MACE: A ONE PAGE RPG

By Matt Wall (Copyright 2012)

BODY		MIND	
M	A	C	E
IGHT	GILITY	UNNING	SSENCE

Skills

+1 2 3 4 5 d6

☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

Equipment

Fate

Starting Fate = 10

Wounds

WC = Body (M+A)

CHARACTER DEVELOPMENT

- Start with 10 Fate
- Increasing a Trait or Skill to the next rating costs current rating +1 Fate
- Traits and Skills can be improved between sessions
- Each player receives 1-3 Fate per session.

EQUIPMENT

- 1 Handed Melee Weapon (+1 M)
- 2 Handed Melee Weapon (+3 M)
- 1 Handed Missile Weapon (+1 A)
- 2 Handed Missile Weapon (+3 A)
- Light Body Armor (+1 WC)
- Heavy Body Armor (+3 WC -1 A)
- Headgear (+1 WC)
- Shield (+2 WC)
- Money, Food, Material components, etc…

SKILLS

- C: Alchemy*^
- E: Aeromancy(X2 Fate cost for Geo.)*
- E: Aquamancy (X2 Fate cost for Pyro.)*
- E: Berserker*
- C: Blacksmith^
- M: Brawling (unarmed)
- E: Geomancy (X2 Fate cost for Aero.)*
- C: Hacking (computers)*^
- C: Language (French, Latin, Dwarven)*
- A: Lock-picking^
- M: Medicine^
- M: Melee (Swords, Spears, Maces…)^
- A: Missile (Firearms, Archery…)^
- E: Necromancy (X2 Fate cost for all Sorc.)*
- E: Persuasion
- A: Pickpocket
- C: Pilot (Starship, Fighter)*^
- E: Pyromancy (X2 Fate cost for Aqua.)*
- A: Ride (Horse)^
- E: Telekinesis*

* Cannot be used unskilled
^ Requires certain Equipment
Letter indicates primary associated Trait
Skills vary by genre. List is not exhaustive. Make up your own!

ROLLING

- Roll 1d6 + additional dice from one appropriate Skill
- Decide whether to "Pop" the dice (Spend a Fate to reroll 6's and add value to each die rerolled. Keep rerolling until no 6's are rolled.)
- Select single highest die
- Add bonuses from one appropriate Trait (MACE) and Equipment
- Compare value to Target Number (TN)
  - EASY TN 1-6
  - HARD TN 7-12
  - IMPOSSIBLE TN 13+
- If value is higher than TN, action is successful to the degree by which it exceeded TN
- In extreme situations, GM may require a certain number of successful dice, in which case more than one die is evaluated

COMBAT

- Each combatant rolls as described above according to the maneuver they are attempting
- Difference between values is added to loser's Wounds. Character's Wound Capacity (WC) is equal to the sum of his Body Traits (Might + Agility)
- If half or more of a character's Wound capacity is taken in a single blow, character is knocked out
- If Wounds are equal to Wound capacity, character is incapacitated
- Heal Wounds with rest by rolling Might against a TN equal to current Wounds
- Incapacitated characters cannot rest and must seek medical treatment (Cunning/Medicine Roll for healer)
- Recover Wounds equal to diff. between TN and Roll for either medical treatment or rest
- During all non-healing rolls, add current Wounds to TN.