Enchanted Tales
An Urban Fantasy RPG
Basic Edition
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The 24 hour RPG challenge.
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Lost 10 hours of development due to unforeseen guests and sleep. So here is my rpg warts and all and also a cruddy character sheet

Prologue

Kella Starr stood at the edge of the roof, looking down at the busy street below. Her gaze went back to the nightclub entrance, where a huge troll stood on guard. Her attention was peaked when another cab pulled up to the door. An elegantly looking demonic creatures in a nice suit stepped out, on his side was two girls.

"Valitan," she whispered. Just whispering the name made her shiver. He was up to his old tricks again.

The troll nodded at the demon, and then demon and the two girls disappeared into the nightclub. The techno beat could be heard.

She tapped a brooch that was pinned on her lapel and then whispered aloud "Light as a feather" and then she jumped from the four-story building. She glided down to the alley below, the brooch turning into dust as she landed.

Kella moved like wind over an artic plain, very fast and mist like. Upon hitting the street, her facial expression turned from deep thought to a look of a college co-ed out for a good time. Kella approached the nightclub, she nodded at the two elvin gentlemen standing off to one side.

The troll doorman stood there like a sentinel, his eyes scanning veryone who walked past him. Every now and then he would relay a message into the mic he wore. Approaching the doors to the nightclub, Kella fluffed up her hair. She cut infront of the line, much to the chargin of one twenty-something party goers. The bouncer just looked at her, she flashed him a pretty smile and a C note, and that's when the troll smiled.

Inside, techno music assaulted the ears, as a throng of people meshed together to form one living organism on the dance floor. A wave of beautiful people becoming one entity. Kella strolled through the crowded establishment, scanning the area, looking around and making mental notes of what is where.

A smile made her lips curse as she spotted the demon, he was sitting in a private booth on the upper deck with a bevy of bubble headed college co-eds. The where laughing and giggling. If they only knew that one of them would be dead by morning, they wouldn't be so carefree to associate with a demon.

Kella shook her head and angst, she made her way to the stairs, feeling for the familiar touch of the glock that was holstered.

She made her move…

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Introduction

I've always been fascinated by fairy tales set in the modern world. I like the idea of elves, fairies and demonic critters still lurk out there, just hidden from our view. That out of the corner of your eye you might just catch a glimpse of them, and when you turn to look you chalk it up to an over-imagination.

Because you are not sure what you think you saw, but the mind rationalizes it. A fairy flying past the window, could be just a reflection of a car headlead, or someone with a flashlight. The big brutish wrestlers on television are indeed, ogres and trolls duking it out.

Enchanted Tales is a fantasy set in our world, in the here and now. Though, the imagination of man has been dimmed to their cynical beliefs. The mind has been programmed not to see fairies, elves, trolls or treefolk, but your character has. And they have been awakened to the world that is just beyond our belief.

Enchanted Tales is inspired by urban fantasy as well as fairytales.

What is A Roleplaying Game?

Before we get down to the nitty gritty, a roleplaying game (as we gamers call an rpg) is a game of magic and make-believe. It's a pencil and paper take on games using a dice to determine the outcome.

Remember when you where a kid, you wandered through the woods or across fields, off to slay the dragon, capture the bad guy, rescue the citizens of Dry Gulch from an the clutches of an outlaw gang. This is roleplaying. You are taking the role of the hero and using your imagination.

Imagination in roleplaying is fine and dandy, but its when it comes to tricky situations can detract from the fun of the game. When you snuck up behind your big brother, who was playing the villain, and fire your blaster at him. You know you there was no way in hell that you could of miss him, but he then says "No you didn't." You would sit there for a few minutes and argue the situation in question, but in a pen and paper system there are rules and dice that determined if you had hit or not; No arguing there.

In a roleplaying game you still use your imagination, but dice now are used to determine if you succeed or not

The Rules of The Game

All you need to play Enchanted Tales are several six-sided dice. 5d6 are used to determine the best possible dice combination; it's like poker but using dice instead of cards. Each action or reaction is determined by rolling 5 dice and coming up with a winning comb. You can drink dice from a pool too re-roll a dice or two.

