

Touched

Throughout time there have been special individuals who set themselves apart from those around them. In ancient times these were legendary figures such as Heracles, Perseus, and Nya Roro Kidul. While in the modern age they are figures such as Einstein, Paul Bunyun, and Adolf Hitler. These individuals brought their talents to bare in amazing feats of intellect or horrific acts of evil. History has painted each of these individuals as the pinnacle in their respective fields. Born at different times and in different situations these few were some of the many Touched that have roamed the earth.

There is no known explanation for how one becomes Touched or what exactly being Touched is. While one person may have superhuman strength another may perform medical miracles that defy all logic. What these individuals have in common is that they are different, they are special, and they are better than their peers. Each Touched man or women excels above the norm, whether it is their strength, their intellect, or their charming personality, they are elevated towards human perfection.

Besides their elevated attributes the Touched have one other gift that sets them apart from every other being on Earth. The touched can alter reality to their whim. Forcing their will upon reality comes at a steep price and that is the life-force of the Touched. With a portion of their life and luck the Touched can change reality how they see fit. In modern times the Touched are a fractured group with no structure. Each one living their life how they see fit and using their powers to accumulate whatever they see fit. Due to the nature of their abilities most avoid using them in-front of witnesses as it risks alerting the public to their existence.

Items Required For Play

Game Master (GM) – Runs the game and leads the players.

Players – Participants in the game.

Dice – 1 six sided dice (1D6) and 1 twenty sided dice (1d20)

Coin – 1 coin is needed.

Pencils – For writing.

Paper – For keeping track of character and game information.

Character creation

Attributes

Strength – A characters physical strength.

Stamina – A characters level of endurance.

Dexterity – A characters physical liveness.

Intelligence – A characters level of intellect.

Wisdom – A characters level of common sense and insight.

Charisma – A characters level of wit and charm.

All attributes are measured on a scale of 1 – 6. To determine the attribute modifier each player is given 18 points to spread among their attributes. Each statistic must have a minimum of 1 point in it and a maximum of 6 points.

Attribute levels

1 – Average | 2 – Trained | 3 – Gifted | 4 – World Class | 5 – Supernatural | 6 – Legendary |

Hit Points are generated using base 6 + stamina modifier.

Resources

Fame/Infamy – How well you're known by the public and for what.

Wealth – Your characters financial holdings.

Status – Your characters standing in an organization.

Followers – The amount of normal people who worship or pledged themselves to you.

Resources are measured on a scale of 1 – 10. Each player gets 3 points to place in resources at character creation. Resources can be 0 and cannot exceed 10.

System/Rules

Completing An Action

All rolls resolved with 1D20 + appropriate stat modifier vs difficulty.

Difficulty for a roll is determined by GM discretion. Difficulties for an action must start at 1. If a player's attribute modifier is higher than the difficulty level it is an automatic success for the player (Except in the case of extended actions).

A roll of 1 is an auto fail with penalty at GM discretion.

A roll of 20 is auto success with bonus at GM discretion except when otherwise noted.

Contested Actions

Contested rolls resolved with 1D20 + appropriate stat modifier vs 1D20 + appropriate stat modifier.

If both participants in the contested action roll the same than the winner is determined by whoever has the higher base attribute. If both base attributes are the same than it is considered a tie and the action is rerolled.

Extended Action

Extended actions are handled by rolling 1D20 until the number of successes equals the difficulty as set by the GM. If a roll during the action does not meet the target difficulty than that failure is subtracted from the total number of successes already built up. If at any time during an extended action the total number of successes equals 0 than the action fails. If the first roll in the action is a failure than the action has failed.

Combat

Initiative is determined by rolling a 1d20 + wisdom or dexterity modifier (whichever is larger).

Damage is done as a contested Strength or Dexterity roll vs a Stamina roll. If the attacker is successful Roll 1d6 for damage. On a natural 20 roll 2d6 for damage. In the case of a tie roll the success goes to the defender.

Reality Warping

Each person has 100 years of life after they become Touched. They can use these years to change reality. Each reality change costs 10 years of life. A coin flip is used to determine success or failure of the change. Heads is success and tails is failure. Life is spent regardless of the flips outcome. Reality changes cannot directly target another person or creature. The Touched can gain more years of life from other touched. Draining another Touched of life requires that the one being drained is alive and unconscious or is alive and willingly giving up their remaining life. Draining always results in the death of the one being drained. The Touched can only warp reality in their immediate vicinity.

Non-Player Character (NPC) Creation

NPC creation is handled in the same format as player character creation. When creating an NPC you are not limited to the 18 point cap. NPCs can also have a statistic at 0, but this is considered below average. Using an intelligence of 0 as an example the person or creature would be a beast with no logic behind its actions beyond self-preservation.