

# Vitubia<sup>1</sup>: The /vtwbg/ Tabletop Roleplaying Game


By: That /tg/ Guy and the Collective Autism of /vtwbg/



<sup>1</sup> Oh Christ almighty that's the name isn't it? Oh sweet fuck . . .

# Preface

The secret is that I'm always winging it. But on a more serious note, there are options, once it's been narrowed down, it'll probably just be me having to bash my head on it for a bit. Though if I do work on it for any length of time, it'd most likely be on stream.

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# How to Play

*Vitubia* is a game about undertaking a journey through the Post-Calamity world of Vitubia, where myth, legend, technology, and a mysterious substance known as Chuubanite come together to spread the doctrine of their Oshi.

Two to Four Players will dawn the mantle of heroes undertaking these dangerous expeditions across the land, finding companionship and danger along the way. One Player will take the rule of the Manager, who will guide the companions on their journey, taking the role of both Narrating the adventure, as well as taking the role of Non-Player Characters. Finally, each Hero and the Manager will have a full set of dice (D4, D6, D8, D10, D12, and D20), having more than one set per player would be ideal, make sure to share, in addition to the complete lack of shame of playing a /vtwbg/ Roleplaying Game.

Whenever the Character needs to perform an action with an uncertain outcome, they will be making a Check. They will amass a pool of dice to overcome the difficulty of the Check, known as the Target Number (TN). Whenever the Character rolls a 4 or higher, they have scored a Success. Every interval of 4 (4, 8, 12, 16, 20) scores an additional Success to the check.

Difficulty	Target Number (TN)
Simple	1
Easy	2
Average	3
Complicated	4
Hard	5
Difficult	6
<i>Yamero!</i>	7+

If the Character scores a number of Successes equal to or greater than the TN, then they have cleared the check. If they cannot, they will suffer the consequences. If there is a Opposed Check, both Characters roll their Dice Pool, whoever scores the most Successes secures victory. If there is a tie, whoever has the highest Attribute or Skill will be victorious, if both have equal Attribute and Skill, reroll.



# Bufs and Debufs

When exploring the great wide world, there are bound to be moments when things start going the Character's way, and others when they are distinctly not. Bufs and Debufs are a system to reward, and hinder, Characters in these situations.

When a Character has a Buff, they gain a +1 Success to their Check, regardless of the result. Meaning that at minimum, they'll have one Success to work with. When a Character is suffering from a Debuff, they have -1 Success to their Check, potentially resulting in a Cataclysmic Failure of negative Successes.

Characters receive Bufs when they have the right equipment for the job, friends assisting them, or even just advantageous positions. Debufs occur when the Character is rushed, problems with others, or just bad luck in the current situation.

## The Dicepool & You

Characters may be rolling a large number of dice at once, but they will only roll a number of dice in their "pool" (hence dicepool) equal to their current Attribute. If a Character has a D6 in an Attribute, they'll only be rolling a total of 6 Dice in that check, but if they have a D8, they can roll 8.

If a Character has excess dice from their pool, the lowest dice will be discarded. If only six dice are available, and the Character is rolling 4D6, 2D8, and D10, one of the D6's will be discarded.



# A World After a Calamity

*[Lore Bullshit Here]*

