The Infinite Plane Role Playing System

LITE

Free Introductory Rules



One disc. Many regions. Infinite eras.

First Edition Lite · Version 1.0 · November 2026

Mythical Legends Publishing, LLC · infiniteplane.space/LITE

About this booklet

The Infinite Plane Role Playing System Lite. First Edition Lite, Version 1.0, November 2026.

Copyright © 2026 Mythical Legends Publishing, LLC. All rights reserved. The Infinite Plane Role Playing System, IPRPS and Tachyon Node Space are trademarks of Mythical Legends Publishing, LLC.

Free to share. IPRPS Lite is free. You may copy, print and share it, in whole, with anyone, in print or electronically, and post it online. You may not charge for it, except to cover the actual cost of printing. You may not remove, change or add to any part of it, and you may not sell it or bundle it with a product that is sold without written permission from the publisher.

IPRPS Lite is a shortened version of The Infinite Plane Role Playing System, First Edition. The complete rules are sold separately. Get IPRPS Lite and news about the full edition at infiniteplane.space/LITE.

Questions: support@infiniteplane.space. Names, characters, places and events in this book are fiction. Any resemblance to real persons or events is coincidental.

Credits. Game design and writing: J. Carrell Jones. Illustrations from The Infinite Plane Role Playing System, First Edition.

Contents

1. Welcome to the Infinite Plane
2. The Core Roll
3. Creating a Character
4. Combat
5. Injury, Fatigue and Recovery
6. Magick in Brief
7. Running the Game
8. Sample Characters
9. Beyond Lite: the First Edition
10. Quick Reference
11. Character Sheet

1. Welcome to the Infinite Plane



Out in the far reaches of space there is an enormous Disc, about 700,000 kilometers across and 650 kilometers thick. Scattered across its surface are hundreds of **Regions**. Each Region is a small, self-contained flat world ringed by towering ice walls or treacherous mountains. The people of each Region live in isolation, unaware that the others exist. A sun and moon cross the sky on schedule, so most never suspect they live on anything but an ordinary world.

The Disc was built by the **Necronians**, an ancient civilization that conquered space and time and then grew bored with ordinary reality. Their nanotechnology, the nanytes, lets them live for hundreds of thousands of years and wield what looks like immense magick. They built the Infinite Plane to study and to entertain. A Goddess watches over each Region and chooses its era: a Western frontier, a steampunk city, a dungeon-riddled kingdom, a modern metropolis. Above them all is **Adruqu**, the Mother Goddess, who rules the entire Plane.

That is why one game system can run every genre. On the Infinite Plane, a knight, a gunslinger and a starship engineer can all exist, sometimes only an ice wall apart.

What is a roleplaying game?

In a roleplaying game, each player creates a character and describes what that character does. One person, the **Session Master** (SM), describes the world, plays everyone else the characters meet, and decides what happens. When the outcome of an action is uncertain, you roll dice to find out. Together you tell a story no one could have written alone.

A single play meeting is a **session**. A series of connected sessions is a **campaign**.

What you need

- This booklet.
- One twenty-sided die (d20) for each player. A few six-sided dice (d6) help too.
- A character sheet for each player (there is one at the back of this booklet), pencils and an eraser.
- Two to six friends and three or four hours.

Dice are written as the number of dice, the letter d, and the number of sides. **2d6+1** means roll two six-sided dice, add them, then add 1. The full rules also use d3, d4, d8, d12, d50, d100 and d1000 for special cases. IPRPS is pronounced *I-PER-PASS*.

What is in Lite, and what is not

IPRPS Lite gives you everything you need to build characters and play: the core roll, character creation with a starter set of advantages, disadvantages and skills, the Standard combat mode, injury and recovery, and four ready-to-play characters. The complete **First Edition** adds hundreds more skills and traits, full species rules, the Trinity, Dual-Die and Rock-Paper-Scissors combat systems, the size and weapon-scaling system, technology levels, and much more. A list is at the end of this booklet. Everything in Lite works the same way in the full rules, so nothing you learn here is wasted.

2. The Core Roll

Almost every roll in the Infinite Plane is a d20. There are four kinds of roll:

- **Success rolls** test whether an action works.
- **Effectiveness rolls** test how well a hit lands in combat.
- **Reaction rolls** tell the SM how a character the players meet feels about them.
- **Damage rolls** measure harm from an attack or an accident.

Success rolls

When your character tries something risky, the SM calls for a success roll using one of your skills and the attribute that skill depends on.

1. **Find your Skill Shift.** Divide your skill level by 10 and drop any fraction. A skill of 0 to 9 gives +0; 10 to 19 gives +1; 20 to 29 gives +2; and so on, up to +10 at skill 100.
2. **Find your Attribute Shift** from the table below.
3. **Roll 1d20** and add both shifts, plus any modifiers the SM applies.
4. **Read the total** on the Base Bands.

Base Bands: reading a success roll

Total	Result	What happens
1 to 6	Fail	The action clearly fails.
7 to 12	Uncertain	The SM decides: a partial success, a success with a complication, or a near miss.
13 or more	Success	The action works.

Attribute Shift

Attribute score	Description	Shift
1 to 4	Feeble	−3
5 to 7	Poor	−2
8 to 9	Below average	−1
10	Average	0
11 to 14	Above average to honed	+1
15 to 19	Exceptional	+2
20 to 49	Heroic	+3
50 to 99	Demigod	+4

Attribute score	Description	Shift
100	Divine	+5

> **Example: sneaking across a hallway**
> Yara has Stealth at level 16 (Skill Shift +1) and Dexterity 14 (Attribute Shift +1). She rolls 1d20 and gets 12. Her total is 12 + 1 + 1 = 14. Success: she crosses without a sound.

