

DISCOSOUP RPG

To create your PC, first determine your 3 stats, Physical, Intellectual, and Social. To discover the values for this character, roll 9d6. For each die that rolls 1 or 2 you may assign +1 to any stat, to a maximum of +3 in any stat. Each stat has “Pool” attached to it, which is equal to the stat’s value.

Each die that rolls a 3-6 becomes a Tale. Tales represent something interesting your character did early in their life. Tales could also instead be abilities related to your character’s natural skills or talents.

If you want inspiration for a Tale, roll on the Action/Subject table on the next page, then create a single sentence detailing the Tale. For instance “Reveal Pertinent Information” could become a short event like “I once discovered the Tomb of the Lost Pharaoh,” or they could be something more outlandish, such as “X-ray vision.”

If you want to leave some things for later, you don’t need to define any or all of your Tales right now. You can define a Tale in play if you have one available.

Once you have your Tales, come up with a brief backstory for your PC, as well as their name and appearance.

PLAYING THE GAME

One player is the GM. They tell the story; the other players control characters and react to the unfolding events in-character.

When your character attempts an action whose outcome is uncertain or important to the story, roll dice to determine if you succeed or fail.

First, ask a question. Frame it so that the optimal result of the question is “Yes,” and include stakes. For example, instead of “Do I pick the lock?” ask “Do I pick the lock before someone catches me?” This adds drama to failure and prevents endless re-rolling and stopping of the story.

Roll a number of D6s equal to your relevant stat to determine the results. Take the highest single die. If you have a 0 in that stat, roll 2 dice and take the lower result.

Compare the result to the table below:

D6	Result
1	No, and something else complicates things...
2	No...
3	No, but something mitigates the worst of it...
4	Yes, but it happens at a cost or with a twist...
5	Yes...
6	Yes, and something good also happens...

If any of your Tales are relevant to the situation, once per game per Tale you may treat a 1 or a 2 as a 3, or a 4 or a 5 as a 6.

STEPS

Some tasks take more effort to complete than do others. These actions require multiple “steps,” or additional rolls to finish. Represent these tasks mechanically by giving them a “Steps” tag with the number of steps it takes to complete them.

FAILURE AND POOLS

When you fail a roll with a “No and” result, damage your Pool for one stat. Note that you don’t have to damage the pool associated with the stat you rolled. For instance, if you fail on an Intellectual roll to disarm a dart trap you don’t damage your Intellectual pool; you damage your Physical pool.

Each instance of damage reduces a pool by 1. If you take damage of any sort while all of your Pools are at 0, then you’re out of action. This doesn’t mean dead, wounded, or dying. The exact nature of your out-of-action status depends on the circumstances that lead to you taking your final damage.

You heal 1 point to each of your pools with a night of rest, or 2 points to each pool for a full day of relaxation. With healing your pools can reach their maximum number, but they never exceed their maximum.

NPCS

All you need to represent an NPC is a brief description, a challenge number, and perhaps a few Tags for mechanical effects.

The challenge number of an NPC is functionally similar to the steps of an extended task or the pool of a PC. In other words, it's a measure of how much effort it takes to defeat them, escape them, or to get them to do what you want.

Tags give you useful information at a glance. Most don't have an inherent game effect, but they can interact with your user-defined mechanics.

The following are tags with their own mechanics:

Formidable [STAT]: Reduce PCs' specified stat by 1 when they face this NPC using the specified stat. If this reduces the stat to 0, then that PC rolls 2 dice and takes the lowest. This reduction does not cause any damage to PCs or affect their pool.

Epic Scale: This NPC is so far beyond ordinary folks that you cannot affect them by rolling. The only exception to this invulnerability is when PCs happen to have their own Epic effect (a secret technique, a piece of gear, a superpower, etc.)

ADVANCEMENT

When you overcome an exceptionally difficult challenge or complete a quest or mission, your character has the opportunity to advance. Gain 1 "pip." You may turn in 6 pips for 1 Tale. This Tale should relate in some way to your adventures since the last time you recorded a Tale for your character. This Tale could also represent a treasure or an ability, rather than just a lesson learned.

DRAMATIC SCENES

Not every action scene needs to have combat. Stories that feature scenes of peril, striving, and other dangers are just as exciting as those that revolve around fighting. Regardless of your narrative intent, whenever things get tense, you can follow this process to drive the action.

The GM controls the danger, and the players control their own characters. Each scene is different, but in general the GM describes the encroaching danger, then the players react to it. There's no need to set up a specific turn order. Player characters react to the initial challenge, then they take their own actions. The GM acts again and the cycle begins all over until the scene concludes.

MAGNITUDE

When a character heals, damages, fixes or causes some other effect that might have a numerical value,

consider it to be 1, unless you roll "Yes, and," in which case it's 2. For instance, if you successfully apply first aid to someone, they heal 1 Physical Pool on a normal success and 2 Physical Pool on a "Yes, and."

COMPLICATIONS AND BOONS

Rolling for action resolution creates additional story twists 66% of the time. Some are positive, some are negative. If you need some inspiration, roll on the table below.

D6	Action	Subject
1	Appear	Allies/Rival (depending on context)
2	Diminish	Scenery or local element
3	Change	Pertinent information
4	Reveal	Item
5	Evade	Creature, weather or nature
6	Confront	Area

SOLO PLAY

If you want to play on your own, use the Action/Subject table above to determine the nature of your missions, what a person might want or be able to offer, or any of a multitude of other factors. You can also roll on just one column if you need to, such as just an action or just a subject.

For the answer to specific questions, roll a single die on the resolution table on the previous page. Ask your question so that "Yes" is the preferred or optimal answer.