# NycosRPG

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## *FAST-PLAY RULES*

### *Introduction to NycosRPG*

Welcome to NycosRPG, a role-playing game system designed for immersive storytelling and dynamic character development. In this fast-play guide, we'll walk you through the basics of creating your Persona, the character you'll play in the world of Nycos. This introduction is designed to be straightforward, giving you a quick start to dive into the game.

### *Build a Persona*

Creating a Persona in NycosRPG involves five main steps: determining your Persona's **Base Attributes**, choosing their **Species** (Race), selecting their **Culture** (Place), deciding on their **Motivations** (Estates), and picking their initial **Skills** (Ways). Here's a brief overview of each step:

#### *1. Base Attributes (BASE)*

Your Persona is defined by six foundational attributes, collectively known as BASE:

- **Brilliance:** Measures logic, comprehension, and intelligence.
- **Cognizance:** Reflects awareness, perception, and sensory input.
- **Grace:** Represents balance, speed, and physical coordination.
- **Presence:** Encompasses charisma, attractiveness, and social appeal.
- **Resilience:** Reflects physical stamina and durability.
- **Resolve:** Measures willpower, persistence, and determination.

The fastest way to get into the game is accomplished by taking the values between 20 and 45 inclusive, and assign them to the six Base Values as you choose. Those values are, for clarity, 20, 25, 30, 35, 40, and 45.  Otherwise, you would use the RAMP

process below to create specific values for each BASE value for these Attributes, described later.

*The FOUNDATION BASE value*

Once all of the six BASE values are determined, the FOUNDATION can be derived as the average of their values. Add all six Base values, and then divide by the six Attributes, to determine the Foundation Base. This value is used in lieu of the other values when no one of them can be clearly identified as the primary attribute. IF you assign the values from the FAST PLAY numbers list above will be 32.

***NOTE: The Core values are 1/5 of the Bases, so divide each Base by 5 and round up any fractions to get the CORE values.*** The Core values are used in cases where the action being taken is under a challenge situation, and therefore should be considerably more difficult to accomplish. In the case of the predetermined values above, the core will be 7.

***Choose Your Species (RACE)***

Next, you select your Persona's species from the diverse options available in the world of Nycos. Each species comes with its own unique traits, known as **Marks**, which provide special abilities or enhancements. For example, you could choose to be an Eldrin, a human, or one of the many other species, each offering a different game play experience. In this fast-play version, there will only be five examples, but there are more than a dozen to choose from in the Masterbook, and dozens in the various Systembooks.  The numeric value for these Marks come from the base from which that Mark originates, which is listed immediately after the name of that Mark. In cases where more than one BASE is listed, choose which one you wish to use as that Mark's BASE.

***Select Your Culture (PLACE)***

After choosing a species, decide what culture your Persona comes from. The culture they hail from will influence their worldview and provide additional skills and benefits. Nycos is a world of diverse cultures, from the secluded mountain fortresses to bustling city-states. Record the skills attained from that Culture to your Persona Sheet.

***Pick a Motivation (ESTATES)***

Your Persona's initial motivation—known as their **Estate**—guides their actions and decisions. Estates represent fundamental drives, such as the pursuit of knowledge, wealth, or power. This step helps you flesh out your Persona's personality and objectives.Choose two skills from your Estate to further develop your persona. In like fashion to the Place, record the skills afforded from your Estate to your Persona.

***Choose your initial Skills (WAYS)***

Finally, you select the initial skills your Persona possesses. These skills, or **Ways**, are pathways to growth in the game. The number of skills you can choose corresponds to your Foundation BASE value, and they reflect your Persona's talents and proficiencies in various areas, such as combat, crafting, or diplomacy. The included list is a greatly limited set of options, and the Masterbook and the various Systembooks provide rather extensive alternatives.

***Write down your starting equipment (STUFF)***

Once you've established your Persona's attributes, species, culture, motivation, and skills, you'll choose their starting equipment, or **Stuff**. This includes weapons, tools, and other items that your Persona will begin their adventure with.

For expedience, the choices of belongings are up to your Director in keeping with where your Persona starts the adventure, so run your ideas by them and add such as they approve to your Stuff list on the Persona Profile.