The uncertain zone is the heart of the system. A total of 7 to 12 hands the moment to the SM, who should make it interesting: the lock opens but the pick snaps, the shot hits the shoulder instead of the heart, the guard believes you but wants a bribe.

Attribute rolls

Sometimes no skill applies, such as holding your breath, resisting poison, or staying conscious. Then the SM calls for an **attribute roll**: roll 1d20, add only your Attribute Shift, and read the Base Bands. "Roll Constitution" means an attribute roll on CON.

Skills with two attributes

Some skills list two attributes. If they are joined by **or** (Climbing uses STR or DEX), the SM picks the one that fits the moment: hauling yourself up a rope is STR, picking a path across a ledge is DEX. If they are joined by **and** (Ranged Weapons uses DEX and INT), use the average of the two scores, dropping fractions, to find your Attribute Shift.

Modifiers

Conditions change the odds. Darkness, distraction, poor tools, injury and haste give penalties. Good tools, preparation, time and help from friends give bonuses. Modifiers add to or subtract from your total, not the die. A stressful situation is usually worth −2 to −5. Modifiers stack unless the SM rules otherwise.

Do not roll for routine actions your character does every day, or for things that would obviously succeed. Roll when failure matters.

Critical results

Look at the die itself before adding anything. A natural **18, 19 or 20** is a **critical success**: something especially good happens. A natural **1, 2 or 3** is a **critical failure**: a tool breaks, a spell backfires, a conversation turns hostile. The SM decides the exact effect.

Untrained skills

You can attempt most skills you never learned. Your skill level is 0, so your Skill Shift is +0 and you rely on raw talent. Untrained attempts are slower and sloppier, and failure tends to create new problems: an untrained shooter may hit a friend. Some skills cannot be tried untrained at all, such as advanced magick, surgery, or high-level engineering. The SM decides.

Contests

When two characters oppose each other directly, both make success rolls.

- **Quick contest** (one roll each, for fast actions like grabbing for a dropped knife): a success beats a failure. If both succeed, the higher total wins. If both fail, the higher total still wins. A tie means neither gains the edge.
- **Regular contest** (prolonged effort like arm-wrestling or a debate): both sides roll repeatedly until one succeeds and the other fails. The SM decides how much time each roll represents.

Repeated attempts

Some actions allow only one try, such as defusing a device or giving a speech. Others can be retried, such as researching or practicing. The SM decides whether retries are allowed and what risks pile up with each failure.

Reaction rolls

When the players meet someone whose attitude is not already set, the SM rolls 1d20 in secret and adds reaction modifiers. Unlike a success roll, there is no target number: higher is simply better. Modifiers come from appearance, Charisma, conduct, reputation, cultural or species prejudice, and good roleplaying. Polite, clever dialogue earns a bonus; insults and threats earn a penalty.

Reaction Table

Total	Reaction	How the character behaves
0 or less	Disastrous	Acts against the players in extreme ways: betrayal, violence or sabotage.
1 to 4	Very bad	Strongly dislikes them and works against them when possible.
5 to 8	Bad	Indifferent or hostile. Helps only for clear personal gain.
9 to 11	Poor	Little interest. Suspicion, delays or unreasonable demands.
12 to 14	Neutral	Detached. Business proceeds normally if customs are followed.

Total	Reaction	How the character behaves
15 to 17	Good	Favorable. Gives reasonable help within normal limits.
18 to 19	Very good	Respectful. Generous help, fair deals, useful information.
20 or more	Excellent	Admiration or loyalty. Acts in their best interest, even at personal risk.

3. Creating a Character



Start with two questions: **who is your character**, and **what role do they play in the story?** Talk with your SM about the kind of game you are playing, then build the character in eight steps.

1. **Concept.** Decide background, profession and personality: a wandering mercenary, an arcane scholar, a frontier lawkeeper, a streetwise investigator.
2. **Get your points.** The SM tells you how many Development Points (DP) you have.
3. **Buy attributes.** All start at 10 for free.
4. **Buy skills.** All start at 0.
5. **Choose advantages, disadvantages and quirks.**
6. **Record secondary characteristics:** Hit Points, Basic Speed, Dodge, Basic Move and Perception.
7. **Choose equipment** with your SM, and note your damage.
8. **Review with the SM**, who approves the finished character.

Development Points

Development Points, also called character points, are the currency of character creation. Attributes, skills and advantages cost points. Limits and drawbacks give points back. If you start with 125 points, buy 75 points of advantages and take 15 points of disadvantages, you have 65 points left to spend.

Starting points

Points	Tier	Who fits here
Under 30	Feeble	Children, helpless dependents.
30 to 70	Average	Everyday people: clerks, drivers, laborers.
70 to 100	Competent	Trained or experienced people with a clear edge.
100 to 150	Exceptional	Highly trained professionals and standout performers.
150 to 250	Heroic	The peak of realistic achievement.
250 to 300	Larger than life	Central figures of cinematic or mythic stories.
300 to 500	Legendary	Icons of epic tales and folklore.

For a first campaign, **100 to 150 points** is a good start. The full rules add the Blessed (500 to 700 points) and Divine (1,000 to 2,000 points) tiers.

Disadvantage limit. To keep characters playable, the total of all disadvantages is usually capped at half the starting points: no more than 50 points of disadvantages in a 100-point game.

