



STORYPATH
SYSTEM

SYSTEM PREVIEW

Sample file

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WELCOME TO THE STORYPATH SYSTEM

Hello, Onyx Path fans!

The evolution of the Storypath system started with the **Trinity Continuum**, a world of hope, heroism, and peril, and **Scion**, a world where the children of the old gods walk the earth. Since then, it's expanded to include **They Came from Beneath the Sea!**, a world of underwater horror in 50s schlock films, and **Dystopia Rising: Evolution**, a world of horror and survival after the Fall of humanity.

Early on, we found that **Trinity Continuum** and **Scion** had similar system needs, because their characters are larger than life and fight in epic battles on a grand scale. We knew we needed a system that could accommodate everyday citizens on the street, superheroes soaring above skyscrapers, and gods of the sun and sky, but we also wanted rules to help facilitate the connection between the player characters, their organizations, and their values in the second editions of these beloved games.

To move forward, however, we needed to take a step back, because the first editions of the **Trinity Continuum** and **Scion** used custom variants of the Storyteller System that powered **Vampire: The Masquerade** and other classic White Wolf games. Despite the differences between those variants, however, at its core the Storyteller System was designed chiefly as a horror game for creatures that could be effectively fought by human opponents. In other words, the Storyteller System is great for vampires, but it didn't excel at portraying superheroes or gods! To us, this meant that the stories of these action-adventure games were hindered by their original systems.

The Storypath system was designed as a new set of rules, inspired by the legacy of the Storyteller and Storytelling Systems, in addition to other story-centric rules. The Storypath system keeps the focus on narrative, story-built play, and action-adventure. It also draws inspiration from a number of other influences that focus on cinematic high-octane action and storytelling to create a streamlined experience for epic stories. **They Came from Beneath the Sea!** and **Dystopia Rising: Evolution** both benefit from that design.

Within these pages, you'll find a preview of the rules. We hope you enjoy the Storypath system and are inspired to roll the dice and tell great stories!

Signed,

The Design Team

STORYPATH SYSTEM BASICS

ROLLING THE DICE

Once the player assembles his dice pool, he rolls the dice. He wants each die to land at or above his target number. His target number is 8 by default. Each die that meets his target number is a success. A success is the basic currency of the Storypath system. Players use successes to complete challenges, overcome Complications, and do cool Stunts.

If a player rolls a 10, that die gives one success and is rolled again. This is called 10-again, and it continues until no dice show a 10. Some special benefits provide 9-again or 8-again, where those die results or higher are also rolled again.

COMPLICATIONS

Some challenges come with a *Complication*, an unforeseen consequence to success. Complications can be

avoided by spending successes, in the same way as difficulty, but they do not prevent a character from succeeding. A *Complication* is a "yes, but..." a drawback that might inflict injuries, cause new problems, or increase the difficulty for future challenges. For example, if a character climbs over a fence, the barbed wire across the top is a *Complication* at level 2. She can get over the fence; the question is whether or not she can spend a moment – and two successes – tossing her jacket over the wire to keep her hands from being sliced open.

ENHANCEMENTS

An *Enhancement* is something that makes a challenge easier, such as a useful piece of equipment, or favorable circumstances of which a character can take advantage. If a player rolls at least one success, they receive bonus successes from any Enhancements relevant to that challenge. If an Enhancement does not specifically apply to the task at hand, or if they don't roll at least one success, the player can't use it.

STUNTS

Stunts are a way of rewarding success beyond the basics, allowing you to spend your extra successes to produce additional effects, like creating useful Enhancements or Complications for other characters. They're also used to narrate details about the scene that are beneficial to you or other characters and generated by your character's action. Perhaps you successfully clamber over a wall and have time to create a handhold for the friend fleeing directly behind you or confuse pursuit with a false trail.

FAILURE AND CONSOLATION

If a dice roll scores no successes, or the character cannot muster enough successes to overcome the difficulty even with Enhancements, the action fails. Simply put, you don't achieve whatever you were hoping to. You swing and miss, your charm falls flat, you draw a blank.

The specific results of failure depend on the context, but it never ends in nothing happening. Instead, the Storyguide (or GM) moves the story onward by offering a *Consolation*, a minor benefit that doesn't exactly give them what they want, but advances the group's interests somehow. If your character fails to earn enough successes to sneak into the white-collar criminal's office after hours, they might succeed at sneaking in, but accidentally trip the silent alarm...giving them only a few scant minutes to search.

Consolations can't substitute for actual success but might include information leading the character to another avenue of assault or a completely different aspect of the story, a minor Enhancement offering a success to a future action, or attracting a potentially-useful Storyguide character.

MOMENTUM

Perhaps the most common kind of Consolation is *Momentum*. This is a resource that players spend to control the story's narrative pacing and help their characters by directly adding dice to their dice pool. By default, it is an out-of-character resource, though some settings may claim it's the very real hand of destiny at work. The Momentum pool starts out empty, and empties out again at the end of each story arc.

You receive a point of Momentum whenever your character suffers a failure or setback as the result of a Condition on the character that provides difficulties in their narrative, or if your dice roll fails and you accept Momentum as your Consolation.

SCALE

Storypath games span back-alley brawls to dragon-riding dogfights, often in the same adventure. Scale exists to handle these extreme circumstances, representing entities or effects on a different level than normal humans. A

THE CORE MECHANIC

You roll a dice pool of $d10s$: $Skill + Attribute$ against a set *Difficulty*, which is the number of successes you must meet. Each die that rolls an 8 or above is a *success*. If your dice roll scores one or more successes, you add bonus successes from any Enhancements from equipment or powers. You succeed on your action if the successes meet or exceed the Difficulty, and fail if you don't. More successes than you need allow benefits called *Stunts*, and failing gains you *Consolation*, a chance to affect the story anyway. If you score 0 successes rolling the dice and one or more of them show a 1, you botch and fail especially badly, but earn more Momentum (a kind of Consolation) than for a failure.

Powerful entities, like demigods or superheroic novas, roll at a target number of 7 or above to get a success.

Example: You roll 6 dice as your pool against Difficulty 3

