

# C.R.U.E.L

## Creative Roleplay Under Exaggerated Logic

### Playable Races:

**Humans:** their soul max is 15 during the day but only 5 during the night.

**Half Demons:** When cannibalizing someone you don't lose sanity and gain 1 rest but you can only have a max of 2 wounds.

**Werewolves:** During the night you have 15 max strength, but, you max soul is 5 during night

### Stats:

Each stat has a max and a starting number of points. You cannot have your stat points be greater than your max.

**Strength:** max of 10 and start with 10 points. Power of your body and anything physical. (agility, sneaking, brawn)

**Sanity:** max of 5 and start with 5 points. Mental stability and personality. (charisma, intelligence, scenes)

**Soul:** max of 10 and start with 5 points. your willpower, bravery and self control (spotting traps and bait, avoid being scared, control over yourself)

If any of these stats points reach zero something bad will happen to your character. 0 Strength causes you to die, 0 sanity causes you to succumb to madness and go insane. 0 soul means you become a walking soulless husk losing all sense of self.

### Wounds:

Players get Wounds after being damaged by creatures. Players can only have a max of 5 Wounds (unless they play a half demon). If a player gains another wound while they already have their max then they die. They can remove or "cure" 1 wound by removing 1 from one of their stats (there current no there max) Curing a wound doesn't take a turn and can be done at any time.

**Rest:** A player can take an action to rest letting them gain +1 in 2 of their stats or +2 to 1 of their stats.

### Day Night cycle:

At the start of every hour the GM must roll a d6. This determines how many actions the party can do that hour. Every time someone does something that counts as 1 action. After all actions are completed and hours pass. Day time is 6 hours and night time is 6 hours.

**Hunger:** If a player has not eaten 6 hours after they last at their max strength is set to 5. If they don't eat 6 hours after that they die.

**Cannibalization:** a player can eat other people or other uncooked intelligent creatures. Doing this will count as if you were eating regular food but you lose 1d6 of sanity

### Checks:

The GM will have to choose a stat (either strength, sanity, or soul) and a target number. The player will then have to roll 1 dice per every point in whatever state the GM chooses. The player then adds up their score based on the dice. If players score is greater than the GMs target number the check is a success

### Dice check reference:

1:-1 to score  
2-3:nothing happens  
4-5:+1 to score  
6:+2 to score

### Target number reference:

1-2:easy  
3-4:Difficult  
5-6:Hard

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## Initiative:

At the start of combat everyone rolls 1d6 for every 1 point in their soul stat. Then every creature in combat rolls 1d6 for every player they are fighting. In a tie the enemies go first.

## Player attacks:

Players don't have to make a hit check. They just choose a target and auto hit them.

Damage equation is the following

1d6 per point in soul stat + weapon damage

Player weapons:during the game

players may find weapons or purchase them with whatever treasure they find.

Weapons damage:

Bare Fists:1

Bare Fists for werewolves at night:2d6

Gauntlets:1d6+3

Dagger:1d6

Spear:4

Sheleightleigh:6

Sword:2d6+3

Ax:2d6

hammer: 1d6+6

sling:4

Flintlock pistol:1d6

Rifle:6

Bow:1d6+1

Crossbow:2d6+1

Enemies health:The health of an enemy is chosen by the GM at the start of combat and can be anywhere from 5 to 100.

Health reference:

5-10:most animals(rats,deer,wolves)

15-30:average:(half demons,humans,

Daytime werewolves)

40-60:large animals:(bears, nighttime werewolves)

70<:monsters

Enemy attacks:when an enemy targets a player

they must make a strength, sanity or soul check depending on how the GM describes the attack.

On a success check you avoid the attack but on a failure the GM must roll a d6 on one of the enemy damage charts. The GM can choose any attack.

Enemy damage chart:

Physical damage:

(Any damage that comes from an enemy physically attacking them)

1:attack barley hits

2:-1 strength point

3:target gains 1 wound

4:-2 strength points

5:target gains 2 wound

6:-3 strength points

Psychic damage:

(Damage of them mind or any mental attack)

1:Major MindAche

2:-1 to sanity

3:-2 to sanity

4:-3 to sanity

5:-1 to sanity and target gains 1 wound

6:-2 to sanity and target gains 1 wound

Magic damage

(damage that comes from spell or magic items)

1:minor effect

2:target gains 2 wounds

3:target gains 1 wound and -2 to strength

4:target gains 1 wound and -2 to sanity

5:target gains 1 wound and -2 to soul

6:target gains 1 wound and -2 to strength, sanity, and soul

Horror damage

(players see something of become aware of terrible information)

1:minor psychosis

2:-1 to sanity

3:-1 to soul

4:-1 to sanity and soul

5:-2 to soul

6:-3 to soul