals earn Drama Points.

## DRAMA POINTS

At start of session, players receive **Drama Points** (8 points per anticipated hour of play)

**Uses of Drama Points:**

- Extra uses of Feats, Stuff and Connections
- Improving Fortune
- Reducing Damage

**Ways to earn more Drama Points:**

- Progress towards a Goal
- Negative impact of Traits or Connections
- Not having Feats or Connections available
- GM's discretion

## BASIC RESOLUTION MECHANISM

Start with 1 Fortune Die and 1 regular die

Add/subtract die for Trait, if applicable

Add dice for Skill, if applicable

Add dice for Stuff, if applicable

Subtract dice for difficulty of task

GM decides possible outcomes by result rank

GM decides possible effects of Fortune

Player declares Feat, if any

Player or GM rolls dice and takes highest 3

GM determines result rank:

0	abysmal
1	horrible
2-3	bad
4-5	poor
6-7	mediocre
8-9	fair
10-11	good
12-13	very good
14-15	excellent
16-17	superior
18	perfect
19+	superhuman

Each point above 18 is an additional rank

(e.g. superhuman-19, superhuman-20, etc.).

If the Fortune Die shows 1 or 6 (even if the die is dropped for purposes of calculating result rank), player or GM rolls for good/bad Fortune. Each successive 1 or 6 increases the magnitude of good/bad Fortune.

Player may spend Drama Points to improve Fortune.

The GM then describes the result.

## OPPOSED RESOLUTION MECHANISM

GM balances Skills by applicability and specificity.

Each character or NPC rolls as per Basic Resolution Mechanism above.

GM compares the result ranks and Fortune.

GM determines and describes the result.

## FORTUNE

**Fortune** represents events that affect the success or failure of an outcome but aren't attributable to any character's actions.

Fortune is determined by the **Fortune Die**, which should be distinct from other dice used.

If the Fortune Die shows 6, then the character has good Fortune. If the Fortune Die shows 1, then the character has bad Fortune

If a character has good or bad Fortune, reroll the Fortune die to determine the magnitude of Fortune.

The number of consecutive 1s or 6s determines the magnitude.

The degree of effect of Fortune will depend on the magnitude and the degree to which the possible outcomes are influenced by chance.

## DAMAGE

5 levels of **Damage**:

1. **Trivial**: cosmetic only
2. **Minor**: short-term impairment
3. **Major**: long-term impairment
4. **Critical**: immediately incapacitated, long-term impairment
5. **Complete**: immediately killed/destroyed/neutralized

**Standard Damage Track:**

- 1 critical
- 1 major
- 2 minor
- 3 trivial

**"Cinematic" Damage Track:**

- 1 critical
- 2 major
- 4 minor
- infinite trivial

If track is full, damage can "overflow" into next more serious category, but not further (e.g., Trivial Damage cannot become Major Damage).

Objects and Stuff may have Damage Tracks as well.

Drama Points may be used at any time to reduce damage by 1 level per point

## DOWNTIME

Occurs at end of session or at any pause in action.

Feats, Stuff and Connections "recharge."

Drama Points are regained.

Players receive and spend Development Points.

## ADVANCED COMBAT RESOLUTION

**Advanced Combat Resolution** is a more detailed method for resolving combat or combat-like contests.

Incidental or inconsequential combat should be resolved via GM fiat or Opposed Resolution.

**Advantage** is any form of temporary superiority (positioning, surprise, etc.) that one combatant has over another. At beginning of combat, GM decides who (if anyone) has Advantage.

Advanced Combat is resolved via multiple Opposed Resolutions. (If the attacking character is not opposed, GM assigns a result rank to object of the attack).

If character with Advantage wins:

- Each rank of victory = 1 level of Damage

If character with no Advantage/Disadvantage wins:

- First 2 ranks of victory give Advantage
- Each additional 2 ranks = 1 level of Damage

If character with Disadvantage wins:

- First 2 ranks of victory cancel Disadvantage
- Next 3 ranks give Advantage
- Each additional 3 ranks = 1 level of Damage

Characters may **Burn** advantage, attack power or defense for one of the others, or for increased freedom to take non-combat actions.

- **Burn Advantage for Attack:**
  - lose a level of Advantage
  - increase damage level inflicted by 1 if victorious
- **Burn Advantage for Defense:**
  - lose a level of Advantage
  - decrease damage level received, if any, by 1
- **Burn Advantage for Action:**
  - lose a level of Advantage
  - character may make reasonable non-combat movement or action
- **Burn Attack for Advantage:**
  - Advantage level may not decrease
  - decrease damage level inflicted, if any, by 1
- **Burn Attack for Defense:**
  - decrease damage level inflicted or received by 1
- **Burn Attack for Action**
  - decrease damage level inflicted, if any, by 1
  - character may make reasonable non-combat movement or action
- **Burn Defense for Advantage:**
  - gain a level of Advantage
  - increase damage level received by 1
- **Burn Defense for Attack:**
  - increase damage level inflicted and received by 1
- **Burn Defense for Action:**
  - increase damage level received by 1
  - character may make reasonable non-combat movement or action

## DEVELOPING CHARACTERS

**Development Points** are used to add or increase Skills, Feats, Stuff, or Connections.

Characters receive 6 Development Points to spend at character creation.

The GM may award additional Development Points during downtime.

Development Points must be spent *immediately*.

Instead of improving a Skill, an applicable Trait may be created.

Players may also “trade in” Traits, Skills, Feats, Stuff, or Connections for Development Points, but only if they weren’t used since the last Downtime (this includes involuntary invocation by the GM as well as negative impact).

Players may declare “level 0” Skills, Feats, Stuff or Connections at any time to improve later.

Players may only improve those Skills, Feats, Stuff or Connections which are eligible for improvement that session:

- **Skills:** Must have had a significant success with the Skill at 3 or fewer dice to be eligible, and must meet specialization rules
- **Feats:** Must have had a significant success with the Feat to be eligible
- **Stuff:** Must have had a significant success with the Stuff to be eligible
- **Connections:** Must have had a significant interaction (positive or negative) with the Connection to be eligible