



A Casual and Chaotic Narrative TRPG Rulebook


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Character Sheet

Below is the character sheet for *Alyur Efforts*. On it, you can keep track of everything you'll need during gameplay. Make sure you have it handy while reading the rules and creating your character, as well as 1d10, 1d6, 1d4, a pencil, and a calculator.

You can recreate your own or print this one from the link below. Either way works!
<https://www.justinalejandrogonzales.com/alyur-efforts-character-sheet>



Character Sheet

Player Name	Character Name	Level
Description		

9	HP /	Attack Actions	Inventory
	EP /	Strategy Actions	
8	Skill	Level	Notes
7		Bonus Board Key	
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Character Creation

Work with the game master to create your character, who starts at character level 0. First, pick a name and come up with a brief description. This could include your background, personality, any cool abilities you have, etc. Based on that, decide what's in your inventory, and then move on to your starting stats:

HP and EP | Your character begins with 15 health points (HP) and 20 effort points (EP). Roll 6d6, add up the rolls, and split the sum between additional HP and EP however you want.

HP represents your character's physical toughness. The more HP you have, the more damage you can take before you keel over.

EP represents your character's drive. Your spunk. Your get-up-and-go! The more EP you have, the more you can improve your rolls and endure certain effects.

Actions | Your character begins with 3 actions, split between attack actions and strategy actions however you want.

Attack actions are for doing anything that is intended to deal damage or apply a damage-dealing effect, like electrocution or combustion.

Strategy actions are for doing anything not intended for damage, like using an item or interacting with the environment. Strategy actions also enable the use of specific maneuvers, found on page 5.

Skills | Your character begins with 6 skill levels, split between however many skills you want. A skill cannot have more than 9 levels.

Skills represent specific things that your character is good at or knowledgeable of. Rolls that are related to your skills can be improved. The more levels, the better the improvement!

Bonus Board | Your character begins with 10 bonuses that each occupy a space of your bonus board. You may only begin with up to 3 of any given bonus. See page 6 for the juicy details.

Encounters: Basics

Now that you've got a character, it's time to sally forth! A session of *Alyur Efforts* is a series of scenes (out-of-combat) and encounters (in combat). An encounter begins once a character takes damage and ends when all opponents are defeated. The following describes the basic mechanics of an encounter:

Turn Order | The character who initiated the encounter goes first, and the victim goes last. Everyone else involved rolls 1d10; the highest number goes second, the next highest goes third, etc. Reroll ties. Also (and this is very important) the last player in the turn order reserves the right to pick the battle music. Show off that exquisite taste of yours!

Actions | Doing anything on your turn beyond simple activities like moving or speaking counts as an action of the appropriate type. To perform an action, narrate what you want to do and then roll 1d10 (action roll) to see if it works. The higher your action roll, the more successful the action is. The specific results of your success are narrated by the game master. Used actions are restored at the start of each round.

Reactions | If an action targets a character that can react to it, the target can make a reaction. To make a reaction, the target narrates how they want to react and then rolls a 1d10 of their own (reaction roll). Reactions are free; they don't use up an action! If the value of the action roll is equal to or greater than the reaction roll, the action succeeds. Otherwise, the target's reaction succeeds and the action fails. The results (naturally) are narrated by the game master.

Damage | Whenever an attack action succeeds, it deals damage to the target. The damage dealt is equal to the difference between the action roll and the reaction roll. In the case of a tie, the attack deals 1 damage.

Movement | No grids here! Like everything else, rely on narration for movement and positioning. Only advanced movement should use an action, like climbing a wall or leaping over a chasm, unless under certain circumstances. Ask your game master!

Ending Your Turn | Running out of actions or choosing to pass ends your turn.

Encounters: Maneuvers

There are a handful of special actions called maneuvers that can be performed during your turn by using a strategy action.