Attributes

The attributes

Attribute	What it measures
Strength (STR)	Physical power and body mass: lifting, carrying, striking, grappling. Sets your hand-to-hand damage.
Dexterity (DEX)	Agility, balance, coordination and precision. Combat accuracy, delicate tasks and quickness.
Constitution (CON)	Endurance and health. Sets your Hit Points and resists poison, disease, fatigue and collapse.
Intelligence (INT)	Reasoning, memory and creativity. Scientific, technical and magickal skills. Sets Perception.
Wisdom (WIS)	Perception and judgment: noticing, reading people, surviving outdoors.
Charisma (CHA)	Presence and influence: persuading, leading, performing.
Will Power (WIL)	Mental resilience against fear, coercion, interrogation, torture and supernatural influence. Also used to cling to life.
Mana Pool (MP)	Magickal energy and control. Only magick users need to raise it.

Every attribute starts at **10**, average for a human, at no cost. Most people fall between 8 and 12. A score of 15 is exceptional; 20 is heroic and beyond normal human limits. Check with the SM before going above 20.

Attribute costs

Score	Description	INT or DEX	All other attributes
1	Feeble	gain 18 DP	gain 18 DP
5	Poor	gain 10 DP	gain 10 DP
8	Below average	gain 4 DP	gain 4 DP
9	Weak	gain 2 DP	gain 2 DP
10	Average	0 DP	0 DP
11	Above average	cost 10 DP	cost 5 DP
12	Honed	cost 20 DP	cost 10 DP
15	Exceptional	cost 50 DP	cost 25 DP
20	Heroic	cost 100 DP	cost 50 DP

In short: raising **INT or DEX** costs **10 DP per level** above 10. Raising **any other attribute** costs **5 DP per level**. Lowering any attribute below 10 **gives back 2 DP per level**. The lowest score for a working character is 1.

Secondary characteristics

These come straight from your attributes. Work them out after buying attributes, and again whenever an attribute changes.

Secondary characteristics

Value	How to work it out
Hit Points (HP)	50 + (CON × 10) + (Level × 5). New characters are Level 1 unless the SM says otherwise. Adjust for Size (see Species), dropping fractions.
Basic Speed	(DEX + CON) ÷ 4. Keep the decimals for working out Dodge. When writing Basic Speed on the sheet, drop the decimals, but round up if the decimal part is .85 or more.
Dodge	Basic Speed (with decimals) + ((DEX − 10) ÷ 2). Drop fractions from the final number.
Basic Move	Basic Speed with fractions dropped, in yards per second. Multiply by 0.9 for meters.
Perception (Per)	Equal to INT. The SM rolls against it to see whether you notice hidden things and danger.

> **Example: an average human**
> All attributes 10, Level 1. HP = 50 + 100 + 5 = 155. Basic Speed = (10 + 10) ÷ 4 = 5. Dodge = 5 + 0 = 5. Basic Move = 5 yards per second. Perception = 10.

Hit Points measure both injury and stamina. Wounds, exhaustion, hunger and hazards all come off the same pool.

Appearance, Charisma and wealth

Appearance

Appearance	Points	Reaction modifier
Hideous	−10	−5
Ugly	−6	−3
Unattractive	−4	−1
Average	0	0
Attractive	+5	+2
Handsome or Beautiful	+10	+5 from those attracted to your type, +3 from others
Very Handsome or Very Beautiful	+15	+8 from those attracted to your type, +5 from others

Charisma (the advantage) costs 5 points per level. Each level gives +1 on reaction rolls in direct conversation and +1 to Leadership and public speaking. This is separate from your CHA attribute.

Wealth

Wealth	Points	Meaning
Dead broke	−20	Owns nothing beyond what is carried.
Poor	−15	One fifth of average starting wealth. Limited jobs.
Struggling	−10	Half of average wealth. Income barely covers needs.
Average	0	The norm for the setting.
Comfortable	+15	Twice average starting wealth.
Wealthy	+40	Five times average starting wealth.
Very wealthy	+50	Twenty times average starting wealth.

The SM sets what average starting wealth means in the Region where you play. The full rules add higher wealth levels, technology level, languages, reputation and status.

Advantages

Advantages are special abilities that make your character stand out. Choose ones that support your concept and create good scenes, not just bigger numbers. Costs are guides; the SM may adjust them.

Starter advantages

Advantage	Cost	Effect
Acute Senses	5 per level per sense	+1 per level to Perception rolls with one sense: hearing, sight, smell, touch or taste.
Ambidexterity	10	No penalty for using either hand.
Animal Empathy	5	You understand the moods and motives of animals.
Catfall	10	You reduce falling damage and control your body as you fall.
Combat Reflexes	15	+2 to defense, resist surprise, and shake off mental stun twice as fast.
Common Sense	10	The SM warns you before you do something obviously foolish.
Contacts	10	People who give you information or small favors.
Darkvision	10	You see clearly in darkness out to a set range.
Fearlessness	2 per level	+1 per level to resist fear.
High Pain Threshold	20	You ignore shock penalties and resist being stunned by injury.
Iron Will	10 per level	+1 per level to resist coercion and mental influence.
Luck	5 to 30	A few times per session, reroll a bad result. The SM sets how often.
Magick Affinity	10	You have a natural gift for magick.
Natural Armor	5 per level	Skin, hide or scales: +1 protection per level against every hit.
Resistant	10	Better resistance to one hazard, such as poison or disease.
Voice	10	+3 to skills involving speech or singing, and +1 reaction from anyone who hears you.

