

Concerto

Welcome to the wonderful world of Concerto, a musical based TTRPG system. This is a simple system, made with the intent of being ran for my little sisters to have an introduction to table top games. Anyone can learn to play, and linked along side this document is a YouTube video I made that verbally explains the system if that helps you process better! Keep in mind, this is my first ever homebrew system; so it may not be perfect. Please leave me feedback if you try it out, and thank you for playing! -Faith

Introduction

The birds are singing loudly this morning. MUCH louder than normal. In fact; you think to yourself, they almost sound like they're purposely harmonizing a song. But that isn't possible; is it? Music has always been a part of your daily life, and you would recognize a bird song like this if it had ever existed. But it doesn't. It doesn't take long for you to turn on your phone and head straight to social media. Lo and behold, a symphony of song has blanketed the rest of the world! The most common theory circling is that the popular rhythm game "Concerto" has somehow broken free of its code. Now the world is full of music powers, and you are too! Will you harness the energy of sound itself, or perhaps you feel more comfortable using your words. Maybe you've been itching for a reason to dance your way into a fight. But for today, you may simply pick up your guitar, and strum a magical tune with the singing birds.

Index

Page Topic	Page Number
Introduction	1
Index	2
Basic Rules	3
Maestros (GMs)	4
Players	4
Classes and Stats	6
Life Points	7
Money & Equipment	8
Classes	9
Character Sheet	13

Special Thanks to all who playtest!

All graphics used in this booklet are assets from Canva. Thank you to the creators!

Concerto

Basic System Rules

Concerto utilizes fairly simple roleplay and combat. You will be using the d8 for your rolls most of the time you spend playing (on the game master and player side). From this point on, GMs will be called Maestros!

Each player has 4 stats that determine their class and roll bonuses. There are only 4 classes (one for each stat), and the players have full reign to choose any genre of music they want to work as any class. More details on that in the For Players section. Combat in this system occurs in Measures instead of the typical "round". Everyone gets 4 actions. There are some actions that anyone can use, and some controlled by each class individually. Below are some general actions:

Movement: On creation, all characters can move 2 steps. One move action is worth one action, so you can move up to 4 times per measure, giving you 8 steps total. This is largely unaffected by class.

Interactive Actions: In combat, you can choose to interact with the world around you. Up to Maestro discretion, you can use a number of actions equal to what they determine. For example, if you wanted to hide behind something, the Maestro may determine that as your full action. If you wanted to speak to someone in combat, that may only count for 1 or 2 actions. It will always be up to your Maestro.

Item Interactions: An normal item (such as a healing buff), will always take 2 actions to use. This allows you to empower an attack before taking it, heal after you swing, or whatever else you come up with. Special items may come with other rules.

Combat Actions: Every character can swing to punch someone. These are the combat actions you can take no matter what! Any attack will count as 2 actions, and other moves can cost 4 (grappling for example). Basic fighting listed below.

Fists: A swing will always be a d8 plus your rhythm bonus. Add-ons come with classes.

Weapons: Any sort of weapon will be a d8 plus your intuition bonus. Add-ons come with classes.

Concerto

For Maestros

Running this game will be as simple as letting your imagination run wild. NPC and enemy creation will work the exact same way as building a character; or if you would like, you can change things up or keep powers out of it entirely. If you want to run goons with no powers, just weapons, feel free to give the weapon of choice a quick buff and keep it rolling.

Your players should have the option to use *quite literally* any genre of music that they want. It is most important that you work with them to make the genre match the ideas they have, and let them reason with you. It is a fun mental exercise on both of your parts to come up with the reasoning why an EDM artist can be an Eloquence fighter. Try to keep it light and keep it fun. At the end up the day, the most important part of being a game master for any system is letting the players live out their ideas in your story.

Character building is broken down starting on Page 6. What's more important for you to know is how to level them up. Since there are no concrete enemies and stat blocks, work with the **Experience Points** you think would best fit your fights. You can also just use the milestone route. Either way, there is a bar on the character sheet to keep track.

If there is a check that is not listed that one of your players wants to make, you can either come up with that check yourself, or simply use one that is listed. I did not make a stat for any sort of magic detection, but if it ever comes up I would use Intuition to roll. It is totally up to you as the Maestro how you want to handle that.

