***Character Creation***

**Starting Items**

A level 1 character starts with their main weapon(s) and as many Special Items as your GM allows.

*Special Items* may increase your stats or provide other advantages during gameplay.

An example of a character’s starting inventory may be (this GM allows one *Special Item)*:

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

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

Work with your GM to determine which items would be appropriate for the campaign (A GM may not like a 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** and 3 points in tier 1 for each Stat.

All players start at level one, but some adventures may have players level up further.

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.

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 amongst your Stats.   
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!

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

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.

*Players have 10 Health per level.*

**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.

**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.

**Support:** Determines how in touch your character is with what’s *around* them.

This could show through empathy, a connection with nature, oneness with the universe, or something else!

In combat, this stat allows you to mitigate damage your allies take or heal damage they’ve already taken.

**Scharisma:** Determines how personable or persuasive 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 allows you to affect the outcome of rolls, with some healing capabilities on the side.

***Combat***

Combat exists in phases.

All the enemies act during the *enemy phase*, then all the players act during the *player phase*.

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

**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 **Reactions** their character does after an enemy action.

All players describe their character’s actions during the **Player Phase**.

During this phase, players describe what **Movement**, **Action**, and **Quick Action** their character does.

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)**

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?   
Distance does not need specific measurements, but the use of **Zones** allow for quick estimates for distance.

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

**Action**: Do anything annotated by (Act).

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.

**Reaction**: Do anything annotate by (React). This is done in response to something happening.   
This can be done once during the **Enemy Phase**.

**Quick Action**: Do anything annotated by (Qick).

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**. If you make an RP-Roll because of this, halve your roll.

An **Action** can be used to do a **Quick Action**, but no other types of Actions are interchangeable in this way.

You can use **Items** in combat. What kind of action you spend using an item is clarified in the item’s description.

**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 halved, it counts as a 2).

***Roleplaying***

**RP-Rolls**

When you do an *RP-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.

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 (“I wink seductively at the shopkeep.” “Ooh, nice! Well the shopkeep swoons and blushes. Then they sheepishly hand you a special 50% off coupon.”)

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 *RP-Roll* was a 5, so you succeeded in pushing the boulder!

**Competing RP-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 an *RP-Roll* and the higher value wins.

The **defendant** is the character that is being affected by this roll (the person with the treasure getting stolen, the person riding a horse trying to kick it off, the person getting grabbed by an attacker).

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 *RP-Roll*, based on the GM’s discretion.

I recommend discussing as a group who’s okay with the idea of player vs player *RP-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 an *RP-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.

*RP-Rolls* don’t always have to use the same stat.

John could have rolled Strength to simply hang on to the diamond, for example.

RP-Rolls can be done in combat, but **halve your rolls** if you do one as a **Quick Action.**

***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 or a “session zero.” Establishing the base for the story and how the game will be played pairs well with players learning about each other. Ask what topics people are uncomfortable with, ask what kind of jokes people are uncomfortable with, and try to avoid these subjects.

**Items**

This ruleset doesn’t include a system for inventory or item management.   
The idea behind this is to allow flexibility with characters and a diverse range of games.

Feel free to make your own inventory system, find a custom-made one you like, or ignore it entirely! With the freedom of limitless items, players *will* be creative with their items, but don’t be afraid to tell a player no to bypassing an important part of the story; if you do this, I recommend being honest and patient.

## **RP-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 rolls** a d6 and adds their current tier in 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.

# **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.

If you’re drawing a map with zones, try using dashed lines to show areas of zones that can access adjacent zones.

## **Creating and Balancing Combat Encounters**

Buy rolls to use during combat. Used rolls are able to be reused on the next enemy phase. Actions and Quick Actions utilize half-rolls and full rolls, but can be adjusted using individual combat points (1d6h+1). Reactions can only utilize combat points.

5 points per half-roll. 1 half-roll = 1d6h.

Spend 3 points to combine two half-rolls into a roll (1d6).

2 points for 1 combat point (reduce incoming damage, heal, deal minor damage, etc).

1

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**

Players don’t automatically heal after combat ends.

Instead, outside of combat, players can roll 1d6 for every hour they rest and heal that much Health.

**Death Rolls**

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

**Stressful Combat**

The Player Phase lasts 1 minute per player + 1 minute. This timer pauses when the GM and a player are discussing the outcome of an action.

## 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.

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!

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