Disadvantages

Disadvantages are flaws that give back points and create roleplaying. They only work if you play them. Some need a **self-control roll**: when the flaw is triggered, make a Will Power roll. On a failure, the flaw takes over.

Starter disadvantages

Disadvantage	Points	Effect
Bad Sight	−10 or −25	−6 on sight-based Perception and −2 on attacks where sight matters. −10 where glasses exist, −25 where they do not.
Bad Temper	−10	Under stress, a self-control roll. Failure means lashing out at the source.
Code of Honor	−5 to −15	You live by a strict code even when it costs you.
Curious	−5	You must investigate strange things, even dangerous ones.
Greed	−15	Money tempts you past good sense.
Hard of Hearing	−10	−4 on hearing-based Perception and on understanding speech.
Honesty	−10	You obey laws and rules, and hate breaking them.
Impulsiveness	−10	You act first and think later.
Nightmares	−5	Bad dreams disturb your rest.
One Eye	−15	No depth perception; penalties to ranged attacks and Perception.
Overconfidence	−5	You believe you can handle anything.
Pacifism	−5 or −10	You refuse to kill, or to fight at all.
Phobia	−5 to −15	An irrational fear. Facing it calls for a self-control roll.
Sense of Duty	−2 to −20	You will not abandon a group, cause or person.
Truthfulness	−5	You find it very hard to lie.
Unluckiness	−10	When things can go wrong for you, they do.
Vow	−5 to −15	A solemn promise that limits what you do.

Quirks

A quirk is a small, persistent trait: tapping your fingers when nervous, speaking too formally, refusing to lie for personal gain, collecting buttons. Quirks add personality without crippling you.

Each is usually worth **−1 point**, and the SM approves them. Quirks also include unusual habits, prejudices and preferences; agree on these with your SM and your group before play.

Skills

A skill is training and practice. Your attribute shows potential; your skill shows what you do with it. Skills start at level 0 and are bought on the **Ascendant Scale**. You pay the cumulative cost of the level you want.

Skill costs (Ascendant Scale)

Level	Rank	Cost per level	Total cost to reach the top of the range
0	Instinctual (untrained)	0	0
1 to 3	Natural	1 DP	3 DP at level 3
4 to 9	Competent	2 DP	15 DP at level 9
10	Average professional	5 DP	20 DP
11 to 14	Honed	3 DP	32 DP at level 14
15	Exceptional	10 DP	42 DP
16 to 19	Elite	5 DP	62 DP at level 19
20	Heroic	15 DP	77 DP

> **Example: buying a skill**
> Level 12 costs 20 DP to reach level 10, plus 3 DP each for levels 11 and 12: 26 DP. Level 5 costs 3 DP for levels 1 to 3, plus 2 DP each for levels 4 and 5: 7 DP.

Level 10 is a working professional. Level 15 is an Olympian or grandmaster. Level 20 is an action hero. The full rules continue the scale to Master (21 to 49), Demigod (50), Mythic (51 to 99) and Divine (100).

A **weapon specialty** such as Shortsword, Dagger or Spear is a narrower form of Melee Weapons and costs the same. Use the specialty for that weapon only.

Starter skills

Skill	Attribute	Covers
Acrobatics	DEX	Tumbling, flips, rolling with falls.
Animal Handling	WIS	Calming, training and riding animals.
Athletics	STR	Running, jumping, lifting, throwing, forcing doors.
Balance	DEX	Keeping your footing on unstable ground.

Skill	Attribute	Covers
Brawling	STR	Unarmed strikes, clinches, headbutts and dirty fighting.
Channeling	INT and MP	Pulling raw magick through the body for fast effects.
Climbing	STR or DEX	Scaling walls, cliffs, ropes and trees.
Computing	INT	Using and programming computers, where they exist.
Concentration	WIL	Keeping focus despite pain and distraction.
Cooking	WIS or DEX	Preparing good, safe food.
Deception	CHA	Lying, bluffing and disguising intent.
Diplomacy	CHA or WIS	Negotiating between parties and calming conflict.
Endurance	CON	Resisting fatigue, pain, heat, cold and hunger.
Engineering	INT	Designing, building and repairing structures and machines.
First Aid	INT	Stopping bleeding and stabilizing the wounded.
Grappling	STR or DEX	Holds, throws, pins and escapes.
Heavy Weapons	STR	Greatswords, warhammers, halberds.
Insight	WIS	Reading motives and spotting lies.
Intimidation	CHA or STR	Frightening others into cooperating.
Leadership	CHA	Directing and inspiring a group.
Lore	INT	Knowledge of history, legends and a chosen subject.
Martial Arts	DEX and STR	Trained unarmed fighting: precision and leverage.
Mechanic	INT or DEX	Repairing engines and mechanisms.
Melee Weapons	STR or DEX	Swords, axes, clubs, spears and knives.
Mental Resistance	WIL	Resisting mind control and psychic attack.
Navigation	INT or WIS	Finding your way by map, stars or landmarks.
Parry	DEX	Deflecting attacks with a weapon or limb.
Perception	WIS	Actively searching and noticing details.
Performance	CHA	Acting, singing, music and storytelling.
Persuasion	CHA or INT	Convincing with argument and charm.
Ranged Weapons	DEX and INT	Bows, crossbows and firearms.
Restoration	WIS and MP	Healing magick.
Scavenging	WIS	Finding useful materials in ruins and waste.

