QuickStart

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Introduction: Welcome!

Welcome to the *Pip System*, a universal rules system you and your friends can use to play tabletop roleplaying games (RPGs) in any world or setting you want! This book contains the instructions, ideas, and rules to help you all tell your stories. Take your time to read over all the chapters to learn how to bring your stories to life!

What is the Pip System?

Have you ever wanted to try out roleplaying games, but not wanted to focus on learning a lot of rules or using complex systems? Or perhaps you've already played and enjoyed them and wanted to introduce them to a younger crowd - or perhaps just those new to roleplaying in general - but were worried too many rules would complicate things and frustrate them? The *Pip System* began as a way to bring roleplaying games to younger players. It is designed with simple mechanics that don't get in the way of players creating characters and expressing themselves through the stories they'd create together. It is important to note, however, that simple does not mean simplistic. The elegance of the *Pip System* lies in its ability to scale up to whatever complexity the play group decides. The system also does not rely on a specific setting, meaning it accommodates playing in a spooky setting, a fantasy setting, a science fiction setting, or whatever type of world you and your group want. The system is meant to be accessible to new players of any age.

What You Need To Play

- This QuickStart Adventure
- Up to 6 Players
- 10 white and 10 black six-sided dice (d6s).
- A desire to tell fun and imaginative stories together!

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Playing the Game

The Game Guide and players meet for an afternoon or evening to have fun telling stories. This meeting is generally referred to as a Session. Each Session is similar to an episode in a TV show, an act in a movie, or an issue of a comic book. There's no set time frame; most sessions last until a good conclusion has been reached or as long as everyone is having fun. Just like in a movie or show, there are scenes where the characters aren't actively chasing down the villains. They can be making plans, hanging out with their friends (Extras or other players' characters), or dealing with smaller problems that challenge the characters on their way to meeting their goals.

Remember, just like a TV show, the game isn't just about fighting bad guys. There should be times of rest and reflection where the characters interact and get to know each other (or Extras) and even others of mystery and investigation.

RPGs give numerous options for your character, only limited by your imagination and the abilities you've chosen. In any given Scene, your character might want to:

Listen at a door
Attack a bad guy
Intimidate a monster
Sing a song
Tame a wild horse
Discover a secret tunnel
Run really fast
Ask a friend for a favor
Search for a clue
Repair an object

Rolling the Dice

All rolls are resolved using a pool of white dice, representing the character's Skills and chances of success, and a number of black dice, representing the obstacles in their way. Once those numbers are determined, the acting player takes all the dice and makes the roll. A 4, 5, or 6 on a die is a success and whichever dice pool, white or black, succeeds the most wins the roll.

Determining White Dice

The number of white dice, the player's positive dice, are determined by a character's Ranks in a Skill. So, a character with Athletics 3 rolls three white dice on connected Tasks. White dice are always de-

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scribed using the W shorthand, so three white dice are simply abbreviated as "3W." The player and GG should decide what Skill is usable in each situation, with the GG having the final say.

If rolling for an Extra, the GG uses a number of dice equal to the Extra's Challenge Rating (CR) to attempt tasks. This number is used for all rolls, whether the Extra is friendly or hostile, and also represents the CR when attacking them.

The next step is figuring out if Qualities should be applied. These include any Skill Qualities, listed in parenthesis, any Gear likely to aid them (i.e. Weapon Rating (WR2) adds +2W), and any situational modifiers that come to bear. A maximum of three different Qualities can be applied to a roll. Beyond that, any additional bonuses are ignored.

Determining Black Dice (CR)

The CR is indicative of both the level of challenge within the game itself and the number of black dice rolled by the player. So, if delivering a blow to a CR3 rock golem, then the acting player adds three black dice to their pool. Black dice are abbreviated as B, so the shorthand for this is "3B." Taking into context the entire scene, from the character to the environment to the task itself, the GG decides upon a proper CR for the action using the table below.

