TimeLog

Total (updated 5/27): 45:35

Playtest Sessions(updated 5/27): 2 (6 hours)

1/5/23: 1 hour. Refining Stats section. Refining MARQ system and GM Help to be less confusing. Added Halved Rolls section. Removed Tactical Action info for simplicity.

1/7/23: 30m. I edited the Stat Tiers to include 6 checkboxes rather than a blank line to fill in tier points, needs playtesting. I reorganized this document to prioritize TimeLog and added a playtest data section.

1/14/23: 30m. I made a new iteration of the character sheet that includes an entire page for describing a player and tracking their inventory.

2/20/23: Playtest (1245 - 245) with Keegan, Kaleb, Alex, and Cole. One set of rules. Players thought you had points to distribute when starting [separate level up from Starting].

Starting Stat points: 17, 19, 18, 18, and 22. For backstory, players used 5, 5, 9, 7, and X lines.

Players tried to React to increase Stealth.

Combat still took way too long. Add tier to attacks to help combat speed up?  
Feedback: Less rigid, more freeform.

4/25/23: 15m. I adjusted the rules for starting stats to try and improve clarity and tutorialize leveling up. This needs playtesting attention.

5/27/23: 1h20m | 0.1.4

I added Zones to the game and reworked Movement to accommodate it. I also reworked skills to use this new language.

I renamed Skill to Shelter

I reworked some skills overall in the Shelter and SCharisma categories; Shelter now acts as tank/healer skills, reducing damage, taking aggro, and healing. SCharisma had some minor adjustments.

I adjusted Encounter Points to exclude Health; Total enemy health is now equal to total party health.

6/2/23: 2hour | 0.1.4 | 1 Playtest

I playtested just a combat session.

The goal was to find the ideal length for combat.

6/3/23: 1.5 hour | 0.1.4 > 0.1.15 |

I created version 0.1.5.

I reorganized the player pages to more easily find information.

I renamed Speed to Skill, and renamed Shelter to Support (I thought of Skill being used for RP, like lockpicking), and Shelter didn’t seem to have any RP use, but Support could with teamwork checks.

I added colored-in checkboxes Tier 1 in each Stat, so players don’t get confused at the starting stats.

***New Version Here***

Version 0.1.5

Playtest Data

Playtest Ideas

\*Combat Time: Track player turns + time. At the end, ask how long they thought battle took and how many player phases they thought they had. Compare this to the actual numbers to see if combat feels short or long.

\*Aim for 3 turns of combat, see how that feels.

\*Try using a timer (30 seconds + 30 seconds per player).

\*All enemies share a pool of Health equal to party’s total health (players describe how they all kill their enemies at the same time).

Feedback Quotes

Combat

\*

Rules

\*

Character Sheet

SimpleTop

A barebones guide for tabletop roleplaying created by Dylan Fair!

This guide is meant to give some numbers and structure to your creative ideas, so you can spend less time wondering how hard a goblin should hit and spend more time wondering *how* the goblin hits!

The GM section of this guide is 3 pages, the Player section of this guide is 4 pages, each character sheet is 3 pages(plus a blank page in case you want to include any additional character tracking or if you’re double-sided printing), and there are 2 pages of sample content!

Please do not print this page! Print starting from the “About the Game” section.

Printing this is a waste of paper and there’s no reason to have this.

Thank you for your interest in my work! If you’d like to see some of my other work, check out my website: [www.dfair.me](http://www.dfair.me)

I also have a designer blog if you’re interested:   
<https://dfairdesigns.blogspot.com/>

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Created January 2023 | Last Updated: 3/14/2023

Version: 0.1.4

About the Game

These rules are meant to give numbers to your creativity, so as little flavor as possible is added to the descriptions. Feel free to describe your abilities however you want! These rules are also meant to be very adjustable for content you create! There are purposefully few rules included so your group can create their own rules for specific things they might care about, feel free to make your own sample content and share it with your fellow roleplayers!

Talk with your fellow players to determine if you all will have one person act as the primary storyteller or GameMaster(GM), rotate who tells the story each session, or any other way you all want to tell your story!

Please be respectful of others’ personal boundaries. I highly recommend checking with your fellow players to learn about any sensitive topics or jokes that they’d rather not hear at the table. Roleplaying can be fun and very freeform, but it should also be a safe place for everyone to play.

These rules are also meant to provide a simple, solid base for character creation and leveling up, so feel free to come up with your own rules on top of this!

Character Creation

Starting Items

You should also consider what items your character starts with. If you create a character at level 1, your character starts with their main weapon (or weapons), 3 items that are *useful* out of combat, and however many non-useful items you want as part of your character’s *flavor*. You only start with 3, but depending on the story you play, you might

*Useful* Items may provide an advantage to your character in a dungeon, fight, or the story, based on your GM’s guidance and the Item description, but *flavor* Items are meant to narratively decorate your character or something they’re already able to do.

An example of a character’s inventory may be:

Weapon: Longsword that glows with an eternal fire. I also wield a shield in my opposite hand (this does not affect Health or damage).

Lighter(Useful): A small lighter with my family emblem etched into the side.

Rope(Useful): 50 feet of tightly woven rope.

Torch (U): A strange torch that never seems to burn completely out.

Decorative Dagger(Flavor): A small dagger etched with the names of those that have wronged me.

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

Work with your GM to determine which items would be appropriate for the campaign (A GM may not like the Teleporter because the campaign is realistic and takes place during medieval times, but another may find it awesome and use it in a subplot for the same campaign).

Starting Stats

All player characters have 10 Health per level.

All players start with 3 points in each Stat.

All players also start by **leveling up** at least once.

Stats, Tiers, and Leveling Up

Each stat has 6 tiers with unique abilities and actions, which your character can utilize as long as they have at least 1 point in that tier. To access a tier, your character must have 6 points in the previous tier.

**Health:** This can be the physical strength a character has left or even just the mental energy they have left. Once this reaches 0, they lack the ability (or will) to contribute to the current fight.   
Reaching 0 Health may not necessarily mean death, but it can if the GM and player decide so.

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

In combat, this stat focuses on dealing more damage and being able to take more damage.

**Speed:** Determines how quickly your character moves and acts. This can also represent your character’s reaction speed.

In combat, this stat will allow your character to do more things more frequently.

**Skill:**  Determines how in touch with your inner power your character is. This is a direct reflection of your character’s proficiency.

In combat, this stat provides more variety in Actions.

**Scharisma:** Determines how personable your character is. This could come in the form of humor, entertaining qualities, or even persuasive powers, like telepathic suggestion or a mind control spell.  
In combat, this stat will allow you to Help and Heal your allies more effectively and will allow you to change the outcome of some dice rolls.

Whenever you **level up**, roll 1d6 (reroll if you roll a 1 or 2).   
The number you roll is the number of points you can distribute to your stats however you want.   
If you roll a 4, you can distribute 1 point to all four of your stats, increase a single stat by 4 points, or any other similar combination!   
If you’re starting at a level higher than 1, simply do the level up process for each level higher than 1 *or* use 4 points per level higher than 1 for your stats.

As a reminder, player characters have 10 Health per level.

Combat

During roleplay, I recommend the GM asking all players at the table what they want to do, then narrating what happens within the world.   
During combat, however, it may be a bit more chaotic since there are no “turns” in this system.   
During combat, players should track what kind of actions they can take and everyone should work together to help create a smooth, immersive experience!

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

Phases

Instead of taking turns, combat exists in phases. Combat generally starts with an **Enemy Phase**. The GM should describe where enemies go and what they do, and players are free to describe actions they take after an enemy does something. Take care to not talk over your fellow players, and allow them to finish what they’re saying before interrupting with your desired action.

All players describe their Actions during the **Player Phase**. Feel free to come up with combo attacks that everyone’s characters do! If the players have convinced any non-player characters to join them in a fight, they act during the **Player Phase**. If a player has a fun idea for how an ally should act, feel free to let them control that character for a moment!

Actions (MARQ)

In Combat, your character can do all sorts of things! Your stats determine when you can do things and how effective they are, but it’s up to you to describe what happens when you do an action! Does your character attack by shooting a gun, using a fire spell, or something else entirely?There is no measured distance in this system, you are only *nearby* an enemy or you aren’t.

M**Movement**: During the **Player Phase**, you can move anywhere within the zone you’re in or an adjacent, accessible zone.

A**Action**: Do anything with A near it. You can *also* do vague actions that may take some time but aren’t specifically listed under your stats, like pushing a large boulder out of the way, holding a heavy door open, or tripping an enemy. This can only be done during the **Player Phase**. An **Action** can be used to do a **Quick Action**, but no other types of Actions are interchangeable in this way.

Q**Quick Action**: Do anything with Q near it. You can *also* do vague actions that take a very short amount of time but aren’t specifically listed under your stats, like cutting a rope with your scimitar, tripping an enemy, or reloading a gun. This can only be done during the **Player Phase**.

R**Reaction**: Do anything with R near it. This is done in response to something happening.   
This can be done once during the **Enemy Phase**.

You can use items in combat. What Action you spend using an item is clarified in the item’s description.

A creature is either *nearby* another creature or not *nearby* another creature, so exact distances don’t matter.

Roleplaying

Stat Rolls

Throughout your adventure, you may come across a person you need to persuade to give you a quest, or you may have to carefully tread over a deep ravine, or you might even have to chase a villain down! Sometimes, you try to do something risky that has a chance of failing. In these cases, your GM might ask you to roll based on one of your stats. This is called a *Stat Roll.*

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In situations like this, I recommend that the player tells the GM what outcome they want to happen (“I want to persuade the shopkeep into giving us a 50% discount.”); the GM asks the player to roll a stat they think is relevant (“Okay, do a Scharisma roll.”), then the GM and player can work together to roleplay the outcome of the scenario based on the result of the stat roll (“I wink seductively at the shopkeep.” “Ooh, nice! Well the shopkeep swoons and blushes. Then they sheepishly hand you a special 50% off coupon.”)

When you do a *Stat Roll*, the GM will tell you which stat to add to your roll. Do this by adding your current tier in that stat to your roll. For example, you might ask to push a boulder off of an ally, which your GM responds by asking you to do a *Strength Roll*. You have 8 points in *Strength*, so you’re in tier 2. You roll a 3. Add 2 to your roll for a Strength roll of 5. The *goal* of the *Stat Roll* was a 5, so you succeeded in pushing the boulder!

In most cases, which stat to use is fairly obvious, like how pushing a heavy boulder uses Strength or trying to woo a bartender uses Scharisma. But feel free to be creative with roleplaying! It’s entirely possible to intimidate someone by show of force with your massive strength.

If you want to do something like this, I recommend being clear about your desires with your GM.

Competing Stat Rolls

Sometimes, two characters will try to accomplish the same thing or they’ll try to do something to each other. In this case, both characters do a *Stat Roll* and the higher value wins.

In the event of a tie, the *defendant* wins, if there is one. If there is no *defendant* and there is a tie, nothing happens or the characters do another *Stat Roll*, based on the GM’s discretion.

I recommend discussing as a group who’s okay with the idea of player vs player *Stat Rolls* for things like stealing loot or persuading a player’s character to do something. If it’s hard to tell whether a player would be okay with something happening, ask for consent before asking for a roll!

Here is an example of a *Stat Roll*: John picks up a piece of treasure and admires it. Sue says, “ooh, I want to grab the diamond in John’s hand!” The GM asks, “is this okay to potentially take from you, or should we talk about this out of character?” John replies, “no, we can roll for it, that’s fine! My character tries to duck out of Sue’s grasp!”

The GM then asks Sue how she plans on taking the diamond, and she replies, “I’m just going to see if I’m faster and can grab it before he notices!” The GM then asks both John and Sue for a *Speed Roll.*

Both players are in tier 1 for Speed and both players roll a 3, so both John and Sue have a total of 4. Because John is the *defendant* in this case, his character is quicker than Sue and keeps the diamond.

*Stat Rolls* don’t always have to use the same stat, like in this example:

John and Sue are competing to see who’s more intimidating.

The GM says, “the judge asks you both to be as intimidating as possible. How will you both do this?”

John says, “I’m gonna break a table with my bare hands!”

Sue says, “I’m gonna go up and calmly whisper something terrifying.”

The GM then asks John to roll a *Strength Roll* and Sue to roll a *Scharisma Roll*. Both players roll a 4. The GM then says, “The judge stares in terror after hearing what Sue said and flinches when John breaks the table. He runs away, crying in fear and a new person approaches, telling John and Sue that both of them are incredibly intimidating.”

In battle, if you do something like trip an enemy, do a normal *Competing Stat Roll* based on your GM’s guidance.

If you do something like this using a **Quick Action**, halve your roll for the *Stat Roll*.

If you do something that continuously puts an enemy at a disadvantage, your GM may have you roll another *Competing Stat Roll* to keep them at a disadvantage.

Halved Rolls/Rounding

Whenever you see something *halved* (1d6 halved), halve the total roll, rounding up. For example, if you roll 2d6 halved, and you roll a 3 and a 4, the halved total is 4 (half of 7 rounded up).   
A halved roll can be abbreviated with an h, like so: 2d6h.   
*If you ever have a decimal, round up (if you roll a 3 for something that asks for half a roll, this counts as a 2).*

Zones

Zones can be defined in many ways, and the GM should take care to point out how zones are defined whenever they need to be.   
Zones could be a 6 x 6 square of tiles on a typical dungeon map, rooms in a house, or even specific areas of a map determined by the GM!  
Zones don’t have to be equal size.  
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.

Character: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Lv. \_\_\_\_\_\_ Health: \_\_\_\_\_\_\_\_\_\_/\_\_\_\_\_\_\_\_\_\_

Give your character a name and a basic backstory. Feel free to flesh this out as shallow or deeply as you want, but some of the best roleplay stories are created during the game!

Think about Who, What, Where, When, Why, and How of your character.

**Who** is your character? What do they like? Dislike? What are their flaws? Their fantasies?   
How do they react to seeing a spider crawl nearby?

**What** is your character? What does your character look like? What do they sound like? What do they wear?

**When** is this adventure taking place for your character? Are they a young, hopeful, new adventurer? Are they old and ready to retire? Are they unstuck in time?  
**Where** is your character? Where are they from? Where are they going? Where do they love/hate to go?

**Why** is your character here? Did something bring them here? Did they travel here? Why are they adventuring?

**How** will your character accomplish their goals? Do they brute force their way through obstacles or prefer a more tactful approach? Do they fly, sprint, or ride a ghostly motorcycle around?

You can create more “rules” for your character to live by discussing them with your fellow players/GM (Is your character a wizard that has to study different spells to use them?)

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**Inventory (*U***seful | ***F***lavor)

Weapon(s):

**M A R Q**

**STRENGTH**

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 1:  +1 to Strength Stat Roll

A**Attack**: Roll 1d6. Deal that much damage to a single target. Describe how your character attacks!

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 2:  +2 to Strength rolls.

*Hearty:* You have 11 Health per level.

A**Splash Attack**: roll 1d6 and add 1 for each point you have in this tier. Deal that much damage to a single target. Deal half that much damage to one other target in the same zone as the first target.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 3:  +3 to Strength rolls.

*Heartier:* You have 13 Health per level (replaces *Hearty*)

*Heavy Hitter*: +1 to all of your damage rolls.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 4:  +4 to Strength rolls.

Q**Another Attack:** Roll 1d6. Deal that much damage to a single target in your Zone.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 5:  +5 to Strength rolls.

*Heartiest:* You have 15 Health per level (replaces *Heartier*)

*Heavier Hitter*: +2 to all of your damage rolls. (replaces *Heavy Hitter*)

*Big Numbers Only*: If you roll a 1 on a damage roll, reroll and use the new roll (even if it’s also a 1).