Skill	Attribute	Covers
Shield Use	DEX	Blocking with a shield.
Spellcasting	INT and MP	Casting learned spells by formula, sigil and word.
Stealth	DEX	Moving silently and staying hidden.
Streetwise	WIS or CHA	Finding contacts, rumors and black markets.
Survival	WIS	Finding food, water and shelter in the wild.
Swimming	STR or CON	Swimming and staying afloat.
Tactics	INT	Planning fights, flanking and initiative advantage.
Thrown Weapons	DEX	Knives, axes, spears and stones thrown by hand.
Tracking	WIS	Following trails and signs.

The full rules contain more than 450 skills, including crafts, medicine by technology level, schools of magick, and specialist skills for running guilds, academies, taverns, towns and temples.

Species

The Infinite Plane is home to many peoples. In Lite, a species sets your **Size** and gives you a guide for attributes. Size changes the damage you deal, how easy you are to hit, and your Hit Points.

Common species

Species	Size	Typical traits
Human	0	Balanced and adaptable. No strong biases.
Elf	0	High DEX and perception; lower STR and CON. Resist charm and fear.
Dwarf	0	High STR and CON; lower DEX. Resist poison and disease.
Orc	+1	High STR and CON; lower INT. Push through pain.
Goblin	−2	High DEX and perception; lower STR. Sneaky and cautious.
Cat Beastfolk	−1	High DEX and perception. Night vision; agile climbers.
Dog Beastfolk	0	Keen smell, loyal and social, good endurance.
Bear Beastfolk	+1	Very high STR and CON; lower DEX.
Insectoid worker	−2	Hardy hive laborers; warriors are Size 0.

Size modifiers

Size	Height	To hit this creature	Damage it deals	Hit Points
−2	2 to 4 ft	−2	−4	−30%
−1	4 to 5 ft	−1	−2	−15%
0	5 to 7 ft	0	0	no change
+1	7 to 9 ft	+1	+2	+25%
+2	9 to 14 ft	+2	+4	+50%

The full rules include species advantages and disadvantages for twelve species, sizes from −3 to +6 (pixies to ancient dragons), and Size effects on reach, grappling, knockback, movement and stealth.

4. Combat



Combat is fast and dangerous. Position, timing and morale matter as much as damage, and surrender, retreat and negotiation are always worth considering. Lite uses the **Standard** combat mode: roll initiative order, roll to hit, then roll damage.

Turns and initiative

Combat runs in **turns** of about one second. Characters act in order of **Basic Speed**, highest first. If two are tied, the higher DEX goes first; if still tied, the SM decides. When everyone has acted, a new turn begins.

On your turn, choose **one action** and you may also move a short distance, up to your Basic Move. Actions include attacking, aiming, casting a spell, using an item, diving for cover, or one of the maneuvers below.

Maneuvers

Maneuver	Effect
Attack	Make one attack.
All-Out Attack	A bonus to your attack, but you cannot defend this turn. High risk, high reward.
All-Out Defense	A bonus to your defense, but no attack this turn. Useful when outnumbered.
Aim	Spend the turn aiming for a bonus on your next ranged attack.

Maneuver	Effect
Feint	A quick contest of skills. If you win, your opponent defends worse against your next attack.
Grapple	A quick contest of STR or Grappling. The winner controls the opponent.
Move and Attack	Move your full Basic Move and make one attack at a penalty.
Wait	Hold your action, then interrupt someone else's turn.

The SM sets the size of maneuver bonuses and penalties to fit the fight; +2 or −2 is a good start.

Making an attack

1. **Roll to hit.** Make a success roll with your combat skill (Brawling, Melee Weapons, Ranged Weapons and so on). Add the target's Size modifier: big creatures are easier to hit. On a success, you hit. On a 7 to 12, the SM decides whether you graze, are deflected, or miss. On a failure, you miss.
2. **The target defends.** If the target knows the attack is coming, it may try one defense (see below). A successful defense stops the attack.
3. **Roll effectiveness.** Roll 1d20 to see how cleanly the hit landed (see the table below).
4. **Roll damage.** Roll the attack's damage, multiply by the effectiveness result, drop fractions (minimum 1), and subtract the target's armor. The rest comes off the target's Hit Points.

Effectiveness roll

Roll (1d20)	Result	Damage
13 to 20	Clean hit: full force, the target fails to slip or turn.	Full
7 to 12	Solid hit, partly guarded or off-angle.	Half
1 to 6	Glancing blow: it barely connects.	Quarter

Defending

A character who sees an attack coming may try one defense against it:

- **Dodge.** Roll 1d20. If the roll is **equal to or less than** your Dodge, you avoid the attack.
- **Parry.** Make a success roll with Parry, or with the weapon you are holding, to deflect the blow. You cannot parry bullets or large creatures without special gear.
- **Block.** Make a success roll with Shield Use. A defensive magick barrier counts as a Block.

Each extra defense you attempt in the same turn is harder; the SM applies a growing penalty. Poor footing, surprise and exhaustion also reduce defenses. A surprised character cannot defend at all.

Damage

Your **Strength** sets the damage of punches, kicks and muscle-powered weapons. **Thrust** is for straight-line attacks: punches, bites, spears, rapiers, daggers. **Swing** is for weapons swung in an arc: axes, clubs, maces and most swords. Write thrust and swing on your sheet separated by a slash, for example 1d20−1/2d20−1.

