

# TAMPALASAN ALPHA VO.I.5 - ENGLISH

## CHARACTER CREATION

### ATTRIBUTES (ATT) (*katangian*)

**Cunning** (CUN) (*zvais*) – deception and skulduggery

**Ferocity** (FER) (*bangis*) – combat ability, defense, and violence

**Insight** (INS) (*unawa*) – appraisal, perception, and understanding

**Vigor** (VIG) (*sigla*) – physical might, physique, and athleticism

**Willpower** (WIL) (*diwa*) – persuasion, discipline, and sense of self

Roll d20 five times. Get 1 point of attribute that match for each result.

[ 1-4 -Cunning | 5-8 -Ferocity | 9-12 -Insight |  
13-16 -Vigor | 17-20 -Willpower ]

Record those as ATT Bonus for those attributes. Add 10 to get ATT Defense (Def).

Characters start with 10+(VIG Bonus) **Flesh** (*kalamnan*), a measure of bodily health and stamina. They also have 10+(WIL Bonus) **Grip** (*kapit*), a measure to withstand bewilderment, and to use supernatural abilities.

### SKILLS (*kasanayan*)

These define what you are good at or have trained in. When you take a risky action related to the skill, you get **advantage**. If the risky action requires the skill and you don't have it, you get **disadvantage**. Roll or choose three below, or create your own. This is not an exhaustive list.

1	Clay pottery	8	Stone masonry	15	Mountain climbing
2	Sea navigation	9	Ballad making	16	Spelunking
3	Spear dancing	10	Spear making	17	Leaf whistling
4	Boar hunting	11	River fishing	18	Agimat appraisal
5	Barang detection	12	Axe dancing	19	Staff dancing
6	Blade sharpening	13	Punyal dancing	20	Stone throwing
7	Boat repairing	14	Weather forecasting		

## HOW TO PLAY

### CORE GUIDELINE

**Only roll when action is risky.** Trivial actions always succeed. Impossible actions automatically fail. Clarify impact and consequence before rolling.

- Risky actions: roll d20+ATT Bonus vs TN 13
- Opposed actions: roll d20+ATT Bonus vs relevant ATT Def of opponent.
- Violent actions: roll d20 twice. Choose one as action roll+FER Bonus vs FER Def of opponent. The other d20 is the damage roll.
- Test your Grip: when in a bewildering event, roll d20+WIL Bonus vs TN 13

### ADVANTAGE & DISADVANTAGE (*lamang at luge*)

Gain advantage from: favorable conditions, aide from a trained ally, using appropriate tools or skills, or creative solution

Gain disadvantage from: hindering conditions, enemy skill or equipment, lack of required tools or skills, or foolish solution

Stack any number of advantages and disadvantages, then cancel each other out 1-for-1.

For each advantage: roll an additional d20 and get the best result. For each disadvantage: roll an additional d20 and get the worst result. On each instance, you can roll up to 3 additional d20.

If you end up with 3 or more advantages or disadvantages on an action, GM might declare that the action becomes either trivial or impossible, respectively.

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Inspired by Best Left Buried by Zachary Cox & Ben Brown, Knave by Ben Milton, Ultraviolet Grasslands and the Black City by Luka Rejec, Alamat ng Astig by Chris Fabon, and Meilakanjan by BJ Recio.