

Custom Abilities

During your game, you might learn unique abilities that can only be used outside of combat.

This might be a spell that lets you talk to animals or a superpower that lets you leap over buildings.

Items

Items usually fit in one of these categories: **Fast, Medial, Slow, and Special.**

- Spend **1 AP** to use a **Fast Item**.
- Spend **2 AP** to use a **Medial Item**.
- Spend **3 AP** to use a **Slow Item**.

Spend **4 or more AP** to use **Special Items**, though these *Items* also usually have various effects.

Sample Items

Fast Potion: 1 AP: heal 4 Health.

Medial Potion: 2 AP: Heal 10 Health.

Slow Shield: 3 AP: Heal 15 Health. You can use this heal above your maximum Health, up to a 10 Health above your maximum.

For **example**, you could spend 1 AP to drink a Fast Potion, which would heal you for 4 Health.

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Character Creation

Starting Items

A level 1 character

starts with their main weapon(s) and as many Items as your GM allows.

An **example** of a character's starting inventory:

Weapon: Longsword that glows with an eternal fire.

*I also wield a shield in my opposite hand (this does **not** affect Health or damage).*

Work with your GM on what **Items** would be appropriate for the game.

Dice

Multiple three-sided dice are abbreviated as Xd3, where X is the number of dice.

2d3 means 2 three-sided dice.

If you don't have three-sided dice, then you can roll 1d6 and halve the result, rounding up.

If you don't have any dice, try a phone app or website, like rolladie.net (access using the QR code below)



Rounding

If you ever have a **decimal**, **round up.**
(a 1.5 counts as 2)

Actions

Your **Stats** determine what **Actions** you can do, but you describe your **Actions**!

Action Points (AP)

Spend AP to do Actions.

All players have **8 max AP**, which are **restored at the start of the Player Phase**.

Ranged actions **cannot shoot through** inaccessible Zones.

Movement

During the **Player Phase**, you can **freely move anywhere within your Zone**.

Spend 1 AP to move to a touching, accessible Zone.

You **cannot move through other players** or enemies.

Interactions

RP-Rolls, like grappling an enemy or holding a portcullis open, can be done in **combat with AP**.

Spend 1 AP to add 1d3 for these rolls.

You can **spend additional AP to add 1d3** to these rolls (1 AP per 1d3).

For **example**, if you want to hold a portcullis open, your GM may ask for a Strength Roll. Spend 1 AP to roll 1d3 and add your Strength tier, or spend 2 AP to roll 2d3 and add your Strength tier. You can find more details on RP-Rolls in the Roleplaying section.

Combat

Phases

Combat exists in phases.

All the enemies act during the **Enemy Phase**, then all players act during the **Player Phase**.

Combat generally starts with an ***Enemy Phase***.

The GM **describes enemy actions** during this phase.

Player Phase

Players' Action Points are restored at the beginning of the Player Phase.

Players **spend Action Points** to do different Actions.

Unless an Action says otherwise, it can only be used during the Player Phase.

All players describe their actions.

If any **non-player characters** join combat, they **act during the Player Phase**.

After combat, players are fully healed,

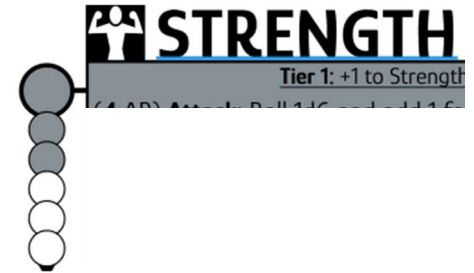
unless killed or otherwise stated by the GM.

Starting Stats

All player characters have

10 max Health per level and
2 Stat Points (SP) to increase your Stats.

Players already have 3 SP in tier 1 for each Stat, indicated by the pre-filled bubbles.



If you **start past level 1**, do the level up process for each level higher than 1 or use **4 Stat Points (SP) per level** higher than 1 to increase your Stats.

Levelling Up

Whenever you level up,
roll 1d6, rerolling 1s or 2s.

The **number you roll** is the number of Stat Points (SP) you use to **increase your Stats**.