Damage by Strength (Size 0)

STR	Punch	Kick	Thrust	Swing
1 to 2	1d20−8	1d20−7	1d20−6	1d20−5
3 to 4	1d20−7	1d20−6	1d20−5	1d20−4
5 to 6	1d20−6	1d20−5	1d20−4	1d20−3
7 to 8	1d20−5	1d20−4	1d20−3	1d20−2
9	1d20−4	1d20−3	1d20−2	1d20−1
10	1d20−4	1d20−3	1d20−2	1d20
11	1d20−3	1d20−2	1d20−1	1d20+1
12	1d20−3	1d20−2	1d20−1	1d20+2
13	1d20−2	1d20−1	1d20	2d20−1
14	1d20−2	1d20−1	1d20	2d20
15	1d20−1	1d20	1d20+1	2d20+1
16	1d20−1	1d20	1d20+1	2d20+2
17	1d20	1d20+1	1d20+2	3d20−1
18	1d20	1d20+1	1d20+2	3d20
19	2d20−3	2d20−2	2d20−1	3d20+1
20	2d20−3	2d20−2	2d20−1	3d20+2

Add the attacker's Size damage modifier (see Species). If damage drops below 1 on a hit, it still does 1. For bows, crossbows, firearms and quick play, the SM may use the typical weapon damage below instead.

Typical weapon damage

Weapon	Damage	Notes
Knife or dagger	1d6	Concealable, quick.
Shortsword	1d6+1	Balanced, versatile.
Spear	1d6+2	Reach; can be thrown.
Longsword	2d6	The standard melee weapon.
Warhammer	2d6+1	Crushing.
Greatsword	3d6	Two-handed, slow.
Bow	1d6+1	Needs arrows.
Crossbow	2d6	Pierces armor; slow to reload.
Pistol	2d6	Limited ammunition.
Rifle	3d6+2	Long range, accurate.

Armor has a protection value set by the SM for the setting. Subtract it from the damage of every hit it covers. Natural Armor adds +1 protection per level.

Quick skirmishes: Rock, Paper, Scissors

For bar brawls, minor minions and ambushes where detail would slow the story, the SM may resolve a whole exchange in one beat. Each side secretly picks a stance and reveals it at once:

- **Rock**: a heavy attack, stomp or magick blast. Beats Scissors.
- **Paper**: block, counter or ward. Beats Rock.
- **Scissors**: a fast strike, feint or precise spell. Beats Paper.

The winner deals full damage and the loser deals only quarter damage. A tie deals half damage to both sides. Describe the result in a sentence and move on. The full rules expand this into a complete combat system, alongside the Trinity and Dual-Die systems.

5. Injury, Fatigue and Recovery

Hit Points (HP) track both injury and exhaustion. Cuts, bullets, burns, poison, sprinting and hunger all drain the same pool. Track your current HP all the time.

Injury effects

Current HP	Effect
Below one third of maximum	You stagger. Halve your Basic Move and Dodge, rounding up.
0 or less	At the start of each of your turns, roll Constitution to stay conscious, if you plan to act, defend or move hard. If you do nothing at all, no roll is needed.
−1 × maximum HP	Roll Constitution at once to avoid death. Roll again at −2×, −3× and −4×.
−5 × maximum HP	Death, for most living beings.

> **Example: death checks**
> A character with 165 maximum HP falls to −165 HP. They roll Constitution to survive. If they do, they roll again at −330, −495 and −660. At −825 HP they die.

Shock

When you take damage, you flinch. Until the start of your next turn, take a penalty equal to the HP you lost, up to −4, on DEX-based and INT-based skills. Shock does not reduce Dodge, Parry or Block.

Major wounds

A single hit that takes **more than half your maximum HP** is a major wound. Roll Constitution. On a success, you suffer only shock. On a failure, you are stunned and knocked down, dropping what you hold. While stunned you do nothing on your turn and defend at −4; roll Constitution at the end of each turn to shake it off. If you fail the first roll by 5 or more, you fall unconscious.

Waking up

- With 1 HP or more: you wake within fifteen minutes.
- At 0 HP or below, but above −1 × maximum HP: roll Constitution every hour to wake. You still suffer the below-one-third penalties.
- At −1 × maximum HP or worse: you need medical help or magick to wake.

Recovery

Recovering Hit Points

Method	HP restored
Natural rest	Roll Constitution at the end of each full day of rest with shelter and food. Success restores 10 HP.
First aid	About one minute of binding and pressure stops bleeding and restores 10 HP.
Medical treatment	A Medicine or First Aid roll restores more, depending on tools, time and technology level.
Magickal healing	Depends on the spell. Can be instant and large.
Quiet rest after exertion	1 HP per 10 minutes, if the loss came from exertion rather than wounds.

Fatigue and hazards

Exertion costs

Activity	HP cost
A fight longer than 10 turns	20 HP afterward for everyone who fought, defended, sprinted or cast spells.
Forced march	Roll Constitution each hour of hard travel. Failure costs 10 HP.
Sprinting	Roll Constitution after every 15 seconds. Failure costs 10 HP.
Hard swimming	Roll Constitution after every minute. Failure costs 10 HP.
No food or water	50 HP per day; only 5 HP per day if you have water.
No sleep	After 16 hours awake, roll Constitution every 4 hours. Failure costs 10 HP.
Extreme heat or cold	Roll Constitution on a schedule the SM sets. Failure costs 10 HP.

Fire, poison and disease cost HP as the SM rules for the source; resist poison and disease with Constitution. **Without air**, you lose HP fast; at 0 HP, roll Will Power each turn to keep acting, and unconsciousness follows soon after.

Death carries weight. In some Regions it is final. In others, advanced technology, divine bargains or rare magick can bring characters back, always at a cost. The first people brought to the Plane were clones, and some Goddesses can move a consciousness into a new body.