***Here's one example:***

Let's say you decide to create a Persona who is an Eldrin from a woodland culture, driven by the pursuit of knowledge. You would:

1. **Roll for BASE values** using the RAMP process.
   The numbers resolve as 30,40,25,55, 20 and 30 respectively
   FOUNDATION is the average of these, which is 33.
   Core for these would be 6,8,5,11,4 and 6. Foundation would be 7(rounded up from 6.6)
2. **The RACE chosen is Eldrin** as your species, selecting Marks that enhance your connection to nature.
3. **The Refuge is the chosen PLACE** that values harmony with the environment.
4. **The ESTATES chosen is KNOWLEDGE.** as your Persona's primary motivation, which may influence how they interact with others.
5. **Deciding to use the WAYs that suggest travel and woodlans** would align with your Persona's background, such as tracking or herbalism.
6. **Equip your Persona** with basic gear suited for exploration and survival.

***Conclusion***

With your Persona ready, you can now step into the world of Nycos. The game is designed to be flexible, allowing you to explore and interact with the world in ways that suit your Persona's strengths and motivations. The Director (game master) will guide the narrative, while you and your fellow players shape the story through your actions and decisions.

Enjoy your adventure in NycosRPG!

***The RAMP Process***

The RAMP process in NycosRPG is the more common means used to determine your Persona's BASE values. If you choose not to assign the values as described above, here's how it works:

1. **Start with the Root Value:** Each BASE attribute starts with a Root value, typically 20%.
2. **Roll Percentile Dice:** Roll two ten-sided dice (d100). If your roll is **above or equal to** the Root value, increase the Root by 5%.
3. **Repeat Until Failure:** Continue rolling until you roll a number that is equal to or lower than the Root value. When you fail, the current Root value becomes your final BASE score. This means, for example, should you roll below on the very first roll, that value is going to be 20.

This process allows for dynamic attribute generation, reflecting the varying strengths and weaknesses of your Persona.

This involves starting with a base chance (20%) and attempting to roll at least that value on percentile dice. If successful, the BASE value increases incrementally, and you continue rolling until you fail.

Generally, this will create Base values between 20 and 45, with rare occasions where it will exceed this. Should you get EXTREMELY lucky, the cap for your percentage value will be 95, but the odds of that are astronomical.

*RACE OPTIONS*

***RACE*** – Choose a species from the following list, and record up to six of its marks. (This helps to differentiate your Persona a little from what another player may choose)

**Mortals – Human analog**

- ***Quick Learners*** - Cognizance - unwavering & intense desire to learn, to know. Allows skills progression at the double rate if using Treatise or Trainer method of Skills Acquisition.
- ***Trade Affinity (local)*** - Presence - Barter Rate discount point for point with local business folk.
- ***Local Recognition*** - Presence - Skill in being culturally recognized or invisible, depending on your choice when taken
- ***In the Know*** - Cognition - Skill and prowess in gathering details on local happenings
- ***Affable Demeanor*** - Cognizance, Presence - Skill in making people feel comfortable enough to talk about stuff they shouldn't
- ***Cultural Awareness*** - Presence, Resolve - Awareness and practical use of local trivia and detailed information
- ***Mob Motivator*** - Presence, Resolve - willingness and capability to motivate others to act in concert

**Inandaran – Wood-elf analog**

- ***Dara's Echo*** - Cognition - Resolve - Capture and 'replay' sounds that occurred in the past few moments via plants and animals in the area
- ***Sense of Being*** - Cognizance - Presence - seemingly instinctive awareness of location in any forest environment.
- ***The Eyes of Inan*** - Cognition - Detect invisible against a natural background (any Eldrin structure qualifies as well)
- ***The Scent of Inda*** - Presence - Detect a known individual within hurled weapon range

- ***The Stomach of Ranin*** - Resilience - So attuned with flavors and tastes, they can virtually eat anything. Biotoxins pass right through (natural poison resistance)
- ***The Touch of Rada*** - Resolve - Heal wounds by non-magical touch - (1 per 10 in Skill)
- ***Trail-blaze*** - Brilliance -Presence - travel at full speed through difficult terrain if you have passed through it before.