* Tier 6: \_\_\_\_ points  +6 to Strength rolls.

*Bigger Numbers Onlier*: Deal 1 extra damage for each point you have in this tier to each target you attack.

A**Demolish**: Roll 2d6. Deal that much damage to a single target in your Zone. Deal half that damage to as many other targets in your Zone as you have points in this tier.

**SPEED**

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 1:  +1 to Speed rolls.

Q**Quick Help**: Add 1 to any roll an ally makes or heal 1 Health to a single target.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 2:  +2 to Speed rolls.

*Multi-Attack:* When you use the **Attack** Action, you can attack a second time, either against the same target or a different target. Halve the roll for this damage.

R**Dodge**: When you take damage, you can move to an adjacent and accessible Zone and reduce the damage you take by 1 for each point you have in this tier.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 3:  +3 to Speed rolls.

*Tri-Attack:* When you use **Multi-Attack**, you can attack a third time, either against the same target or a new target. Halve the roll for this damage.

Q**Quick Attack**: Roll 1d6. Deal half that damage to a single target in your Zone.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 4:  +4 to Speed rolls.

*Quick*: Immediately after using a *Quick Action*, you can use **Quick Help**.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 5:  +5 to Speed rolls.

*Better Quicker Hitter:* When you use **Multi-Attack** and **Tri-Attack**, don’t halve the damage.

*Quicker Than Quick*: You can do a *Quick Action* during the Enemy Phase.

*Better Dodge:* When you take damage, you can move to an adjacent and accessible Zone and reduce the damage you take by 3 for each point you have in this tier. (replaces **Dodge**)

* Tier 6: \_\_\_\_ points  +6 to Speed rolls.

*Multi-Move*: You can use your *Movement* one additional time for each point you have in this tier

R**Reactive Attack**: When an enemy moves out of your Zone, deal 1 point of damage to that target for each point in this tier.

**M A R Q**

**SHELTER**

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 1:  +1 to Skill rolls.

A**Heal:** Roll 1d6. Heal that much Health to a single target.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 2:  +2 to Skill rolls.

R**Close Ally***:* When an ally in your Zone takes damage, you can reduce that damage by 1 for each point you have in this tier.

A**Inspect**: Choose as many targets as you have points in this tier. During Combat, you know how much damage each target can deal/reduce with their *Actions, Quick Actions, and Reactions.* You also know how much Health they have when you use this *Action.*

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 3:  +3 to Skill rolls.

R**Wide Shield***:* When an ally takes damage, you can reduce that damage by 2 for each point you have in this tier. (replaces **Close Ally**)

*Better Heals*: Whenever you use **Heal**, heal 5 extra Health.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 4:  +4 to Skill rolls.

Q**Chip and Heal**: Roll 1d6. Deal half that damage to a target. Heal 2 Health to yourself or a target in your Zone.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 5:  +5 to Skill rolls.

*Stronger Together*: Anytime you roll a 6, you can give +1 to the next roll another player makes.

R**Passage of Arms:** When an ally takes damage, you can reduce that damage by 3 for each point you have in this tier. (replaces **Wide Shield**)

Q**Direct:** You can use this Quick Action to allow an ally to use one of their *Quick Actions.*

* Tier 6: \_\_\_\_ points  +6 to Skill rolls.

Q**Aggravate:** Choose as many targets in your Zone as you have points in this tier. These targets must use their *Actions* against you, if those *Actions* deal damage.

A**Multi-Faceted**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and either deal that much damage or heal that much Health.

**SCHARISMA**

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 1:  +1 to Scharisma rolls.

R**React**: -1 to any roll of your choice. Describe how your character reduces the roll (do you block some of the damage of an ally? Do you taunt an enemy that’s struggling against an ally?)

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 2:  +2 to Scharisma rolls.

*Good Help:* **Quick Help** adds 1 to a roll or heals 5 Health.

Q**Inspire:** Roll 1d6. Heal that much Health to a single target. That target also gets +1 to their next roll.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 3:  +3 to Scharisma rolls.

*Better Help:* **Quick Help** adds 3 to a roll or heals 10 Health. (replaces *Good Help*)

*ReRoleplay:* When you roll for a roleplay interaction with another creature, roll 2d6 and use whichever roll you want.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 4:  +4 to Scharisma rolls.

A**Brainwash**: Choose one enemy for every 2 points you have in this tier. Those enemies will use the next Enemy Phase to attack an enemy in their Zone. If there aren’t any other enemies, they will avoid attacking players and allies in the next Enemy Phase.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 5:  +5 to Scharisma rolls.

*The Helpiest:* **Quick Help** adds 4 to a roll or heals 15 Health (replaces *Better Help*).

*Ultimate Roller:* Anytime you roll a 1, you can choose to reroll.

Q**Never Give Up**: If an ally has 0 *Health* and is still in the area, you can heal their *Health* to 10.

* Tier 6: \_\_\_\_ points  +6 to Scharisma rolls.

*You Get A Heal*: Whenever you heal anyone, you can heal 2 *Health* to as many other targets as you have points in this tier. You *can* target a creature multiple times.

A**Team Bonding**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and heal that much Health to them. Each target also gets +1 on their next roll. You *can* target a creature multiple times.

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 to each other about what everyone is comfortable with. I find this is best done during character creation. Establishing the base for the story and how the game will be played pairs well with players learning about each other. Ask what topics people are uncomfortable with, what kind of jokes people are uncomfortable with, and try to avoid these subjects.

Items

Items can vary widely, from laser swords to guns to amulets that do nothing. These rules define items in one of 6 categories: Movement, Action, Quick Action, Reaction, Useful, or Flavor. Items marked with Movement(M), Action(A), Quick Action (Q), or Reaction(R) require that kind of Action to use. **Actions** can be used to do a **Quick Action**. Useful (U) Items can help players in dungeons or adventures, but Flavor (F) Items should be reserved as Items to decorate a character narratively; ensure to clarify that these items serve no mechanical purpose, or players might expect

Stat Rolls

When you ask for a *Stat Roll*, clarify what the player’s intentions are (“What do you want to do?” “I want to persuade the shopkeep to give me a 50% discount”), then think about this task and create a goal based on how difficult you think the task is. Then ask for a roll based on the stat you think is relevant to the task (“Okay, make a Scharisma roll.”). The player then rolls a d6 and adds their current tier for that stat to the roll (“I rolled a 3, and I’m in tier 2 for strength, so that’s a 5!”). *If the player’s stat roll is at least the goal, they succeed*. Work with the player to roleplay the outcome of this scenario (“You succeeded! 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/bonuses players get from the story), and the average value of a d6 is 3.5. Here is suggested difficulty curve for *Stat Rolls:*

Very Easy: 3 | Easy: 4 | Kind of Hard: 5 | Hard: 7 **| |** Extremely Hard: 9 | Heroic: 10-11 | Near Impossible: 12

Leveling Up

When the party levels up, track your party’s total Health Points; make sure to account for any stat boosts, like Strength’s *Hearty* or any special items you give your party.

You should also track the party’s total number of stat points that they roll when creating a character and leveling up. This total is the number of Encounter Points you can spend on Encounters.

Total Health Points                              Total Party Stat Points

Combat

Instead of taking turns, combat exists in phases. During the enemy phase, the GM should describe where enemies go and what they do, and players are free to describe actions they take after an enemy does something. Take care to not talk over your fellow players, and allow them to finish what they’re saying before interrupting with your desired action. Generally, combat should start with an enemy phase, to give players time to see what enemies do and what they should do in response, but it’s ultimately up to you which phase starts combat. When determining this, think about whether the enemies ambushed the players, or if the players snuck up on the enemies! If it’s tough to decide, you can always roll to determine which side should go first!

I recommend narrating enemy events in groups. Instead of saying that a goblin moves around the party 10 times, say all 10 goblins surround the party. Instead of saying a goblin slashes a character with its claws and deals 2 points of damage followed by another goblin that bites the character and deals 1 point of damage, say that two goblins attack the character, slashing and gnawing at them, dealing 3 points of damage. Make sure to pause after describing what a group of enemies does to allow players to use their Quick Actions and/or Reactions.

Actions don’t *need* to deal damage, but should affect battle in some way. Maybe an enemy’s Reaction is to cower behind a shield, reducing future damage instead of dealing damage. Maybe two enemies share a weapon, using their Quick Action to toss the weapon to each other. Encounter Points are designed to allow for flexible enemy creation that scales with the players, so you can recycle enemy ideas without worrying about scaling their powers.

Creating and Balancing Combat Encounters

In combat, all characters use the MARQ system, but what kind of Actions a certain enemy has is up to you! This system was made to try and make combat more freeform and less timely, so try not to think too long about enemy behavior and trust your gut. Generally speaking, standard enemies, mobs, or underlings should refrain from using **Quick Actions**, since this can be hard to track and can easily slow down combat. Powerful enemies, bosses, or main antagonists can make use of **Quick Actions** and *should* interact with the environment, player characters, and other enemies.

When creating a combat encounter, use the Encounter Points (EP) tallied from *Leveling Up* to determine enemy stats. Spend these Encounter Points (EP) on the creature’s stats.

**Movement:** Like players, creatures move into *nearby* range of a creature or move out of *nearby* range.   
You can freely determine if a creature can move multiple times based on how quick it is.

**Health:** All the enemies you place in an encounter have the same total of Health Points as the party, but you can divide these Health Points however you want.

**Action:** A creature uses its Action to damage a player or heal their ally. When you roll for a creature’s **Action**, halve the result of the roll. 10 EP increases the dice you roll for a creature’s **Action** by 1. You can also spend 5EP to increase the damage dealt or healed with an **Action** by 1. For example, you can spend 15 EP to make a creature’s **Action** deal 1d6h + 1 damage.

For every 2 dice you roll for a creature’s **Action**, you can choose not to halve the result of 1 die, rather than halving the results of 2 dice. Remember that this makes it easier for higher values to be rolled.

**Reaction:** A creature uses its **Reaction** to reduce damage it takes. 5 EP increases the damage reduction from a **Reaction** by 1 (spend 5 EP to reduce damage by 1, or 25 EP to reduce damage by 5).

**Quick Action:** A creature can use its **Quick Action** to deal damage or heal. 5EP increases the damage dealt or healed by a creature’s **Quick Action** by 1. A creature can use a Quick Action to interact with the environment, not dealing damage, without spending any EP.

For example, if I want to spend 100EP to create a creature, I could give it 25 *Health* (I now have 50EP). I determine that it’s a magical suit of armor, so it moves by disassembling itself, its pieces moving to its desired location, then reassembling itself. Next, I spend 20EP to give it a **Reaction** that reduces damage it takes by 4(I now have 30EP). I decide that this **Reaction** is the suit of armor disassembling the part of itself that was hit. I spend 30EP to give it an **Action** that deals 3d6 (halved) damage. I don’t have enough EP left, so I can’t give this creature a **Quick Action** that deals any damage, but I decide that this creature will use its **Quick Action** to stare menacingly at whoever most recently dealt damage to it.

If you want an attack to deal damage to multiple targets, simply roll the allotted damage for an Action and spread the damage across a number of targets you deem appropriate. For example, if the magical armor from the previous example cast a spell that hit multiple targets, I would roll 3d6, halve the rolls, then divide it amongst the targets. For example, if I wanted the attack to hit two players, and I roll a halved total of 12, I could say that 7 damage hits one target and 5 damage hits the other. When doing this, try to stay fair and divide damage evenly. The *Sample Content* section has some example stats for creatures using this system.

Custom Rules (Optional)

This ruleset was made to be a basic foundation for a tabletop roleplaying game, so please feel free to make up your own rules with your players! I highly recommend discussing these rules with the other players, agreeing on a standard ruling for them, and writing them down somewhere everyone can reference them.

Below I’ll list some example custom rules.

**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**

Out of combat, the party 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.

**Quick Encounter**

Instead of tracking Encounter Points, determine the difficulty of an encounter and use the following guide:

Easy: 11EP per character per level | Medium: 14EP/character/level | Hard: 16 EP/character/level

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.

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 the feywild 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 gentle caring. 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

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.

Enemies

These enemies have percentage values to show an approximation of the Encounter Points spent to create this creature. Example numbers can be found in (parentheses). The parenthese next to the enemy’s name indicate how many EPs were used to get the given values. Please remember that these are suggestions and you can distribute EP however you see fit!

Goblin (40 EP)

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.

**Health:** 40% (8, 16EP)

**Movement:** Goblins will try to surround their prey.

A**Action:** 50% (2d6h; 20EP) Claws, Biting, Makeshift Weapons. *Nearby* targets only.

R**Reaction:** 10% (-1 damage, 5EP) When a goblin is attacked, they will block with whatever they have, reducing damage by 1 point.

Goblin Boss (50 EP)

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.

**Health:** 80% (20, 40 EP)

**Movement:** Goblin Bosses will try to stay out of range of the players.

A**Action:** 20% (1d6h, 10EP) Hurl rocks/Goblins at a target, dealing Xd6 (halved) damage. 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.

**QQuick Action:** If a player character gets *nearby* the Goblin Boss, it will grab a *nearby* Goblin to use as a shield. Any damage dealt towards the Goblin Boss while the Goblin Boss uses a Goblin as a shield is instead dealt to that Goblin.

R**Reaction:** When Goblin Boss is dealt damage, it will screech at the attacker or threaten/insult any Goblins that aren’t protecting it.

The Goblin Boss below is an example of how the Stats of a creature can be reworked to accommodate a lower EP cost.

Goblin Boss (20 EP)

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.

**Health:** 80% (8, 15 EP)

**Movement:** Goblin Bosses will try to stay out of range of the players.

A**Action:** 20% (0, EP) If a player character is *nearby* the Goblin Boss, it will grab a *nearby* Goblin to use as a shield. Any damage dealt towards the Goblin Boss while the Goblin Boss uses a Goblin as a shield is instead dealt to that Goblin.

**QQuick Action:** 1 (1, 5 EP) Hurl rocks/Goblins at a target, dealing 1 damage. 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.

R**Reaction:** When Goblin Boss is dealt damage, it will screech at the attacker or threaten/insult any Goblins that aren’t protecting it.

Enchanted Armor (100 EP)

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.

**Health:** 70% (70, 70 EP)

**Movement:** This armor will move closer to whoever it’s looking at in an attempt to absorb them.

A**Action:** 30% (3d6 halved, 30 EP) If the Enchanted Armor is *nearby* the character it is looking at, it will use its Action to magically entrap that character inside itself. While a creature is inside the armor, they cannot move or attack any creature except the armor they’re trapped in. Instead of their Movement, the trapped character can attempt a *Strength Roll* against the Armor’s Strength Roll.

A**Action:** 30% (2d6 halved damage, heal 1d6 halved to self, 30 EP) If the Enchanted Armor has a character trapped inside it, the armor spends its **Action** absorbing life force from the creature that’s trapped.

R**Reaction:** Whenever the Enchanted Armor is attacked, uses its **Reaction** to look at the attacker. The armor will try to absorb whoever it’s looking at during the enemy phase. 

Version 0.1.4 (Character Sheet Update)

This is an iteration for how the character sheet might look.

Playtest Data

Playtest Ideas

\*Combat Time: Track player turns + time. At the end, ask how long they thought battle took and how many player phases they thought they had. Compare this to the actual numbers to see if combat feels short or long.

Feedback Quotes

(1) feedback: Point-based tier abilities were cool, wish I saw more of those.

Combat

\*Combat Playtest: I playtested combat with 1 D&D player and 1 FTU. I playtested two combat sessions: one with 2 goblins and one with 1 “boss”-like enemy. The goblin encounter felt fine to both players, but the boss-like combat felt too short to the D&D player and “just fine” to the non-D&D player.

