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Character Creation

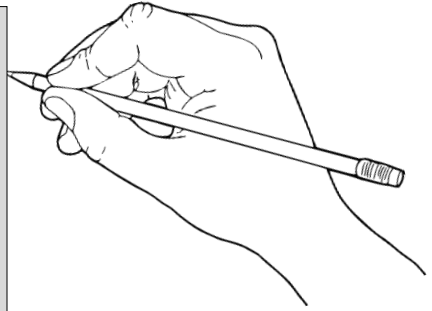
Starting Items

You start with your main weapon(s) and as many other Items as your GameMaster (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.

Starting Stats

You can play a level 0 character, who starts with **10 max Health and 12 total Stat Points (SP)**, but it's recommended to level up at least once.

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



You might want to play with a level 0 character in a prologue session so that you can get used to the game rules and figure out what kind of character you'd like to play.

Leveling Up

Players have 10 Health and 4 Stat Points per level (in addition to the 12 SP they start with).

Track your total SP when you level up on your **character sheet** (this helps the GM).

***For example**, if you level up to level 1, you can increase each Stat by 1 (so that you have 4 SP in each Stat), you could increase Strength by 4 (so you have access to tier 2 of Strength), or many other combinations!*

Health

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

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 even further!



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.*

Stats and Tiers

Each *Stat* has 6 tiers with unique perks and Actions, which you can utilize 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*, which have been pre-filled on the character sheet.

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 your character is with their inner power. This *could* come from years of training or from natural talent!

In combat, Skill provides a range of expertise.

Support: Determines how in touch your character is with who, or what is *around* them, which *could* be through strong empathy or a connection with nature!



In combat, Support reduces and heals damage.



Scharisma: Determines how personable or persuasive your character is. This *could* be through 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 enemies act during the *Enemy Phase*, then all players act during the *Player Phase*.

If any non-player characters (**NPCs**) join combat, **they 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.

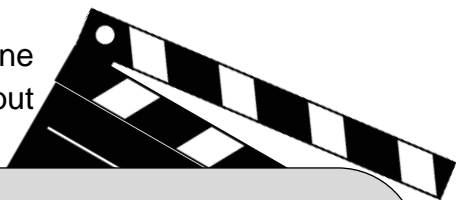
After combat, players are fully healed unless killed or otherwise stated by the GM.

In dungeons, don't expect to be fully healed after combat!



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 **6 max AP**, which are **restored at the start of the Player Phase**.

Ranged actions **can't shoot through** inaccessible Zones (ask your GM for help on Zones).

Rolling for Criticals

After using an Action that deals damage or restores Health, roll 1d6.

If you roll a 6, you get a critical!

Double the damage dealt or Health restored!

Roleplaying in Combat

Roleplaying, like grappling an enemy or holding a door shut, can be done in **combat by spending 1 AP to roll 1d3** for these rolls.

Add the Roleplay Bonus from your Stats to these rolls!

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

*For **example**, if you want to hold a door closed, your GM may ask for a Strength Roll. Spend 1 AP to roll 1d3 or spend 2 AP to roll 2d3. More details can be found on pg 9.*

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 players or enemies.

Items

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

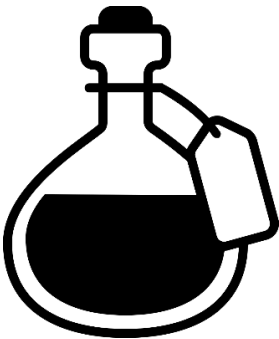
Spend **1 AP** to use a **Fast Item**.

Spend **2 AP** to use a **Normal Item**.

Spend **3 AP** to use a **Slow Item**.

Spend **4 or more AP** to use **Special Items**, which have unique effects.

Sample Items



Fast Potion: 1 AP: heal 2 Health.

Potion: 2 AP: Heal 6 Health.

Slow Shield: 3 AP: Heal 5 Health.

You can use this heal above your maximum Health, up to a 10 Health above your maximum.

Turret: 4 AP: Drop a turret in your Zone that has Health equal to your level. When an enemy enters the turret's Zone, it deals damage equal to your level to that enemy.

*For **example**, you could spend 1 AP to drink a Fast Potion, which would restore 2 Health.*

Roleplaying

Roleplay Bonus

During Roleplay, you might try to do something risky with a chance of failure. If this happens, it's time to roll some dice!