**Grimm – Mountain Dwarf analog**

- ***Refined Taste*** - Resilience, Resolve - Detect precious ore by taste
- ***Bat Ears*** - Cognition, Resolve - Sense direction, depth, and Distance in the Everdark by listening
- ***Detect Magic*** - Cognizance - Sense location and intensity of Brissom by scent
- ***Fault Finder*** - Resolve - detect structural integrity by touch
- ***Infra-vision*** - Cognizance/Resolve - see differentiation in temperature
- ***Resist Magic*** - Grace /Resilience -Magic Effect resistance
- ***Rock Talk*** - Cognizance - discern actions of significance from marks on the walls and floor

**Midge – Halfling analog**

- ***Hospitality*** - Cognition, Presence - Knowledge of and skill in friendship etiquette and hosting skills
- ***Diplomatic Communication*** - Brilliance, Presence - Knowledge and use of proper titles, honorifics, events, and conversations in political and diplomatic situations
- ***Fearlessness*** - Presence, Resolve - Resistance to fear by Natural or Magical Effects.
- ***Practical Joker*** - Cognizance, Grace - Knowledge of and practical experience in nuisance and annoyance through gags and tricks
- ***Storyteller*** - Brilliance, Presence - Top of mind awareness of allegories, parables, and conditional texts, to convey meanings and messages.
- ***Simple Pleasures*** - Brilliance - Specific skills in the little things... Pipe smoking, Reading, Numismetism, Whittling, etc.
- ***Gardening*** - cognizance, Resolve - knowledge of and skill in raising and recognizing plant families, fruit, nuts, flowers, etc.

**Gnome – Little Folk analog**

- ***Blend*** - Cognizance, Presence - Skill in hiding in natural surroundings. Improves both ability and the speed at which they can become camouflaged.
- ***Animal Mimicry*** - Brilliance - Resolve - duplicate the sounds and voices of woodland, marsh, and desert species
- ***Short-order Cook*** - Brilliance-Resilience - create sustaining meals in short periods of time.
- ***Pastry -Cakes Chef*** - Cakes, pies, and pastries are now a thing. Imagine that. Baking Brownies...
- ***Road-kill Redeemers*** - Brilliance, Resilience - Assess, secure and prepare meals from edible creatures found already dead
- ***Tension-sense*** - Cognizance - Detect animal emotional state by direct observation of a specimen
- ***Jackrabbit Run***- Grace - move at double speed in retreat or distraction direction, never into an engagement.

***PLACE*** –from this list, choose a culture, and record Cultural Skills and their BASE values (This is a quick list, with about 10% of all possible options available in each of the Systembooks and about 20% of those in the Masterbook

**Dynasty – Family-focused culture**

- ***Lore of the Ancients*** *- Grace - Recognize relevance of ancient literature or legends*
- ***Linguistic Drift*** - Brilliance – Recognition of your language in historic context and lore

**Enclave -Social-climbing culture**

- ***Social Chameleon*** - Presence - Pass oneself off as being from another culture
- ***Pecking Order-*** Brilliance - Determine who the change agents are within a community

**Refuge of Emotion-based Culture**

- ***Heart light*** - Resolve- Recover from disorientation by focusing on one's state of mind
- ***Numb the pain*** - Presence - Recover one Tick of wounds by ignoring the pain itself

***ESTATES*** – From this list, choose any motivational path, and record Ethics Skills and record their BASE values (Number of skills equal to the Foundation Core value) The represents less than 5% of the possible Estates in ***Dark Shards***

**Accomplishment** – desirous of recognition for deeds done.

- ***Archery***- Bows Grace - Resilience General skill with all kinetic arched weaponry
- ***Armor Identification***- Cognizance - Discern the quality and nature of an opponent's armor
- ***Exotic Weapons*** - Grace - Resilience Non-standard weapon use
- ***Funambulism*** - Grace - Resilience Gymnastic talents including weapons fighting
- ***Hunting*** - Cognizance - Resilience - Acquire food by hunting it down

**Economics -** Arguably the simplest of motives, the measure of a man is his capacity to accrue material wealth

- ***Appraise*** - Brilliance - Discern value of resources and works
- ***Arithmetic*** - Brilliance - Ability to do basic math and calculations
- ***Assessment of functionality*** - Brilliance, Cognizance – determining what a gizmo or whatsit is for, how to use it, and what it does.
- ***Bureaucratic Protocol*** - Cognizance - Resolve Negotiation with organizations, not people
- ***Eavesdrop*** - Cognizance - Discern by Auditory clues

**Knowledge** - Truly wise cultures may arise, but just as assuredly ones that depend on precision, accuracy, and tenure.