Track the SP you gain whenever you level up on your **character sheet** (this will help the GM).

For example, if you roll a 4, you can distribute 1 SP to all four Stats, increase a single Stat by 4 SP, or any other similar combination!

Stats and Tiers

Each *Stat* has 6 tiers with unique perks and Actions, which you can use if you have **at least 1 Stat Point (SP) in the Action's tier.**

To **put a Point in a tier**, you must have **6 SP in the previous tier.**

Players start with 3 Stat Points in tier 1 for each *Stat*, plus **2 SP to increase any Stat(s) of their choice.**

Health

Health

This can be the physical strength a character has left or even just the mental energy they have left.

Once Health reaches 0 you cannot contribute to the fight, and you cannot be healed.

Players have **10 max Health per level**, but **increasing Strength** can increase your maximum Health.

Reaching 0 Health doesn't mean death, but it can if the GM and player decide so.

For example, if you reach 0 Health, maybe your character just runs away in fear.



Strength: Determines how powerful your character is, or how easily they surpass mental barriers to push through pain.

In combat, Strength increases your health and damage output.



Skill: Determines how in touch with your inner power your character is. This *could* come from years of training or expertise from birth!

In combat, Skill provides a range of expertise.



Support: Determines how in touch your character is with (who or) what is *around* them.

This *could* be through powerful empathy or a connection with nature or the universe!

In combat, Support mitigates damage and heals the party.



Scharisma: Determines how personable or persuasive your character is.

This could come in the form of humor, entertaining qualities, or even mind control spells!

In combat, Scharisma changes dice rolls and has some minor healing power.

Items

This ruleset **doesn't include a system** for inventory or item management.

The idea behind this is to allow flexibility with character creation and a diverse range of games.

Feel free to make your own inventory system, find a custom-made one you like, or ignore it entirely!

With the freedom of limitless items, players *will* be creative with their *Items*, so don't be afraid to tell a player no to bypassing an important part of the story.

Zones

Zones can be defined in many ways.

The GM explains how *Zones* are defined whenever they need to be.

***Zones* don't have to be equal size.**

Zones could be a 6 x 6 square of tiles on a typical dungeon map or just rooms in a house!

Two *Zones* being **adjacent** doesn't mean they can **access each other**.

*A plateau might be adjacent to 4 other *Zones*, but maybe only one of those *Zones* slopes up to access the top of the plateau, for example.*

If you're drawing a map with *Zones*, try using **dashed lines** to show areas of a *Zone* that can access others.

Roleplaying

RP-Rolls

An RP-Roll happens when you **try to do something risky that has a high chance of failing.**

The GM will tell you which Stat you add to d6 roll. Roll a d6, then **add your current tier in that Stat to your roll.**

RP-Rolls

Player tells the GM an outcome they want to happen.

GM asks the player to roll a *Stat* they think is relevant.

GM and Player roleplay the outcome of the scenario.

For example, if John wants to claim a treasure before a trap goes off, his GM might ask for a Skill roll. John rolls a 2 and is in tier 2 for Skill, so his RP-Roll is a 4.

Interactions

RP-Rolls can be done in **combat with AP**.

Spend 1 AP to roll 1d3 for these rolls.

You can **spend additional AP to add 1d3** to these rolls (1 AP per 1d3).

Competing RP-Rolls

If two players try to do the same thing, both characters do an *RP-Roll* and the **higher value wins**.

For example, if John and Sue want to claim a treasure before a trap ensnares them, their GM might ask for Competing *RP-Rolls*. John and Sue both roll a 2, but John is in tier 2 while Sue is in tier 1, so John claims the treasure.

Ties

If there is a **tie**, **nothing happens** or the **characters do another *RP-Roll***, based on the **GM's discretion**.

For example, if John and Sue want to claim a treasure before a trap ensnares them, their GM might ask for Competing *RP-Rolls*. John and Sue both roll a 2 and are both in tier 2. 4 was enough to not set off the trap, but since they tied, they both drop the treasure on the ground safely.