If the GM tells you to make a Stat roll, Roll a d6 (when out of combat) and add your Roleplay Bonus from the that Stat.

How to Roleplay

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 has a Roleplay Bonus of +1, so his total roll is a 3.

Roleplaying in Combat

Roleplaying, like grappling an enemy or holding a door shut, can be done in **combat by spending 1 AP to roll 1d3** for these rolls.

Add the Roleplay Bonus from your Stats to these rolls!

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

Competing Rolls

If two players try to do the same thing, both characters do a *Roll* and the player that rolls the **higher value does the thing**.

***For example**, if John and Cristy want to claim a treasure before a trap ensnares them, their GM might ask for Competing Rolls.*

They both roll a 2, but John has a Roleplay Bonus of +1 while Cristy has +2, so Cristy claims the treasure.

Ties

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

***For example**, if John and Cristy want to claim a treasure before a trap ensnares them, their GM might ask for Competing Rolls. John and Cristy both roll a 1 and have a Roleplay Bonus of +2. Three was enough to not set off the trap, but since they tied, they both drop the treasure on the ground safely.*



Stats

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

***For example**, John could have rolled Strength to break the trap around the treasure while Cristy rolled Skill to quickly grab it.*

Player-Versus-Player Rolls

Player-Versus-Player (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!**



Defendants & Tied PvP Rolls

The Defendant is the one being affected by the PvP roll.

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

The **Defendant wins tied rolls.**

***For example,** if Cristy 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 Cristy both roll a 3 and have a Roleplay Bonus of +2, so John wins the roll and keeps the treasure.*

Custom Rules

This ruleset was made with custom rules in mind, 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.

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 cool thing happens!

These odds are about 2.5%, so use this sparingly!

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.

Weighted Inventory

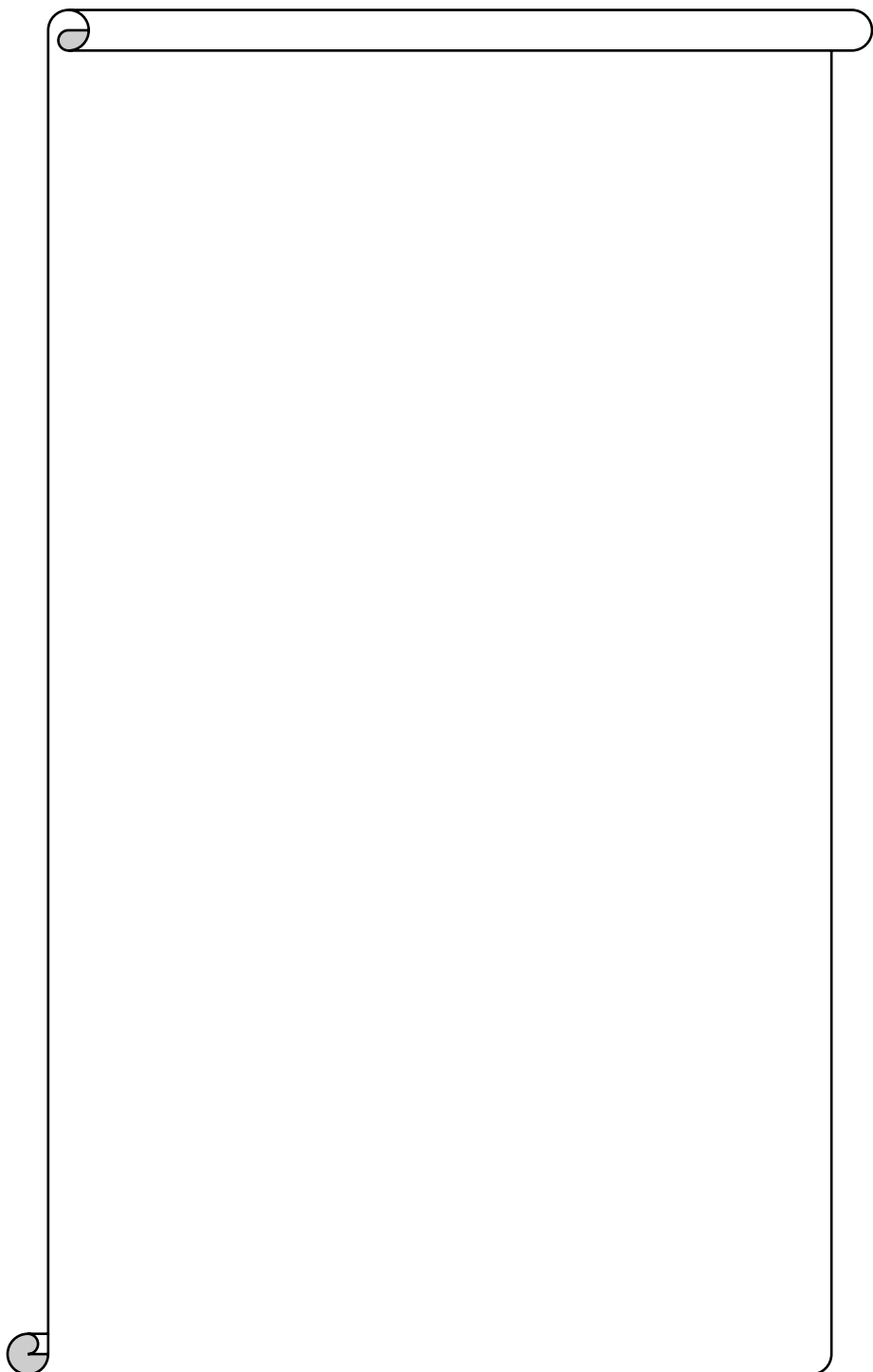
Players can carry 1 Item per Stat Point in Strength.