- ***General Archaic Lore*** - Brilliance - Awareness of general global past
- ***General Current Era Lore*** -Brilliance - Awareness of any available information of a general nature
- ***Interpret Text*** - Brilliance/Cognizance - Read a contextual piece for other possible meanings
- ***Languages, Ancient*** - Brilliance Awareness of archaic languages in written forms
- ***Lore, Specific Historic Period*** - Brilliance Awareness of information about previous Iterations.

***WAYS*** – In NycosRPG, there are a variety of career paths, called WAYS. For this Fast-play version, just use skills from this list, to expedite the playing experience. Choose a number of skills equal to your Foundation CORE value and record their BASE values. This represent about 1% of all possible skills from only ONE of six possible ways.

***Bamboozle & Befuddle*** - Presence - Confuse, distract, and captivate the attention
***Bureaucratic Protocol*** - Cognizance, Resolve - Negotiation with organizations- not people
***Camouflage*** - Brilliance, Presence - Conceal and disguise position in the wild.
***Canoeing/Boating*** - Cognizance, Grace - Conveying people and materials by small rowed watercraft
***Chronomy (rogue's cant)*** - Grace, Presence - Specialized unvoiced language used for secrecy or silence: sign language
***Composure*** - Resolve - Maintain Decorum
***Contortionist*** - Grace - Flexible, Twistable, and Malleable
***Costuming*** - Presence, Resolve - change appearance to match the situation
***Crowd Working*** - Presence - Performance within an event
***Dancing*** - Grace, Presence - Perform footwork & bodily movement to entertain or distract
***Deduction*** - Cognizance - Reiteration of facts- with a focus on what may have been missed or overlooked
***Dirty Tricks*** - Resilience, Resolve -A Combat strategy using ethically questionable tactics
***Distract*** - Presence - Draw attention by any means necessary
***Eavesdrop*** - Cognizance - Gather information discreetly
***Escapist*** - Cognizance - Defy conventional methods of restraint
***Etiquette*** - Presence - Proper adherence to localized protocol and procedure
***General Knowledge*** - Brilliance - Awareness of a broad spectrum of general lore.
***Exotic Weapons*** **-** Grace, Resilience - Non-standard weapon use
***Forgery*** -Grace - Create or alter documents for ulterior motives
***Funambulism*** - Grace, Resilience - Gymnastic talents, including weapons, fighting

New Skills may be added at the Player's discretion, but the rules for that are not covered here. Look to the Masterbook or the appropriate Systembook for more information on that process.

***STUFF*** – Basically, choose virtually ANY belongings. For FAST-PLAY, jot down the items you consider your Persona will need, might want, to take with them on the adventure. Don't overthink this – the director may offer assistance, and will be the final arbiter for what Stuff you can bring with you on the adventure, so considering what might be essential or useful is more important that what the items might have cost to purchase or might be valuable in the game.

Stuff falls into four general categories.

- Disposable stuff that is consumed or used up during the game
- Cosmetic stuff that adds an air of realism or fantasy to the persona
- Useful stuff that makes the gameplay make sense
- Essential stuff that the persona will need during the game that has a lasting value.
-

Just consider your Stuff and whether it is Essential, Useful, Cosmetic. Or Disposable in nature, and annotate that so your Director can see what categories you have included. A general rule of thumb is one to ten items from each category, but in FAST-PLAY, there are no hard limitations on Stuff.

We will not be delving too deep into the STUFF during the FAST-PLAY sessions, but a lot more is covered in the Masterbook and the subsequent Systembooks, as one might expect.

This concludes the basic creation of a Persona, and the Director will use the same guidelines for creating the monsters, villains, and personae they use in the game. More information is of course found in the Masterbook, and even more details are available in the various Systembooks as appropriate.