In regards to the environment, I planned this to exist in modern times. If you want to go far future, or take it back to the past, that should work fine too! None of the rules or classes are time frame specific, so don't worry about losing sense of the game if you want to explore other time periods. Aside from that, there is no real lore or enemies. As time goes on and I run my game, I will post some of the story lines and encounters my party enjoyed the most. Please feel free to do the same!

Concerto

For Players

This game was built for you! Keep that in mind as you go through your character creation. Anything that you can imagine will be possible in this world. Your Maestro is going to work with you on the next few steps to building your character, and you will use the attached sheet to keep track of everything you have!

Step 1: Pick Out a Genre

You can pick ANYTHING! All music genres are applicable because this game does have genre-specific classes. Instead, you will pick one of the four classes that you feel **best fits** the genre you chose. If you want to pick your favorite, go ahead! If you want to pick something serious; or inversely, something silly, that's fine too! It is entirely up to you.

Step 2: Choosing a Class

Concerto only has 4 classes. There will be a 5th **coming out soon** so keep your eyes peeled! Each of the classes are based off of a Stat that gives you your powers. If you do not want to read through all of the abilities, you simply don't have to. Pick the class that you feel is the most aligned with the genre you chose. Of course; if you would like, go ahead and read through each of the classes and pick one out that way. This also gives you a chance to change the genre if you think you prefer a different class, and can't find a way to make your genre work.

Step 3: Making your Sheet

Using the next few pages, you will construct a character sheet for your creation! The printable for the sheet is on the last page. This is where you will work with your Maestro to choose a starting level, some equipment, and a background that fits their campaign. You will also work to divi up your allotted points (more information on that as your move on!).

Step 4: Play the Game!

Once everything is ready to go for the players and Maestro, it's finally time to play. Be sure to take your Life Points and new abilities every time you level up.

Concerto

Class and Ability Break Down

STATS:

These are the stats that determine your class. The name of the stat is the same as the name of the class!

Rhythm: Damage and Physical Fighting

Intuition: Energy and Weapon Wielding

Eloquence: Healing and Buffing

Expertise: Classic Mage

Each of these stats are also used to make ability checks. Each of the class pages tells you what abilities they boost. You would calculate them by rolling a d8 and adding on your stat level bonus. See below for the example:

$$1d8 + \text{stat level} = \text{roll outcome}$$

Along with boosting your ability checks, these stats also boost your damage depending on the class you are playing, For example, Intuition users can use $2d8 + \text{Intuition bonus}$ to shoot a blast that costs 4 actions.

Creating You Stat Levels:

When you are building your character, you are given 10 points to divide up into the 4 categories for your stats. At the start of the game (when you are making your sheet), you can only add as many as 5 points into a category. On a similar note, you can have a minimum of -1 in a category as well. For every point you take away, you can add back somewhere else.

It is important to prioritize the stats for your class; however, it is useful to add points into the stats with the ability checks you want to be best at. Here is an example below:

Eloquence User = Rhythm: 3 Intuition: 3 Eloquence: 5 Expertise: -1 (Spread of 11 points from the -1 to Expertise)

This user is prioritizing their class with a 5 to Eloquence, and dropping their Expertise. Doing this lets them have an strong 3 in Rhythm and Intuition, giving them access to more physical ability checks.

Concerto

Life Points, Money, & Equipment

Life Points:

To finish up your character, start by determining your life points. To keep it simple, Health Points (hp) is determined by your level. Level 1 you start with 20, and you add 8 more whenever you level up. Players do have the option to gamble and roll 2d8 instead, but they **MUST** keep that roll.

For an attack to hit, an attacker has to roll against the players Musicality Points (mp). MP is equal to your Level+ your Class Stat number. So if you have a 3 in your Class Stat, and you're level 8, your musicality score is an 11. Whenever you are rolling to hit, you roll 1d8+ your Class Stat number. This keeps it balanced so fighters are on even playing field.

To boost these stats, you would purchase headphones (defense) and microphones (offense).