-Neither player used a Quick Action during the Enemy Phase, even though they pointed out they should use it to heal. They either frequently forgot about it or didn’t care about it enough to use it, so I restricted Quick Actions to only the Player Phase to make balancing easier.

Rules

\*

Character Sheet

Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Lv. \_\_\_\_\_\_ Health: \_\_\_\_\_\_\_\_\_\_/\_\_\_\_\_\_\_\_\_\_

**Who:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

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**Inventory (U**seful | **F**lavor)

**M A R Q**

**STRENGTH**

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 1:  +1 to Strength rolls.

A**Attack**: Roll 1d6. Deal that much damage to a single target. Describe how your character attacks!

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 2:  +2 to Strength rolls.

*Hearty:* +1 Health per level.

A**Splash Attack**: roll 1d6 Deal that much damage to a single target. Deal half that much damage to one other target *nearby* the first target.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 3:  +3 to Strength rolls.

*Heartier:* +3 Health per level (replaces *Hearty*)

*Heavy Hitter*: +1 to all of your damage rolls.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 4:  +4 to Strength rolls.

Q**Another Attack:** Roll 1d6. Deal that much damage to a single, *nearby* target.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 5:  +5 to Strength rolls.

*Heartiest:* +5 Health per level (replaces *Heartier*)

*Heavier Hitter*: +2 to all of your damage rolls. (replaces *Heavy Hitter*)

*Big Numbers Only*: If you roll a 1 on a damage roll, reroll and use the new roll (even if it’s also a 1).

* Tier 6: \_\_\_\_ points  +6 to Strength rolls.

*Bigger Numbers Onlier*: If you roll a 1 on a damage roll, reroll until you roll something higher. (replaces *Big Numbers Only*)

A**Demolish**: Roll 2d6. Deal that much damage to a single, *nearby* target. Deal half that damage to as many other, *nearby* targets as you have points in this tier.

**SPEED**

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 1:  +1 to Speed rolls.

Q**Quick Help**: Add 1 to any roll an ally makes or heal 1 Health to a single target.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 2:  +2 to Speed rolls.

*Multi-Attack:* When you use the **Attack** Action, you can attack a second time, either against the same target or a new, *nearby* target. If you roll a 6 on this damage roll, reroll until you roll something lower. Halve the roll for this damage.

R**Dodge**: When you would be caught in the range of an attack that hits *multiple* targets, you can move out of range of the attack and reduce the damage you take by 1d6 halved.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 3:  +3 to Speed rolls.

*Multi-Attack+:* When you use **Attack**, you can attack a second time, either against the same target or a new, *nearby* target. Halve the roll for this damage. (replaces *Multi-Attack*)

Q**Quick Attack**: Roll 1d6. Deal half that damage to a single, *nearby* target.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 4:  +4 to Speed rolls.

*Quick&Quick*: You can do two *Quick Actions* in a single phase.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 5:  +5 to Speed rolls.

*Tri-Attack:* When you use *Multi-Attack,* you can attack a third time, either against the same target or a new, *nearby* target. Halve the roll for this damage. (replaces *Multi-Attack+*)

*Quicker Then Quick*: You can do a Quick Action during the Enemy Phase.

*Better Dodge:* When you use **Dodge**, you negate all damage you would have taken from an attack.

* Tier 6: \_\_\_\_ points  +6 to Speed rolls.

*Multi-Move*: For each point in this tier, you can use your Movement again.

R**Reactive Attack**: Deal 1 point of damage for each point in this tier.

**M A R Q**

**SKILL**

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 1:  +1 to Skill rolls.

A**Heal:** Roll 1d6. Heal that much Health to a single target.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 2:  +2 to Skill rolls.

*Attack Spread:* After you **Attack** as an Action, deal half the damage to another target.

A**Inspect**: Choose as many targets as you have points in this tier. For each target, you know how much damage they deal/reduce with their Actions, Quick Actions, and Reactions and you know how much Health they currently have.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 3:  +3 to Skill rolls.

*Wide Attack Spread:* After you **Attack** as an Action, deal half the damage to up to two other targets (replaces *Attack Spread*).

*Better Heals*: Whenever you heal someone else, heal 3 extra Health.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 4:  +4 to Skill rolls.

Q**Chip and Heal**: Roll 1d6. Deal half that damage to a target. Heal 2 Health to yourself.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 5:  +5 to Skill rolls.

*Multi-Target:* Whenever you deal damage, deal that damage to up to three other targets (replaces *Wide Attack Spread*).

R**Reactive Guardian:** When a *nearby* ally takes damage, you can roll 5d6 halved and reduce the damage by the total.

Q**Direct:** You can use this Quick Action to allow an ally to do a Quick Action that they can do.

* Tier 6: \_\_\_\_ points  +6 to Skill rolls.

*Stronger Together*: Anytime you roll a 6, you can give +1 to the next roll another player makes.

A**Multi-Faceted**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and either deal that much damage or heal that much Health.

**SCHARISMA**

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 1:  +1 to Scharisma rolls.

R**React**: -1 to any roll of your choice. Describe how your character reduces the roll (do you block some of the damage of an ally? Do you taunt an enemy that’s struggling against an ally?)

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 2:  +2 to Scharisma rolls.

*Good Help:* **Quick Help** adds 2 to a roll or heals 4 Health.

Q**Inspire:** Roll 1d6. Heal that much Health to a single target. That target also gets +1 to their next roll.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 3:  +3 to Scharisma rolls.

*Better Help:* **Quick Help** adds 3 to a roll or heals 9 Health. (replaces *Good Help*)

*ReRoleplay:* When you roll for a roleplay interaction with another, living creature, roll 2d6 and use whichever roll you want.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 4:  +4 to Scharisma rolls.

A**Brainwash**: Roll 1d6. On a 5 or 6, a single target will attack a different target that is *nearby* them, if one is available. If there isn’t they will avoid attacking players and their allies in the next Enemy Phase.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 5:  +5 to Scharisma rolls.

*The Helpiest:* **Quick Help** adds 4 to a roll or heals 5 Health (replaces *Better Help*).

*Ultimate Roller:* Anytime you roll a 1, you can choose to reroll.

Q**Never Give Up**: If an ally has 0 *Health* and is still in the area, you can heal their *Health* to 10.

* Tier 6: \_\_\_\_ points  +6 to Scharisma rolls.

*You Get A Heal*: Whenever you heal anyone, you can heal 2 *Health* to as many other targets as you have points in this tier. You *can* target a creature multiple times.

A**Team Bonding**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and heal that much Health to them. Each target also gets +1 on their next roll. You *can* target a creature multiple times.

Version 0.1.3

SimpleTop

A barebones guideline for tabletop roleplaying created by Dylan Fair

Please do not print this page, it’s a waste of paper and there’s no reason to have this.

Thank you for your interest in my work! If you’d like to see some of my other work, check out my website: (portfolio link).

I also have a designer blog if you’re interested: <https://dfairdesigns.blogspot.com/>

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About the Game

These rules are meant to give numbers to your creativity, so as little flavor as possible is added to the descriptions. Feel free to describe your abilities however you want!

Talk with your fellow players to determine if you all will have one person act as the primary storyteller or GameMaster(GM), rotate who tells the story each session, or any other way you all want to tell your story!

Please be respectful of others’ personal boundaries. I highly recommend checking with your fellow players to learn about any sensitive topics or jokes that they’d rather not hear at the table. Roleplaying can be fun and very freeform, but it should also be a safe place for everyone to play.

These rules are also meant to provide a simple, solid base for character creation and leveling up, so feel free to come up with your own rules on top of this!

Character Creation

Give your character a name and a basic backstory. Feel free to flesh this out as shallow or deeply as you want, but some of the best roleplay stories are created during the game!

Think about Who, What, Where, When, Why, and How of your character.

**Who** is your character? What do they like? Dislike? What are their flaws? Their fantasies? How do they react to seeing a spider crawl nearby?

**What** is your character? What does your character look like? What do they sound like? What do they wear?

**Where** is your character? Where are they from? Where are they going? Where do they love/hate to go?

**When** is this adventure taking place for your character? Are they a young, hopeful, new adventurer? Are they old and ready to retire? Are they unstuck in time?

**Why** is your character here? Did something bring them here? Did they travel here? Why are they adventuring?

**How** will your character accomplish their goals? Do they brute force their way through obstacles or prefer a more tactful approach? Do they fly, sprint, or ride a ghostly motorcycle around?

You can create more “rules” for your character to live by discussing them with your fellow players/GM (Is your character a wizard that has to study different spells to use them?)

Starting Items

You should also consider what items your character starts with. If you create a character at level 1, your character starts with their main weapon (or weapons), 3 items that are *useful* out of combat, and however many non-useful items you want as part of your character’s story.

An example of a character’s inventory may be:

Weapon: Longsword that glows with an eternal fire. I also wield a shield in my opposite hand (this does not affect Health or damage).

Lighter(Useful): A small lighter with my family emblem etched into the side.

Rope(Useful): 50 feet of tightly woven rope.

Torch (U): A strange torch that never seems to burn completely out.

Decorative Dagger(Flavor): A small dagger etched with the names of those that have wronged me.

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

Work with your GM to determine which items would be appropriate for the campaign (A GM may not allow the Teleporter because the campaign is realistic and takes place during medieval times; another may find it awesome and attach it to a story beat for the same campaign).

Starting/Leveling Up

All player characters have 10 Health per level.

Roll 4 six-sided dice (annotated as 4d6) and write down the numbers you roll (reroll if you roll a 1 or 2).

Assign each of these numbers to your stats so that each stat only has one number in it.

Whenever you **level up**, roll 1d6 (reroll if you roll a 1 or 2). The number you roll is the number of points you can distribute to your stats however you want. So if you can roll a 4, you can distribute 1 point to all four of your stats, increase a single stat by 4 points, or any other similar combination!

Stats and Tiers

Each stat has 6 tiers with unique abilities and actions, which your character can utilize as long as they have at least 1 point in that tier. To access a tier, your character must have 6 points in the previous tier.

**Health:** This can be the physical strength a character has left or even just the mental energy they have left. Once this reaches 0, they lack the ability (or will) to contribute to the current fight. This may not necessarily mean death, but it can if the GM and player decide so.

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

In combat, this stat focuses on dealing more damage and being able to take more damage.

**Speed:** Determines how quickly your character moves and acts. This can also represent your character’s reaction speed.

In combat, this stat will allow your character to do more things more frequently.

**Skill:**  Determines how in touch with your inner power your character is. This is a direct reflection of your character’s proficiency.

In combat, this stat provides more variety in Actions.

**Scharisma:** Determines how personable your character is. This could come in the form of humor, entertaining qualities, or even persuasive powers, like telepathic suggestion or an influence spell.  
In combat, this stat will allow you to Help and Heal your allies more effectively and will allow you to change the outcome of some dice rolls.

Combat

During roleplay, I recommend the GM asking all players at the table what they want to do, then narrating what happens within the world.

During combat, however, it may be a bit more chaotic since there are no “turns” in this system. During combat, players should track what kind of actions they can take and everyone should work together to help each other come out alive!

Phases

Instead of taking turns, combat exists in phases. Combat generally starts with an **Enemy Phase**. The GM should describe where enemies go and what they do, and players are free to describe actions they take after an enemy does something. Take care to not talk over your fellow players, and allow them to finish what they’re saying before interrupting with your desired action.

If the players have convinced any non-player characters to join them in a fight, they do their **Actions** during the **Player Phase**. If a player has a fun idea for how an ally should act, feel free to let them control that character for a moment!

Actions (MARQ)

In Combat, your character can do all sorts of things! Your stats determine when you can do things and how effective they are, but it’s up to you to describe what happens when you do an action! Does your character attack by shooting a gun, using a fire spell, or something else entirely?There is no measured distance in this system, you are only *nearby* an enemy or you aren’t.

M**Movement**: Move into *nearby* range of a creature or move out of *nearby* range. You cannot move out of *nearby* range of one creature and into *nearby* range of another with the same **Movement**. This can only be done during the **Player Phase**.

A**Action**: Do anything with A near it. You can *also* do vague actions that may take some time but aren’t specifically listed under your stats, like pushing a large boulder out of the way, holding a heavy door open, or tripping an enemy. This can only be done during the **Player Phase**. An **Action** can be used to do a **Quick Action**, but no other types of Actions are interchangeable in this way.

Q**Quick Action**: Do anything with Q near it. You can *also* do vague actions that take a very short amount of time but aren’t specifically listed under your stats, like cutting a rope with your scimitar, tripping an enemy, or reloading a gun. This can only be done during the **Player Phase**.

R**Reaction**: Do anything with R near it. This is done in response to something happening. This can be done once during the **Enemy Phase**.

You can use items in combat. What Action you spend using an item is clarified in the item’s description.

If you ever have a decimal, round up (if you roll a 3 for something that asks for half a roll, this counts as a 2).

A creature is either *nearby* another creature or not *nearby* another creature, so exact distances don’t matter.

Talking or calling to someone does not require an Action.

Roleplaying

Stat Rolls

Throughout your adventure, you may come across a person you need to persuade to give you a quest, or you may have to carefully tread over a deep ravine, or you might even have to chase a villain down! Sometimes, you try to do something risky that has a chance of failing. In these cases, your GM might ask you to roll based on one of your stats. This is called a *Stat Roll.*

In situations like this, I recommend that the player tells the GM what outcome they want to happen (“I want to persuade the shopkeep into giving us a 50% discount.”); the GM asks the player to roll a stat they think is relevant (“Okay, do a Scharisma roll.”), then the GM and player can work together to roleplay the outcome of the scenario based on the result of the stat roll (“I wink seductively at the shopkeep.” “Ooh, nice! Well the shopkeep swoons and blushes. Then they sheepishly hand you a special 50% off coupon.”)

When you do a *Stat Roll*, the GM will tell you which stat to add to your roll. Do this by adding your current tier in that stat to your roll. For example, you might ask to push a boulder off of an ally, which your GM responds by asking you to do a *Strength Roll*. You have 8 points in *Strength*, so you’re in tier 2. You roll a 3. Add 2 to your roll for a Strength roll of 5. The *goal* of the *Stat Roll* was a 5, so you succeeded in pushing the boulder!A picture containing text, font, screenshot, white

Description automatically generated

In most cases, which stat to use is fairly obvious, like how pushing a heavy boulder uses Strength or trying to woo a bartender uses Scharisma. But feel free to be creative with roleplaying! It’s entirely possible to intimidate someone by show of force with your massive strength.

If you want to do something like this, I recommend being clear about your desires with your GM.

Competing Stat Rolls

Sometimes, two characters will try to accomplish the same thing or they’ll try to do something to each other. In this case, both characters do a *Stat Roll* and the higher value wins. In the event of a tie, the *defendant* wins, if there is one. If there is no *defendant* and there is a tie, nothing happens or the characters do another *Stat Roll*, based on the GM’s discretion. I *highly* recommend discussing as a group who’s okay with the idea of player vs player *Stat Rolls* for things like stealing loot or persuading a player’s character to do something. If it’s hard to tell whether a player would be okay with something happening, ask for consent before asking for a roll!

Here is an example of a *Stat Roll*: John picks up a piece of treasure and admires it. Sue says, “ooh, I want to grab the diamond in John’s hand!” The GM asks, “is this okay to potentially take from you, or should we talk about this out of game?” John replies, “no, we can roll for it, that’s fine! My character tries to duck out of Sue’s grasp!” The GM then asks Sue how she plans on taking the diamond, and she replies, “I’m just going to see if I’m faster and can grab it before he notices!” The GM then asks both John and Sue for a *Speed Roll.* Both players are in tier 1 for Speed and both players roll a 3, so both John and Sue have a total of 4. Because John is the *defendant* in this case, his character is quicker than Sue and keeps the diamond.