Permanent Wounds

Any time your character falls to 0 Health, they suffer a permanent scar or dismemberment.

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.



Help For the GM

Roleplaying

I highly recommend all players in this game **discuss 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 relying too much on the rules.

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. 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!

Asking for Rolls

When asking for a *Roll*, you should first **clarify the player's intentions.**

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

Then **ask for a Stat-based roll** depending on which *Stat* you think is most relevant to the task.

The player rolls a d6 and adds their Roleplay Bonus from 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 any player can roll is 12 (excluding any special items, actions, 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

Almost Impossible: 12

Inventory

There are **no rules** for inventory 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.

Magic

There are also no rules regarding magic.

This is to allow players to describe their actions as spells, if they want, without needing a list of spells.

If you'd like to add a Custom Rule for magic, or a list of your own spells, feel free to!

Zones

Zones can be defined in many ways.

The GM explains how *Zones* are defined

whenever they need to be.

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

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

A Zone could be a 6 x 6 square of tiles on a grid map, a room in a house, a 6-inch box, or something else!

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.

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, or 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.

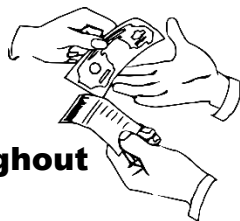
Maybe the enemies steal their loot, escape the party's wrath, or kidnap an ally!



Player Stat Points as Currency

When creating a combat encounter, add up the **total Stat Points** amongst the party (Party Stat Points, or PSP), which is tracked on character sheets.

Make sure players track the 12 SP they automatically get at level 0!



Enemy Movement

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

To **move players** to different Zones, spend a d3 (or 2 Combat Points) per player per Zone you move them..

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.*

Roleplaying Against Enemies

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

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 trigger Competing Rolls.

Combat Points can increase Roll results.

*Maybe an enemy cowers behind a shield, **reducing future damage** instead of dealing damage to a player.*

*Maybe an enemy tries to grapple a player, triggering a **Competing Roll**.*

*Maybe an enemy rolls a 6 for damage and you spend 1 **Combat Point** to have them deal 7 damage.*

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: half the party's total Stat Points.

Normal: the party's total Stat Points.

Hard: Double the party's total Stat Points.

*For **example**, if a party of four level-1 players get into easy combat, all enemies share 32 Health.*

It's up to you whether four enemies have 16 Health each or that a mass of small enemies bombard the party until 64 points of damage is dealt to it.

