

Stats and Tiers

Each *Stat* has 6 tiers with unique abilities and Actions, which you can use if you have **at least 1 *Stat Point* in the tier that ability's in.**

To **access a tier**, you must have **6 *Stat Points* in the previous tier.**

Players start with 3 *Stat Points* in tier 1 for each *Stat*.

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 may not necessarily 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.

SimpleTop

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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).*

Teleporter(S): A small device on my belt that allows my character to Teleport as their Movement.

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

For example, one GM may not like a teleporter because the game is realistic and takes place during medieval times, but another may like it!

A six-sided die is abbreviated as d6.

Multiple six-sided dice are abbreviated as Xd6, where X is the number of dice.

2d6 means 2 six-sided dice.

Starting Stats

All player characters have **10 max Health per level** and 3 *Stat Points* in tier 1 for each *Stat*; these boxes are already filled on your stat sheets.

<div style="background-color: #cccccc; width: 100%; height: 100%;"></div>	Tier 1: +1 to Strength RP-Rolls (Act) Attack: Roll 1d6. Deal that much damage to a single target. Describe how your character attacks!
<div style="background-color: #cccccc; width: 100%; height: 100%;"></div>	Tier 2: +2 to Strength RP-Rolls

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

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

Halved Rolls/Rounding

A halved roll is **abbreviated with $\frac{1}{2}$** , like so: **2d6 $\frac{1}{2}$** .

If you ever have a **decimal, round up** (if you roll a 3 halved, it counts as 2).

For **example**, if you roll 2d6 halved, and you roll a 3 & 4 to get 7, the halved total is 4 (3.5 rounded up).

Custom Abilities

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

This may be a spell that lets you talk to animals or a superpower that lets you leap over buildings, for example.

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.



Strength: Determines how powerful your character is physically, 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 increases your action points and movement.



Support: Determines how in touch your character is with (who or) what is *around* them. This could be through empathy, a connection with nature or the universe, or something else!

In combat, Support reduces damage taken 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.

Combat

Phases

Combat exists in phases.

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

After combat, players are fully healed, unless killed or otherwise stated by the GM.

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.

All players describe their actions.
Feel free to come up with combo attacks that multiple characters do!

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

Actions

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

Ranged actions cannot shoot through inaccessible Zones.

Action Points (AP)

Spend AP to do Actions.

AP costs are listed next to their action.

All players start with 8 max AP, but this can be increased through *Skill*.

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.

You can **use *RP-Rolls* during combat to do *Interactions***, like tripping an enemy, grappling an enemy, or holding a door closed, but **doing so costs AP**.

Spend 1 AP to roll 1d6½ for these rolls.

Spend additional AP to add 1d6½ to these rolls (1 AP per 1d6½).

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 (**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.

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 1d6½ for these rolls.

You can spend additional AP to add 1d6½ to these rolls (1 AP per 1d6½).

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 always 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.

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.

Help For the GM

Roleplaying

As the GM, you're at the helm of the ship that is the story told at this table!

But a captain is only as good as their crew, which you should remember while roleplaying with the other players at the table.

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.

You should do your best to roleplay with them and integrate their actions into the story!

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

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

Establishing the base for the story and how the game will be played pairs well with players learning about each other as players.

Ask what topics people are uncomfortable with, ask what kind of topics people are uncomfortable with, and try to avoid these subjects.

RP-Rolls

When you ask for a *RP-Roll*, the GM first **clarifies the player's intentions**

Then **create a Goal** based on how difficult you think the task is.

Then **ask for a 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's roll is at least the goal, they succeed.

Roleplay the outcome of this scenario with the player ("You succeed! How do you persuade the shopkeep?")!

When determining a *Goal*, remember that the lowest a player can roll is 2, **the highest a level 1 player can roll is 7**, the highest a player can ever roll is 12 (excluding any special items or bonuses players get from the story), and the **average value of a d6 is 3.5**. The **average value of a d6½ is 2**.

Here is suggested difficulty curve for *RP-Rolls*:
 Very Easy: 3 | Easy: 4 | Kind of Hard: 5
 Hard: 7 | Extremely Hard: 9 | Heroic: 10-11
 Near Impossible: 12

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, and the **GM should point out 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, rooms in a house, or just areas of a map determined by the GM!

Two *Zones* being **adjacent doesn't mean** they can be used to **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 *Zones* that can access others.

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, if an ability says it can be used during the *Enemy Phase*.

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, **but 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!

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*.

All enemies share a pool of *Health Points* equal to 5 per player level.

For example, if a party of four 5-level players get into combat, all enemies share 100 *Health*.

It's up to you whether this means that five enemies have 20 *Health* each or that a mass of small enemies bombard the party until 100 points of damage is dealt to it.

Other Combat Situations

Like players, enemies can **move between Zones**, but how they move is up to you.

Actions can use multiple **Rolls** but take care to spread the rolls out amongst the party when dealing damage (if you have a crowd of enemies, don't have them all attack one player).

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** but spend **double the rolls** you normally would.
For example, to do 1d6 of damage, you instead use 2d6.

Creating Combat

You should track the party's total number of *Stat Points* between all players participating in a battle.

Use the party's stat points to "buy" *Rolls*

Stat Points

that enemies can use during combat.

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

To make an **extra difficult** encounter, you can buy **1d6 for 10 Stat Points**.

<u>Cost</u>	<u>Gain</u>
12 SP	1d6
5 SP	1d½ (halved)
1 SP	1 Combat Point

Combat Points

/

Xd6

/

Xd½

/

Health

/

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.

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.

Marun McCullough

Who: Marun is a fairy that runs an ice cream shop in town. She is very friendly and empathetic towards all life, and if someone can't afford to pay for scoops of ice cream, she'll give them a free scoop.

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. She wears normal clothes that match the outfits of the town she's in, but she wears a clean apron over them.

Where: She spends most of her time running her ice cream shop in town. She might live in a building attached to the ice cream shop or even live in the shop.

When: She's about 80 years old, but still has plenty of youth as she fulfills her life's dream!

Why: When she was younger, she fought in her magical homelands for her survival, and she found herself in this realm. 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. Now, in her old age, she has fulfilled her dream and wants everyone to experience the joy of ice cream.

How: She always approaches people and situations with kindness and gentleness. She

tries to understand the point of view of others and she's very kind to everyone she meets.

Ice Cream Flavors:

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

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 they have, 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 use this **Action** to hurl one of the Goblins 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* use an *Action* to leave this shadow form.

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. This enemy will also use its *Action* to **ensnare** a creature that it approaches in the same *Zone*.

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