*Stat Rolls* don’t always have to use the same stat, like in this example:

John and Sue are competing to see who’s more intimidating. The GM says, “the judge asks you both to be as intimidating as possible. How will you both do this?” John says, “I’m gonna break a table with my bare hands!” Sue says, “I’m gonna go up and calmly whisper something terrifying.” The GM then asks John to roll a *Strength Roll* and Sue to roll a *Scharisma Roll*. Both players roll a 4. The GM then says, “The judge stares in terror after hearing what Sue said and flinches when John breaks the table. He runs away, crying in fear and a new person approaches, telling John and Sue that both of them are incredibly intimidating.”

In battle, if you do something like trip an enemy, do a normal *Competing Stat Roll* based on your GM’s guidance. If you do something like this using a **Quick Action**, halve your roll for the *Stat Roll*. If you do something that continuously puts an enemy at a disadvantage, your GM may have you roll another *Competing Stat Roll* to keep them at a disadvantage.

Halved Rolls

Whenever you see something *halved* (1d6 halved), halve the total roll, rounding up. For example, if you roll 2d6 halved, and you roll a 3 and a 4, the halved total is 4 (half of 7 rounded up).   
A halved roll can be abbreviated with an h, like so: 2d6h

**Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Lv.\_\_\_\_\_\_ Health: \_\_\_\_\_\_\_\_\_\_/\_\_\_\_\_\_\_\_\_\_**

**M A R Q**

**STRENGTH**

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 1:  +1 to Strength rolls.

A**Attack**: Roll 1d6. Deal that much damage to a single target. Describe how your character attacks!

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 2:  +2 to Strength rolls.

*Hearty:* +1 Health per level.

A**Splash Attack**: roll 1d6 Deal that much damage to a single target. Deal half that much damage to one other target *nearby* the first target.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 3:  +3 to Strength rolls.

*Heartier:* +3 Health per level (replaces *Hearty*)

*Heavy Hitter*: +1 to all of your damage rolls.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 4:  +4 to Strength rolls.

Q**Another Attack:** Roll 1d6. Deal that much damage to a single, *nearby* target.

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 5:  +5 to Strength rolls.

*Heartiest:* +5 Health per level (replaces *Heartier*)

*Heavier Hitter*: +2 to all of your damage rolls. (replaces *Heavy Hitter*)

*Big Numbers Only*: If you roll a 1 on a damage roll, reroll and use the new roll (even if it’s also a 1).

* ⃞    ⃞    ⃞    ⃞    ⃞ Tier 6:  +6 to Strength rolls.

*Bigger Numbers Onlier*: If you roll a 1 on a damage roll, reroll until you roll something higher. (replaces *Big Numbers Only*)

A**Demolish**: Roll 2d6. Deal that much damage to a single, *nearby* target. Deal half that damage to as many other, *nearby* targets as you have points in this tier.

**SPEED**

* Tier 1: \_\_\_\_/ 6  points  +1 to Speed rolls.

Q**Quick Help**: Add 1 to any roll an ally makes or heal 1 Health to a single target.

* Tier 2: \_\_\_\_/  6  points  +2 to Speed rolls.

*Multi-Attack:* When you use the **Attack** Action, you can attack a second time, either against the same target or a new, *nearby* target. If you roll a 6 on this damage roll, reroll until you roll something lower. Halve the roll for this damage.

R**Dodge**: When you would be caught in the range of an attack that hits *multiple* targets, you can move out of range of the attack and reduce the damage you take by 1d6 halved.

* Tier 3: \_\_\_\_/  6  points  +3 to Speed rolls.

*Multi-Attack+:* When you use **Attack**, you can attack a second time, either against the same target or a new, *nearby* target. Halve the roll for this damage. (replaces *Multi-Attack*)

Q**Quick Attack**: Roll 1d6. Deal half that damage to a single, *nearby* target.

* Tier 4: \_\_\_\_/  6  points  +4 to Speed rolls.

*Quick&Quick*: You can do two *Quick Actions* in a single phase.

* Tier 5: \_\_\_\_/  6  points  +5 to Speed rolls.

*Tri-Attack:* When you use *Multi-Attack,* you can attack a third time, either against the same target or a new, *nearby* target. Halve the roll for this damage. (replaces *Multi-Attack+*)

*Quicker Then Quick*: You can do a Quick Action during the Enemy Phase.

*Better Dodge:* When you use **Dodge**, you negate all damage you would have taken from an attack.

* Tier 6: \_\_\_\_/  6  points  +6 to Speed rolls.

*Multi-Move*: For each point in this tier, you can use your Movement again.

R**Reactive Attack**: Deal 1 point of damage for each point in this tier.

**SKILL**

* Tier 1: \_\_\_\_/ 6  points  +1 to Skill rolls.

A**Heal:** Roll 1d6. Heal that much Health to a single target.

* Tier 2: \_\_\_\_/  6  points  +2 to Skill rolls.

*Attack Spread:* After you **Attack** as an Action, deal half the damage to another target.

A**Inspect**: Choose as many targets as you have points in this tier. For each target, you know how much damage they deal/reduce with their Actions, Quick Actions, and Reactions and you know how much Health they currently have.

* Tier 3: \_\_\_\_/  6  points  +3 to Skill rolls.

*Wide Attack Spread:* After you **Attack** as an Action, deal half the damage to up to two other targets (replaces *Attack Spread*).

*Better Heals*: Whenever you heal someone else, heal 3 extra Health.

* Tier 4: \_\_\_\_/  6  points  +4 to Skill rolls.

Q**Chip and Heal**: Roll 1d6. Deal half that damage to a target. Heal 2 Health to yourself.

* Tier 5: \_\_\_\_/  6  points  +5 to Skill rolls.

*Multi-Target:* Whenever you deal damage, deal that damage to up to three other targets (replaces *Wide Attack Spread*).

R**Reactive Guardian:** When a *nearby* ally takes damage, you can roll 5d6 halved and reduce the damage by the total.

Q**Direct:** You can use this Quick Action to allow an ally to do a Quick Action that they can do.

* Tier 6: \_\_\_\_/  6  points  +6 to Skill rolls.

*Stronger Together*: Anytime you roll a 6, you can give +1 to the next roll another player makes.

A**Multi-Faceted**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and either deal that much damage or heal that much Health.

**SCHARISMA**

* Tier 1: \_\_\_\_/ 6  points  +1 to Scharisma rolls.

R**React**: -1 to any roll of your choice. Describe how your character reduces the roll (do you block some of the damage of an ally? Do you taunt an enemy that’s struggling against an ally?)

* Tier 2: \_\_\_\_/  6  points  +2 to Scharisma rolls.

*Good Help:* **Quick Help** adds 2 to a roll or heals 4 Health.

Q**Inspire:** Roll 1d6. Heal that much Health to a single target. That target also gets +1 to their next roll.

* Tier 3: \_\_\_\_/  6  points  +3 to Scharisma rolls.

*Better Help:* **Quick Help** adds 3 to a roll or heals 9 Health. (replaces *Good Help*)

*ReRoleplay:* When you roll for a roleplay interaction with another, living creature, roll 2d6 and use whichever roll you want.

* Tier 4: \_\_\_\_/  6  points  +4 to Scharisma rolls.

A**Brainwash**: Roll 1d6. On a 5 or 6, a single target will attack a different target that is *nearby* them, if one is available. If there isn’t they will avoid attacking players and their allies in the next Enemy Phase.

* Tier 5: \_\_\_\_/  6  points  +5 to Scharisma rolls.

*The Helpiest:* **Quick Help** adds 4 to a roll or heals 5 Health (replaces *Better Help*).

*Ultimate Roller:* Anytime you roll a 1, you can choose to reroll.

Q**Never Give Up**: If an ally has 0 *Health* and is still in the area, you can heal their *Health* to 10.

* Tier 6: \_\_\_\_/  6  points  +6 to Scharisma rolls.

*You Get A Heal*: Whenever you heal anyone, you can heal 2 *Health* to as many other targets as you have points in this tier. You *can* target a creature multiple times.

A**Team Bonding**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and heal that much Health to them. Each target also gets +1 on their next roll. You *can* target a creature multiple times. 

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 to each other about what everyone is comfortable with. I find this is best done during character creation. Establishing the base for the story and how the game will be played pairs well with players learning about each other. Ask what topics people are uncomfortable with, what kind of jokes people are uncomfortable with, and try to avoid these subjects.

Items

Items can vary widely, from laser swords to guns to amulets that do nothing. These rules define items in one of 6 categories: Movement, Action, Quick Action, Reaction, Useful, or Flavor. Items marked with Movement(M), Action(A), Quick Action (Q), or Reaction(R) require that kind of Action to use. **Actions** can be used to do a **Quick Action**.

Stat Rolls

When you ask for a *Stat Roll*, clarify what the player’s intentions are (“What do you want to do?” “I want to persuade the shopkeep to give me a 50% discount”), then think about this task and create a goal based on how difficult you think the task is. Then ask for a roll based on the stat you think is relevant to the task (“Okay, make a Scharisma roll.”). The player then rolls a d6 and adds their current tier for that stat to the roll (“I rolled a 3, and I’m in tier 2 for strength, so that’s a 5!”). *If the player’s stat roll is at least the goal, they succeed*. Work with the player to roleplay the outcome of this scenario (“You succeeded! 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/bonuses players get from the story), and the average value of a d6 is 3.5. Here is suggested difficulty curve for *Stat Rolls:*

Very Easy: 3 | Easy: 4 | Kind of Hard: 5 | Hard: 7 **| |** Extremely Hard: 9 | Heroic: 10-11 | Near Impossible: 12

Leveling Up

When the party levels up, track your party’s total Health Points; make sure to account for any stat boosts, like Strength’s *Hearty* or any special items you give your party.

You should also track the party’s total number of stat points that they roll when creating a character and leveling up.

To find the number of Encounter Points you can spend on an Encounter, add the party’s stat points to the total Health Points.

 Total Health Points                              Total Party Stat Points                                                     Encounter Points

Combat

Instead of taking turns, combat exists in phases. During the enemy phase, the GM should describe where enemies go and what they do, and players are free to describe actions they take after an enemy does something. Take care to not talk over your fellow players, and allow them to finish what they’re saying before interrupting with your desired action. Generally, combat should start with an enemy phase, to give players time to see what enemies do and what they should do in response, but it’s ultimately up to you which phase starts combat. When determining this, think about whether the enemies ambushed the players, or if the players snuck up on the enemies! If it’s tough to decide, you can always roll to determine which side should go first!

I recommend narrating enemy events in groups. Instead of saying that a goblin moves around the party 10 times, say all 10 goblins surround the party. Instead of saying a goblin slashes a character with its claws and deals 2 points of damage followed by another goblin that bites the character and deals 1 point of damage, say that two goblins attack the character, slashing and gnawing at them, dealing 3 points of damage. Make sure to pause after describing what a group of enemies does to allow players to use their Quick Actions and/or Reactions.

Actions don’t *need* to deal damage, but should affect battle in some way. Maybe an enemy’s Reaction is to cower behind a shield, reducing future damage instead of dealing damage. Maybe two enemies share a weapon, using their Quick Action to toss the weapon to each other. Encounter Points are designed to allow for flexible enemy creation that scales with the players, so you can recycle enemy ideas without worrying about scaling their powers.

Creating and Balancing Combat Encounters

In combat, all characters use the MARQ system, but what kind of Actions a certain enemy has is up to you! This system was made to try and make combat more freeform and less timely, so try not to think too long about enemy behavior and trust your gut. Generally speaking, standard enemies, mobs, or underlings should refrain from using Quick Actions, since this can be hard to track and can easily slow down combat. Powerful enemies, bosses, or main antagonists can make use of Quick Actions and should interact with the environment, player characters, and other enemies.

When creating a combat encounter, use the Encounter Points (EP) tallied from *Leveling Up* to determine enemy stats. Spend these Encounter Points (EP) on the creature’s stats.

**Movement:** Like players, creatures move into *nearby* range of a creature or move out of *nearby* range. You can freely determine if a creature can move multiple times based on how quick it is.

**Health:** 2 EP increases a creature’s *Health* by 1.

**Action:** A creature uses its Action to damage a player or heal their ally. When you roll for a creature’s **Action**, halve the result of the roll. 10 EP increases the dice you roll for a creature’s **Action** by 1. You can also spend 5EP to increase the damage dealt or healed with an **Action** by 1. For example, you can spend 15 EP to make a creature’s **Action** deal 1d6 + 1 damage.

For every 2 dice you roll for a creature’s **Action**, you can choose not to halve the result of 1 die, rather than halving the results of 2 dice. Remember that this makes it easier for higher values to be rolled.

**Quick Action:** A creature can use its **Quick Action** to deal damage or heal. 5EP increases the damage dealt or healed by a creature’s **Quick Action** by 1. A creature can use a Quick Action to interact with the environment without spending any EP.

**Reaction:** A creature uses its **Reaction** to reduce damage it takes. 5 EP increases the damage reduction from a **Reaction** by 1 (spend 5 EP to reduce damage by 1, or 25 EP to reduce damage by 5).

For example, if I want to spend 100EP to create a creature, I could give it 25 *Health* (I now have 50EP). I determine that it’s a magical suit of armor, so it moves by disassembling itself, its pieces moving to its desired location, then reassembling itself. Next, I spend 20EP to give it a **Reaction** that reduces damage it takes by 4(I now have 30EP). I decide that this **Reaction** is the suit of armor disassembling the part of itself that was hit. I spend 30EP to give it an **Action** that deals 3d6 (halved) damage. I don’t have enough EP left, so I can’t give this creature a **Quick Action** that deals any damage, but I decide that this creature will use its **Quick Action** to stare menacingly at whoever most recently dealt damage to it.

If you want an attack to deal damage to multiple targets, simply roll the allotted damage for an Action and spread the damage across a number of targets you deem appropriate. For example, if the magical armor from the previous example cast a spell that hit multiple targets, I would roll 3d6, halve the rolls, then divide it amongst the targets. For example, if I wanted the attack to hit two players, and I roll a halved total of 12, I could say that 7 damage hits one target and 5 damage hits the other. When doing this, try to stay fair and divide damage evenly. The *Sample Content* section has some example stats for creatures using this system.

Custom Rules

This ruleset was made to be a very basic foundation for a tabletop roleplaying game, so please feel free to make up your own rules with your players! I highly recommend discussing these rules with the other players, agreeing on a standard ruling for them, and writing them down somewhere everyone can reference them.

Below I’ll list some example custom rules.

**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**

Out of combat, the party 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.

**Quick Encounter**

Instead of tracking Encounter Points, determine the difficulty of an encounter and use the following guide:

Easy: 11EP per character per level | Medium: 14EP/character/level | Hard: 16 EP/character/level

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 the rear legs and one for the 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 when he was younger and wore braces because of how hideous he was with them.

**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.

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 the feywild 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 gentle caring. 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 | Rowdy Rocky Road | Roguish Raspberry | Sorcerer Strawberry | Warlock Wild Surprise | Wizard White Vanilla

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.

Enemies

These enemies have percentage values to show an approximation of the Encounter Points spent to create this creature. Example numbers can be found in (parentheses). The parenthese next to the enemy’s name indicate how many EPs were used to get the given values. Please remember that these are suggestions and you can distribute EP however you see fit!

Goblin (40 EP)

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.

**Health:** 30% (5, 15EP)

**Movement:** Goblins will try to surround their prey.

A**Action:** 50% (2d6 halved; 20EP) Claws, Biting, Makeshift Weapons. *Nearby* targets only.