Stats

Competing *RP-Rolls* don't have to use the same Stat.

For example, John could have rolled Strength to simply break the trap around the treasure while Sue rolled Skill.

RP-Rolls

When asking for an *RP-Roll*, you first **clarify the player's intentions**. Then **create a *Goal*** based on how difficult you think the task is. Then **ask for a Stat-based roll** based on the *Stat* you think is most relevant to the task. **The player rolls** a d6 and adds their current **tier** in that Stat to the roll.

If the player meets or exceeds the goal, they succeed.

Roleplay the outcome with the player!
"You succeed! How do you persuade the character?"

When determining a *Goal*, remember that the lowest a player can roll is 2, **the highest a level 1 player can roll is 7**, and the highest a player can roll is 12 (excluding any special items or bonuses).
 The **average value of a d6 is 3.5**.
 The **average value of a d3 is 2**.

These numbers may vary during combat due to the *Help* and *Hinder* Actions.

Suggested Difficulty Curve

Very Easy: 3

Easy: 4

Kind of Hard: 5

Hard: 7

Extremely Hard: 9

Heroic: 10-11

Nearly Impossible: 12

Help For the GM

Roleplaying

I highly recommend all players in this game **talk about topics and situations everyone is comfortable with.**

I find this is best done during character creation or a "session zero."

Work with the other players to tell a story, rather than against them. As you describe situations and environments, players will often want to roleplay their characters.

Stats in Roleplay

Players will create unique ideas for how to progress throughout your story, dungeon, or puzzle. Try not to limit this creativity by focusing too much on using a gameplay system.

Simply put, story progression should not be hindered by bad rolls.

For **example**, let's pretend there's a door that players have to get through in order to progress the story. After awhile of searching for the key, the party gives up and the muscle-headed character says they're going to break the door down. You could ask for a Strength roll, but if the player fails the roll, then no progress has been made. Instead, you could just say that player breaks down the door! Let players roleplay into their characters' strengths and weaknesses without relying too much on dice rolls for normal actions!

Player-Versus-Player Rolls

PvP Rolls might happen when someone tries to steal loot from another player or persuade another player to do something they wouldn't normally do.

Discuss this with your group before asking for PvP Rolls!

When in doubt, **ask for consent!**

Defendant

The **Defendant** wins tied rolls.

The **Defendant** is the one being **affected by this roll.**

This would be the person whose loot is getting stolen, or the person being persuaded.

For example, if Sue wants to steal the treasure from John after he claims it, she gets his consent and he becomes the Defendant. The GM asks for Competing Strength Rolls. John and Sue both roll a 3 and are in tier 1, so John wins the roll and keeps the treasure.

Custom Rules (Optional)

This ruleset was made to be a basic foundation for a roleplaying game, so feel free to **make up your own rules!**

Here are some **examples!**

Discuss these rules with the group, **agree** on them, and **write** them where everyone can reference them (**like the next page**).

Super 6

When a player tries to do an incredibly unlikely, but very cool, thing, they can roll 2d6.

If both dice are 6s, then the unthinkable happens!

The odds of this happening are about 2.5%, so save this for truly awesome events!

Resting

Players don't automatically heal after combat ends. Instead, outside of combat, players can roll 1d6 for every hour they rest and heal that much Health.

Death Rolls

When a character's Health reaches 0, their player rolls 1d6. On an even roll, their character is fine, but still at 0 Health. On an odd roll, the player's character is dead.

Heavy Inventory

Players can carry 1 Item per Stat Point in Strength.

Cover

If you can't see the target of an Action, you have to do a Competing RP-Roll to see if you hit that target.

Marun McCullough

Who: Marun is a fairy that runs an ice cream shop in town. She is very friendly and empathetic towards everyone.

What: A four-foot-tall fairy with rainbow, shimmering skin. She carries a wand that she uses to control things around her, like ice cream scoops.

Where: She spends most of her time running her ice cream shop.

When: She's near retirement age, but still has plenty of youth as she fulfills her life's dream!

Why: The first thing she tried in this realm was ice cream, and from that moment, she fell in love with it and decided to one day run her own ice cream shop.

