# Brevity.

It's Late, and I Just Want to Game

This is a simple, elegant, and concise universal role-playing system by Voidspiral Entertainment. Brevity is designed for running games where the story is more important than the statistics.

- Single easy-to-remember resolution mechanic
- Allows you to focus on your plot
- Quickly build complete characters
- Flexible rules adapt to any setting
- Combination-based mechanics encourage creativity

Brevity is great for when you have an idea for a story and you don't have a specific rules system that matcheswith how you want to tell the story. It's also great for piloting story ideas, allowing you to focus on the story rather than spending all your time working on creating characters, monsters, challenges, and plans.
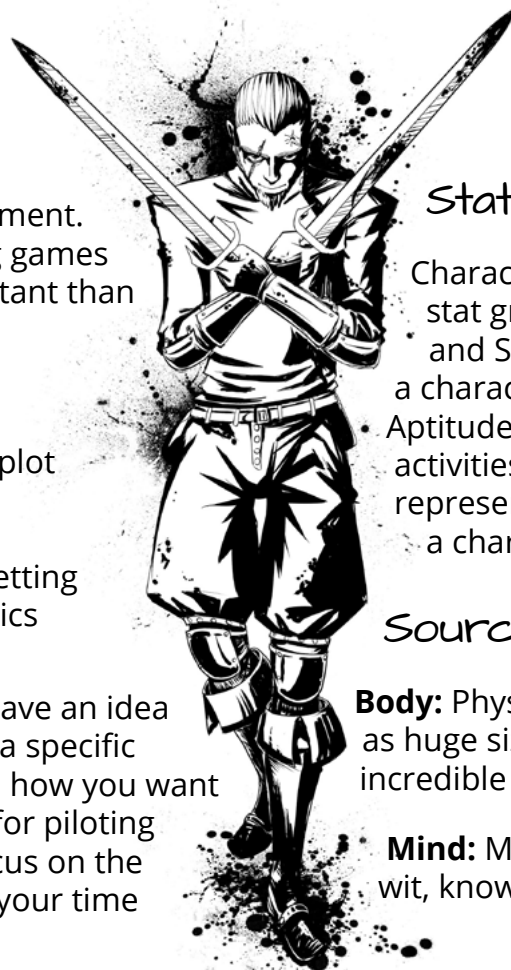
Characters

Stat Groups

Characters are divided into three stat groups: Sources, Aptitudes, and Skills. Sources represent where a character's power comes from. Aptitudes represent what types of activities a character is good at. Skills represent the individual capabilities of a character.

Sources

Body: Physical characteristics such as huge size, immense strength, or incredible speed.

Mind: Mental characteristics, such as wit, knowledge, or cleverness.

Soul: Emotional and spiritual characteristics, such as willpower, determination, or magic power.

Tech: External or mechanical characteristics, such as bionic arms, cerebral upgrades, or a neural uplink.

Aptitudes

Offense: Aggressive strategies, attacking, damaging, or otherwise causing harm.

Defense: Defensive strategies, blocking, guarding, or evading harm.

Support: Cooperative strategies, collaboration, distraction, enhancing, or mitigating effects.

Subterfuge: Deception strategies, confusing, lying to, or confounding others.

Speed: Strategies based on initiative and quickness, movement, avoidance, and chasing.

Health: Durability, hardiness, and survivability.

Skills

Awareness: Sensing the surroundings, the environment, or other people.

Knowledge: Retention, application, and organization of information.

Magic: Mystical powers that generally rely on spiritual or metaphysical principles.

Melee: Fighting in close quarters, either with or without weapons.

Pilot: The ability to direct an animal, cart, wagon, car, truck, tank, boat, ship, or other vehicle.

Psy: Psychic powers that generally rely on the mind of the user.

Shooting: Fighting at a distance, using a gun, bow, spear, dagger, launcher, or other ranged weapon.

Social: Bargaining, negotiation, seduction, performance, and other interactions.

Stealth: Evading scrutiny, hiding objects, obfuscating operations, and blending in.

Tactics: Strategy, methods, maneuvers, and manipulation of competitive situations.

Tech: Operation of machines, robots, computers, and other devices.

Equipment

Individual pieces of equipment are handled as an extra dice pool that can be added to an appropriate action. Here are some sample pieces of equipment.

Class	Examples	Bonus	Value
Basic	Enchanted sword or armor	1d6	1
Good	Flame sword, laser rifle, ballistic body armor	2d6	4
Advanced	Invisibility Ring, Kinetic Kill Rifle, power armor	3d6	9
Powerful	Psychic null field, Heavy railgun	4d6	16
Incredible	Antimatter pistol, tools of the devil, mech	5d6	25
Tremendous	Space fighter, divine relic, naval gunship	6d6	36

Character Creation

Zero Average

Brevity assumes that an average character has 0 points. Sources and Aptitudes can be negative, providing role-playing interest and extra points. Most heroes will have a number of points ranging from 20 to 80.

Stat Cost

Each stat costs its value squared in points. Negative stats cost a negative amount of points, effectively giving the character bonus points to spend.

Stat	Point Value
-3	-9
-2	-4
-1	-1
0	0
1	1
2	4
3	9
4	16
5	25

Power Levels

Brevity is point-based and does not have mechanical levels. Instead, the total number of points indicates a character's power. Here are some sample power levels.

Power	Points
Green	20
Elite	40
Veteran	80
Hero	160
Super Hero	250
Demigod	360
God	500

Rules

Combinations

The core idea behind Brevity is combinations. By using a small number of stats that can be combined together in different ways, the players can create immense variety from simple parts. This also makes it so that there are many different ways to achieve an effect.