R**Reaction:** 10% (-1 damage, 5EP) When a goblin is attacked, they will block with whatever they have, reducing damage by 1 point.

Goblin Boss (50 EP)

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.

**Health:** 80% (40, 40 EP)

**Movement:** Goblin Bosses will try to stay out of range of the players.

A**Action:** 20% (2d6, 10EP) Hurl rocks/Goblins at a target, dealing Xd6 (halved) damage. 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.

**QQuick Action:** If a player character gets *nearby* the Goblin Boss, it will grab a *nearby* Goblin to use as a shield. Any damage dealt towards the Goblin Boss while the Goblin Boss uses a Goblin as a shield is instead dealt to that Goblin.

R**Reaction:** When Goblin Boss is dealt damage, it will screech at the attacker or threaten/insult any Goblins that aren’t protecting it.

The Goblin Boss below is an example of how the Stats of a creature can be reworked to accommodate a lower EP cost.

Goblin Boss (20 EP)

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.

**Health:** 80% (15, 15 EP)

**Movement:** Goblin Bosses will try to stay out of range of the players.

A**Action:** 20% (0, 0EP) If a player character is *nearby* the Goblin Boss, it will grab a *nearby* Goblin to use as a shield. Any damage dealt towards the Goblin Boss while the Goblin Boss uses a Goblin as a shield is instead dealt to that Goblin.

**QQuick Action:** 1 (1, 5 EP) Hurl rocks/Goblins at a target, dealing 1 damage. 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.

R**Reaction:** When Goblin Boss is dealt damage, it will screech at the attacker or threaten/insult any Goblins that aren’t protecting it.

Enchanted Armor (100 EP)

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.

**Health:** 70% (70, 70 EP)

**Movement:** This armor will move closer to whoever it’s looking at in an attempt to absorb them.

A**Action:** 30% (3d6 halved, 30 EP) If the Enchanted Armor is *nearby* the character it is looking at, it will use its Action to magically entrap that character inside itself. While a creature is inside the armor, they cannot move or attack any creature except the armor they’re trapped in. Instead of their Movement, the trapped character can attempt a *Strength Roll* against the Armor’s Strength Roll.

A**Action:** 30% (2d6 halved damage, heal 1d6 halved to self, 30 EP) If the Enchanted Armor has a character trapped inside it, the armor spends its **Action** absorbing life force from the creature that’s trapped.

R**Reaction:** Whenever the Enchanted Armor is attacked, uses its **Reaction** to look at the attacker. The armor will try to absorb whoever it’s looking at during the enemy phase.

Version 0.1.2

SimpleTop

A barebones guideline for tabletop roleplaying created by Dylan Fair

Please do not print this page, it’s a waste of paper and there’s no reason to have this.

Thank you for your interest in my work! If you’d like to see some of my other work, check out my website: (portfolio link).

I also have a designer blog if you’re interested: <https://dfairdesigns.blogspot.com/>

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About the Game

These rules are meant to give numbers to your creativity, so as little flavor as possible is added to the descriptions. Feel free to describe your abilities however you want!

Talk with your fellow players to determine if you all will have one person act as the primary storyteller or GameMaster(GM), rotate who tells the story each session, or any other way you all want to tell your story!

Please be respectful of others’ personal boundaries. I highly recommend checking with your fellow players to learn about any sensitive topics or jokes that they’d rather not hear at the table. Roleplaying can be fun and very freeform, but it should also be a safe place for everyone to play.

These rules are also meant to provide a simple, solid base for character creation and leveling up, so feel free to come up with your own rules on top of this!

Character Creation

Give your character a name and a basic backstory. Feel free to flesh this out as shallow or deeply as you want, but some of the best roleplay stories are created during the game!

Think about Who, What, Where, When, Why, and How of your character.

**Who** is your character? What do they like? Dislike? What are their flaws? Their fantasies? How do they react to seeing a spider crawl nearby?

**What** is your character? What does your character look like? What do they sound like? What do they wear?

**Where** is your character? Where are they from? Where are they going? Where do they love/hate to go?

**When** is this adventure taking place for your character? Are they a young, hopeful, new adventurer? Are they old and ready to retire? Are they unstuck in time?

**Why** is your character here? Did something bring them here? Did they travel here? Why are they adventuring?

**How** will your character accomplish their goals? Do they brute force their way through obstacles or prefer a more tactful approach? Do they fly, sprint, or ride a ghostly motorcycle around?

You can create more “rules” for your character to live by discussing them with your fellow players/GM (Is your character a wizard that has to study different spells to use them?)

Starting Items

You should also consider what items your character starts with. Items can be used with various actions, specified by the item’s description. If you create a character at level 1, your character starts with their main weapon (or weapons), 2 items that take an Action to use, 2 items that take a Quick Action to use, 3 items that can be used while exploring, and however many non-useful items you want as part of your character’s story.

An example of a character’s inventory may be:

Weapon: Longsword that glows with an eternal fire. I also wield a shield in my opposite hand (this does not affect Health or damage).

Bomb(Action): A bomb small enough to throw and explodes on impact.

Phoenix Potion(A): A potion that splashes on someone to heal them. Once it breaks, it reappears.

Throwing Dart(Quick Action): An ornate dart that returns to the user’s hand once it pierces a target.

Yummy Candy(Q): A delicious hard candy that restores vitality to one who eats it.

Lighter(Useful): A small lighter with my family emblem etched into the side.

Rope(U): 50 feet of tightly woven rope.

Torch (U): A strange torch that never seems to burn completely out.

Decorative Dagger(Flavor): A small dagger etched with the names of those that have wronged me.

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

Work with your GM to determine which items would be appropriate for the campaign (A GM may not allow the Teleporter because the campaign is realistic and takes place during medieval times; another may find it awesome and attach it to a story beat for the same campaign).

Starting/Leveling Up

All player characters have 10 Health per level.

Roll 4 six-sided dice (annotated as 4d6) and write down the numbers you roll (reroll if you roll a 1 or 2).

Assign each of these numbers to your stats so that each stat only has one number in it.

Whenever you **level up**, roll 1d6 (reroll if you roll a 1 or 2). The number you roll is the number of points you can distribute to your stats however you want. So if you can roll a 4, you can distribute 1 point to all four of your stats, increase a single stat by 4 points, or any other similar combination!

Stats

Each stat has 6 tiers with unique abilities and Actions, which your character can utilize as long as they have at least 1 point in that tier. To access a tier, your character must have 6 points in the previous tier.

**Health:** This can be the physical strength a character has left or even just the mental energy they have left. Once this reaches 0, they lack the ability (or will) to contribute to the current fight. This may not necessarily mean death, but it can if the GM and player decide so.

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

In combat, this stat focuses on dealing more damage and being able to take more damage.

**Speed:** Determines how quickly your character moves and acts. This can also represent your character’s reaction speed.

In combat, this stat will allow your character to do more things more frequently.

**Skill:**  Determines how in touch with your inner power your character is. This is a direct reflection of your character’s proficiency.

In combat, this stat provides more variety in Actions.

**Scharisma:** Determines how personable your character is. This could come in the form of humor, entertaining qualities, or even persuasive powers, like telepathic suggestion or an influence spell.  
In combat, this stat will allow you to Help and Heal your allies more effectively and will allow you to change the outcome of some dice rolls.

Combat

During roleplay, I recommend the GM asking all players at the table what they want to do, then narrating what happens within the world.

During combat, however, it may be a bit more chaotic since there are no “turns” in this system. During combat, players should track what kind of actions they can take and everyone should work together to help each other come out alive!

Phases

Instead of taking turns, combat exists in phases. Combat generally starts with an enemy phase. The GM should describe where enemies go and what they do, and players are free to describe actions they take after an enemy does something. Take care to not talk over your fellow players, and allow them to finish what they’re saying before interrupting with your desired action.

If the players have convinced any non-player characters to join them in a fight, they do their Actions during the player phase. If a player has a fun idea for how an ally should act, feel free to let them control that character for a moment!

Actions (MARQ)

In Combat, your character can do all sorts of things! Your stats determine when you can do things and how effective they are, but it’s up to you to describe what happens when you do an action! Does your character attack by shooting a gun, using a fire spell, or something else entirely?

M**Movement**: Move into *nearby* range of a creature or move out of *nearby* range. You cannot move out of *nearby* range of one creature and into *nearby* range of another with the same **Movement**. This can only be done during the players’ phase.

A**Action**: Do anything with A near it. You can also do vague actions that may take some time but aren’t specifically listed under your stats, like pushing a large boulder out of the way. This can only be done during the players’ phase.

Q**Quick Action**: Do anything with Q near it. You can also do vague actions that take a very short amount of time but aren’t specifically listed under your stats, like cutting a rope with your scimitar or reloading a gun. This can be done during any phase, but only once per phase.

**Tactical Action:** You can also use an **Action** or **Quick Action** to do a Tactical Action. This kind of Action is unique and can provide an advantage or disadvantage in combat. This can be something like tripping or grappling an enemy. When you do a Tactical Action, instead of rolling damage, you may do a Stat roll, which is explained in the Roleplaying section.

R**Reaction**: Do anything with R near it. This is done in response to something happening. This can be done once during any phase, but once it is used, your Reaction is on *cooldown.*

If something is on *cooldown*, you cannot use it during the following phase. For example, if you use a **Reaction** during the enemy phase, you cannot use it the following player phase, but you can use it starting on the next enemy phase.

You can use items in combat. What Action you spend using an item is clarified in the item’s description.

If you ever have a decimal, round up (if you roll a 3 for something that asks for half a roll, this counts as a 2).

A creature is either *nearby* another creature or not *nearby* another creature, so exact distances don’t matter.

Talking or calling to someone does not require an Action. An **Action** can be used to do a **Quick Action**, but no other types of Actions are interchangeable in this way.

Roleplaying

Stat Rolls

Throughout your adventure, you may come across a person you need to persuade to give you a quest, or you may have to carefully tread over a deep ravine, or you might even have to chase a villain down! Sometimes, you try to do something risky that has a chance of failing. In these cases, your GM might ask you to roll based on one of your stats. This is called a *Stat Roll.*

In situations like this, I recommend that the player tells the GM what outcome they want to happen (“I want to persuade the shopkeep into giving us a 50% discount.”); the GM asks the player to roll a stat they think is relevant (“Okay, do a Scharisma roll.”), then the GM and player can work together to roleplay the outcome of the scenario based on the result of the stat roll (“I wink seductively at the shopkeep.” “Ooh, nice! Well the shopkeep swoons and blushes. Then they sheepishly hand you a special 50% off coupon.”)

When you do a *Stat Roll*, the GM will tell you which stat to add to your roll. Do this by adding your current tier in that stat to your roll. For example, you might ask to push a boulder off of an ally, which your GM responds by asking you to do a *Strength Roll*. You have 8 points in *Strength*, so you’re in tier 2. You roll a 3. Add 2 to your roll for a Strength roll of 5. The *goal* of the *Stat Roll* was a 5, so you succeeded in pushing the boulder!A picture containing text, font, screenshot, white

Description automatically generated

In most cases, which stat to use is fairly obvious, like how pushing a heavy boulder uses Strength or trying to woo a bartender uses Scharisma. But feel free to be creative with roleplaying! It’s entirely possible to intimidate someone by show of force with your massive strength.

If you want to do something like this, I recommend being clear about your desires with your GM. 

Stat Rolls Versus Stat Rolls

Sometimes, two characters will try to accomplish the same thing or they’ll try to do something to each other. In this case, both characters do a *Stat Roll* and the higher value wins. In the event of a tie, the *defendant* wins, if there is one. If there is no *defendant* and there is a tie, nothing happens or the characters do another *Stat Roll*, based on the GM’s discretion. I *highly* recommend discussing as a group who’s okay with the idea of player vs player *Stat Rolls* for things like stealing loot or persuading a player’s character to do something. If it’s hard to tell whether a player would be okay with something happening, ask for consent before asking for a roll!

Here is an example of a *Stat Roll*: John picks up a piece of treasure and admires it. Sue says, “ooh, I want to grab the diamond in John’s hand!” The GM asks, “is this okay to potentially take from you, or should we talk about this out of game?” John replies, “no, we can roll for it, that’s fine! My character tries to duck out of Sue’s grasp!” The GM then asks Sue how she plans on taking the diamond, and she replies, “I’m just going to see if I’m faster and can grab it before he notices!” The GM then asks both John and Sue for a *Speed Roll.* Both players are in tier 1 for Speed and both players roll a 3, so both John and Sue have a total of 4. Because John is the *defendant* in this case, his character is quicker than Sue and keeps the diamond.

*Stat Rolls* don’t always have to use the same stat, like in this example:

John and Sue are competing to see who’s more intimidating. The GM says, “the judge asks you both to be as intimidating as possible. How will you both do this?” John says, “I’m gonna break a table with my bare hands!” Sue says, “I’m gonna go up and calmly whisper something terrifying.” The GM then asks John to roll a *Strength Roll* and Sue to roll a *Scharisma Roll*. Both players roll a 4. The GM then says, “The judge stares in terror after hearing what Sue said and flinches when John breaks the table. He runs away, crying in fear and a new person approaches, telling John and Sue that both of them are incredibly intimidating.”

If you do a **Tactical Action** against a creature, this counts as you both doing *Stat Rolls*. If you use an **Action** to do a **Tactical Action**, you roll 1d6 and add the applicable Stat bonus. If you use a **Quick Action**, roll 1d6 and add half that roll to the applicable Stat bonus.

Here is an example: John and Sue are fighting a goblin. Both use their Action to **Attack** the goblin, but John says that he’ll use his **Quick Action** to try and hold the goblin still so Sue can hit it harder. The GM rules that doing this will act as John using **Quick Help** to boost Sue’s damage by 1 and will prevent the goblin from using its **Movement** during the enemy phase. He asks John to make a *Strength Roll* and says the goblin will try to run away using a *Speed Roll*. John rolls a 6 and is in tier 2 for Strength, so his total is 5. The goblin gets a total of 4. Sue then uses the **Attack** action and rolls a 3, dealing a total of 4 damage. During the enemy phase, the goblin can’t use its **Movement,** but tries to get out of John’s grapple by beating his 5 roll (for the GM: this does not cost Actions or Encounter Points to attempt).

**Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Lv.\_\_\_\_\_\_ Health: \_\_\_\_\_\_\_\_\_\_/\_\_\_\_\_\_\_\_\_\_**

**M A R Q**

**STRENGTH**

* ~~Tier 1: \_\_6\_/  6  points  +1 to Strength rolls.~~

A**Attack**: Roll 1d6. Deal that much damage to a single target. Describe how your character attacks!

* ~~Tier 2: \_\_2\_/  6  points  +2 to Strength rolls.~~

*~~Hearty:~~* +1 Health per level.

A**Splash Attack**: roll 1d6 Deal that much damage to a single target. Deal half that much damage to one other target *nearby* the first target.

* Tier 3: \_\_\_\_/  6  points  +3 to Strength rolls.

*Heartier:* +3 Health per level (replaces *Hearty*)

*Heavy Hitter*: +1 to all of your damage rolls.

* Tier 4: \_\_\_\_/  6  points  +4 to Strength rolls.

Q**Another Attack:** Roll 1d6. Deal that much damage to a single, *nearby* target.

* Tier 5: \_\_\_\_/  6  points  +5 to Strength rolls.

*Heartiest:* +5 Health per level (replaces *Heartier*)

*Heavier Hitter*: +2 to all of your damage rolls. (replaces *Heavy Hitter*)

*Big Numbers Only*: If you roll a 1 on a damage roll, reroll and use the new roll (even if it’s also a 1).

* Tier 6: \_\_\_\_/  6  points  +6 to Strength rolls.

