

Angles, Corners, and Intersections

Taking System Sheet - the Single Page RPG by Tad Kelson

Physical	_____
Mental	_____
Emotional	_____

Skills	

Whatever

Rules

Taking is a Modular Role Playing Game. All you need to play this is a printed out Game Sheet, a pencil, and 2 6-sided dice abbreviated as d6. The only other things needed might be a little scratch paper and imagination. This is a made up game and is intended for entertainment only. Other character sheets in the *Taking* system will have other options and settings to enjoy. *Taking* is the term used for anything a character does. Whether it is using a skill the character knows, making an attack in a fight, trying to beat out the setting or the system, anything that can be done is an action. Figuring out puzzles, running across a burning bridge, surviving a fall from a skyscraper are all actions. Basically by *Taking* an action the character can act or influence their world, or others. How to Take an action. All rolls for actions are 2d6, to perform a skill, do an action, participate in a fight, etc. Each action is resolved in an opposed fashion, with the character die roll total on a 2d6 to either a static target figure or against another characters 2d6 roll. The higher value is the one that succeeded. If they tie then the one acting or attacking succeeds. In the case of trying to influence the environment the person running the game will give a number to exceed from 2 to 12 (normally). Typical values for this are in the Extras or Setting sections of a particular *Taking System Sheet*.

On confrontations, for physical the higher Physical stat goes first in each exchange of blows, with Mental deciding in Magic or similar things, and Emotional in social settings and similar actions.

When resolving an attack, the higher Physical/Mental/Emotional stat rolls 2d6 first, and then the other side does the same. The higher value succeeds, Hitting or what ever is happening. Then the damage is resolved and applied to the Same Trait for the type of combat. Then the other lower stat character does the same. See Setting for Weapon damages.

Characters and Creation

There are no classes, no templates, no stock ideas. Each and every character is different. But in game as in Real Life™. In Takings there are 3 Characteristics for characters, and then the Options which are skills, powers, abilities, etc. Those can change from one Takings Setting to another.

Three characteristics are Physical, Mental, and Emotional. The values start at 1, and then add 2d6 total points to them. In combat these values are what are used for damage taking. When they reach 0 (Zero), if Physical then Dead. If Mental then unconscious, if Emotional then catatonic. The damage comes back at 1 point per day after it is taken including that day.

Options: To start get to chose up to Mental Statistic in total Skills (some other options in other *Taking* Settings)

Skills If they have it then know how to do it, use it, have information about it, etc.

Weapons (Chose one type like Pistols, Rifles, Knives, etc), Computer Use, Modern Life Skills (like a teenager knowledge), Trained (Like in welding, cooking, carpentry, computer repair, etc), Knowledge(College Degree like courses), Survivalist(chose like hunting, fishing, catching game, tracking, hiding, stalking, etc.)

Extras

Angles, Corners and Intersections Number Values (Difficult Setting)

Average Number to do things will be 8 (just above average die roll). Very Difficult actions will be a 10 or 11 value, with near impossible being a 12 value (needing 2 6s on the 2d6 die roll). Do not add in Stats to die rolls in *Taking* Rolls

Setting

People and things live their lives out without ever knowing what lies around the next corner. Well in the world of Angles, Corners and Intersections, strange things come and crawl out of the hidden places in reality to maim, mutilate, torture and consume innocents. Your characters are normal people, caught up in an abnormal struggle for survival. Set in the current modern world, only the few players know there are things beyond the easy sight of Man, and because they know about it are hunted and hunt the self-same creatures.

Stuff

Knife (does 1 Point of Physical damage) Sword (does 3 Points Physical damage) Club (does 2 Points Physical damage) Pistol (does 3, 4, or 5 Points [Small/Average/Large] points of Physical Damage)
Rifle (does 6 Points of Physical Damage) Fryer (does 1d6 Points Emotional Damage, (only at arms length) (Other weapons and devices can easily be made to represent horror things, and other odd devices to be found.

Some Initial Monsters

Corpse Stealer: dead body taken over by an invisible entity, Has 8 points Physical, and no other stats. Damage is claws for 2 Points of Physical damage. Looks like a corpse left in the ground for too long and now can move and attack. No motives as to why. Immune to other Damages

Flappers flying conglomerates of different natural items or discarded mechanical parts, the size of a small car, has 18 +2d6 Physical, 12 Mental, 2 Emotional points, does 1d6 Physical Damage per attack (Claws, etc.). Does 1d6 Emotional Damage when first confronted ever (can stun into Catatonia immediately that way)

Snarlers Rat/Dog/Mongrel Humanoids that live in deep woods or sewers, very carnivorous, Damage per clubs or knives, come in large packs of 10 or more normally,, have 1d6 with 3 more points in stats total. They do eat sentient flesh.

New monsters: decide how tough compared to the max points a Character can be, how much damage compared to regular weapons they do, anything special they might be able to do as well, and a description.