Moebius Adventures

Core Rules

Sample file

Sean Bindel

Brian Fitzpatrick

Moebius Adventures: Core Rules

Core Rules Created By
Sean Bindel

World and Story Development
Brian Fitzpatrick

Game Design
Sean Bindel
Brian Fitzpatrick

Cover Illustration
Jason Adams

Interior Illustration
Jason Adams
Other art © 2007 www.clipart.com

Playtesting and Advice
Byron Alexander
Andrew Blevins
Jaana Bykonich
Matt Carroll
John Dejardins
Don Alan Evosirch
Mike Goldberg
David Mayer
Michael Wenman
Kevin White

Special Thanks
June Bindel
Marvin Bindel
Evelyn Fitzpatrick
Gene Fitzpatrick
Tom Fitzpatrick
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Dedicated To
Sean Bindel

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INTRODUCTION

T his book contains the Core Rules for the Moebius Adventures Roleplaying Game (RPG). This system is similar in intent to other RPGs and provides a structured set of rules for roleplaying in imaginary worlds.

What makes the Moebius Adventures system different is in the flexibility it provides players and GMs for creating rich characters and the mix of chance and quality determination during skill rolls and combat. Other systems rely entirely on chance in combat to determine strike, damage, and defense values—while the Moebius system uses elements of chance to determine the quality of successes and failures. For instance, the difference between combatants' attack and defense rolls provides the amount of damage done as opposed to simply rolling yet another die.

For character creation and growth, we allow the player to choose skills as a child and then in various professions or backgrounds to further develop their abilities and areas of expertise. Players are in control of how they grow their characters in game as well, with the ability to spend experience points on new or old skills, developing compound actions to streamline combat, increase characteristics, and so on.
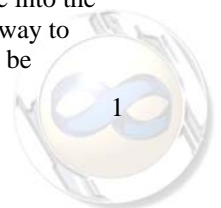
The goal of this book is to provide a framework of rules for future books to expand on, adding rules and tools for magic and technology that can be used interchangeably in ongoing campaigns.

We hope that you enjoy playing with the Moebius Adventures RPG as much as we've had developing it over the last decade. It's fast and flexible and allows players more time to roleplay and less time "roll" playing.

Beginning roleplayers can read the rest of this chapter as an introduction to roleplaying games.

Experienced roleplayers can continue on to Chapter 1 and beyond to learn how to create characters and use the rules.

Good luck and good gaming!

What is Roleplaying?

Roleplaying has probably been around as long as mankind has had an imagination.

As a child, can you remember pretending to be someone else on a school playground or in your own back yard? You might have imagined yourself as a famous sports figure, playing house, or stepping into the shoes of your favorite character from television or the movies.

Even as adults, who among us hasn't wondered what it might be like to be somebody else? Some people even develop the ability to role-play professionally, acting a part on stage or screen after carefully researching their characters motivations and dreams.

There are those adults that believe only children should play make-believe. Yet most of us use our creativity and imaginations almost daily to solve life's little problems. So why not explore and develop your imagination as a teenager or adult? We all need to play now and then – and why not become spies like James Bond or Jack Ryan or a wizard like Merlin or Gandalf for a little while? By using your imagination, you may be able to face the world with fresh eyes and new solutions!

This is where Roleplaying Games (RPGs) come into the picture. Though they're definitely not the only way to engage the imagination, they are a great way to be

creative in a social setting.

RPGs define a set of rules to make sure people play fairly. Don't think of the rules as limitations or boundaries, but as guidelines. When everyone plays within the same set of rules, the game itself becomes less important than how you play as a participant.

As with any game, the object of playing should be to have fun. This doesn't mean that all roleplaying games are meant to be slapstick! But people should remember not to take things too seriously – it is just a game!

So what do you need to play a Roleplaying Game?

First of all, you need to be willing to use your imagination. You'll be playing a fictional character existing in a fictional world and reacting to fictional events involving your character!

Next, you need to find a few people to play with – and they too will need to be willing to use their imaginations. You'll need at least two people (more on this later). Four or five people is a nice size for a group, though numbers will vary from group to group.

You need a place to play. Moebius Adventures games are considered "tabletop" games, since roleplaying groups often sit around a kitchen table or other large flat surface so people can write and roll dice easily.

Obviously other groups may find alternate places to play such as a comfortable living room with couch space for everyone or even over the Internet in a chat room. Just make sure you have enough room for everyone!

You need a set of rules to play by, such as those provided by this book. Having an agreed-to set of rules provides a level playing field for all members of the group.

You also need any physical components required by those rules, such as a set of dice of various types or cards. Dice or other items help add a level of randomness to the game – just like in real life, nobody performs perfectly every time and there's an element of chance that an event may or may not occur. This will hopefully become clearer as you read through the rules of the game.

Moebius Adventures games use a set of dice made

popular by other RPGs, which includes a 4-sided die, a 6-sided die (popular for use in many board games), an 8-sided die, a 10-sided die, a 12-sided die, and a 20-sided die.

Next you need a fictional setting for your character to exist within. Settings may be from a variety of different genres – from high fantasy worlds such as J.R.R. Tolkien's Middle Earth or more modern worlds such as those of Ian Fleming's James Bond 007 character or Tom Clancy's Jack Ryan. Each game should provide its own setting or expand on an existing one. There are several different genres of Moebius Adventures games to choose from.

This book provides a simple, non-magical medieval world as a base setting to help explain different aspects of the rules and provide a sample adventure. The Sample Adventure chapter provides a brief overview of the setting, and the Backgrounds and Skills chapter discusses backgrounds while providing some additional hints at life in this fictional world.

Remember a little earlier when you read about group size? It becomes important, since one member of the group will need to take more responsibility than the others. This member becomes a Game Master (GM). He or she creates a story for the other players to take part in. The GM provides depth to the world, filling it with characters other than those played by other members of the group (Non-player Characters or NPCs) and guiding the story as characters discover more of the world they're living in.

Think of a GM as the author of a novel and the players playing characters in that novel. Or think of the GM as a combination of playwright and director, setting the scene for his or her actors to play their characters. Though being a GM can be difficult work, it can also be very rewarding to see players enjoying themselves.

And finally, each player must create a character to play in the story. Each character, like each player, will be unique. If you look at all of the James Bond movies and have seen differences as different actors have played the character, you can get an idea of this. Two different players roleplaying the same character type may have similarities, but they won't be the same.

What is a character and how do I create one?

As a player of a RPG, you will be playing a role within the game's setting. It becomes your alter ego during