*Bigger Numbers Onlier*: If you roll a 1 or 2 on a damage roll, reroll until you roll something higher. (replaces *Big Numbers Only*)

A**Demolish**: Roll 2d6. Deal that much damage to a single, *nearby* target. Deal half that damage to as many other, *nearby* targets as you have points in this tier.

**SPEED**

* Tier 1: \_\_\_\_/ 6  points  +1 to Speed rolls.

Q**Quick Help**: Add 1 to the next roll an ally makes or heal 1 Health to a single target.

* Tier 2: \_\_\_\_/  6  points  +2 to Speed rolls.

*Multi-Attack:* When you use the **Attack** Action, you can attack a second time, either against the same target or a new, *nearby* target. If you roll a 6 on this damage roll, reroll until you roll something lower.

R**Dodge**: When you would be caught in the range of an attack that hits *multiple* targets, you can move out of range of the attack and avoid taking damage.

* Tier 3: \_\_\_\_/  6  points  +3 to Speed rolls.

*Multi-Attack+:* When you use **Attack**, you can attack a second time, either against the same target or a new, *nearby* target. (replaces *Multi-Attack*)

*Quick&Quick*: You can do two *Quick Actions* in a single phase. If you do this, your *Quick Action* is on *cooldown.*

* Tier 4: \_\_\_\_/  6  points  +4 to Speed rolls.

Q**Quick Attack**: Roll 1d6. Deal half that damage to a single, *nearby* target.

* Tier 5: \_\_\_\_/  6  points  +5 to Speed rolls.

*Tri-Attack:* When you use *Multi-Attack,* you can attack a third time, either against the same target or a new, *nearby* target. (replaces *Multi-Attack+*)

*Quicker Then Quick*: You can do two Quick Actions in a single phase. Once used, this is on *cooldown*.

*Reaction Speed:* You can use a Reaction during every phase.

* Tier 6: \_\_\_\_/  6  points  +6 to Speed rolls.

*Multi-Move*: For each point in this tier, you can use your Movement again.

R**Reactive Attack**: Deal 1 point of damage for each point in this tier. 

**SKILL**

* Tier 1: \_\_\_\_/ 6  points  +1 to Skill rolls.

A**Heal:** Roll 1d6. Heal that much Health to a single target.

* Tier 2: \_\_\_\_/  6  points  +2 to Skill rolls.

*Attack Spread:* After you Attack as an Action, deal half the damage to another target.

A**Inspect**: Choose as many targets as you have points in this tier. For each target, you know how much damage they deal with their Actions, Quick Actions, and Reactions and you know how much Health they currently have.

* Tier 3: \_\_\_\_/  6  points  +3 to Skill rolls.

*Wide Attack Spread:* After you Attack as an Action, deal half the damage to up to two other targets (replaces *Attack Spread*).

*Better Heals*: Whenever you heal someone, heal 1 extra Health.

* Tier 4: \_\_\_\_/  6  points  +4 to Skill rolls.

Q**Chip and Heal**: Roll 1d6. Deal half that damage to a target. Heal 2 Health.

* Tier 5: \_\_\_\_/  6  points  +5 to Skill rolls.

*Multi-Target:* Whenever you deal damage, deal that damage to up to three other targets (replaces *Wide Attack Spread*).

R**Reactive Guardian:** When a nearby ally takes damage, you can roll 1d6 and reduce the damage by half that roll.

Q**Direct:** You can give your Quick Action to an ally. If you do this, you cannot use a Quick Action during the next, consecutive phase.

* Tier 6: \_\_\_\_/  6  points  +6 to Skill rolls.

*Stronger Together*: Anytime you roll a 6, you can give +1 to the next roll another player makes.

A**Multi-Faceted**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and either deal half that much damage or heal half that much Health.

**SCHARISMA**

* Tier 1: \_\_\_\_/ 6  points  +1 to Scharisma rolls.

R**Distract**: -1 to any roll of your choice. Describe how your character reduces the roll (do you block some of the damage of an ally? Do you help grapple an enemy?)

* Tier 2: \_\_\_\_/  6  points  +2 to Scharisma rolls.

*Good Help:* **Quick Help** adds 2 to a roll or heals 2 Health.

Q**Inspire:** Roll 1d6. Heal that much Health to a single target. That target also gets +1 to their next roll.

* Tier 3: \_\_\_\_/  6  points  +3 to Scharisma rolls.

*Better Help:* **Quick Help** adds 3 to a roll or heals 3 Health. (replaces *Good Help*)

*Persuasive:* When you roll for a roleplay interaction with another, living creature, roll 2d6 and use whichever roll you want.

* Tier 4: \_\_\_\_/  6  points  +4 to Scharisma rolls.

A**Brainwash**: Roll 1d6. On a 5 or 6, a single target will attack a different, nearby target, if there is one.

* Tier 5: \_\_\_\_/  6  points  +5 to Scharisma rolls.

*The Helpiest:* **Quick Help** adds 4 to a roll or heals 5 Health (replaces *Better Help*).

*Ultimate Roller:* Anytime you roll a 1, you can choose to reroll.

Q**Never Give Up**: If an ally has 0 Health and is still in the area, you can restore them to 10 Health.

* Tier 6: \_\_\_\_/  6  points  +6 to Scharisma rolls.

*Better Helper Upper*: When doing Quick Help, reroll 1s and 2s (replaces *Dawdle Help*).

A**Team Bonding**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and heal that much Health to them. Each target also gets +1 on their next roll. You *can* target a creature multiple times.

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 to each other about what everyone is comfortable with. I find this is best done during character creation. Establishing the base for the story and how the game will be played pairs well with players learning about each other. Ask what topics people are uncomfortable with, what kind of jokes people are uncomfortable with, and try to avoid these subjects.

Items

Items can vary widely, from laser swords to guns to amulets that do nothing. These rules define items in one of 6 categories: Movement, Action, Quick Action, Reaction, Useful, or Flavor. Items marked with Movement(M), Action(A), Quick Action (Q), or Reaction(R) require that kind of Action to use. **Actions** can be used to do a **Quick Action**.

Stat Rolls

When you ask for a *Stat Roll*, clarify what the player’s intentions are (“What do you want to do?” “I want to persuade the shopkeep to give me a 50% discount”), then think about this task and create a goal based on how difficult you think the task is. Then ask for a roll based on the stat you think is relevant to the task (“Okay, make a Scharisma roll.”). The player then rolls a d6 and adds their current tier for that stat to the roll (“I rolled a 3, and I’m in tier 2 for strength, so that’s a 5!”). *If the player’s stat roll is at least the goal, they succeed*. Work with the player to roleplay the outcome of this scenario (“You succeeded! 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/bonuses players get from the story), and the average value of a d6 is 3.5. Here is suggested difficulty curve for *Stat Rolls:*

Very Easy: 3 | Easy: 4 | Kind of Hard: 5 | Hard: 7 | Extremely Hard: 9 | Heroic: 10-11 | Near Impossible: 12

Leveling Up

When the party levels up, track your party’s total Health Points; make sure to account for any stat boosts, like Strength’s *Hearty* or any special items you give your party.

You should also track the party’s total number of stat points that they roll when creating a character and leveling up.

To find the number of Encounter Points you can spend on an Encounter, add the party’s stat points to the total Health Points.

 Total Health Points                              Total Party Stat Points                                                     Encounter Points

Combat

Instead of taking turns, combat exists in phases. During the enemy phase, the GM should describe where enemies go and what they do, and players are free to describe actions they take after an enemy does something. Take care to not talk over your fellow players, and allow them to finish what they’re saying before interrupting with your desired action. Generally, combat should start with an enemy phase, to give players time to see what enemies do and what they should do in response, but it’s ultimately up to you which phase starts combat. When determining this, think about whether the enemies ambushed the players, or if the players snuck up on the enemies! If it’s tough to decide, you can always roll to determine which side should go first!

I recommend narrating enemy events in groups. Instead of saying that a goblin moves around the party 10 times, say all 10 goblins surround the party. Instead of saying a goblin slashes a character with its claws and deals 2 points of damage followed by another goblin that bites the character and deals 1 point of damage, say that two goblins attack the character, slashing and gnawing at them, dealing 3 points of damage. Make sure to pause after describing what a group of enemies does to allow players to use their Quick Actions and/or Reactions.

Actions don’t *need* to deal damage, but should affect battle in some way. Maybe an enemy’s Reaction is to cower behind a shield, reducing future damage instead of dealing damage. Maybe two enemies share a weapon, using their Quick Action to toss the weapon to each other. Encounter Points are designed to allow for flexible enemy creation that scales with the players, so you can recycle enemy ideas without worrying about scaling their powers.

Creating and Balancing Combat Encounters

In combat, all characters use the MARQ system, but what kind of Actions a certain enemy has is up to you! This system was made to try and make combat more freeform and less timely, so try not to think too long about enemy behavior and trust your gut. Generally speaking, standard enemies, mobs, or underlings should refrain from using Quick Actions, since this can be hard to track and can easily slow down combat. Powerful enemies, bosses, or main antagonists can make use of Quick Actions and should interact with the environment, player characters, and other enemies.

When creating a combat encounter, use the Encounter Points (EP) tallied from *Leveling Up* to determine enemy stats. Spend these Encounter Points (EP) on the creature’s stats.

**Movement:** Like players, creatures move into *nearby* range of a creature or move out of *nearby* range. You can freely determine if a creature can move multiple times based on how quick it is.

**Health:** 1 EP increases a creature’s *Health* by 1.

**Action:** A creature uses its Action to damage a player or heal their ally. When you roll for a creature’s **Action**, halve the result of the roll. 10 EP increases the dice you roll for a creature’s **Action** by 1.

For every 2 dice you roll for a creature’s **Action**, you can choose not to halve the result of 1 die, rather than halving the results of 2 dice. Remember that this makes it easier for higher values to be rolled.

**Quick Action:** A creature can use its **Quick Action** to deal damage or heal. 5EP increases the damage dealt or healed by a creature’s **Quick Action** by 1. A creature can use a Quick Action to interact with the environment without spending any EP.

**Reaction:** A creature uses its **Reaction** to reduce damage it takes. 5 EP increases the damage reduction from a **Reaction** by 1 (spend 5 EP to reduce damage by 1, or 25 EP to reduce damage by 5).

For example, if I want to spend 100EP to create a creature, I could give it 50 *Health* (I now have 50EP). I determine that it’s a magical suit of armor, so it moves by disassembling itself, its pieces moving to its desired location, then reassembling itself. Next, I spend 20EP to give it a **Reaction** that reduces damage it takes by 4(I now have 30EP). I decide that this **Reaction** is the suit of armor disassembling the part of itself that was hit. I spend the remaining 30EP to give it an **Action** that deals 3d6 (halved) damage. I don’t have any EP left, so I can’t give this creature a **Quick Action** that deals any damage, but I decide that this creature will use its **Quick Action** to stare menacingly at whoever most recently dealt damage to it.

The *Sample Content* section has some example stats for creatures using this system.

Custom Rules

This ruleset was made to be a very basic foundation for a tabletop roleplaying game, so please feel free to make up your own rules with your players! I highly recommend discussing these rules with the other players, agreeing on a standard ruling for them, and writing them down somewhere everyone can reference them.

Below I’ll list some example custom rules.

**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**

After combat, the party 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.

**Quick Encounter**

Instead of tracking Encounter Points, determine the difficulty of an encounter and use the following guide:

Easy: 11EP per character per level | Medium: 14EP/character/level | Hard: 16 EP/character/level

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 the rear legs and one for the 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 when he was younger and wore braces because of how hideous he was with them.

**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.

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 the feywild 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 gentle caring. 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 | Rowdy Rocky Road | Roguish Raspberry | Sorcerer Strawberry | Warlock Wild Surprise | Wizard White Vanilla

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.

Enemies

These enemies have percentage values to show an approximation of the Encounter Points spent to create this creature. Example numbers can be found in (parentheses). The parenthese next to the enemy’s name indicate how many EPs were used to get the given values. Please remember that these are suggestions and you can distribute EP however you see fit!

Goblin (40 EP)

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.

**Health:** 30% (5, 15EP)

**Movement:** Goblins will try to surround their prey.

A**Action:** 50% (2d6 halved; 20EP) Claws, Biting, Makeshift Weapons. *Nearby* targets only.

R**Reaction:** 10% (-1 damage, 5EP) When a goblin is attacked, they will block with whatever they have, reducing damage by 1 point.

Goblin Boss (50 EP)

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.

**Health:** 80% (40, 40 EP)

**Movement:** Goblin Bosses will try to stay out of range of the players.

A**Action:** 20% (2d6, 10EP) Hurl rocks/Goblins at a target, dealing Xd6 (halved) damage. 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.

**QQuick Action:** If a player character gets *nearby* the Goblin Boss, it will grab a *nearby* Goblin to use as a shield. Any damage dealt towards the Goblin Boss while the Goblin Boss uses a Goblin as a shield is instead dealt to that Goblin.

R**Reaction:** When Goblin Boss is dealt damage, it will screech at the attacker or threaten/insult any Goblins that aren’t protecting it.

The Goblin Boss below is an example of how the Stats of a creature can be reworked to accommodate a lower EP cost.

Goblin Boss (20 EP)

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.

**Health:** 80% (15, 15 EP)

**Movement:** Goblin Bosses will try to stay out of range of the players.

A**Action:** 20% (0, 0EP) If a player character is *nearby* the Goblin Boss, it will grab a *nearby* Goblin to use as a shield. Any damage dealt towards the Goblin Boss while the Goblin Boss uses a Goblin as a shield is instead dealt to that Goblin.

**QQuick Action:** 1 (1, 5 EP) Hurl rocks/Goblins at a target, dealing 1 damage. 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.

R**Reaction:** When Goblin Boss is dealt damage, it will screech at the attacker or threaten/insult any Goblins that aren’t protecting it.

Enchanted Armor (100 EP)

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.

**Health:** 70% (70, 70 EP)

**Movement:** This armor will move closer to whoever it’s looking at in an attempt to absorb them.

A**Action:** 30% (3d6 halved, 30 EP) If the Enchanted Armor is *nearby* the character it is looking at, it will use its Action to magically entrap that character inside itself. While a creature is inside the armor, they cannot move or attack any creature except the armor they’re trapped in. Instead of their Movement, the trapped character can attempt a *Strength Roll* against the Armor’s Strength Roll.

A**Action:** 30% (2d6 halved damage, heal 1d6 halved to self, 30 EP) If the Enchanted Armor has a character trapped inside it, the armor spends its **Action** absorbing life force from the creature that’s trapped.

R**Reaction:** Whenever the Enchanted Armor is attacked, uses its **Reaction** to look at the attacker. The armor will try to absorb whoever it’s looking at during the enemy phase.

Version 0.1.1

About the Game

These rules are meant to give numbers to your creativity, so as little flavor as possible is added to the descriptions. Feel free to describe your abilities however you want!

Talk with your fellow players to determine if you all will have one person act as the primary storyteller or GameMaster(GM), rotate who tells the story each session, or any other way you all want to tell your story!

Please be respectful of others’ personal boundaries. I highly recommend checking with your fellow players to learn about any sensitive topics or jokes that they’d rather not hear at the table. Roleplaying can be fun and very freeform, but it should also be a safe place for everyone to play.

These rules are also meant to provide a simple, solid base for character creation and leveling up, so feel free to come up with your own rules on top of this!

Character Creation

Give your character a name and a basic backstory. Feel free to flesh this out as shallow or deeply as you want, but some of the best roleplay stories are created during the game!

Think about Who, What, Where, When, Why, and How of your character.

**Who** is your character? What do they like? Dislike? What are their flaws? Their fantasies? How do they react to seeing a spider crawl nearby?

