

SimpleTop

What is SimpleTop?

It's a Tabletop Roleplaying Game that is easy to play and easy to customize for newcomers and seasoned roleplayers!

How do I play with it?

Start by gathering a group of friends to play with! One or more of the friends acts as the GameMaster(s) (or GM). Anyone who isn't a GM or a curious onlooker is a Player.

GMs narrate the events of a story and the outcomes of player actions. They also generally handle the behaviors of the story's antagonists. Players help build this story out by acting as characters within the story, interacting with the world, and roleplaying with each other. Your group of friends decides what kind of characters to play, and how to behave together.

What kind of setting is it for?

SimpleTop is designed with customization in mind! You can play any game in any setting at any kind of power level.

What about magic?

SimpleTop has no explicit rules about magic! This means that you can have the same abilities as other Players but describe them as magical spells that you cast. Your group can also create your own rules for magic if you want.

What do I need to play?

If you have this rulebook, you don't need anything else to start playing! Having at least some 6-sided dice, pencils, and paper will make it much easier, though.

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Special Thanks

♥ You ♥

Custom Rules

Here you can write down custom rules your group agrees on

Character Creation

The 5 Ws

- When making a character, use the 5 Ws:

Who?	Who is your character? Who do they want to be? Who do they consider family?
What?	What does your character look like? What's important to them?
When?	When in their life are they adventuring? Are they young or old? Is this their first job? What life events have recently happened to them?
Where?	Where is your character from? Where are they trying to go? Where have they been?
Why?	Why does this character exist? Why are they part of this group?

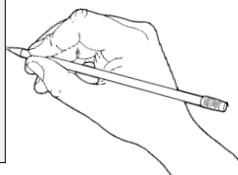
Starting Items

All characters start with whatever weapons they want and Items that make sense for that character

- Think about a weapon for close-range and one for long-range
- They also start with other Items you think makes sense for their background (discuss this with the GM)
- Basic adventuring Items are assumed to be had by someone in your party (like rope, ammo, or torches)

Example

Longsword that glows with an eternal fire, a bow with arrows, a necklace from my mother, and a child's toy.



Actions, Abilities, & Stats

- Actions are underlined
 - You can do these in Combat
- *Abilities* are italicized
 - Passive Buffs that are always active
- Each Stat has 6 Tiers with Actions & *Abilities*
- You'll usually start at Level 1, with 8 SP to put into whichever Stat(s) you want (see pg. 7: *Stats & Leveling Up*)

Strength: How powerful you are, or how easily you surpass your mental barriers.



In combat, this increases Health and damage.



Skill: How in touch you are with your inner power.

In combat, this provides a variety of Actions.

Support: How in touch you are with who, or what, is *around* you.



In combat, this heals and blocks damage.



Scharisma: How much of an effect you have on who, or what, is around you.

In combat, this can change rolls and heal.

Playing SimpleTop

What's a Session?

A session is a chunk of time set aside to roleplay with your friends! Each session has chunks of different types of gameplay, like Storytelling, Exploration, Roleplaying, and Combat. As you experience these different elements of gameplay, tell your GM how you feel about them so they know how you like to play; this can change over time, too!

What do I do?


Roleplaying games can be overwhelming with how much freedom you have, so giving yourself constraints can help you come up with things to do. Here are some things to think about that can help guide your decisions during roleplay:

- Think about your character
 - What are their goals? Can they progress toward them?
 - How do they feel about recent events?
 - How would they support other characters in the group?
- Think about you as a player
 - Are you curious about something the GM just said?
 - Do you want to engage with a character nearby?
 - Do you want to roleplay with a player in the group?

What if I forget a rule?

Who cares? If you forget a rule, ask your GM about it, or just focus on roleplaying your character and your GM will let you know about any rules that deal with what you're trying to do.

Other Good Things to Know

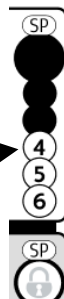
Dice	
	Xd6 means X number of 6-sided dice
	If you don't have dice, use a site like rolladie.net

Rounding

Round up (1.5 counts as 2)

Stats & Leveling Up

- Players have 10 max Health per Level
- Players have 4 Stat Points (SP) per Level
- Distribute SP into Stats from top to bottom
- When you level up, distribute your new SP into whichever Stat(s) you want; I recommend focusing on 1 or 2 Stats
- To unlock all Actions & Abilities in a Tier, put 1 SP in it
 - For example, 7 SP in Strength unlocks **Splash Attack**



Session Zero

Session Zero is a special session where all players discuss topics they're comfortable roleplaying, player relationships, and their expectations for the gameplay. This is a fantastic time to discuss what kind of character you want to play and how they'd fit in with the party.