How To Make Your Enchanted

First of all, think of the concept of the character. Who is he and what he does. Concept can be anything you want to be, student, teacher, homeless, drifter, solider or any number of possibilities.

Character creation is simple in Enchanted Tales. Each character has three stats; Mind, Body, Spirit. Each stat begins with 1. This is known as the ability pool. The player than rolls 1d3 and the result will determine how many points they have to play with to put in each ability pool.

Example: Kella has Mind 2, Body 2 and Spirit 2.

From the three main abilities the other stats can be determined. Stamina is the life points of the character, to determine how much Stamina the character has is determine how many die are in the body pool. Take the number and times it by 6

Example: Kella has 12 Stamina points. Since her body has a pool of 2 that multiplied by 6 is 12.
Stamina = Body Pool x 6

Now we found out how much Stamina she has we can figure out the soak damage as well. Soak is how much damage the character can shake off before applying the damage to Stamina. Soak is determined by is taking the Spirit Pool adding Body Pool and that is the soak ration.

Example: Kella can soak up 4 points of damage since she has Spirit 2 and Body 2.
Soak = Spirit Pool + Body Pool

Goblin swings at Kella and hits her for 10 points of damage. Since she has a soak of 4, 6 Damage goes through and is subtracted from her Stamina of 12.

Mana is used to cast enchantments. This is the number of points the character has in order to cast spells.
Mana = Spirit Pool + Mind Pool x 6

Example: If Kella wanted to cast magic she would have 24 Mana Points to cast spells. Mana points return at a rate of 3 points per hour of rest, or a mana potion can be found.

Vocations
Skills are generally too numerous, so we just break them into groups known as vocations. The character can have d3 points to put into a vocation or two. This creates a pool as well that the character can drink from. Vocations are broad based skills.

Example: A scholar will not drink from the knowledge pool if using a firearm in combat. A solider is pretty much trained in combat but will not drink from it if trying to determine a supernatural effect.

Sample Vocations:

Combative.
Defensive
Knowledge
Technical
Medical
Mechanical
Clerical
Physical
Rouge
Occult

Game Mechanics

There are two kinds of rolls that the Enchanted has to face; those are unopposed rolls and opposed rolls.

Unopposed rolls are general tasks that the character must face or over come. The GM sets the level of difficulty and the player must see if he can beat that.

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The GM choose what the difficult level is, the player rolls his dice and determines the outcome. Thus if the player fails to roll the outcome he can than take a die out of pool and than roll it.

Example: Kella is trying to pick the lock of a door. The GM says that sets the task is Average meaning she needs three of a kind. Kella takes her five dice and rolls: 5,5,3,3,2. She rolls two pair, opting to drink a dice from her pool, she rerolls the 2, this time rolling another 3. She got what she needs to unlock the door.

Difficulty	Dice Combo Need
Impossible	- 5 of a Kind
Legendary	- Impossible
Hard	- 4 of a Kind
Tough	- Full House
Average	- Three of a kind.
Simple	- Two pairs
Easy	- One pair

Opposed rolls is when two or more people trying to do the same thing. Combat is generally unopposed and that the highest hands general wins.

Example: Kella attempts to sneak past the ogre guard, who is patrolling the museum keeping an eye on the Crystal Shard of Khent which happens to be on display. She rolls her sneak. 1,3,3,4,6 She's got a pair. The ogre guard rolls: 1,1,1,2,6. He's got three of a kind. Kella drinks two dice from her Body poll.. she opts to reroll 1 and 4, this time getting 6 and 4. Here dice now is 3,3,4,6,6 she's got two pair. Its still not good enough to sneak past the ogre.

Magic

Each Enchanted character has a d6 points Magic Pool. This pool is where the magic actions dwell, so that when you happen to tap into your mana you call forth dice to cast your enchantments. Magic is like opposed tasks. Unlike Mana Points, the Magic Pool is replenished between each scene.

Enchantments must be found and taught in order to be casted.

Here are some enchantments that can be cast…

Simple Enchantments (6 mana points)
Magic Sense – This detects magical aura.
Banish Summoned Creature – This is a counter spell Creature Summoned
Blessed – This spell give you good favour, those giving you a free die to use without drinking from the the dice.
Food From Thought – This spell creates a meal.
Warded Door – This spell can create a ward on a portal.
Unnatural Healing – This spell can heal d2 wounds.