**What** is your character? What does your character look like? What do they sound like? What do they wear?

**Where** is your character? Where are they from? Where are they going? Where do they love/hate to go?

**When** is this adventure taking place for your character? Are they a young, hopeful, new adventurer? Are they old and ready to retire? Are they unstuck in time?

**Why** is your character here? Did something bring them here? Did they travel here? Why are they adventuring?

**How** will your character accomplish their goals? Do they brute force their way through obstacles or prefer a more tactful approach? Do they fly, sprint, or ride a ghostly motorcycle around?

You can create more “rules” for your character to live by discussing them with your fellow players/GM (Is your character a wizard that has to study different spells to use them?)

Starting/Leveling Up

All player characters have 10 Health per level.

Roll 4 six-sided dice (4d6), or roll a d6 four times and write down the numbers you roll.

Assign each of these numbers to your stats so that each stat only has one number in it.

Whenever you **level up**, roll 1d6 (reroll if you roll a 1 or 2). The number you roll is the number of points you can distribute to your stats however you want. So if you can roll a 4, you can distribute 1 point to all four of your stats, increase a single stat by 4 points, or any other similar combination!

Stats

Each stat has 6 tiers, which your character can utilize as long as they have at least 1 point in that tier. To access a tier, your character must have 6 points in the previous tier.

All character have the following traits:

**Health:** This can be the physical strength a character has left or even just the mental energy they have left. Once this reaches 0, they lack the ability (or will) to continue fighting. This may not necessarily mean death, but it can if the GM and player decide so.

**Strength:** Determines how powerful your character is physically, or how easily they surpass mental barriers to achieve their strength. This stat focuses on dealing more damage in combat.

**Speed:** Determines how quickly your character moves. This stat will allow your character to do more things more frequently.

**Skill:**  Determines how in touch with your inner power your character is. This stat provides more variety in actions.

**SCharisma:** Determines how personable your character is. This could come in the form of humor, entertaining qualities, or even persuasive powers, like telepathic suggestion or an influence spell.

Combat

During roleplay, I recommend the GM asking all players at the table what they want to do, then narrating what happens within the world.

During combat, however, it may be a bit more chaotic since there are no “turns” in this system. During combat, players should track what kind of actions they can take and everyone should work together to help each other come out alive!

Phases

Instead of taking turns, combat exists in phases. Combat generally starts with an enemy phase. The GM should describe where enemies go and what they do, and players are free to describe actions they take after an enemy does something. Take care to not talk over your fellow players, and allow them to finish what they’re saying before interrupting with your desired action.

Actions (MARQ)

In Combat, your character can do all sorts of things! Your stats determine when you can do things and how effective they are, but it’s up to you to describe what happens when you do an action! Does your character attack by shooting a gun, using a fire spell, or something else entirely?

If you ever have a decimal, round up (if you roll a 3 for quick help, you add 2 to a roll).

M**Movement**: Move into or out of range of nearby creature(s). This can only be done during the players’ phase.

A**Action**: Do anything with A near it. You can also do vague actions that may take some time but aren’t specifically listed under your stats, like pushing a large boulder out of the way. This can only be done during the players’ phase.

Q**Quick Action**: Do anything with Q near it. You can also do vague actions that take a very short amount of time but aren’t specifically listed under your stats, like cutting a rope with your scimitar or reloading a gun. This can be done during any phase, but only once per phase.

R**Reaction**: Do anything with R near it. This is usually done in response to something. This can be done once during any phase, but cannot be done in two consecutive phases (if you use a reaction during the players’ phase, you cannot use it during the next enemy’s phase and vice versa).

You can use items in combat. What Action you spend using an item is clarified in the item’s description.

Roleplaying

Throughout your adventure, you may come across a person you need to persuade to give you a quest, or you may have to carefully tread over a deep ravine, or you might even have to chase a villain down! Sometimes, you try to do something risky that has a chance of failing. In these cases, your GM might ask you to roll based on one of your stats.

In situations like this, I recommend that the player tells the GM what outcome they want to happen (“I want to persuade the shopkeep into giving us a 50% discount.”); the GM asks the player to roll a stat they think is relevant (“Okay, do a SCharisma roll.”), then the GM and player can work together to roleplay the outcome of the scenario based on the result of the stat roll.

When you do a stat roll, the GM will tell you which stat to add to your roll. Do this by adding your current tier in that stat to your roll. For example, you might ask to push a boulder off of an ally, which your GM responds by asking you to do a Strength roll. You have 8 points in Strength, so you’re in tier 2. You roll a 3. Add 2 to your roll for a Strength roll of 5. If you roll

In most cases, which stat to use is fairly obvious, like how pushing a heavy boulder uses Strength or trying to woo a bartender uses SCharisma. But feel free to be creative with roleplaying! It’s entirely possible to intimidate someone by show of force with your massive strength. If you want to do something like this, I recommend being clear about your desires with your GM.

**Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Lv.\_\_\_\_\_\_ Health: \_\_\_\_\_\_\_\_\_\_/\_\_\_\_\_\_\_\_\_\_ M A R Q**

**STRENGTH**

Tier 1: \_\_\_\_/  6  points  +1 to Strength-based rolls.

* A**Attack**: Roll 1d6. Deal that much damage to a single target. Describe how your character attacks!

Tier 2: \_\_\_\_/  6  points  +2 to Strength-based rolls.

* *Hearty:* +1 Health per level.
* A**Splash Attack**: roll 1d6 Deal that much damage to a single target. Deal half that much damage to one other target near the first target.

Tier 3: \_\_\_\_/  6  points  +3 to Strength-based rolls.

* *Heartier:* +3 Health per level (replaces *Hearty*)
* *Heavy Hitter*: +1 to all damage rolls.

Tier 4: \_\_\_\_/  6  points  +4 to Strength-based rolls.

* Q**Another Attack:** Roll 1d6. Deal that much damage to a single target.

Tier 5: \_\_\_\_/  6  points  +5 to Strength-based rolls.

* *Heartiest:* +5 Health per level (replaces *Heartier*)
* *Heavier Hitter*: +2 to all damage rolls. (replaces *Heavy Hitter*)
* *Big Numbers Only*: If you roll a 1 on a damage roll, reroll that roll and use the new roll (even if it’s a 1).

Tier 6: \_\_\_\_/  6  points  +6 to Strength-based rolls.

* *Bigger Numbers Onlier*: If you roll a 1 or 2 on a damage roll, reroll that roll until you roll something higher. (replaces *Big Numbers Only*)
* A**Demolish**: Roll 2d6. Deal that much damage to a single, nearby target. Deal half that damage to as many other nearby targets as you have points in this tier.

**SPEED**

Tier 1: \_\_\_\_/ 6  points  +1 to Speed-based rolls.

* Q**Quick Help**: Roll 1d6 (reroll if you roll a 5 or 6). Add half this number to any roll of your choice.

Tier 2: \_\_\_\_/  6  points  +2 to Speed-based rolls.

* *Multi-Attack:* When you attack, you can attack a second time, either against the same target or a new, nearby target. If you roll a 5 or 6 on this damage roll, reroll until you roll something lower.
* R**Dodge**: When you would be caught in the range of an attack that hits *multiple* targets, you can move out of range of the attack.

Tier 3: \_\_\_\_/  6  points  +3 to Speed-based rolls.

* *Multi-Attack+:* When you attack, you can attack a second time, either against the same target or a new, nearby target. (replaces *Multi-Attack*)
* *Quick&Quick*: You can do two Quick Actions in a single phase. If you do this, you cannot do a Quick Action in the next phase.

Tier 4: \_\_\_\_/  6  points  +4 to Speed-based rolls.

* Q**Quick Attack**: Roll 1d6. Deal half that damage to a single, nearby target.

Tier 5: \_\_\_\_/  6  points  +5 to Speed-based rolls.

* *Tri-Attack:* After attacking a second time, you can attack a third time, either against the same target or a new, nearby target. (replaces *Multi-Attack+*)
* *Quicker Then Quick*: You can do two Quick Actions in a single phase, but not in consecutive phases.
* *Reaction Speed:* You can use a Reaction during every phase.

Tier 6: \_\_\_\_/  6  points  +6 to Speed-based rolls.

* *Multi-Move*: For each point in this tier, you can use your Movement again.
* R**Reactive Attack**: Deal 1 point of damage for each point in this tier.

**SKILL**

Tier 1: \_\_\_\_/ 6  points  +1 to Skill-based rolls.

* A**Heal:** Roll 1d6. Heal that much Health to a single target.

Tier 2: \_\_\_\_/  6  points  +2 to Skill-based rolls.

* *Multi-Attack:* After you Attack as an Action, deal half the damage to another target nearby the first one.
* A**Inspect**: Choose as many targets as you have points in this tier. For each target, you know how much damage they deal with their Actions, Quick Actions, and Reactions and you know how much Health they currently have.

Tier 3: \_\_\_\_/  6  points  +3 to Skill-based rolls.

* *Strong Multi-Attack:* After you Attack as an Action, deal half the damage to up to two other, nearby targets (replaces *Multi-Attack*).
* *Better Heals*: Whenever you heal someone, heal 1 extra Health.

Tier 4: \_\_\_\_/  6  points  +4 to Skill-based rolls.

* Q**Chip and Heal**: Roll 1d6. Deal half that damage to a nearby target. Heal 2 Health.

Tier 5: \_\_\_\_/  6  points  +5 to Skill-based rolls.

* *Multi-Target:* Whenever you deal damage, deal that damage to up to three other targets (replaces *Strong Multi-Attack*).
* R**Reactive Guardian:** When a nearby ally takes damage, you can roll 1d6 and reduce the damage by half that roll.
* Q**Direct:** You can give your Quick Action to an ally. If you do this, you cannot use a Quick Action during the next, consecutive phase.

Tier 6: \_\_\_\_/  6  points  +6 to Skill-based rolls.

* *Stronger Together*: Anytime you roll a 6, you can give +1 to the next roll another player makes.
* A**Multi-Faceted**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and either deal half that much damage or heal half that much Health.

**SCHARISMA**

Tier 1: \_\_\_\_/ 6  points  +1 to SCharisma-based rolls.

* R**Distract**: -1 to any roll of your choice. Describe how your character distracts an enemy (or ally?)!

Tier 2: \_\_\_\_/  6  points  +2 to SCharisma-based rolls.

* *Good Help:* When you roll to Help someone, reroll 1s.
* Q**Inspire:** Roll 1d6. Heal that much Health to a single target.

Tier 3: \_\_\_\_/  6  points  +3 to SCharisma-based rolls.

* *Better Help:* When you roll to Help someone as an Action, reroll 1s or 2s (replaces *Good Help*).
* *Persuasive:* When you roll for a roleplay interaction with another, living creature, roll 2d6 and use whichever roll you want.

Tier 4: \_\_\_\_/  6  points  +4 to SCharisma-based rolls.

* A**Brainwash**: Roll 1d6. On a 5 or 6, a single target will attack a different, nearby target, if there is one.

Tier 5: \_\_\_\_/  6  points  +5 to SCharisma-based rolls.

* *The Helpiest:* When you roll to Help someone as an Action, reroll 1s, 2s, and 3s (replaces *Better Help*).
* *Ultimate Roller:* Anytime you roll a 1, reroll.
* *Dawdle Help*: You no longer have to reroll 5s or 6s when doing Quick Help.

Tier 6: \_\_\_\_/  6  points  +6 to SCharisma-based rolls.

* *Better Quicker Helper Upper*: When doing Quick Help, reroll 1s and 2s (replaces *Dawdle Help*).
* A**Team Bonding**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and heal that much Health to them. Each target also gets +1 on their next roll.

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.

I ***highly*** recommend all players in this game talk to each other about what everyone is comfortable with. I find this is best done during character creation. Establishing the base for the story and how the game will be played pairs well with players learning about each other. Ask what topics people are uncomfortable with, what kind of jokes people are uncomfortable with, and try to avoid these subjects.

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!

Sometimes, a player may try to do something risky that has a chance of failure. If this happens, feel free to ask them to roll a stat you think would be relevant to the task.

When you ask for a stat roll, clarify what the player’s intentions are (“What do you want to do?” “I want to persuade the shopkeep to give me a 50% discount”), then think about this task and create a goal based on how difficult you think the task is. Then ask for a roll based on the stat you think is relevant to the task (“Okay, make a SCharisma roll.”). The player then rolls a d6 and adds their current tier for that stat to the roll (“I rolled a 3, and I’m in tier 2 for strength, so that’s a 5!”). *If the player’s stat roll is at least the goal, they succeed*. Work with the player to roleplay the outcome of this scenario (“You succeeded! 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/bonuses players get from the story), and the average value of a d6 is 3.5. A rough guideline for goals:

Very Easy: 3 | Easy: 4 | Not Easy: 5 | Hard: 7 | Very Hard: 9 | Godly: 10-11 | Near Impossible: 12

Leveling Up

When the party levels up, track your party’s total Health Points; make sure to account for any stat boosts, like Strength’s *Hearty* or any special items you give your party. You should also track the party’s total number of stat points that they roll when creating a character and leveling up. Add these two numbers together to figure out how many Health Points per player you can spend on creatures for combat encounters.

To find the number of Encounter Points, add the party’s stat points to the total Health Points.

~~Number of Players~~     Total Health Points      Total Party Stat Points                                           Encounter Points

Combat

Instead of taking turns, combat exists in phases. During the enemy phase, the GM should describe where enemies go and what they do, and players are free to describe actions they take after an enemy does something. Take care to not talk over your fellow players, and allow them to finish what they’re saying before interrupting with your desired action. When combat starts, it’s up to you which phase starts combat. When determining this, think about whether the enemies ambushed the players, or if the players snuck up on the enemies! If it’s tough to decide, you can always roll to determine which side should go first!

In combat, all characters use the MARQ system, but what kind of actions a certain enemy has is up to you! This system was made to try and make combat more freeform and less timely, so try not to think too long about enemy behavior and trust your gut. Generally speaking, standard enemies, mobs, or underlings should refrain from using Quick Actions, since this can get very messy very quickly. Powerful enemies, bosses, or main antagonists can make use of Quick Actions and should interact with the environment, player characters, and other enemies.

I also recommend narrating enemy events in groups. Instead of saying that a goblin moves around the party 10 times, say all 10 goblins surround the party. Instead of saying a goblin slashes a character with its claws and deals 2 points of damage followed by another goblin that bites the character and deals 1 point of damage, say that two goblins attack the character, slashing and gnawing at them, dealing 3 points of damage. Make sure to pause after describing what a group of enemies does to allow players to use their Quick Actions and/or Reactions.

When creating a combat encounter, use the Encounter Points tallied from Leveling Up to determine enemy stats. Enemies have Health, just like players do, and they have as much Health as you give them using Encounter Points(EP). 1 EP gives an enemy 1 Health. You can also determine how much damage an enemy’s Action, Quick Action, and Reaction deals with EP. spending 1 EP affects the damage of an action by 1.

For example, if I have 10 EP, I could create a creature with 5 Health that deals 3 points of damage with their Action and can reduce 2 points of damage using their Reaction. Alternatively, I could create a creature with 8 Health that deals 2 points of damage with their Action and their Reaction to getting attacked is to stare at the attacker menacingly.

Actions don’t *need* to deal damage, but should affect battle in some way. Maybe an enemy’s Reaction is to cower behind a shield, reducing future damage instead of dealing damage. Maybe two enemies share a weapon, using their Quick Action to toss the weapon to each other. Encounter Points are designed to allow for flexible enemy creation that scales with the players, so you can recycle enemy ideas without worrying about scaling their powers.