Creating Combat

PSP

Use the party's total stat points (PSP) 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
4 SP	1d3 (need 1d6)
1 SP	1 Combat Point

*For **example**, you can buy 2d6 and 3d3 for a total cost of 36 SP, but you can't buy 2d6 and 4d3.*

Xd6

Xd3

CP

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

Easy: PSP/2

Normal: PSP

Hard: 2*PSP

Health

Buying Rolls

After buying a d6, you must buy a d3 before buying another d6. The same rule applies to buying d3s. To quickly see how many Rolls you can buy, do $PSP \div 16$. If you have a decimal number, that means you have extra SP left over for Combat Points!

Using Rolls

When using a roll to deal damage to a player, I recommend using no more than 1d6 per player level.

When dealing damage to a level 1 player, try not to use 2d6, unless you're really trying to knock that player down!

Spend 1d3, or 1 Combat Point, to move an enemy to an adjacent Zone.

Describing Rolls

Get creative with enemy rolls! Here are some examples:

(1d3 or 1CP) **Move:** Move to an adjacent Zone.

(Xd3) **Grapple:** Trigger a Competing Roll, rolling Xd3. If you succeed against a player, they cannot move away from you.

(Xd3) **Bite:** Bite into a player, dealing Xd3 damage.

(Xd6) **Block:** Reduce Xd6 damage from an attack.

(Xd6) **Fireball:** Divide Xd6 damage amongst multiple players in one Zone (if you deal 10 damage amongst 2 players, they each take 5 damage).

(Xd6 + Yd6): **Drain:** Deal Xd6 damage, heal Yd6 Health.

(Xd3 + XCP): **Shove:** Trigger a Competing Roll, rolling Xd3.

If you succeed against a player, move them XCP Zones away.



Creating A Story

When creating a story, think about three key points in the story: Setup, Development, and Resolution. These can also be used for planning a single quest!

Setup: During the setup, players learn about your story's background, its characters, and a decision they make to start this adventure.

The setup includes a *Hook*, an attention-grabbing event that introduces the focus of this adventure to the players.

Development: During development, you can develop characters and the plot as the players progress towards their goals.

Development time can vary greatly depending on how long you run your game.

Because of this, gameplay during development should seek to achieve one of the following goals:

- Develop a character's story arc (including a player!)
- Raise the stakes of the adventure
- Antagonist or players get a small victory over the other

Resolution: During the resolution, players experience your story's *Climax*, where all the development converges into one epic moment. After this climax, players get to see the results of their adventure.

Roleplaying relies on telling stories that revolve around player decisions and behavior.

To handle this, I recommend keeping basic notes on key moments for your story, and as in-depth notes on characters as you'd like.

Other Story Structures

There are story structures other than the Three-Act structure you can research to tell different stories!

You can even use multiple story structures together!

Maybe a quest uses Freytag's pyramid, even though it takes place in the Development of your overall story!



Hero's Journey: Great for stories focusing around player character development and their trials!

Meet the heroes > Adventure catalyst > Refuse to adventure > Meet a guide > Into the adventure > Development > Approach the climax > Climax > Reward from climax > Aftermath from climax > True climax > Resolution

Kishōtenketsu: Great for stories with a strong twist or reveal, or those without antagonists or conflict!

Setup > Expansion (flesh out characters, world, or situation, avoid major changes) > Twist/Reveal > Twist Aftermath

Freytag's Pyramid: Great for stories centered around drama or tragedy!

Setup > Rise (Things seem to be improving) > Climax > Fall (Head towards tragedy) > Catastrophe

Fichtean Curve: Great for episodic adventures and structuring the story for individual quests!

Approach crisis + Crisis (repeatable) > Climax > Resolution

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 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
Bard Bubblegum
Clerical Cookie Dough
Fightin' Fudge
Paladin Pecan
Roguish Raspberry
Warlock Wild Surprise

Barbarian Blueberry
Villain Vanilla
Druid Dark Chocolate
Monk Mint
Ranger Rocky Road
Sorcerer Strawberry
Wizard Walnut

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. They 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.
Spend any roll to get out of their shadow form.

Responses: Whenever a Shadow Goblin is dealt damage, they spend any roll 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 heals their allies, though they do have some basic, weak attacks.

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 in the same turn.

Enchanted Armor cannot move while it has a character ensnared.

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

Ensnare: If the Enchanted Armor is already in the *Zone* of a player who attacked it, it will use its movement to ensnare that player.

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

If a player is ensnared, they can still damage the Enchanted Armor, but they cannot move away from it, help, or heal their allies.

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.