What is INCARNATE?

INCARNATE was designed in 12 hours at Dragonmeet 2002 as part of the Game In A Day experiment/public participation event. It is the role-playing game of past lives.

Money raised from the sale of the game goes to charity, so not only is it a fun game to play but it helps out good causes as well.

A Rules Summary

To make a test you roll percentile dice. To succeed you must roll equal to or under a target number on the dice. The target number is worked out as follows.

$$(\textbf{STAT} + \text{DIFFICULTY}) \times (\textit{SKILL LEVEL}) = \text{TARGET NUMBER}$$

Difficulties: Easier (+1), Average (0), Harder (–1), Very Hard (–2), Incredibly Tough (–3)

For example, James has an **Agility** of 4 and *Athletics* skill at 9. He is trying to swim across a bay quickly in a relatively calm sea (difficulty of +1), so his target number is $(4 + 1) \times (9) = 45\%$. Had the sea been a bit choppy (difficulty of 0), then his target number is 36%.

If the task is any easier than a difficulty of +1 then do not roll – assume that the PC succeeds.

A roll of a 'double' (11, 22, etc.) is an outstanding success or failure, and a roll 0f 01–05% on the dice gives the character 5 Experience Points towards improving that skill.

Past Lives, Resonance and Flux

In INCARNATE every PC has the ability to access past lives. The exact method is detailed in the INCARNATE rules book, but here are a few modifiers/clarifications to the numbers there.

Each Life has a number of Resonance points (between 1 and 10). Each Resonance point spent on a Life gives 10 levels of skills, and a maximum of 5 x Resonance to any one skill for that Life (e.g. a 4-Resonance Life will have 40 points in skills, with a maximum of 20 in any one skill). When you discover a new past life subtract the Resonance of that Life from your Core Resonance Points, this in turn may reduce your (temporary and permanent) Flux rating (if your temporary Flux would go below zero then you may not discover a new past life until you have a temporary Flux of at least 1). Skills are *normally* not above level 20, but it is possible...

To 'tap' a Past Life, spend your Flux as detailed in the Rules Book. Each point of Flux yields 5 skill levels from a past life. For example, James has *Combat (Armed)* at skill level 6, he has a past life with *Combat (Armed)* at skill level 15. By spending 1 Flux point James can tap 5 levels of Combat (Armed) from his past life to give himself Combat (Armed) at 11 for a scene. Tapping cannot raise the skill level above the skill level of the past life.