Depending on the situation, the Game Master can choose to enforce one or more stats on an action, such as judging that a mystical ward must be broken by Magic, or that a poison must be survived with Body.

Examples

- Military Psychic Espionage = Mind + Subterfuge + Psy
- Security Hacking via Neural Link = Tech + Support + Tech
- Mech Pilot Missile Attack = Tech + Offense + Shooting or Mind + Offense + Tech
- Selling Black Market Mage Drugs = Mind + Subterfuge + Social
- Riding a Dragon in a Flying Race = Body + Speed + Pilot
- Cleverly Masterminding a Plan = Mind + Subterfuge + Stealth

The Basic Mechanic

Select a Source, Aptitude, and Skill that make sense for an action. Then roll X six-sided dice where X is equal to the total the chosen Source, Aptitude, and Skill. Each die that comes up 4 or greater is a success. Count up the successes and that is the total of the roll.

Criticals

Brevity uses exploding dice for criticals. For each 6 rolled, roll an extra die and add it to the total if the result is 4 or more. This continues until the result is not 6.

Turn Structure

Brevity combat proceeds in rounds divided into one turn per character. Each turn, a character may reposition or retarget, and attempt one action, usually an attack.
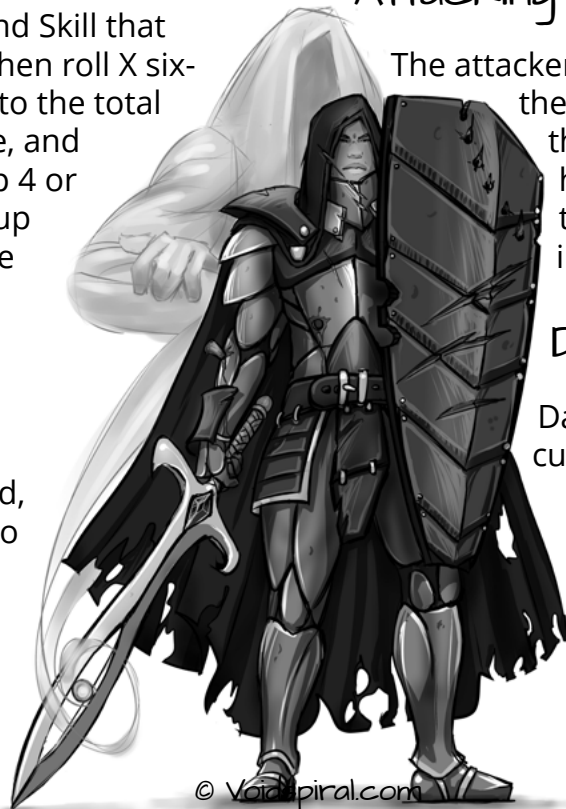
Initiative

Who goes first in combat is usually determined by an initiative roll. Characters roll a Source plus Speed and Awareness. The Game Master may allow different Skill and Aptitudes in some situations.
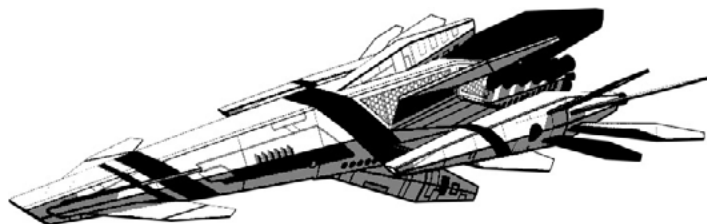
Attacking and Defending

The attacker and defender both choose their combinations. They then roll their dice. If the attack total is higher than the defense total, the defender takes the margin in damage.

Damage Levels

Damage is when a character's current Health is lower than 0.

Current Health	Status
1+	Hardy
0	Healthy
-1	Hurt
-2	Wounded
-3	Critical
-4	Dying
-5	Dead

sense to call "Pilot" "Ride" instead, in a fantasy setting, for example.

For Game Masters

Adding New Stats

Adding new stats is easy. Just add stats to one of the three lists as needed for your game. Don't be too specific, because it can lead to nonsensical combinations of Source, Aptitude, and Skill.

Removing Stats

Removing stats is fine, but be aware that removing Awareness or Health can break the combat system. If you have no need for the basic combat system, feel free to use something else.

Renaming Stats

Renaming stats is also fine, and sometimes useful depending on the setting. It might make

Granting Bonuses

We encourage Game Masters to grant bonuses to rolls for good role-playing as that keeps the players engaged and in-character. +1 to +3 is usually a sufficient range, based on the detail of the action.

Scale

Personal scale combat is the basic scale of Brevity. This covers sword fights, gun fights, martial arts, special operations, and so on. On occasion, the Game Master may wish to run the action at a different scale.

When dealing with conflicts on the same scale as each other, simply design "characters" using the normal rules and assign them to a scale class, below.

When dealing with conflicts that cross scale boundaries, larger actors receive a +3 bonus on power-based actions and smaller actors receive a +3 bonus on speed-based actions per level of difference in scale class.

Scale Class	Bonus
Personal	0
Vehicular	+3
Massive	+6
National	+9
Planetary	+12
Stellar	+15

Dice Probabilities

Difficulty	Target	Dice Average
Easy	1	2
	2	4
Challenging	3	6
	4	8
Hard	5	10
	6	12
Incredible	7	14
	8	16
Impossible	9	18
	10	20