6. Magick in Brief



Magick on the Infinite Plane is nanyte technology so advanced it seems supernatural. If your SM allows magick, raise your **Mana Pool (MP)** attribute and buy a magick skill such as Spellcasting, Channeling or Restoration. Cast a spell with a success roll on that skill.

Your **mana pool**, the points you spend to cast, is rolled once when you create the character:

> **Mana pool formula**
>
> Mana pool = ((d1000 roll × HP + INT ÷ 3) + (race modifier × 100)) × 3
>
> For most characters, the race modifier is 1. The SM may use the character's Size or class level instead.

> **Example**
>
> A character with INT 12 and 260 HP rolls 358 on a d1000. (358 × 260 + 4) = 93,084. Add 100 for the race modifier: 93,184. Multiply by 3: a mana pool of 279,552.

In Lite, the SM sets each spell's mana cost and effect. Treat attack spells like projectiles or blows: roll to hit, roll effectiveness and roll damage. The full rules add more than thirty schools of magick, from Elemental Manipulation and Necromancy to Chronomancy, with costs and casting rules.

7. Running the Game

The Session Master creates the world: its era, laws, languages, technology and economy. A few tips:

- **Say yes, then roll.** Let players try clever things. Use the uncertain zone (7 to 12) to add twists instead of flat failures.
- **Combat is deadly.** Even weak opponents threaten injured characters. Give enemies goals besides killing: they flee, surrender or bargain.
- **Raise the stakes with modifiers.** Stress, darkness and haste are usually worth −2 to −5.
- **Use reaction rolls** when you do not already know how someone feels about the players. Then play the result.
- **Award points.** After each session, give each player 1 to 5 points for playing well, taking part and moving the story. Major milestones can earn more. Encourage players to improve skills they actually used.
- **Mix technology.** A medieval kingdom can hold a few steam-age devices found in ancient ruins. You control what exists.

8. Sample Characters



These four characters are ready to play. Each skill line shows the bonus to add to your d20 for a success roll (Skill Shift plus Attribute Shift). All are Level 1.

Barnaby, Bear Beastfolk brawler (100 points)

A massive, simple-living dock worker who solves problems with strength rather than technique. Size +1.

Barnaby

Item	Value
Attributes (39 DP)	STR 15 (25 DP), CON 14 (20 DP), DEX 9 (gain 2 DP), INT 8 (gain 4 DP). All others 10.
Skills (59 DP)	Brawling 12, roll +3 (26 DP). Athletics 12, roll +3 (26 DP). Carpentry 5, roll +2 with STR (7 DP).
Secondary	HP 243 (195 for Level 1, +25% for Size +1). Basic Speed 5. Dodge 5. Basic Move 5. Perception 8.
Damage	Punch 1d20+1, kick 1d20+2 (includes +2 for Size).
Points	98 spent, 2 unspent.

Klick, Insectoid worker and tunnel fighter (120 points)

A multi-limbed hive drone who digs, shores up tunnels and holds the line. Size −2.

Klick

Item	Value
Attributes (35 DP)	CON 13 (15 DP), STR 12 (10 DP), DEX 11 (10 DP). All others 10.
Skills (85 DP)	Engineering (Tunneling) 15, roll +1 (42 DP). Spear 10, roll +2 (20 DP). Survival (Underground) 10, roll +1 (20 DP). Climbing 3, roll +1 (3 DP).
Secondary	HP 129 (185, −30% for Size −2). Basic Speed 6. Dodge 6. Basic Move 6. Perception 10.
Damage	Spear (thrust) 1d20−5 (includes −4 for Size).
Points	120 spent.

"Subject 12", Gemp tech scavenger (150 points)

A Gemp (human and chimpanzee hybrid) mechanic who uses agility and intellect to strip ancient technology and slip past security. Size 0.

Subject 12

Item	Value
Attributes (64 DP)	DEX 13 (30 DP), INT 13 (30 DP), CON 12 (10 DP), STR 7 (gain 6 DP). All others 10.
Skills (86 DP)	Engineering 12, roll +2 (26 DP). Scavenging 12, roll +1 (26 DP). Stealth 10, roll +2 (20 DP). Dagger 6, roll +1 (9 DP). Climbing 4, roll +1 with DEX (5 DP).
Secondary	HP 175. Basic Speed 6. Dodge 7. Basic Move 6. Perception 13.
Damage	Dagger (thrust) 1d20−3.
Points	150 spent.

Yara, Cat Beastfolk nightblade (200 points)

A silent hunter who blends shadow magick with swift blade work. Size −1.

Yara

Item	Value
Attributes (78 DP)	DEX 14 (40 DP), INT 12 (20 DP), MP 12 (10 DP), WIS 12 (10 DP), STR 9 (gain 2 DP). All others 10.

Item	Value
Skills (122 DP)	Stealth 16, roll +2 (47 DP). Shortsword 14, roll +2 (32 DP). Shadow Magick 10, roll +2 (20 DP). Acrobatics 10, roll +2 (20 DP). Perception 3, roll +1 (3 DP).
Secondary	HP 131 (155, −15% for Size −1). Basic Speed 6. Dodge 8. Basic Move 6. Perception 12.
Mana pool	Roll at the table: ((d1000 × 131 + 4) + 100) × 3.
Damage	Shortsword (swing) 1d20−3 (includes −2 for Size).
Points	200 spent.

Example of play

Yara and Barnaby are slipping onto a guarded dock at night. The SM has a dock guard ready: STR 11, DEX 10, CON 11, Melee Weapons (club) 10, HP 165, Basic Speed 5.25, Dodge 5. His club swings for 1d20+1.