How: She always approaches people and situations with kindness and a gentle demeanor.

Ice Cream Flavors

Archer Almond	Barbarian Blueberry
Bard Bubblegum	Birthday Cake
Clerical Cookie Dough	Druid Dark Chocolate
Fightin' Fudge	Monk Mint
Paladin Pecan	Ranger Rocky Road
Roguish Raspberry	Sorcerer Strawberry
Warlock Wild Surprise	Wizard White Vanilla

Combat

Instead of taking turns, combat exists in phases, usually **starting with the Enemy Phase.**

During the *Enemy Phase*, the **GM describes where enemies go and what they do** using Rolls and Combat Points.

Players are free to describe their characters' reactions to enemy behavior.

They can use an Action during the Enemy Phase if the Action's description says it can.

This combat system is designed to give you a **pool of dice rolls** and individual points that can be used in various ways by various enemies.

These dice **rolls can be used to damage players, heal enemies, or reduce damage** from future attacks.

For example, two dice rolls could be used by two enemies to shoot crossbows on one turn, but then a single enemy could use both dice rolls to heal other enemies.

In combat, if all players have 0 health, the players lose combat.

This doesn't mean that they have to die, they just can't participate in this combat.

Maybe the enemies steal their loot, escape the party's wrath, or kidnap an ally!

Player Stat Points as Currency

When creating a combat encounter, add up the **total Stat Points** amongst the party (Party Stat Points, or PSP). This number is tracked on character sheets. Make sure to **add 14 per player** to account for the Stat Points players have by default at level 1.

Enemy Movement

Like players, enemies can **move between Zones**, but how they move is up to you. To **move players** to different Zones, spend a d3 (or 3 Combat Points) per player per Zone they move.

Spending Rolls for Actions

Actions can use multiple rolls, but take care to spread the rolls out amongst the party when dealing damage.

To do an Action that **hits multiple targets**, roll the damage like normal, and simply divide the damage amongst the targets that get hit.

Enemies can do Actions **during the Player Phase**.

When you do this, double the cost of Rolls.
For *example*, to do 1d6 of damage, spend 2d6.

Interactions Against Enemies

When a player does an Interaction against an enemy, that **enemy automatically gets to roll 1d3** in the Competing RP-Roll, but you can spend additional rolls or Combat Points to **increase these rolls**.

Sushe

Who: Sushe is a dwarf that handles the town's requests. They maintain a board filled with various documents entailing requests from the town's residents.

What: They are a 3.5 foot tall dwarf that dresses in fanciful clothing and wears a monocle that they frequently have to put back over their eye.

Where: They frequently travel between their home and the request board, carrying bundles of papers, only one or two of which they move to or from the request board.

When: They are rather young, for a dwarf, only 50 years old!

Why: They once thought about being an adventurer to help people with requests, but they were terrified as soon as they saw their first goblin and decided to be a worker within town instead.

How: They are always in a hurry, but eager to help inform anyone who has a question.

Sample Content

Non-Player Characters

Steve

Who: Steve is a manly man who cuts lumber for fun and eats five dozen eggs every morning. He is easily scared by small insects, however.

What: A half-horse, half-man that wears two pairs of jeans (one for his rear legs and one for his front legs), a thick, red flannel with the sleeves rolled up, and a smile bright enough to light up the woods at night.

Where: He lives in a cottage by himself in the middle of the woods. He was outcast by the nearby town for how hideous he looked with braces in his youth.

When: He is in his prime...age, at least. He is full grown, but very immature and childish in nature.

Why: He ran from his cottage, asking for help because a giant spider was scaring him (it seems like he's a big baby and is exaggerating the spider's size, but it is indeed a giant spider).

How: He frequently gallops as if in slow motion and is always flexing some kind of muscle, no matter what he's talking about. He has a great sense of bravado, but is the first to flee from any sign of danger.

Enemy Behavior

Actions use Rolls to **deal damage, protect an enemy from future damage, or heal** others. Actions don't need to deal damage, but they should **affect battle** in some way.

