

Tango

BASIC RPG SYSTEM

Attributes and Advancement

Your character has four attributes: **strength**, **dexterity**, **intelligence**, and **charisma**. You start with one at **d8**, one at **d6**, and two at **d4**. After completing an adventure, you raise one attribute by a size value, up to a maximum of **d12**.

Dice and Challenges

Roll your attribute against the difficulty rolled by the narrator, ranging from **d4** for easy challenges to **d20** for complicated ones. If you tie, you achieve partial success or success with some drawback. Whenever you roll the maximum on your die, you may trade the result to roll the next larger die. If you have advantage, roll twice and take the higher result; if you have disadvantage, roll twice and take the lower result. To help an ally, make the same roll; on an even number, add **+1**, but on a natural **1**, subtract **-1**.

Initiative and Actions

Each character rolls **dexterity** or **intelligence** against the enemies; the highest roll determines which side goes first. Each character and enemy gets one action per turn, though you can move and make a melee attack as one action. Unless you are surprised, rolling **charisma** before a battle gives your side advantage on its initiative rolls.

Weapons and Armor

Melee attacks use **strength**. Ranged and throwing attacks use **dexterity**. Two-handed weapons give advantage on damage rolls. Dual wielding one-handed weapons gives you advantage on attack rolls. Throwing weapons can hit close or near targets and only require one hand. Ranged weapons can hit near and far targets but have disadvantage on close targets. Unarmed attacks have disadvantage on attacks and damage. Shields give advantage on **dexterity** rolls to avoid attacks. Armor gives advantage on **strength** rolls to avoid wounds, but gives disadvantage on all **dexterity** rolls.

Wounds and Healing

When you get hit, roll **strength** against it to determine if you are wounded. Each wound causes a attribute of your choice to have disadvantage. When all your attributes have disadvantage, you are

unconscious. If your whole party is unconscious, they are defeated. After each battle, unconscious characters wake up, but do not heal. All wounds heal after a day's rest. You may avoid taking a wound by allowing a piece of equipment of your choice to become broken and nonfunctional. Once per scene, you can roll **intelligence** against **d6** to heal a wound, with disadvantage on healing yourself.

Ranges and Movement

There are three relative ranges: close, near, and far. These are distances between important locations on the battlefield. You can move one range increment as an action. Cover gives advantage on **dexterity** rolls to avoid ranged and throwing weapon attacks.

Enemies and Defenses

Enemies and hazards range from **d4** to **d20**. Enemies can be minor or major. Minor enemies are defeated by a single wound. Major enemies degrade by a die size with each wound. When an enemy attacks, roll **dexterity** to avoid it. You can use **charisma** to taunt an enemy, forcing it to attack you until another character attacks it, or misdirect it, preventing it from attacking you until you attack it. If your party outnumbers all remaining minions or wounded elites, you may roll **charisma** to intimidate them into fleeing if they're able or surrendering if not.

Equipment and Wealth

You begin play with three pieces of equipment, including weapons, armor, and kits. You may carry up to five pieces of equipment. Ranged weapons do not require ammunition. A kit gives advantage on rolls for a non-combat purpose. Your party begins play with **1** wealth. Broken equipment can be repaired in the field by rolling **intelligence** against **d8**, or in a settlement for **1** wealth if the roll fails.

Adventures and Rewards

You increase your attributes and earn wealth by going on adventures. Rolling **intelligence** against **d8** reveals some detail about an adventure. Rolling **charisma** against **d6** increases the wealth reward by **1**. Each character may attempt each of these rolls once per adventure. A successful adventure always increases the party's wealth by at least **1**.