

EXP ROLE PLAYING SYSTEM ONE PAGER

PERSONA CREATION

1) Most Excellent Attribute

Die Roll	Attribute
1	AWE
2	CHA
3	CON
4	DEX
5	INT
6	PSTR

MSTR is a reserved attribute.

2) Anthro Type

Die Roll	Die Roll	
	1-3	4-6
1	Aquarian	Avarian
2	Canine	Equine
3	Feline	Florian
4	Humanoid	Insectoid
5	Pure Strain	Reptilian
6	Rodentia	Ursidae

Anthro Ability

Aquarian Water breathing.

Avarian Detect ambush.

Canine Detect radiation.

Equine Sprinting or Jumping.

Feline Ambush or Sprinting.

Florian Photosynthesis.

Humanoid Mutation. Lose CHA.

Insectoid Psionic resistance.

Pure Strain Add CHA.

Reptilian Torpor or Chameleon.

Rodentia Night vision or Sprinting.

Ursidae Frenzy or Hibernation.

3) Vocation

Die Roll	Vocation	Attribute
1	Biologist	AWE
2	Mechanic	INT
3	Mercenary	PSTR
4	Nomad	CON
5	Spie	DEX
6	Veterinarian	CHA

Knite is a reserved vocation.
Nothing is by choice only.

Vocation Attribute

Each vocation gets an attribute.

Vocation Skill

Each vocation gets two skills.

4) Mutation check

5) TOYS

6) Record and Name persona

4D2 MECHANIC

Helps guide a DECISION.

- 1) **Number** +10 to -10
- 2) **Outcome** from Table
- 3) **Descriptor** from Table
Descriptor from Players
- 4) **Story**

Outcome Table from Number

Number	Outcome	
+10	Immaculate	SUCCESS
+9	Wondrous	
+8	Magnificent	
+7	Majestic	
+6	Masterful	
+5	Extraordinary	
+4	Outstanding	
+3	Superior	
+2	Solid	
+1	Barely	
0	Detente	FAILURE
-1	Minor	
-2	Clear	
-3	Major	
-4	Severe	
-5	Massive	
-6	Complete	
-7	Grievous	
-8	Disastrous	
-9	Calamitous	
-10	Cataclysmic	
Number	Outcome	

Success goes well for persona.

Detente is ongoing struggle.

Failure goes bad for persona.

SHIFT the OUTCOME

A shift adds +1 to OUTCOME.
Shift examples (maximum +3)

- A good description
- An attribute
- A skill
- An ability

Descriptor Table for Combat

Number	Outcome	Descriptor	
+10	Immaculate	Fatal Wound	
+9	Wondrous	Fatal Wound	
+8	Magnificent	Mortal Wound	
+7	Majestic	Mortal Wound	
+6	Masterful	Severe Wound	
+5	Extraordinary	Wound	
+4	Outstanding	Severe Stun	
+3	Superior	Stun	
+2	Solid	Knockback	
+1	Barely	Backfoot	
0	Detente	Keep struggling	
-1	Minor	Nil	
-2	Clear	Backfoot	
-3	Major	Knockback	
-4	Severe	Stun	
-5	Massive	Severe Stun	
-6	Complete	Wound	
-7	Grievous	Severe Wound	
-8	Disastrous	Mortal Wound	
-9	Calamitous	Mortal Wound	
-10	Cataclysmic	Fatal Wound	

Descriptor Table for Maneuvers

Number	Outcome	Descriptor	
+10	Immaculate	Choose a skill	
+9	Wondrous	Random skill	
+8	Magnificent	Shift for Weeks	
+7	Majestic	Shift for Days	
+6	Masterful	Shift for Hours	
+5	Extraordinary	Lasts months	
+4	Outstanding	Lasts weeks	
+3	Superior	Lasts Days	
+2	Solid	Lasts Hours	
+1	Barely	Last Minutes	
0	Detente	Keep struggling	
-1	Minor	Try again	
-2	Clear	Wait Minutes	
-3	Major	Wait Hours	
-4	Severe	Wait Days	
-5	Massive	Wait Weeks	
-6	Complete	Wait Months	
-7	Grievous	Complicate	
-8	Disastrous	Damage	
-9	Calamitous	Temp lose skill	
-10	Cataclysmic	Lose skill	

Descriptors are compounding. Lose skill, Damage and wait months.