Taunt | Your character draws an opponent's attention and ire with some kind of distraction or slight. Maybe you insult their mother, or dance so atrociously they just can't look away. Taunted opponents can only target the taunter, and cannot add skill boosts to their response rolls vs anyone but their target.

Debuff | Your character hinders or cripples an opponent in some way that isn't an attack. Think something like a poison dart, or sand in the eye. When you debuff a target, you may choose either to reduce their skill level by 1 or their boguses applied by 1.

If a player gets debuffed, they choose a skill to reduce by 1.

Hide | Your character slinks sneakily away in heat of battle and hides from view. Where'd they go? Under a box? Inside the walls? When you hide, you immediately end your turn, temporarily remove yourself from the turn order, and can't be targeted by anyone. At the end of any turn, you may come out of hiding and reinsert yourself into the turn order.

On the turn that you unhide, you cannot hide again and your marker does not move or trigger your current space.

Rally | Your character motivates their allies to give it their all! You might deliver a rousing speech, or perhaps a song that really gets the blood pumping. When you rally, choose an ally and donate any amount of your EP to them.

When an NPC rallies, they gain EP equal to their skill level.

Encounters: Bonus Board

So, what's with the numbers on the left of your character sheet? That's the bonus board! Each numbered diamond is a space. Pick something small to use as a marker and place it on space 0 whenever an encounter starts. At the start of your turns, roll 1d6 to move your marker up the board that many spaces, lapping around after space 9.

Bonuses | Each space of your bonus board has a bonus on it that triggers whenever your marker lands on that space. During character creation, for each of your bonus board spaces, choose one of the following to put on it:

Heal: Restore 1d4 HP.

Aggressive: This round, your attack action rolls have a +20% chance to double.

Strategic: This round, gain 1 free use of any maneuver (doesn't use an action).

Glean: See the stats of an opponent and ask the game master a yes/no question about them, anything at all. The game master may either give an honest answer or no answer, depending on the nature of the question.

Adapt: Treat as any bonus that appears on either space adjacent to this one.

Skilled: This round, double a skill's level or gain 2 levels in a new skill.

Ready: This round, add +1d4 to your reaction rolls. You may also react for allies.

Support: An ally may trigger a bonus on their marker's current space.

Presence: Your opponents lose 1d4 EP and you gain that much EP.

Clear: Remove a bogus from a space.

Boguses | Whenever an opponent succeeds on an attack action roll against you, they add a number of boguses to random spaces on your bonus board. There can only be up to 3 boguses per space, but they can stack up fast! Boguses trigger before bonuses do. Here's some standard boguses, but the game master may choose to get creative:

Pain: Take 1d4 damage.

Sap: Lose 1d4 EP.

Fear: All opponents gain 1 skill level.

Open: An opponent may make a free action roll against you to apply their bogus.

Nullify: This round, you must pay 1d4 EP to trigger bonuses.

Disable: This round, you must pay 1d4 EP to add skill boosts to rolls.

Lucky Space | Space 7 is lucky! Boguses can never be placed there, and you may narrate something fortunate when you land on it, like: "Good thing I brought a screwdriver!" The game master may allow it or not, based on their discretion.

Encounters: Effort Points

EP is the key to victory. Manage and spend it thoughtfully to gain a vital advantage over your opponents!

Boosting Rolls With Skills | Whenever your character performs an action or reaction that you can justifiably relate to one of their skills, you may spend EP to boost that action or reaction roll. You can add a skill boost equal to the skill level up to 3 times, but you must spend EP equal to the total boost to do it.

For example, a skill of level 4 can add a skill boost of 4, 8, or 12, and will likewise cost 4, 8, or 12 EP to do so.

Restoring EP | Whenever you succeed on an action roll that had to beat a reaction roll, you may do one of the following:

- Gain EP equal to the difference between the action and reaction roll.
- Reduce the target's EP by the difference, if applicable.

Encounters: Death

For player characters, there's no immediate consequence for reaching 0 EP (it just sucks). However, if your character reaches 0 HP, you enter Last Legs!

