NycosRPG FAST-PLAY RULES

1. Persona Packet Pieces- Each section will be filled out in order
BASE – RACE – PLACE- ESTATES – WAYS – STUFF

BASE: Determine the Base values using the RAMP process.
The Ramp will have a Root(a beginning value) and a Step of 5%

Brilliance – Cognizance – Grace – Presence – Resilience – Resolve

THE RAMP PROCESS: For each Base, roll percentage dice.. If the die roll is less than the Root, then the Root is assigned as that BASE value. If the die roll equals or exceeds the Root then ADVANCE the ROOT by the STEP and repeat this step. (5% becomes 10%,etc).Repeat for each Base until all 6 are assigned

You then should have a value for each of the BASEs except FOUNDATION
Foundation is the average of the other Six Bases. ***Round the decimals to the nearest whole number.***
The Core values are 1/5 of the Bases, so divide each Base by 5 to get the CORE values.

RACE – From the book, choose a species, and record chosen Marks and their BASE values

PLACE – From the book,choose a culture, and record Cultural Skills and their BASE values (Number of skills equal to the Foundation Core value)

ESTATES – From the book, choose an ethics path, and record Ethics Skills and record their BASE values (Number of skills equal to the Foundation Core value)

WAYS – From the book, choose skills equal to your Foundation BASE value and record their BASE values

STUFF – From the book, choose your belongings. Include their Categoryand their Quality.(Percentile or Ramp for Quality)

Disposable – Cosmetic – Useful – Essential
- Quality Checks unnecessary for Disposable or Cosmetic items.
- Roll 1d100 for Useful items.
- RAMP from *Root 30* all essential items,Step of 5%

Resolution by Quantum Die Rolling

Checks - Rolls against Skills. Any Success is a Success.

 – QDR d100 rolls against the Skill BASE

Challenges - Rolls against Skills Core value… Any Success is a Success.

 - QDR d100 rolls against the Skills CORE

Contests – Parallel Rolls against similar skills. Relative Success determines

 - QDR rolls against Skills vs. opponent competing Skills

Conflicts – Parallel Rolls against differing skills. Relative Success modifies

 - Only a Success/Fail result or deciding to cease ends the conflict

Combat Players roll on both Attack and Defense. Relative Success modifies.

- Only a Success/Fail result or deciding to cease ends the conflict
- QDR rolls against attack (offense) or defense (defense) skills – BASE

The Quantum Dice Rolling Process -

- **Catastrophic Failure –** 100 % (100 on d100)
- **Abject Failure** – 96-99 on d100
- **Failure** – any value between DU value and 96
- **Double Up** – highest roll that would be a Partial Success
- **Straight** – Skill or Base Target number would be a STRAIGHT success
- **Double Down** – highest roll that would be a Wild Success
- **Complete Success** – 1% (1 on d100)

Weapons do 1,2, or 3 damage, based on size, of a particular type. Armor mitigates damage, and can even exacerbate it. Comparison chart follows. Additional types of damage exist, but are not used in the Fastplay Rules. In combat, the difference between the rolls of attacker and defender may create conditions in the combat, or damage, but not both. Difference Damage if chosen is one per tier of Success Difference, so a Complete Success against a Catastrophic Failure could be 6 damage plus the value of the Weapon Damage. Such a hit, remember, also causes 6 ticks of fatigue and will continue to do so until the wound is tended.

Type	Scrape	Smash	Slash	Stab
Warhorse Curry	3			
Horse Curry	2			
Pony Curry	1			
Long Blade			3	2
Mid Blade			2	1
Short Blade			1	1
Heavy Cudgel		3		
Mid Cudgel		2		
Sap or Baton		1		
Lance or Spear		2		3
Short Spear		1		1
Blade Pole Arm				2
Cudgel Pole Arm		2		
Spear Pole Arm				3

Damage Reduction Effect by type				
TYPE	Cosmetic	Padded	Mail	Brigantine
Scrape	Reduce	Negate	Negate	Negate
Shatter	NOTHING	Half	Reduce	Half
Slash	NOTHING	Reduce	Reduce	Half
Stab	NOTHING	Reduce	Reduce	Half
Smack	Reduce	Half	NOTHING	NOTHING
Smash	NOTHING	Reduce	NOTHING	NOTHING
Sizzling	Worsen	Reduce	NOTHING	Half
Scorching	Worsen	Worsen	Reduce	Reduce
Shivering	Reduce	Half	Worsen	Reduce
Shimmering	Reduce	NOTHING	NOTHING	NOTHING
Sparking	NOTHING	Reduce	Reduce	Reduce
Sundering	NOTHING	NOTHING	NOTHING	NOTHING