*For the Director:*

*Sample Monster RACE Traits*

For this fast-play version, here is an extremely limited list of monstrous traits that the Director can use to customize the creatures and villains they choose to deploy. Extended lists are found in the Masterbook and Systembooks as appropriate.

- **Feral Instincts** (Cognizance/Resolve) - Heightened senses, including smell, hearing, and awareness of danger.
- **Lightning Reflexes** (Grace) - Enhanced reflexes allowing for quick evasion or counterattacks.
- **Giant's Grip** (Resilience/Grace) - Wield over-sized weapons or objects with ease.
- **Earth Meld** (Grace/Cognizance) - Move through earth and stone as if it were air.
- **Night Vision** (Cognizance) - Superior sight in darkness, akin to nocturnal creatures.
- **Regeneration** (Resilience) - Recover from wounds at an accelerated rate.
- **Shape-Shifting** (Grace/Presence) - Temporarily assume the form of a different creature or person.
- **Telepathy** (Cognizance/Presence) - Communicate mentally with others over short distances.
- **Flight** (Grace/Resilience) - Natural wings allowing for sustained flight.
- **Venomous Bite** (Resilience) - Inject venom through a bite, causing poison or infection damage over time.
- **Invisibility** (Grace/Presence) - Become invisible for a short period.

Now, let's learn how the game mechanics work.

## *How we play the game*

Now that your Persona is complete, let's review how the game is played. The Director will describe the scene, explain what is going on, and where each persona is at the beginning of the action. The game will continue through conversation and discourse, with the Director answering questions, providing dialogue, and the like, until some form of situational resolution is required. Note that NO DIE ROLL IS EVER REQUIRED, and only the Director can determine when is to be made.

## *Persona Advancement*

Progession of your Persona occurs whenever a Mark or a Skill is used in-game. A skill is "used" whenever the Director calls for a die roll against it within the session. This advance increases that skill by one point, but may only be advanced this way once per game session.

The player, not the director, is responsible for tracking these advancements. It is an honor system, in effect, so the players of course are expected to take care of these changes, and are usually annotated as soon as that particular Skill or Mark is used. In this way, the player charts his own advancement within the game, streamlining the entire progression process considerably.

***How we read the dice in NycosRPG.***

When one rolls the dice, they will read the dice value as a comparison between what is rolled against the Skill value.

So, if you rolled a 42,  and your target skill was 25, you would call out **"Forty two against a 25"**. The director would then determine which category of relative success that roll is. IN this case, the die roll would be a partial success, as the Double Up value for 25 is 50, and the die roll falls in that category.

*Dice Resolution*

Dice rolled in NycosRPG are always percentile dice, generating a numeric value between 1 and 100. The following terms apply to the relative success of the die roll., and generally, those die rolls are targeting the lower end.

**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)

***Interactions in-game fall into five categories of engagement.***

The first two, Checks and Challenges, are merely die rolls against a particular skill, or, absent an appropriate skill, the corresponding BASE value. (If no direct correspondence makes sense, then the FOUNDATION value is used instead).

- Checks are made against the Skill itself when appropriate, or the corresponding BASE. Any form of success means the Check is passed, and the relative level of success determines how long the attempt took to accomplish.

- Challenges are the same, but made against the CORE (1/5th value of the Base) to represent the more challenging and difficult interactions. There are still DU and DD values, though of course much smaller than those of Checks.

The other three, Contests, Conflicts, and Combat, are all "Contested" rolls, wherein the adversary rolls at the same time, and the relative successes resolve the outcome.

Contests are when two or more individuals in a scene are attempting to outdo one another. Each rolls against their particular skill, and relative successes determine who wins, and by how much. Usually, the contest is for a single die roll ( but 3 or 5

die rolls are common) and the relative success provides a numeric value which is tallied over the number of rolls. The highest score wins the contest.