Average Enchantments (8 mana points)
Breath of Fresh Air – this will alow you to breath in foreign environment such as water, space
Elemental Jolt – this will cast cast an ball of rock, ice, wind or fire doing 2d6 damage.
Enchant Weapon – This spell when cast on a weapon will do double damage for that round.
Take a Nap – This will send the caster to sleep.
Time Molasses – This will slow down time around the caster.
Power Punch – this makes the hands like stone doing 4d6 damage.
Soaked – This adds d6 points too soak damage for 10 combat rounds

Tough (10 mana points)
Drain Pool – When cast it depletes the targets dice pools.
Elemental Jolt Again – like the average enchantment but doing 4d6 damage.

Hard (14 mana points)
Enchant Weapon Again – like the average spell but it triples the damage of the weapon.
Walk Like A Ghost – this will turn phase the caster so that she can walk through walls. The spell disappear once the barrier has been passed.
Doppleganger – this will change the appearance.

Legendary (16 mana points)
Live Once More – This will restore the lifeforce of one who has died.
Elemental Eruption – Like Elemental Jolt but does 6d6 damage.

Example of Enchantment Use

Glengarry Rod is walking home after a night out with the lads, he is just a few blocks away from his home when three gang members step out of the shadows, demanding some cash. They circle around him, Glengarry laughs to himself and warns them that he is tired and doesn't take to kindly to being mugged.

One of the punks takes out a switchblade. Glengarry has 18 Mana Points and 4 dice in his magic pool and decides to cast Power Punch. Power Punch is a average enchantment (costing 8 mana points) so he needs a three of a kind. He rolls his dice and they come up 2,4,6,6,6. The spell goes off without spending his dice pool so now his hands become lethal weapons.

Wealth

Since Enchanted Tales is developed to be more of a storytelling game, than number crunching. Wealth is a stat, and a d6 is determined to see how much die are in the wealth pool. To find a particular item to purchase it determine by the DM. Wealth shouldn't detract from the game, players counting coins and dollars. Wealth pool dice stay in the wealth pool dice and are replenished each game session.

Example: Kella has 3 dice in her wealth pool. She wants to know if she can get a first class ticket to New York City and approaches the ticket counter. GM sets the difficulty to Hard to Find. Kelly rolls her five dice; 2,3,4,4,5. She's got a pair of 4's, she opts to roll one her 4's drinking a die from her wealth pool. This time she rolls a 5. She drinks from the pool once again (she wants that first class ticket). This time rolling a 1 she's got a straight. She has the money for the 1st class ticket. She now only has one 1 die in her wealth pool left for the session.

Difficulty	Dice Combo Need
Scare	- 5 of a Kind
Very Rare	- Straight
Rare	- 4 of a Kind
Hard To Find	- Full House
Uncommon	- Three of a kind.
Common	- Two pairs
Plentiful	- One pair

So with Wealth having a pool of dice. Characters now equip themselves within reason and a GM call.

Here are some stats for sample weapons that might be found

Weapon of Choice	Damage
Small Pistol	2d6
Pistol	4d6
Heavy Pistol	5d6
Rifle	5d6
Shotgun	8d6
Machine Gun	10d6
Bow	4d6
Knife	2d6
Katana	4d6
Battle Axe	5d6
Hand	1d6
Talons	2d6
Kick	1d6

Some Enchanted Beings

Here is just a sample of mythical beings and beasts the characters will encounter in Enchanted Tales.

Creature	Mind	Body	Spirit	Stamina	Soak
Goblins	1	2	1	12	3
Elves	2	2	3	12	5
Dwarf	1	3	2	18	5
Trolls	1	5	1	30	6
Fairies	2	1	2	6	3
Ogre	1	4	2	24	6
Treefolk	1	4	2	24	6
Gargoyle	1	3	1	18	4
Basilisk	1	4	2	24	6
Dragon	3	8	4	48	12
Ghoul	1	2	1	12	3
Skeleton	1	1	1	6	2
Zombie	1	2	1	12	3

Name:
Concept:
Description:

Mind	Body	Spirit
Stamina	Soak	Mana

Vocations   Possessions

Health   Magic Pool