Headphones and Microphones:

These can be modified at Maestro's discretion to create more variety. Below are the general categories to follow:

Ear Buds: Cheaper and readily available **Cost 100 Notes**

- **Wired:** Offer a more consistent sound but constrict movement. Move=2 actions Shield Bonus= +3
- **Wireless:** Lagging sound but free movement. No Move penalty Shield Bonus= +1

Overhead: More expensive and harder to find **Cost 1000 Notes**

- **Wired:** Offer a more consistent sound but constrict movement. Move=2 actions Shield Bonus= +5
- **Wireless:** Lagging sound but free movement. No Move penalty Shield Bonus= +3

Internal: Rarest and need surgery to use **Cost 5000 Notes**

- No lag and free movement. No Move penalty Shield Bonus= +7

Microphones: Notes cost dependent on quality

- 100 Notes: Low quality plastic microphone that boosts "to hit" rolls by +2
- 1000 Notes: Studio grade metal microphone that boosts "to hit" rolls by +3
- 5000 Notes Concert grade metal microphone that boosts "to hit" rolls by +4
- 7500 Notes: Internal (needs surgery) microphone that boosts "to hit" rolls by +5

Concerto

Life Points, Money, & Equipment

Money and Equipment:

When using this system in its preferred environment of modern times, we will be using a currency called **Notes**. For lore context, Notes would have been the *Concerto* game's version of currency. All players will start with 500 Notes to buy some starting gear. While most of the gear will be up to Maestro's discretion, below are some examples of items and their costs:

Instruments: 100 Notes for off brand. 500 Notes for brand name. (+1 to damage rolls) 1000 Notes for magical grade (+2).

Instruments are required for an Expertise player to cast spells.

Weapons: All weapons get a bonus equal to your score in the stat it uses.

- **Rhythm Weapons:** All off brand quality is 250 Notes and does 1d8. Brand name is 1000 Notes and does 2d8. Magical is 5000 Notes and does 3d8. All weapons with no ammo belong in this category.
- **Intuitive Weapons:** All off brand quality is 400 Notes and does 2d8. Brand Name is 2500 Notes and does 3d8. Magical is 7500 Notes and does 4d8. You must also purchase ammo. Prices at Maestro discretion for the weapon you choose.

Healing Items: Prices depend on the quality and place of purchase.

- **Surgery:** Fixing health loss under 25 hp 250 Notes. Over 25 hp is 500 Notes. Installation of gear is 500 Notes.
- **1st Aid Kit:** 100 Notes. Restores 10 hit points. Costs 1 action to use.
- **Med Pack:** 300 Notes, Restores 25 hit points. Costs 2 actions to use.

Each Class starts with a piece of equipment that is important for it's play. However; for example, some players may want to carry a ranged weapons as a non Intuition user. This allows them to purchase weapons for a fair price.

Feel free to expand this however your please for your own play through. After I update the rules a bit from playtesting, I plan on adding a concrete item list.

Below are the Class breakdowns and character sheet. Please leave me feedback on everything so I know what to add or change to future updates! And of course, let me know if you need any further qualifications. Thank you all again for playing. I really hope you enjoy *Concerto*!

Rhythm

Keeping Track of Actions

The rhythm class has a massive action economy. While a master may have 8 attacks at level 10, lower levels may be a bit more sporadic on what you choose to do.

Make sure to keep track of all of the actions you have and haven't used on scrap paper to help your Maestro.

Grooving and moving, the rhythm class utilizes pure melee fighting to show off your control of your body. Music can be so much more than the words and composition. It has a feeling. You will master that feeling, and harness its powers with fighting prowess. Out of combat, you carry your control with you in other ways. Stealing, sneaking, and all movements come much easier to you than some of your companions. Use these abilities well, but a little mischief never stopped the music!

Abilities!: Steal, Sneak, Dance, Athletics, Contortion

Performance: To activate your performance, you must entertain using one of the skills above.

Gear: Player's choice of one pair of low quality headphones.

Level Up Abilities:

1. Toe Tapper: You move 4 steps per action instead of 2. Scales with Wireless Shields.
2. Metronome: With impeccable timing, you gain a parry! For 2 actions, roll 1d8 to add to your Musicality Points for that turn. This applies on your opponent's next attack. If they miss, attack back with half damage rounded up.
3. On That Note: Every time you make a check to steal or conceal, double your roll and get out of there!
4. 3 Points to Divi
5. Smooth Moves: You're a smooth dude. Once per measure, roll a Rhythm check. If you roll higher than a 10, your attack costs 1 action.
6. To the Beat: Double your bonus for all attacks you make with your body. DO NOT apply to "to hit" damage.
7. In the Groove: Dodging has become second nature to you. You can now parry with no damage reduction for 1 action.
8. 3 Points to Divi
9. Double Time: You are a well trained fighter by now. You can double the amount of attacks you take per action!
10. Conductor: You're a master of rhythm. You gain free movement across the board so long as you move in a straight line.