CR 1	Simple Task
CR 2	Mid-Range Task
CR 3	Tough Task
CR 4	Amazing Task
CR 5	Legendary Task

Determining the Outcome

The player now has black and white dice, and it's time to roll! All the dice are rolled at the same time, with the goal being to get more successes on one's white dice than on the black dice. Dice with a result of 4, 5, or 6 are counted as successes, with black successes canceling out white successes. For example, if the player rolls their dice and receives 3 white successes and 2 black successes, they have 1 net success.

Success

If white wins, even if just by 1 success, then the character has succeeded in their Task and the GG (or player) should go on to describe the success. If trying to harm something, the roll deals 1 Hit per net success.

➲ **Epic Success:** If white wins by three or more (3+) dice, it is considered very successful and should be described as such. Things should go extra well.

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Failure

If black wins by even just 1 success, then the character has failed, or the opposition has overcome their efforts.

➲ **Epic Failure:** Just like white dice, the black dice can succeed by 3+ and cause things to go very badly, called an Epic Failure. Things go extra bad.

Ties

With a tie, the character is assumed to have succeeded, but there is some sort of complication or cost attached. The GG should say, "You succeed, but..." The degree of the complication depends on the situation and how much the GG wants to escalate the Scene.

In short, all rolls happen in three steps:

➲ **Choose Skill to roll**
➲ **Choose CR**
➲ **Roll and describe results**

Fortune

Fortune, of which every character has at least 3, can be spent on the following effects:

➲ **Heal 1 Hit**
➲ **Add +1W before a roll**
➲ **Add +1W after a roll (costs 2)**
➲ **Casting Spells:** Upon reaching the max per day uses for a Spell, spend 1 Fortune to replenish one use.

Glossary

➲ **AR (Armor Rating):** The value of protection given by your armor. AR value ranges from 1-3 and is represented by additional black dice an opponent must roll to attack you.

➲ **Archetype:** The overall concept for your character; it determines the character's initial Skills, as well as a Special Ability and Hindrance.

➲ **Chance Die:** A player may roll a single die, called a Chance Die, if they have no Ranks in a Skill but want the character to attempt the action anyway. The action only succeeds if the player rolls a 6. A result of 1 means an automatic Epic Failure.

➲ **Conflict:** Character vs. another character or an Extra. Follows the rules for regular actions, but the CR is determined by the target rather than the GG. Stages are 1-Initiative, 2-Choose Skills, 3-Determine Outcome.

➲ **CR (Challenge Rating):** The number assigned by either the GG, or a value possessed by the opposing Extra (Conflict). It represents the number of black dice rolled.

➲ **Hindrance:** Part of a character's Archetype that describes their personality flaws, including a negative mechanical effect in the game.

➲ **Hits:** Units of damage resisted by Health and Armor. Players have separate Physical and Mental Health values to resist Hits. Extras have a single pool, referred to only as Hits.

➲ **Initiative:** A value used to determine who acts first during a conflict, calculated as (Athletics + Resist)/2, rounded down. A single die roll adds to the Initiative to produce the final value used.

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➲ **MH (Mental Health):** How much damage a character can sustain to their mind before they become incapacitated.

➲ **PH (Physical Health):** How much damage a character can sustain to their body before they become incapacitated.

➲ **Ranks:** A value describing the level of expertise in a Skill or Quality, used to describe the strength, durability, and complexity. Most range from Rank 1 to Rank 5.

➲ **Skill:** What the character can do with some level of expertise, either from training or natural talents.

➲ **Skill Qualities:** These Skill specialties add to a Skill's pool when using the skill for that purpose. Skill Qualities may not be purchased at a Rank above the related Skill's current Rank. These are marked in parentheses after individual Skills.

➲ **Special Ability:** Part of a character's Archetype that describes an extraordinary ability they possess. It includes a positive mechanical effect in the game.

➲ **Status Effects:** Usually used during combat, they are referred to in terms of Turns. Each Effect has a name and a Consequence. Examples include Burned, Poisoned, or Frozen.

➲ **WR (Weapon Rating):** A classification of weapons in the *Pip System*, generally from 1 (general/basic) to 3 (extraordinary/complex). Although some weapons may have a rating of 0 (those held together with duct tape and lots of hope).

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