

Sinless RPG

Sinless rpg is a role playing game about world rulers trying to clear their consciences by dealing with world crises. They command countries with their own armies, facilities and resources.

What you need?

In **Sinless rpg** one player is game master, who controls what is happening in the world of the game, and gives other players crises to solve. Other players play world leaders - presidents, kings, dukes. Each player has a character sheet with his resources, skills and stats. Also play group needs a set of dice with 6 sides (10 should be more than enough).

Game can be played in sessions of few hours, or as a one shot. If it is played session based, players get few experience points in the end of each session with which they can advance their stats, skills and resources.

Players should also take a map of the world, preferably one that can be drawn on.

Characters

Every character has few "stats" that describe him :

Name: name of the character. *For the better experience of the game, try to match your name with your nation.*

Nation: Country which the character is leading. *Mark your nation on the map.*

Title: what is the title of the character (*ex. King, president...*)

Population number : number of people character has in his Nation. This number gives character points to** . If the number drops to 0, the Nation does not exist anymore, and character is removed from game.

Players are leaders.

Stats:

Population

Happyyness

Sin

Skills

Army

- Airforce
- Marines
- Ground troops
- Mechanization
- Anti Bomb

Science

- Inventors
- Mathematicians
- Chemists
-

Medicine

- Doctors
- CDC
- Psychologists
- Pharmacists

IT

- Mechanics
- Hackers

Shadow

- Thieves
- Terrorists
- Mafia

*Unnatural

- Alien hunters
- Demonologists
- Monster hunters
- Librarians

Media

- Television
- Bloggers
- Radio operators

Experts

- Historians

- Merchants
- Geologists
- Lawyers
- Astronomers

Dice rolls: d100

Intervention

Crises

Every skill has two aspects pool and percent.

Resources are represented by pool. it can be raised or lowered by actions.

Valuables (oil, money and gas)

Happiness of population?

Army

Knowledge

Medicine

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Population number : number of people character has in his Nation. If the number drops to 0, the Nation does not exist anymore, and character is removed from game.

Population Moral: moral of the population. If this number drops below half of starting, population riots, if it drops to 0 character is removed from his position, and therefore the game.

Sins: list of sins character is trying to get rid of.

Resources: represent National resources that they use to deal with crises

Valuables - gas, oil, money, and all the riches of the Nation

Army - weapons, vehicles...

Medicine - drugs, medicine...

Knowledge - Libraries, inventions...

Mechanical - machines, computers...

Skills: skills are represented by a number which represents pool of dice character uses, and number of uses during one session. Skill groups hold several skills. Characters get bonuses for some skill groups during character creation. Each skill is used for people that work in the Nation interest in certain field.

Army: skills done in combat field

- **Air-force**
- **Marines**
- **Ground forces**
- **Mechanisation** - Tanks, trucks and similar
- **Anti bomb squad**

Science skills done by thinkers.

- **Inventors**
- **Mathematicians**

- **Chemists**

Medicine skills done by medical professionals

- **Doctors**
- **CDC** - people who deal with global diseases
- **Psychologists**
- **Pharmacists**

Tech skills done by tech personal

- **Mechanics**
- **Hackers**

Shadow skills done by people on the other side of the law

- **Thieves**
- **Terrorists**
- **Mafia**

***Unnatural** skills done by people who dabble into unknown. These skills you can skip if you play realistic campaign.

- **Alien hunters**
- **Demonologists**
- **Monster hunters**
- **Librarians**

Media skills used in informational field

- **Television**
- **Bloggers**
- **Radio operators**

Experts skills for other fields. This group can't be chosen for speciality, but skills from them can be, as if they were their own speciality.

- **Historians**
- **Merchants**
- **Geologists**
- **Lawyers**
- **Astronomers**

Population number

Population number represents number of people who lives in your country. You can find the number on wikipedia, or make it up, and then take the number (**PN**) from the next table:

Population (m - million, k - thousand, b- billion)	PN
1b+	10
100m-400m	9
70m - 99m	8
40m - 69m	7
10m - 39m	6
1m - 9m	5
500k - 999k	4
100k - 499k	3
60k - 99k	2
1 - 50k	1

If Population drops, PN can drop. if PN drops below 1, country dies out.

