# INFINITY

## ALL-IN-ONE RPG

- **Mood**: Narrative
- **Setting**: Generic

## System
- **Dice pool**: middle (not best, not worst) in 3d10
- **Bonus/Malus roll (max +3):**
* Special situations
* Good Description or motivation
* Help other character

Only players roll

- **Difficulty**: 1 (trivial), 5 (average), to 10 (impossible), 11 (Semigod), 12 (God)

- **Success**: roll equal or above difficulty
- **Failure**: roll below difficulty

**Points over/below Difficulty**:
1-2: +1/-1 Next task
3-4: +2/-2 Next task
5: Major positive/negative narrative consequence, in combat minor positive/negative narrative consequence
6: in combat Major positive/negative narrative consequence
*Each an Health inflicted/damage in combat attack/defense

- **Critical success**: 3 successes
* Major positive narrative consequence

- **Fumble**: 3 failures
* Major negative narrative consequence

## Consequences
Minor: single event (or H) on single individual for one turn (usually granting 1 bonus/malus next task)
> *Example: Stun, disarm, blind, one more info, bonus +1 next task, ...*

Major:
> *Example: Scene change as .. foe flees, impressioning NPC for bonus, second action, re-roll at choice in scene*

## Tasks:
Single effect in <**touch**> distance on <**single**> <**immobile**> <**human size**> target for <**1 second/1 hour**> in <**daylight**>
Each change +1 to difficult
> *Example: Ranged attack 30 mt distance (+1), splashing two immobile little adversary (two: +1, little: +1x2) in dayight = +4*
> *Telekinetic move 300 mt distance (+1), a moving (+1) car (+1) for 5 seconds (+1) in dim-light (+1)= +5*
> *Diplomacy in a 40 mt hall (+1), on 20 immobile people (+1) for 5 minutes (+1) in candle-light (+1) = +4*

**PvP (Player vs Player)**
Opposite roll with bonus/malus at difficulty set by GM

## Characters
- Definied by appearance, background, personality

- **Health (H)**: in number from 5 (common people) to 15 (superhero) determined by campaign style

- **Archetype (T) [Optional]:** Profession, Race and/or type (1 good thing for 1 bad thing, maximum 5 or determined by campaign style)
> *Example: Human, Animal, Undead, Elemental, Elf, Golem, Alien, Robot, Mage, Warrior, Inventor, Investigator, Gunslinger*
Grants tyipical psychology, physiology, traits, skills access
Grants bonus/malus involving Archetype

- **Advantage (A)**: in number from 1 (common people) to 10 (superhero) determined by campaign style
> *Example: brute, smart, agile, logic, magic focus, aim, sleight of hand*
Grants bonus involving Advantage

- **Skill (S):** in number  from 1 (common people) to 10 (superhero) determined by campaign style
*Example: Sword, Gun, Run, Computer, Stealth, Jump*
Grants bonus involving Advantage

- **Disadvantage (D)**: Number at choice determined by campaign style
*Example: honest, coward, impulsive, kryptonite, fire*
Grants malus involving Disdvantage

- **Item (I)**: Number at choice determined by campaign style
*Example: Magic wand, special gun, deck computer, wings*
Grants bonus involving Item

- **Link (L)**: opinion about other one player character
*Example: Roy is a bastard, Jon thinks too much, Red is a pyromane, Cal trusts everyone*

- **Wealth (W):** 0 indigent, 1 poor, 2 average, 3 abbient, 4 rich, 5 wealthy

## Levelling

**End session each player:**
- 1 xp for partecipating
- 1 xp for great roleplaying
- 1 xp for mooving the game along in some way
- 1 xp for fullfilling personal goals
- 1 xp for danger surviving


Each 5 xp one more Health and one more among:
- 1 good thing from Archetype
- Advantage
- Skill
- Item

**During/End Quest (3-5 sessions):**
- Disadvantage
- Link


## NPC

Level (L) for difficulty to any task regarding him (attacks, defenses, interactions)
Health (H): level x 3
1 special ability for level (SA)
Modifiers= level= bonus - malus (M)

*Example: little dragon*
*L 5 H 15*
*SA: breath, flight, multiattack, fear aura, magic*
*M:*
*+2 breath*
*+1 damage resistance*
*+1 speed*
*+1 spell resistance*
*+1 intimidation*
*+1 flight*
*-1 sleep*
*-1 verbal interaction*

*Merchant*
*L 3 H 9*
*SA: commerce, wealth, area knowledge*
*M:*
*+1 merchant*
*+1 perception*
*+1 sleight of hands*


## Optional Rules

**Infinity Power (IP)**
Each critical success in a task grants 1 IP

IP Player Use:
- Major Positive Narrative consequence (or refuse Major negative consequence)
- Bonus roll +2 for a task
- Re-roll

**Infinity Mercy (IM)**
Each fumble in a task grants 1 IM

IM Master Use:
- Major negative consequence
- Automatic Failure in a task

**FreeForm One-shot**
Each Player choose two indipendent words among a substantive, an infinite verb and an adjective
Session flow should comprehend all of them in any order
> **Example**: A: Dragon, To Dance / B: Tavern, To Kill / C: Madman, Cruel / D: Wet, To Steal
> > Scene 1: PC in a little lake to bath, yet **wet** they see thieves **steal** their possessions.
> > Scene 2: Following tracks or helped by captured thief, PC reach an abbandoned **tavern**,
> > Scene 3: Inside a **mad-man** with all PC possessions tells of treasure underground, only if they **dance** for him
> > Scene 4: Underground hidden there is the **Dragon**'s lair with his treasure. (hidden chains, prisoner of madman, PC are his lunch but he promises prize if they kill madman)

*Thanks:*
*– GURPS*
*– Dungeon world*
*– Lasers & Feelings*
*– Numenera*
*– Open Legend*
*– Savage Worlds*