

# THE UNLUCKIEST RICK

A quasi complete RPG by the folks at Epic Nerd Camp

Ruleset by Josh Opper

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**Primary Stats** –Fightz, Smartz, Tech, Luck, Charm. All primary stats start at a value of 1

Skillz – all skillz start at a value of zero

## Fightz

Fisticuffs  
Blasters  
Bombs  
Sharp Things

## Luck

Hide and Sneak  
Happened Just in Time  
Find It When You Need It  
Banana Peel

## Smartz

Multiverses  
Peoples  
Places  
Trickery

## Charm

Smooth talk  
Negotiate  
Intimidate  
Show Me What You Got

## Tech

Build It  
Use It  
Repair It  
Improve It

# Character Generation and Advancement

- Even points to stats allow you to add a point to a sub-skill
- Every 3rd point allows an adjective or noun to a skill to have a specialty
- First level all character stats start at a value of one, then you can add 3 points to your stats with no single stat starting higher than 3
- Every time you gain a level add one point to any one stat

## Spending Stat Points

You can affect the outcome of conflicts in the game by spending stat points.

Using them lowers your stat for the rest of the session.

Fightz Point- spend to deal a critical blow

Smartz Point- spend to know something no one else in the room can know

Tech Point- to have counter tech on your person

Luck Point- spend to draw the first face card

Charm Point- you are loved by the people or LOVED by the people

## Resolution

1. Compare total value (Current Points + skill points) subtract down until one of the opposition has a value of 1

Example: Morty has a Smartz of 1 and a Trickery skill of 1 for a total of 2

Mr. Meeseeks has a Smartz of 2 and Trickery of 2 for a total of 4

We subtract until someone has a value of one so Morty has a 1 and Mr. Meeseeks has a value of 5

Morty draws one card and Mr. Meeseeks draws three cards, the highest value card wins the conflict.

2. Shuffle deck draw card or cards highest card wins (Ace High)

**Special**

If you have a specialization IE (Build It - vehicles) even if the opposition has a much higher number they can never draw more than one card than the you.

3. Anyone defeated in a conflict of this nature loses one stat point in the opposing value if any stat reaches zero that character is defeated for that scene.

This is just for fun. If you can't find an answer to something, make it up. Don't agonize over the details. The answer is, don't think about it.