Intuition

Telekinesis Usage

Most of your abilities with telekinesis (thought down the line), will revolve around throwing objects. Your LIMIT to what you can move is half your body weight.

Work with your Maestro here, they may have a different set of rules they want to use for this feature!

When you hear a song you don't like, it's so easy to turn it off in annoyance. When you hear a song that is just objectively bad, it eats into your mind until you can shut it away forever. That internal feeling is your intuition, the innate knowledge of how a song should be synthesized. This class harnesses your intuition in all fields, and helps you hone in on your abilities. Eventually, you will be so in tune with the sound waves around you, there will be nothing out of your grasp.

Abilities! Inference, Recall, Awareness,

Performance: To activate your performance, you must entertain using one of the skills above.

Gear: One low quality Intuition weapon of your choice with a full round of ammo.

Level Up Abilities:

1. 6th Sense: You can manipulate the vibrations from sound. For 4 actions, use a vibrational blast at anyone directly in front of you for $3d8 + \text{Intuition}$. This shoots in a 3 step cone, and pushes enemies back 2 steps.
2. Feel it Out: Something is off about them, double your roll for all awareness checks against a person or animal.
3. Quick Learner: You have proficiency with weapons! Double your Intuition bonus for weapon attacks.
4. 3 Points to Divi
5. Vibrational: You can sense things right before they happen. For 2 actions, impose disadvantage on an enemy attack (can beheld).
6. Heard it All: You can remember anything said to or around you and have advantage on all awareness checks to do with sound.
7. Flows Through You: Infuse weapon attacks with $1d8$ vibrational damage. Vibration attack does $4d8$ damage and costs 3 action.
8. 3 Points to Divi
9. Sound Waves: Your energy blast goes up to $8d8 + \text{intuition}$ and costs 2 actions. Weapon buff goes to $3d8$.
10. Synthesizer: You can command sound to the world. You gain telekinesis. Can be used in combat to Maestro's discretion.

Eloquence

Eloquence in Role Play

As much as it may be a bit difficult at first, singing, rapping, or speaking poetry as you play will make the world feel a lot more lived in.

Break free of the embarrassment, and write some things down you want to sing or say when you are casting!

Musical power flooding into your life was second nature to you. Words have always been easy; whether alloud or on paper, and you have always known there was magic within them. Now, your daily life is full of beautiful harmonies used to help and heal others. The eloquence class focuses primarily on the buffs and debuffs you can apply to those around you. No matter your physical capabilites, everyone will either fall to the power of your voice. It's up to you how you use that power.

Abilities! Convincing, Charming, Entertain, Infiltrate

Performance: To activate your performance, you must entertain using one of the skills above.

Gear: Two 1st Aid kits and two Med Packs. You also know a contact in a hospital.

Level Up Abilities:

1. Diverse Musicality: For 2 actions, you can heal 1d8 + eloquence to yourself, or another creature within 8 steps of you. You can also use the same magic to damage an enemy.
2. Verbosity: All checks made with Convincing will be made with double dice and double bonus.
3. Dis Track: For an action, you can impose disadvantage on any creature that can hear you. You must say or sing something to them.
4. 3 Points to Divi
5. Soul Healing: You have become even more in tune with your abilities. Your healing/damaging magic is now 1d8 per action used.
6. Reverb: Your lyrical jabs are devastatingly potent. Each time you damage an enemy, they take that same damage again at the start of their next turn. This works the same way for healing.
7. Harmonize: Use 4 actions to make yours, or an ally's, roll RESULT multiplied by 4. You also gain an additional 10 health this level.
8. 3 Points to Divi
9. Ghost Writer: You send out a clone of yourself. This clone can do all the same actions you do, but MUST take the same actions.
10. Articulator: Everything you say carries weight. All checks in interactions and "to hit" are double, stacking with other bonuses.