Population Moral

Moral is the number which represents happiness of population. The bigger the number, happier population. If the number drops (due to actions of characters) below half of the starting number, the population riots, and all skills are halved until the riot is dealt with. If it drops below 1 the character is sacked from his position (and probably put to jail or killed).

At character creation roll 2d6. the number becomes moral, that can be raised in later steps of the creation, by spending 1 creation point for 2 moral, to maximum of 12 moral at total (ex. 2d6 roll - 5, + 2 points makes 9 starting moral)

Sins

Sins are things from the character's past, that haunt him still, and because of which he joined **Collective of Countries** (which represents players group). He is trying to get absolution for his sins by doing good for the world. The sins should be kept secret, because sometime absolution for one sin can be in contradiction with the other.

Players first choose how many sins do they have. players start with 2 big sins and 2 small ones, and can choose to have up to 3 more (up to 1 big, and/or up to 3 small). After all players have chosen numbers, add up the sins, so you get two numbers (all small sins and all big sins). After that, add for each number so the final numbers are divisible by number of players (ex. 2 players

have chosen to have 2 small and 2 big, and 4 small and 3 big sins; that is 6 small and 5 big. After that they add 1 big sin so it is 6/6). After that you divide numbers by the number of players, and each player gets to think of that many sins. (ex. in example from before, those two players would think of 3 big and 3 small sins each). After that, you shuffle sins, and each player gets his number of random sins.

The number of sins also gives players number of character creation points. There are two types of creation points: normal and special. Normal points can be used for raising moral and raising skills, special are used to give you skill specialisations. Players get 1 special point per big sin, and (small sins number + big sins number)*PN.

Skills

Skills represent people of characters Nation. Not the normal people but specialists - army, medics... Skills are represented by a number **SN** (that can go from 1 to 20). SN represents two things, how many specialists you have in one discipline and how effective they are. During one session each skill can be used SN times.

Every time you roll a skill you take number of d6 equal to the SN and roll them. Every 5 and 6 counts as a success. For every challenge player need a number of successes. More than one player can send his people to deal with a challenge. They all spend one of the sessions SN, and add up the number. Players can also mix up the skills, and add up the SNs (ex. challenge is new disease. One player sends his CDC people of rank SN 5 to find out about disease, the other sends his inventors of SN 2 to find a way to create a way to give cure to the masses. they roll 7 d6 and both spend one of their SNs).

For one creation point you can add one SN to one skill. For one special creation point you can choose one skill specialty. Skill speciality makes all your skills in that group have success on 4, 5 and 6.

If you roll 5 or more 1s and fail the roll, you lose your specialists. Reduce the SN by 1 (for ever).

Resources

Resources are represented by a number **RN**. RN is a number that can raise or fall. It is not spent by using the skill, but by failing it. Whenever you fail a skill you have to spend 2 + number of 1s on the failed roll of appropriate resources (ex. army for combat, medicine for medical...). Valuables can be spent instead of any resource group.

Each player starts play with 5d6, which he arranges in resource groups. After that he can spend creation points - 1 point 3 resources in one group.

Crises

Every session is consisted of number of crises. Each crises has few challenges that players must decide upon. It is advised for Game master to create crises so players can absolute their sins by dealing with them. Each crises also has rewards - in a matter of resources gained and character points (no more than 1 point for each crises.) After character creation each skill can be raised by spending 3 character points. Also players can get Absolution of their sins after successfully dealing with a crisis, but can get new sins by failing crisis.

If the crisis were not dealt with success, Game master can think of punishments, in the matter of resources, PN, map changes or something that can happen later in the campaign.

Game master tips

Few tips for game masters:

- *Make crises so they can be solved in multiple ways.*
- *Make crises so they interfere with multiple sins*
- *Allow characters use of skills if they can explain how they use them (ex. They can stop the war with inventors, by creating device that makes everyone calm)*
- *Don't make target number for challenge too small or too big. remember that there is 33.3% chance on each die to get success.*