Enemies can do **Interactions** and resolve **RP-Rolls** by spending rolls.

Combat Points can increase RP-Rolls.

*For **example**, if you deal 1d6 damage through an Action, you can add 1 extra damage using 1 Combat Point.*

*Maybe an enemy cowers behind a shield, **reducing future damage** instead of dealing damage to a player. Maybe an enemy does an **Interaction** to try and grapple a player, triggering a Competing RP-Roll.*

Enemy Health

All enemies share a pool of Health Points that you choose how to distribute. The amount of Health in this pool is as follows:

Easy: party's total Stat Points

Normal: Double the party's total Stat Points.

Hard: Triple the party's total Stat Points.

*For **example**, if a party of four level-1 players get into combat, all enemies share 60 Health. It's up to you whether five enemies have 12 Health each or that a mass of small enemies bombard the party until 60 points of damage is dealt to it.*

Creating Combat

PSP

Use the party's stat points to buy *Rolls* that enemies use in combat.

Once a *Roll* is used, it cannot be used again until the next *Enemy Phase*.

<u>Cost</u>	<u>Gain</u>
12 SP	1d6
5 SP	1d3
1 SP	1 Combat Point

To make an **extra difficult** encounter, buy a **1d6 for 9 Stat Points**.

Xd6

Xd3

CP

All enemies share a pool of Health based on the Party's total Stat Points (PSP).

Easy: PSP

Normal: 2*PSP

Hard: 3*PSP

Health

Enemies

Goblin

A short, green creature with tall, pointy ears, gnarled teeth, and bright, yellow eyes. They often attack in groups and try to surround their prey.

Movement: Goblins will try to surround their prey.

Actions: Claws, Biting, Makeshift Weapons. Basic goblins don't often utilize ranged combat.

Responses: When a goblin is attacked, they will block with whatever is nearby, including other goblins.

Goblin Boss

A slightly less short Goblin, this boss has proven to be much stronger than the other Goblins it lives with, ordering them around and holding a sense of authority over them.

Movement: Goblin Bosses will try to keep other goblins nearby to use as shields.

Actions: Hurl rocks/Goblins at a target. If there is more than 1 Goblin near the Goblin Boss, Goblin Boss will hurl them at a target.

Responses: When Goblin Boss is dealt damage, it will screech at the attacker or threaten/insult other Goblins.

Shadow Goblin

A goblin-like creature that is entirely black with dark, red eyes. They often attack in groups and will sink into a shadow on the ground once attacked.

Movement: Shadow Goblins try to get behind players or surround them.

Actions: Mostly claw attacks.
Actions are used to get out of their shadow form.

Responses: Whenever a Shadow Goblin is dealt damage, they use a Response to sink into a shadow on the ground. While in this form, they can move, but they *cannot receive or deal damage*. They *must* spend a roll to leave this shadow form.

Healer

A humanoid enemy that has focused on improving their healing capabilities.
They tend to avoid taking damage and attempt to spend their rolls healing their allies.

Movement: Healers tend to stay away from combat as much as possible.

Action: Generally healing their allies, though they do have some basic, weak damaging abilities.

Responses: Whenever one of their allies takes large amounts of damage, Healers respond by healing with Combat Points.

Enchanted Armor

A magically enchanted suit of armor that moves without a body! It tries to ensnare victims in itself to absorb their life force. If the Armor is defeated, the trapped creature is freed.

Movement: Whenever this enemy takes damage, it will face whoever most recently attacked it and use its *Movement* to approach that character.

If this enemy approaches a character that's in another *Zone*, it cannot ensnare that character.

Actions: This enemy may have some kind of weapon that matches those of the world it's in.

Ensnare: If the Enchanted Armor is already in the *Zone* of a player who attacked it, it will do this action to that player.

Doing this Action causes the targeted player to be trapped inside the Enchanted Armor.

If a player is ensnared, they can still damage the Enchanted Armor.

Absorb: If this enemy has someone **ensnared**, it uses its *Action* to absorb life force from the creature, healing itself for the roll(s) used and dealing half as much damage to the creature.