

# Character Creation

## Character Sheet Sections

- **Character:** The character's name, title, and/or designator.
- **Player:** The person controlling the character.
- **Campaign:** The specific game the character is being played in.
- **Potential Points:** The current total of Potential Points.
- **Motto:** How the character goes about solving their problems; a roleplay cue.
- **Age:** The character's literal or figurative age.
- **Interests:** The character's occupation, vocation, hobby, trade, or activities they like filling their time with.
- **Looks:** The character's basic physiology.
- **Philosophy:** How the character thinks about the universal language's role in culture.
- **Notes:** Record immediately relevant info for the character, such as special items, specific friends, or an overall goal. Include the subject of the character's Feeling and Focus.

## Impulse Distribution and Spirit

Start with 12 levels to distribute amongst Impulses as the player chooses. A character's Spirit is tracked in the slots below the Impulses. Spirit damage is marked beneath the boxes to represent how much of their Impulse level is now inaccessible.

## Starting Spells

A character starts with two permanent Spells. The first Spell is the first the character ever cast. The second Spell is the character's go-to or signature Spell. Both are assigned to Impulses per usual, but one die is placed at six and the rest are rolled; all the faces, including the preset six, are added up for the total number of tiles to draw to create the Spell. The Spell levels are assigned either 2 and 2 or 3 and 1.

The first column is for noting associated Impulses. The line is for writing the Spell and the six boxes are for its level.

# Potential Points

Potential Points are given at the start of each session and are spent in game as needed.

**Impulses:** 3 Potential points per level; one level per Impulse per session.

**Spells:** 1 Potential point per level.

# Tokens

The GM may award tokens to players (a facedown letter tile) under the following circumstances:

- Characters work exceptionally well together.
- A problem is solved in a creative way.
- A particularly clever Spell is cast.
- Helpful, supportive roleplaying.
- A player productively and constructively aids the other players and the flow of the game.

A player may only have one token at a time. A token is discarded to:

- Add the letter to any Spell being cast.
- Cause a reroll of any roll, whether their own, an ally's, or an antagonist's. The player's preferred result stays.
- Ask for a hint or a clue from the GM.



# Quick Start Guide

*Spell: The RPG* is played with 6 six-sided dice and letter tiles. Find an HTML letter generator at [WhimsyMachine.Media/letter-generator](http://WhimsyMachine.Media/letter-generator).

## Impulses

Impulses are a character's values and motivations and are open for interpretation. Impulses are used for all actions that don't create new magic. They also cover an expertise from personal experience, such as specific knowledge, practiced skills, or reliable relationships.

A character's Spirit is the sum total of all their Impulses. Impulses are temporarily reduced when Spirit is lowered. When Impulses are increased, maximum Spirit also increases. Under normal conditions, Spirit damage is recovered completely without magic after a whole day and night cycle of taking it easy.

### Calm

Driven to promote calmness and order, to subdue chaos, or minimize confrontation.

### Daring

Driven for the thrill of the experience, independent of personal well-being.

### Feeling

Driven by emotion, to feel that emotion to a greater extent or because there's comfort in that emotion.

### Focus

Driven by a passion for a specialty, an obsession of one topic, and/or a need to relate experience with an expertise.

### Force

Driven by the notion that hard work or a simple application of direct force can solve the problem.

### Grit

Driven by principle, often in opposition of something disagreed with, or with dedication or perseverance.

### Hope

Driven by a reliance in, or motivation from, and the strength of an immeasurable, external source.

### Reason

Driven by the idea that the problem can be thought through or figured out, given enough time or resources.

### Renown

Driven with the goal of social standing, earned respect, and acknowledgment.

### Scheme

Driven by strategy and planning, taking into account a multitude of factors beyond the present context.

### Style

Driven towards recognition and in a fashion totally unique and impressive, regardless of witnesses.

### Trust

Acting in reliance on other individuals or encouraging others to rely on them.

## Basic Actions

1) The player states the character's goal and how they intend to accomplish it.

2) The GM decides whether it's Average or Hard Difficulty. Average Difficulty has a value of 4 and Hard has a value of 6.

2a) Key, rare moments in the story may have a difficulty and an Epic Rating. An action's epic rating is on a scale of 2 to 6. The player must roll a number of dice equal to the epic rating that meet or exceed the action's difficulty in order to succeed.

3) The player decides which Impulse their character uses to perform this action.

4) The player rolls a number of dice equal to their level for that Impulse, plus or minus Bonuses and Penalties. If a single die meets or exceeds the value of the difficulty, the action is successful. If the roll fails, the character learns something about the situation.

## Contested Action

For any action in which another force interferes with the result:

1) The acting player (the actor) states their intended goal.

2) The defender uses an Impulse or permanent Spell to resist by rolling dice equal to stat's level. The highest die value is the difficulty of the actor's roll. Each 6 the defender rolls after the first inflicts a -1 penalty to the actor's roll, but the actor's roll cannot be reduced below 1 die.

3) Each die the actor rolls that equals or exceeds the difficulty reduces one point from the defender's Spirit, temporarily subtracting from the Impulse the defender used; if a permanent Spell was used, the points are subtracted from the associated Impulse, but not the Spell. Impulses cannot be reduced to below zero and surplus Spirit damage does not carry over.

## Spells

Characters can use Spells, which have magical or world-altering effects. To use a Spell:

1) The player states the character's goal.

2) The player chooses an Impulse that represents the theme of the goal.

3) The player rolls a number of dice equal to that Impulse's level, adds together the value of each die, and then draws a number of letter tiles equal to the sum.

4) The player spells what they can with the letters and describes how that Spell works within the context of the associated Impulse and stated goal. All tiles are returned to the main pool.

To retry, the player keeps a number of tiles equal to the Impulse used. Their next action must be creating a new Spell with the same Impulse. The player rolls to generate letters per usual and then adds the saved tiles.

A Spell may be permanently purchased after being used and is always linked to the same Impulse. A permanent Spell may be used instead of an Impulse to act. Permanent Spells are not reduced with Spirit damage, which instead applies to the associated Impulse; they cannot be used if the associated Impulses is reduced to zero.

## Special Effects

Effects have either Average or Hard difficulty, determined by the casting character's ability to interact with their target. Each die that meets or exceeds the goal equals 1 point of Effect.

### Boon

Aid a target in a single use of an Impulse, including for defense, the casting of a Spell, or even the Impact of a new Spell. Each point of Effect gives the target a bonus to a single roll.

### Curse

Each point of Effect inflicts a penalty on a single dice roll the target makes.

### Recovery

Each point of Effect recovers 1 Spirit damage from any Impulse and can be divided among multiple Impulses.