Last Legs! | As long as your character has 0 HP, you suffer the following effects:

- All actions cost 5 EP to perform.
- Bonuses do not trigger.
- All damage you receive reduces your EP.

If you end your turn with 0 HP *and* 0 EP, you die. Alternatively, depending on the circumstances, the game master may decide you simply go unconscious instead, or some other state of incapacitation.

If your character does die, what happens next is up to the game master. There may be a way for the other players to bring you back to life. You might continue on as a ghost! But, if the game master just *really* needs you to die for dramatic effect, they can reinsert you into the story as a brand-new character altogether. Back to page 1!

Scenes

Where encounters are focused on mechanics and resource management, scenes are squarely focused on roleplaying as your character as you explore and interact with the world the game master has created. Likewise, some mechanics work differently:

After Encounters | When an encounter ends, all of your character's actions are restored, your bonus board is reverted to its original state, and your marker is taken off of your bonus board, if you ended an encounter with 0 HP, return to 1 HP.

Turn Order | There is no turn order during scenes. Characters do things according to the flow of the narrative. Remember to share the spotlight!

Actions | All actions are free during scenes.

Bonus Board | The bonus board is not used during scenes.

Leveling Up

Whenever the game master decides that your character has reached a milestone in the adventure or gained enough experience, your character level goes up by 1 (to a maximum of 10), representing your growth. How your character grows is up to you! To level up, prepare 6d6 and consider each of the following options:

Gain 1 Skill Level | Remove 2d6 to gain 1 skill level for a new or existing skill.


Gain a New Bonus | Remove 3d6 to add a new bonus to a space on your bonus board. Each space may have up to 3 bonuses on it, and the board may have up to 5 of the same bonus on it anywhere.. Feel free to work with the game master to come up with non-standard bonuses.

Roll each remaining d6 and add up the rolls. Split the sum between additional HP and additional EP however you want. You may also rearrange/reselect your bonuses, as well as change your split of attack and strategy actions.

Nonplayer Character Sheet

Below is the nonplayer character sheet for *Alyur Efforts*. On it, the game master can keep track of the players' opponents and allies during gameplay. It'll be helpful to have one handy when making nonplayer characters or using them in encounters.

You can recreate your own or print this one from the link below. Either way works!
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NPC Sheet

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Nonplayer Characters

The game master is responsible for creating and managing many nonplayer characters (NPCs) at a time, whether they're opponents or allies. For this reason, many of their mechanics work differently for the sake of being easier to control. The following elements include guidance for quickly creating NPCs and how to operate them:

HP | To set HP for an NPC of baseline difficulty, roll d6s equal to the lowest character level among the players +1. Adjust difficulty by rolling more or less d6s.

EP | NPCs have EP equal to their HP + 1d6 as a baseline. During encounters, all NPCs on the same side combine their EP into a shared pool.

Concession | Whenever an NPC's EP or shared EP pool reaches 0, each NPC concedes in one of three ways: flee, surrender, or collapse. Choose a mode based on the NPC's personality or pick one in the moment based on circumstances.

Actions | NPCs do not have separate attack and strategy actions. Instead, they have a number of generic actions that can be used as either type. As a baseline, NPCs have 2 actions.

Skill Level | Instead of several skills, NPCs have a single skill level which covers all action and reaction rolls they make. NPCs can make use of skill boosts the same way players can.

No Bonus Board | NPCs do not have a bonus board.

Tactics | To keep NPCs easy to manage while also giving them some tactical depth, you may set the following behaviors:

Mode: does the NPC choose to gain EP or reduce the EP of their target on a successful action vs a reaction?

Maneuver: which maneuver does the NPC favor most often: Taunt, Debuff, Hide, or Rally?

Bogus | Whenever an NPC deals damage, they apply a bogus of a certain type to a random space on the target's bonus board a certain number of times. As a baseline, NPCs have one bogus that applies 2 times per hit.