- **Stealth.** Yara goes first. She rolls 12 and adds +2: 14. Success. She reaches the stacked crates unseen.
- **Reaction.** Barnaby is too big to hide, so he walks up with a coin. The SM rolls a secret reaction: 9, +2 for the offered coin, makes 11. Poor. The guard is suspicious and demands more. Barnaby swings instead.
- **Initiative.** Basic Speeds: Yara 6, Barnaby 5.75, the guard 5.25. Yara acts first, then Barnaby, then the guard.
- **Yara attacks.** She rolls 14 + 2 = 16: a hit. The guard tries to Dodge and must roll 5 or less; he rolls 9 and fails. Yara's effectiveness roll is 15: full damage. She rolls 1d20−3 and gets 13 − 3 = 10. The guard drops to 155 HP and suffers −4 shock on DEX- and INT-based skills until his next turn.
- **Barnaby attacks.** He rolls 6 + 3 = 9: uncertain. The SM rules his fist clips the guard. Effectiveness roll 4: quarter damage. He rolls 1d20+1 for 12 and quarters it to 3. The guard is at 152 HP.
- **The guard strikes back** at Yara with his club. The SM decides this swing is STR-based, so shock does not apply. He rolls 13 + 2 = 15: a hit. Yara Dodges and must roll 8 or less. She rolls 6 and twists away.

Next turn, the guard is outnumbered and bleeding. The SM decides he will shout for help unless someone stops him. What do you do?

9. Beyond Lite: the First Edition

IPRPS Lite covers the core. **The Infinite Plane Role Playing System, First Edition** is the complete game, sold separately. It adds:

- More than 450 skills, including crafts, medicine for every technology level, and specialist skills for guilds, academies, taverns, town governments and religious orders.
- The complete advantage, disadvantage and quirk lists, with species traits for Humans, five Beastfolk, Elves, Dwarves, Orcs, Goblins, Demons, Spirits, Reptilians and Dragonoids, Insectoids and Constructs.
- The full Ascendant Scale to level 100, from Master to Divine, and the Blessed and Divine power tiers.
- Four combat systems: Standard, Rock-Paper-Scissors, Trinity and Dual-Die, with full maneuvers and weapon scaling.
- The complete Size system for reach, grappling, knockback, movement, swimming and stealth, from pixies to ancient dragons.
- Technology levels from the Stone Age to the far future, languages, literacy, wealth to Royalty, reputation and status.
- Rules for climbing, jumping, running, flying, throwing, lifting, perception, knowledge and social influence.
- Full injury, hazard and species-difference rules, mortal wounds and resurrection.
- Thirty-plus schools of magick and the Mana Pool system in depth.
- Party building and play advice, more than a dozen sample characters from 100 to 500 points, a glossary and complete tables.

Get news about the First Edition, IPRPS OS and more free material at **infiniteplane.space**. Download the latest IPRPS Lite at **infiniteplane.space/LITE**.

10. Quick Reference

The rolls at a glance

Roll	How
Success roll	1d20 + Skill Shift (skill ÷ 10) + Attribute Shift + modifiers. 1–6 fail, 7–12 SM decides, 13+ success.
Attribute roll	1d20 + Attribute Shift + modifiers. Same bands.
Critical	Natural 18–20 is a critical success. Natural 1–3 is a critical failure.
Effectiveness	1d20 after a hit. 13–20 full damage, 7–12 half, 1–6 quarter.
Dodge	1d20, equal to or under your Dodge.
Damage	Dice + adds, × effectiveness, drop fractions (minimum 1), − armor.
Reaction	1d20 + modifiers, read on the Reaction Table. Higher is better.

Formulas

Value	Formula
Hit Points	50 + (CON × 10) + (Level × 5), then Size
Basic Speed	(DEX + CON) ÷ 4
Dodge	Basic Speed + ((DEX − 10) ÷ 2), drop fractions
Basic Move	Basic Speed, fractions dropped (yards per second)
Perception	INT
Mana pool	((d1000 × HP + INT ÷ 3) + race modifier × 100) × 3

Costs

Buying	Cost
INT or DEX	10 DP per level above 10
Other attributes	5 DP per level above 10
Lowering any attribute	Gain 2 DP per level below 10
Skills	Level 3: 3 DP. Level 10: 20 DP. Level 12: 26 DP. Level 15: 42 DP. Level 20: 77 DP.
Disadvantages	No more than half your starting points
Quirks	Usually −1 each

11. Character Sheet

Copy this page, or fill it in on screen. Write in pencil: numbers change in play.

Basic information

Field	Entry
Character name	
Player	
Species and Size	
Concept	
Starting points	
Points unspent	
Level	

Attributes

Attribute	Score	Shift	DP spent
Strength (STR)			
Dexterity (DEX)			
Constitution (CON)			
Intelligence (INT)			
Wisdom (WIS)			
Charisma (CHA)			
Will Power (WIL)			
Mana Pool (MP)			

Secondary characteristics

Value	Entry
Maximum HP	
Current HP	
One third of maximum HP	
Basic Speed	

Value	Entry
Dodge	
Basic Move	
Perception	
Damage (thrust / swing)	
Armor protection	
Mana pool	

Skills

Skill	Attribute	Level	Roll bonus	DP spent

Advantages, disadvantages and quirks

Trait	Points	Notes

Trait	Points	Notes

Weapons and gear

Item	Skill	Damage	Notes