

FURTHER – Freeform Universal Risus Tabletop Have Everything Roleplaying

Introduction

FURTHER is a combination of the Freeform Universal and Risus RPG systems.

Character

Each character has a set of Class Dice. In addition, each character also has Descriptors for: Body, Mind, Edge, and Flaw.

Creation

When a character is created they may begin with up to 10 Class Dice, divided as they choose among whatever Classes they wish. In addition, they have a single Body Descriptor, a single Mind Descriptor, and then at least one Edge Descriptor and one Flaw Descriptor. A character can have additional Edge Descriptors and Flaw Descriptors, but these must be included in pairs for the sake of balance.

Gear

Gear represents equipment that has the potential effect of modifying rolls. A character may begin with two pieces of Gear and may purchase or be rewarded with gear as the story progresses. Gear with the same effect do not overlap and are considered redundant.

Action Rolls

Whenever a character takes an unopposed action, roll a d6 and respond accordingly:

6 – Success... And Bonus!

5 – Failure... But Bonus!

4 – Success.

3 – Failure.

2 – Success... But Cost!

1 – Failure... And Cost!

Bonuses are positive side effects, while Costs are negative side effects.

Modifiers

An action roll can be modified by Advantages or Challenges. An Advantage is something that helps the character achieve success, whether it be circumstances, relevant Class Dice, Gear, or something else. Each relevant Class Die counts as a separate Advantage. A Challenge is something that hinders the character in some way. Advantages and Challenges cancel each other out such that the action roll will

either have one or the other or neither but never both. If the action roll has net Advantages, roll an extra die for each net Advantage, and take the best roll as the result. If the action roll has net Challenges, roll an extra die for each net Challenge, and take the worst roll as the result.

Combat Rolls

Combat takes place whenever an action is opposed by another character. Each character rolls a d6, plus an additional d6 for each Advantage they have that is relevant to the combat. In this case, Challenges count as Advantages for the opposing character. Compare the rolls. The character who rolls higher wins and the character who rolls lower loses. The loser temporarily loses one relevant Class Die of their choosing. A character is defeated if they lose all their relevant Class Dice, in which case the victor determines, within reason, what happens to them.

Epic Points

A character earns Epic Points by doing things that are epic or cool. They can spend these points to add an additional Advantage to a roll, or re-roll a die, or recover a lost Class Die during combat.

Advancement

After a certain amount of progress is made, a character can “Level” by choosing to either gain an additional Class Die, or an additional Edge Descriptor.