***Contest Scoring and Relative Success Scale***

**Catastrophic Failure –** 100 % (100 on d100)

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

Conflicts are checks against opposition skills, and are in some ways like combat, as you will see. Each round of die rolls are compared against the particular skill being used ( Hiding vs. Finding, for example) and until one party succeeds (at any level) and the other fails (at any level) the conflict continues. Failures indicate fatigue is increased, even if BOTH fail, one tick per level of failure (Catastrophic is 3, Abject is 2) Once one fails and the other succeeds, the conflict is over and resolved by the Director appropriately.
Conflicts can be concluded before they resolve if either party decides to relent, and the Director invokes appropriate conditions to the scene.

*Combat rules follow the same regimen as more common conflicts, wherein the resolution of each action is a contested rolls against specific combat skills. Offense and Defense skills are chosen by the actors, and the rolls determine relative success or failure, and the combat ends when one of the actors succeed and the other fails, but there is a distinct difference, as you will see.*

In each roll, if both roll the same level of success or failure, the conflict continues without a change in the conditions of the battle, but when one party succeeds to a greater level than the other, they may add one or more conditions to the conflict. The number of conditions is dependent on the amount of difference between the two, so a Wild Success against a Partial success would be two, as an example.

These conditions are fundamentally alterations of the scene that reflect the will of the more successful actor upon the other. Usual conditions might be a positional change – such as driving back their opponent, disarmament or knocking them over.

If the relative victor desires, they may choose do deal a wound to their opponent instead. This choice is mitigated (or even exacerbated) by the armor of the relative

loser, so this can be a risky proposition.  This does not end the fighting, and does not convey a new condition to the engagement.

In any case, the battle ends when one party succeeds when the other fails. At that point, the victor can convey a number of conditions upon the scene equal to the number of different relative steps between the victor and the victim. Thus, if a battle ends with a catastrophic failure against a partial success, it still conveys three conditions upon the victim.

In those rare cases where wounds are conveyed, they are immediately resolved by comparing the wound capability of the attack and the armor mitigation table. The armor then alters the amount of potential damage.

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 impose new fatigue losses each turn until the wound is tended, so an all-out duel to the death by damage can be very lethal indeed.

| 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 |
| Smash | NOTHING | Half | Reduce | Half |
| Slash | NOTHING | Reduce | Reduce | Half |
| Stab | NOTHING | Reduce | Reduce | Half |

Scrape – an abrasion, as from "road rash". Skin is damaged over a general area.
Smash – a contusion, as from a blunt weapon
Slash – A laceration, as from a blade
Stab – a puncture, as from a spear or lance

Of course, other forms of damage can be done, but for the Fast-play rules, these are the basics. These are covered generally in the Masterbook, and more specifically where warranted in the Systembooks

Dice Rolls, though not necessary, can be used within any situation where the Director deems useful. Even in direct role-play, should the director deem a skill might be appropriate for determining the outcome of a conversation, action, or martial engagement, the Die Roll will determine the success or failure of that particular action, and the Director will resolve it in-game. Players may suggest or request the use of a die roll, but the Director makes the decision.

In other words, the actual engagement is up to the director, but if a die roll is allowed, the die roll will determine the outcome of that element of the story.

The gist of the NycosRPG system is that virtually anything that a person may be able to do in an RPG can be resolve using these four types of engagements. The only limits are your creativity, imagination, and the ability to convey these to the players and directors you find at your table.

Enjoy yourself and if you run into any questions or difficulties, reach out to us at www.NycosRPG.com, or by emailing Jonathan Albin, gamemarketguru@gmail.com

Acknowledgments

Thank you for utilizing this Fast-play version of NycosRPG to familiarize yourself with its terms, mechanics, and game elements. This version is being distributed by dedicated game stores, players, and directors who invite you to participate in sessions, and hope your experience playing has been a great one.

Thanks also to Board Game Paradise, whose direct sponsorship of this version has made it possible for you to have this property free of charge. A full service game store in Redlands, California, is the first adapter of NycosRPG, and the owner is a great friend.

Finally, thanks to the players of NycosRPG wherever they are, as they are the reason this game came to be.

If you are supportive of this new RPG, be sure to purchase the NycosRPG Masterbook when it becomes available, and for more information on the product visit www.NycosRPG.com. If you are interested in the lore of the world of Nycos itself, visit www.NycosRPG.info

Thanks again so very much.