Expertise

Strum a Tune Effects

All odds are blanks.

2: Stun: Enemy cannot move next measure

4: Pierce: Enemy must cover ears (no arms) next measure

6: Enamor: Enemy cannot take any actions except move to you

8: Distract: Enemy cannot take any actions except run away from you.

Those who play an instrument have always felt the power they hold. With each strum, pluck, tap, or press of a finger, you have always known music was magic. Being able to harness this power came a whole new power entirely. Pure magic. The expertise class teaches you to use your instrument as a casting device. Apply status conditions to your enemies as a support, or spells as a damage dealer, or even counterspells on the defenses. This diverse class can be shaped to match any instrument you can fathom!

Abilities! Operations, Medicine, Investigation, Deduction

Performance: To activate your performance, you must entertain using one of the skills above.

Gear: Normal quality instrument of your choice.

Level Up Abilities:

1. Strum a Tune: Cast magic to deal $1d8 + \text{Expertise}$ damage. Roll a d8 to see what status effect it gives. Range is 8 steps maximum, 2 steps minimum. Takes 2 actions.

2. Theorist: Your musical knowledge translates well into the real world. Choose a skill to specialize in, and roll with a $3d8 + \text{instrumental}$ from now on.

3. The Ole 1 2..3...4: For a full measure, use your instrument as a weapon. Roll $3d8 + \text{Expertise}$. Also gain +2 Shield Points this Measure.

4. 3 Points to Divi

5. Sound Check: You can counter spells. For 1 action, set aside a sound check to dispel the next magical attack of your choice. You can use multiple.

6. Turn it Up: Your spell attacks now deal $2d8$ damage. All odd rolls now have the mute effect. This adds one rest (-1 action) to the enemy

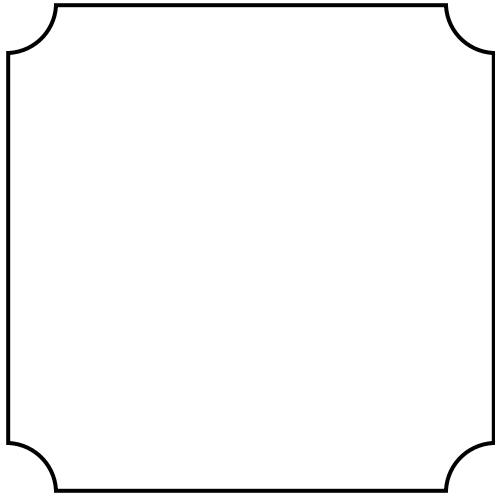
7. Analyst: You have the ability to invent 1 new effect (at your Maestro's discretion). You can choose 2 mute numbers to replace with the effect.

8. 3 Points to Divi

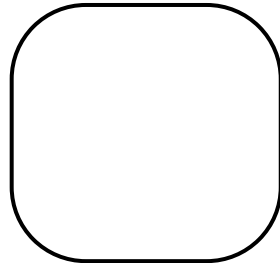
9. One Man Band: You have invented a way to wield multiple instruments at a time. All magic abilities are casted twice. You can choose different targets.

10. Composer: The music you play is yours to determine. You can choose the effect on your attacks. You can counter once for free each measure.

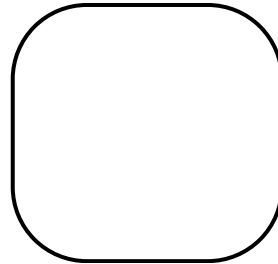
Character Sheet



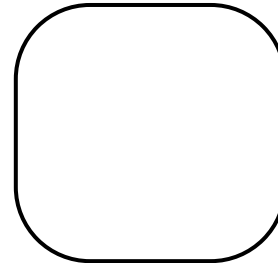
Player Name:	Notes:
Character Name:	Experience:
Class:	Health Points:
Level:	Musicality Points:



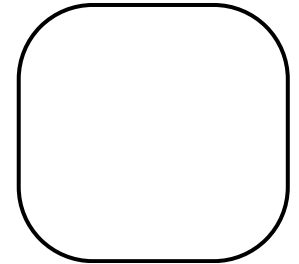
Rhythm



Intuition



Eloquence



Expertise

Character Backstory

.....

Inventory

.....