Custom Rules

This ruleset was made to be a very basic foundation for a tabletop roleplaying game, so please feel free to make up your own rules with your players! I highly recommend discussing these rules with the other players, agreeing on a standard ruling for them, and writing them down somewhere everyone can reference them.

Below I’ll list some example custom rules.

**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**

After combat, the party 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.

**Quick Encounter**

Instead of tracking Encounter Points, determine the difficulty of an encounter and use the following guide:

Easy: 11EP per character per level | Medium: 14EP/character/level | Hard: 16 EP/character/level

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 the rear legs and one for the 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 when he was younger and wore braces because of how hideous he was with them.

**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.

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 the feywild 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 gentle caring. She tries to understand the point of view of others and she’s very kind to everyone she meets.

***Ice Cream Flavors:*** Artificer Almond | Barbarian Blueberry | Bard Bubblegum | Blood Hunter Birthday Cake | Cleric Cookie Dough | Druid Dark Chocolate | Fighter Fudge | Monk Mint | Paladin Pecan | Ranger Rocky Road | Rogue Raspberry | Sorcerer Strawberry | Warlock Wild Surprise | Wizard White Vanilla

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.

**Enemies**

These enemies have percentage values to show what percentage of the Encounter Points spent to create this creature should be used for the specific stat, following normal rounding rules. Example numbers can be found in (parentheses). The parenthese next to the enemy’s name indicate how many EPs were used to get the given values (but please remember you can spend any amount of EP you want to create these enemies!).

To quick math with percentages, move a number’s decimal point to the left one digit to get 10%, then multiply that number until you get the desired percentage!

For example, 10% of 11.0 is 1.10 | To get 30%, multiply 1.1 by 3 to get 3.3 | 3.3 is 30% of 11!

Goblin (11 EP)

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.

**Health:** 60% (6)

**Movement:** Goblins will try to surround their prey.

A**Action:** 30% (3 damage) Claws, Biting, Makeshift Weapons. Nearby targets only.

R**Reaction:** 10% (1 damage) When a goblin is attacked, they will block with whatever they have, reducing damage by 1 point.

Goblin Boss (25 EP)

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.

**Health:** 80% (20)

**Movement:** Goblin Bosses will try to stay out of range of enemies.

A**Action:** 20% (5) X Encounter Points. Goblin Boss orders X amount of goblins to “do better,” increasing all their damage by 1 until the next enemy phase.

R**Reaction:** When Goblin Boss is hit by an attack, it will move into nearby cover, which includes any nearby goblins.

Goblin Boss (10 EP)

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.

**Health:** 80% (8)

**Movement:** Goblin Bosses will try to stay out of range of enemies.

A**Action:** 20% (2) X Encounter Points. Goblin Boss orders X amount of goblins to “do better,” increasing all their damage by 1 until the next enemy phase.

R**Reaction:** When Goblin Boss is hit by an attack, it will move into nearby cover, which includes any nearby goblins.

Enchanted Armor (20 EP)

A magically enchanted suit of armor that moves without a body!

**Health:** 90% (18)

**Movement:** This armor will move closer to whoever it’s looking at in an attempt to absorb them.

A**Action:** 10% (2 damage) X Encounter Points. If the Enchanted Armor is nearby the character it is looking at, it will use its Action to magically entrap that character inside itself. While a creature is inside the armor, they cannot move or attack any creature except the armor they’re trapped in. Instead of their Movement, the trapped character can attempt a Strength roll to escape the armor with a goal of 2 + X.

A**Action:** (2 damage) If the Enchanted Armor has a character trapped inside it, the armor spends its Action doing 2 points of damage to that character.

R**Reaction:** Whenever the Enchanted Armor is attacked, it may use its Reaction to look at a new character. The armor will try to absorb whoever it’s looking at during the enemy phase.

Version 0.1.0 (Draft Form)

***This section can be longer than the desired length. The release version for this draft is 0.1.1, should contain no designer notes, and contained within 2 pages.***

***Goals***

* ***Character Sheets should fit within 2 pages (to make printing easy and more affordable)***
* ***A lot of libraries allow printing of about 20 pages. To accommodate printing, I try to imagine 5 players, who would each use 2 sheets of paper, so the rules should take up no more than 10 pages, including the GM section.***
* ***Rules should be VERY customizable for any setting and any character***
* ***Players always round up when dealing with decimals***
* ***Party should work together to make the story***
* ***Avoid taking “turns”***
* ***Players should feel cool and in control of their character***

About the Game

These rules are meant to give numbers to your creativity, so as little flavor as possible is added to the descriptions. Feel free to describe your abilities however you want!

Talk with your fellow players to determine if you all will have one person act as the primary storyteller or GameMaster(GM), rotate who tells the story each session, or any other way you all want to tell your story!

Please be respectful of others’ personal boundaries. I highly recommend checking with your fellow players to learn any sensitive topics or jokes that they’d rather not hear at the table. Roleplaying can be fun and very freeform, but it should also be a safe place for everyone to play.

These rules are also meant to provide a simple, solid base for character creation and leveling up, so feel free to come up with your own rules on top of this!

Character Creation

Give your character a name and a basic backstory. Feel free to flesh this out as shallow or deeply as you want, but some of the best roleplay stories are created during the game!

Think about Who, What, Where, When, Why, and How of your character.

**Who** is your character? What do they like? Dislike? What are their flaws? Their fantasies? How do they react to seeing a spider crawl nearby?

**What** is your character? What does your character look like? What do they sound like?

**Where** is your character? Where are they from? Where are they going? Where do they love/hate to go?

**When** is this adventure taking place for your character? Are they a young, hopeful, new adventurer? Are they old and ready to retire? Are they unstuck in time?

**Why** is your character here? Did something bring them here? Did they travel here? Why are they adventuring?

**How** will your character accomplish their goals? Do they brute force their way through obstacles or prefer a more tactful approach? Do they fly, sprint, or ride a ghostly motorcycle around?

You can create more “rules” for your character to live by discussing them with your fellow players/GM (Is your character a wizard that has to study different spells to use them?)

Starting/Leveling Up

All characters start with 10 Health.

Roll 4 six-sided dice (4d6), or roll a d6 four times and write down the numbers you roll.

Assign each of these numbers to your stats so that each stat only has one number in it.

Whenever you **level up**, roll 1d6 (reroll if you roll a 1 or 2). The number you roll is the number of points you can distribute to your stats however you want. So if you can roll a 4, you can distribute 1 point to all four of your stats, increase a single stat by 4 points, or any other similar combination!

Stats

Each stat has 6 tiers, which your character can utilize as long as they have at least 1 point in that tier. To access a tier, your character must have 6 points in the previous tier.

All character have the following traits:

**Health:** This can be the physical strength a character has left or even just the mental energy they have left. Once this reaches 0, they lack the ability (or will) to continue adventuring. This may not necessarily mean death, but it can if the GM and player decide so.

**Strength:** Determines how powerful your character is physically, or how easily they surpass mental barriers to achieve their strength. This stat focuses on dealing more damage in combat.

**Speed:** Determines how quickly your character moves. This stat will allow your character to do more things more frequently.

**Skill:**  Determines how in touch with your inner power your character is. This stat provides more custom abilities.

**SCharisma:** Determines how personable your character is. This could come in the form of humor, entertaining qualities, or even persuasive powers, like telepathic suggestion or an influence spell.

Combat

During roleplay, I recommend the GM asking all players at the table what they want to do, then narrating what happens within the world.

During combat, however, it may be a bit more chaotic since there are no “turns” in this system. During combat, players should track what kind of actions they can take and everyone should work together to help each other come out alive!

Phases

Instead of taking turns, combat exists in phases. Combat generally starts with an enemy phase. The GM should describe where enemies go and what they do, and players are free to describe actions they take after an enemy does something. Take care to not talk over your fellow players, and allow them to finish what they’re saying before interrupting with your desired action.

Actions (MARQ)

In Combat, your character can do all sorts of things! Your stats determine when you can do things and how effective they are, but it’s up to you to describe what happens when you do an action! Does your character attack by shooting a gun, using a fire spell, or something else entirely?

If you ever have a decimal, round up (if you roll a 3 for quick help, you add 2 to a roll).

M**Movement**: Move into or out of range of nearby creature(s). This can only be done during the players’ phase.

A**Action**: Do anything with A near it. You can also do vague actions that may take some time but aren’t specifically listed under your stats, like pushing a large boulder out of the way. This can only be done during the players’ phase.

Q**Quick Action**: Do anything with Q near it. You can also do vague actions that take a very short amount of time but aren’t specifically listed under your stats, like cutting a rope with your scimitar or reloading a gun. This can be done during any phase, but only once per phase.

R**Reaction**: Do anything with R near it. This is usually done in response to something. This can be done once during any phase, but cannot be done in two consecutive phases (if you use a reaction during the players’ phase, you cannot use it during the next enemy’s phase and vice versa).

You can use items in combat. What Action you spend using an item is clarified in the item’s description.

Help for the GM

Scale: 2-12; 4, 6, 8, 10, 12 | Easy: 4, Pretty Easy: 6, Medium: 8, Hard: 10, Godly: 12

**Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Lv.\_\_\_\_\_\_ Health: \_\_\_\_\_\_\_\_\_\_/\_\_\_\_\_\_\_\_\_\_ M A R Q**

**STRENGTH**

Tier 1: \_\_\_\_/  6  points  +1 to Strength-based rolls.

* A**Attack**: Roll 1d6. Deal that much damage to a single target. Describe how your character attacks!

Tier 2: \_\_\_\_/  6  points  +2 to Strength-based rolls.

* *Hearty:* +1 Health per level.
* A**Splash Attack**: roll 1d6 Deal that much damage to a single target. Deal half that much damage to one other target near the first target.

Tier 3: \_\_\_\_/  6  points  +3 to Strength-based rolls.

* *Heartier:* +3 Health per level (replaces *Hearty*)
* *Heavy Hitter*: +1 to all damage rolls.

Tier 4: \_\_\_\_/  6  points  +4 to X-based rolls.

* Q**Another Attack:** Roll 1d6. Deal that much damage to a single target.

Tier 5: \_\_\_\_/  6  points  +5 to X-based rolls.

* *Heartiest:* +5 Health per level (replaces *Heartier*)
* *Heavier Hitter*: +2 to all damage rolls. (replaces *Heavy Hitter*)
* *Big Numbers Only*: If you roll a 1 on a damage roll, reroll that roll and use the new roll (even if it’s a 1).

Tier 6: \_\_\_\_/  6  points  +6 to X-based rolls.

* *Bigger Numbers Onlier*: If you roll a 1 or 2 on a damage roll, reroll that roll until you roll something higher. (replaces *Big Numbers Only*)
* **Demolish**: Roll 2d6. Deal that much damage to a single, nearby target. Deal half that damage to as many other nearby targets as you have points in this tier.

**SPEED**

Tier 1: \_\_\_\_/ 6  points  +1 to Speed-based rolls.

* Q**Quick Help**: Roll 1d6 (reroll if you roll a 5 or 6). Add half this number to any roll of your choice.

Tier 2: \_\_\_\_/  6  points  +2 to X-based rolls.

* *Multi-Attack:* When you attack, you can attack a second time, either against the same target or a new, nearby target. If you roll a 5 or 6 on this damage roll, reroll until you roll something lower.
* R**Dodge**: When you would be caught in the range of an attack that hits multiple targets, you can move out of range of the attack.

Tier 3: \_\_\_\_/  6  points  +3 to X-based rolls.

* *Multi-Attack+:* When you attack, you can attack a second time, either against the same target or a new, nearby target. (replaces *Multi-Attack*)
* *Quick&Quick*: You can do two Quick Actions in a single phase. If you do this, you cannot do a Quick Action in the next phase.

Tier 4: \_\_\_\_/  6  points  +4 to X-based rolls.

* Q**Quick Attack**: Roll 1d6. Deal half that damage to a single, nearby target.

Tier 5: \_\_\_\_/  6  points  +5 to X-based rolls.

* *Tri-Attack:* After attacking a second time, you can attack a third time, either against the same target or a new, nearby target. (replaces *Multi-Attack+*)
* *Quicker Then Quick*: You can do two Quick Actions in a single phase, but not in consecutive phases.
* *Passive3*: +X

Tier 6: \_\_\_\_/  6  points  +6 to X-based rolls.

* *Passive3*: +X++X (replaces *Passive 3*)
* R**Reactive Attack**: Deal 1 point of damage for each point in this tier.

**SKILL**

Tier 1: \_\_\_\_/ 6  points  +1 to Skill-based rolls.

* A**Help**: Roll 1d6. Add half this number to any roll of your choice.

Tier 2: \_\_\_\_/  6  points  +2 to Skill-based rolls.

* *Multi-Attack:* After you Attack as an Action, deal half the damage to another target nearby the first one.
* A**Heal:** Roll 1d6. Heal that much Health to a single target.

Tier 3: \_\_\_\_/  6  points  +3 to Skill-based rolls.

* *Strong Multi-Attack:* After you Attack as an Action, deal half the damage to up to two other, nearby targets (replaces *Multi-Attack*).
* *Better Heals*: Whenever you heal someone, heal 1 extra Health.

Tier 4: \_\_\_\_/  6  points  +4 to Skill-based rolls.

* Q**Chip and Heal**: Roll 1d6. Deal half that damage to a nearby target. Heal 2 Health.

Tier 5: \_\_\_\_/  6  points  +5 to Skill-based rolls.

* *Multi-Target:* Whenever you deal damage, deal that damage to up to three other targets (replaces *Strong Multi-Attack*).
* R**Reactive Guardian:** When a nearby ally takes damage, you can roll 1d6 and reduce the damage by half that roll.
* Q**Direct:** You can give your Quick Action to an ally. If you do this, you cannot use a Quick Action during the next, consecutive phase.

Tier 6: \_\_\_\_/  6  points  +6 to SKill-based rolls.

* *Stronger Together*: Anytime you roll a 6, you can give +1 to the next roll another player makes.
* A**Multi-Faceted**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and either deal half that much damage or heal half that much Health.

**SCHARISMA**

Tier 1: \_\_\_\_/ 6  points  +1 to SCharisma-based rolls.

* R**Distract**: -1 to any roll of your choice. Describe how your character distracts an enemy (or ally?)!

Tier 2: \_\_\_\_/  6  points  +2 to SCharisma-based rolls.

* *Good Help:* When you roll to Help someone, reroll 1s.
* Q**Inspire:** Roll 1d6. Heal that much Health to a single target.

Tier 3: \_\_\_\_/  6  points  +3 to SCharisma-based rolls.

* *Better Help:* When you roll to Help someone as an Action, reroll 1s or 2s (replaces *Good Help*).
* *Persuasive:* When you roll for a roleplay interaction with another, living creature, roll 2d6 and use whichever roll you want.

Tier 4: \_\_\_\_/  6  points  +4 to SCharisma-based rolls.

* A**Brainwash**: Roll 1d6. On a 5 or 6, a single target will attack a different, nearby target, if there is one

Tier 5: \_\_\_\_/  6  points  +5 to SCharisma-based rolls.

* *The Helpiest:* When you roll to Help someone as an Action, reroll 1s, 2s, and 3s (replaces *Better Help*).
* *Ultimate Roller:* Anytime you roll a 1, reroll.
* *Dawdle Help*: You no longer have to reroll 5s or 6s when doing Quick Help.

Tier 6: \_\_\_\_/  6  points  +6 to SCharisma-based rolls.

* *Better Quicker Helper Upper*: When doing Quick Help, reroll 1s and 2s (replaces *Dawdle Help*).
* A**Team Bonding**: Choose as many targets as you have points in this tier. For each target, roll 1d6 and heal that much Health to them. Each target also gets +1 on their next roll.