Roleplaying



Roleplay Bonus

- Tell GM you want to do something
 - You can ask to do something with a specific Stat
 - You try to meet or beat the Goal, determined by the GM
- If requested, roll 1d6
 - Add the highest, unlocked Tier of that Stat
- You and your GM work together to roleplay the outcome

Example

Player: "I'd like to grab the treasure without triggering the trap."

GM: "Give me a Skill roll, Goal of 4."

Player rolls 1d6 and gets a 3.

They add their highest Tier of Skill (2) for a total of 5.

GM: "The gem seems to beckon to you. How do you grab it?"

power. **SKILL**

Tier 1 (SP) 1

adjacent Zone, moving through a

damage across multiple targets.

Tier 2 (SP) 2

you just made.

Phase.

*Lv damage to a target in your Zone.

Tier 3 (SP) 3

et 1 AP.

Roll: 3

Total: 5

Player-Versus-Player Rolls

- Rolls that Players do against another Player
- Ask for consent before doing these!

Competing Rolls

- 2 or more Characters try to do the same thing
- A Character tries to do something to another Character
- Both Characters roll
 - Non-Players don't get Roleplay Bonuses
 - Higher roll gets to do the thing
- Players don't need to use the same Stat

Example

John: "I grab the treasure."

Cristy: "Wait, I want treasure, too! I try to swipe it from him!
Is that okay John?"

John: "Lol, yeah, you're good, but I've got a firm grip on it."

GM: "Competing Rolls! John roll Strength, Cristy roll Skill."

John: Rolls a 5.

Cristy: Rolls a 4.

John gets the treasure.



Ties

- GM's Discretion
 - Nothing happens
 - Roll again
 - Custom Rule

Example

John: Rolls a 5

Cristy: Rolls a 5

GM: "Okay, I don't want to make you roll again, so I'll say John hangs onto it since he disarmed the trap blocking it."

John: "I'll split the cash we get for it though!"

Cristy: "Thanks John!"

Combat

Phases

- Combat generally starts with the Enemy Phase
 - GM describes enemy behavior
 - Some ^{EP}Actions can be used by Players
- Players and their Allies act during the Player Phase

Health

- Players have 10 max Health per level
- While at 0 Health, you can't contribute to the current fight or be healed normally
 - This does not have to mean death
 - Phoenix and Revival can bring you back into the fight!
- Your GM tells you how much you heal after combat ends



Actions & Action Points



- Actions are underlined and used by spending Action Points (AP)
- All players have 5 max AP, which gets restored at the start of the Player Phase

- Actions cannot go through hard Zone boundaries (—) but have no explicit range (so Attack can be ranged, if you want!)
 - Using an Action on a target in another Zone requires a direct line of sight without intersecting a hard Zone boundary (—)

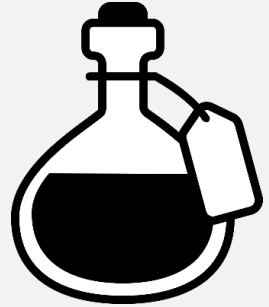
Movement

- Move freely in your Zone (the Zone you're in)
- Spend 1 AP to move to a touching Zone
- Zone size & placement are defined by GM
- Hard Zone boundaries (—) block Actions and Movement



Using Items

- Items are Fast, Normal, Slow, or Special
- Spend 1 AP to use a Fast Item
- Spend 2 AP to use a Normal Item
- Spend 3 AP to use a Slow Item
- Spend 4 or more AP to use a Special Item
- AP Cost and Item Effects are specified in their Description



Roleplaying in Combat

- To do something that isn't listed as an Action, like pulling a lever or grappling an enemy, Roleplay it!
- Spend 1 AP to Roleplay in Combat, if you have to roll
 - Roll 1d6 and add your highest Tier for the Stat you're rolling