***Character Creation***

**Starting Items**

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

An **example** of a character’s starting inventory may be (this GM allows one *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 what *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 *Stat 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* you can use **4 *Stat Points* per level** higher than 1 for your *Stats*.

**Levelling Up**

Whenever you **level up**, roll 1d6 (reroll if you roll a 1 or 2).   
The **number you roll** is the number of *Stat Points* you can use to **increase your *Stats***.   
If you roll a 4, you can distribute 1 *Stat Point* to all four of your *Stats*, increase a single *Stat* by 4 *Stat Points*, or any other similar combination!

**Stats and Tiers**

Each *Stat* has 6 tiers with unique abilities, which your character can utilize as long as they have **at least 1 *Stat Point* in that tier**. Players start with 3 *Stat Points* in tier 1 for each *Stat*.

To access a tier, your character must have 6 *Stat 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 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 allows you to **optimize your actions and movement**.

***Support*:** Determines how in touch your character is with (who or) what is *around* them.

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

In combat, this 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 allows you to **affect the outcome of rolls**, with some **healing capabilities** on the side.

***Combat***

**Phases**

Combat exists in phases.

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

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

Combat generally starts with an ***Enemy Phase***.

The GM describes enemy actions, 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 ***Bonus Action*** their character does.

All players can do **one of each** type of action, unless they have abilities that give them extras.

Feel free to come up with combo attacks that multiple characters do!

If any **non-player characters** join the party 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!

**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**!   
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 any ability annotated by **(Act)** or **(Bonus)**.

This can only be done during the **Player Phase**.

***Reaction***: Do any ability annotated by **(React)**.

This is done in response to something happening or someone else doing something.   
This can be done during the **Enemy Phase**.

***Bonus Action***: Do any ability annotated by **(Bonus)**.

This can only be done during the **Player Phase**.

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

You can use *RP-Rolls* during combat to do something like trip an enemy or hold a door closed, but doing so requires an *Action* or *Bonus Action*; if you use a *Bonus Action*, halve your roll.

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 & 4 to get 7, the halved total is 4 (3.5 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.

*RP-Rolls* occur when you try do something risky that has a chance of failing, like convincing a character to help you or breaking down a sturdy door.

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.”).

Then the **GM asks the player to roll a *Stat*** they think is relevant (“Okay, do a *Scharisma* roll.”).

Finally, 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 *Stat 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, etc).

If there is one, the **Defendant wins tied rolls**.

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.

If two players are simultaneously trying to snatch unclaimed treasure and they tie, they may knock their heads together, for example.

I recommend discussing who in your group is 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 diamond 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.

***Competing 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 **Bonus 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 highlyrecommend all players in this game **talk about what everyone is comfortable with**.

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

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

In combat, if all players get to 0 health, the players lose combat.

**But this doesn’t mean that they have to die**! Reaching 0 *Health* just means they can no longer participate in this combat, and if all players are defeated, maybe the enemies steal their loot, escape the party’s wrath, or kidnap an ally!

**Items**

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

Feel free to make your own inventory system, find a custom-made one you like, or ignore it entirely!

With the freedom of limitless items, players *will* be creative with their *Items*, so don’t be afraid to tell a player no to bypassing an important part of the story; if you do this, I recommend being honest and patient.

**RP-Rolls**

When you ask for a *RP-Roll*, first **clarify the player’s intentions** (“What do you want to do?” “I want to persuade the shopkeep to give me a 50% discount”).

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

Then **ask for a roll based on the *Stat*** you think is most relevant to the task (“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**.

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

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

Here is suggested difficulty curve for *RP-Rolls:*

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

**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* don’t have to be equal size**.  
*Zones* could be a 6 x 6 square of tiles on a typical dungeon map, rooms in a house, or just areas of a map determined by the GM!

Two *Zones* being **adjacent doesn’t mean** they can be used to **access each other**.

A plateau might be adjacent to 4 other *Zones*, but maybe only one of those *Zones* slopes up to access the top of the plateau, for example.

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

**Combat**

Instead of taking turns, combat exists in phases, usually **starting with the *Enemy Phase***.

During the *Enemy Phase*, the GM describes where enemies go and what they do using *Rolls* and *Combat Points*, and players are free to describe *Reactions* their character does after an enemy action.

I recommend **narrating enemy events in groups** and keeping enemy behavior uncluttered by only using ***Movement*, an *Action*, and a *Reaction***, if you have *Combat Points* to use.

Actions don’t need to deal damage, but they should affect battle in some way. Maybe an enemy’s *Action* is to cower behind a shield, **reducing future damage** instead of dealing damage to a player.

This combat system is designed to give you a pool of dice rolls and individual points that can be used in **various ways** by various enemies.

These dice **rolls can be used to damage players, heal enemies, or reduce damage** from future attacks.

For example, two dice rolls could be used by two separate enemies to shoot crossbows on one turn, but a single enemy could use both dice rolls to use the other enemy as a weapon on the next.

Another enemy may get hit by a player and use a *Reaction* and *Combat Point* to reduce the damage taken by 1.

**Creating and Balancing Combat Encounters**

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

**Use the party’s stat points to “buy” *Rolls*** that enemies can use during combat.   
Once a *Roll* is used, it cannot be used again until the next *Enemy Phase*.

Below is a section where you can track the total *Stat Points* you can spend on combat and a way to track the *Rolls* and *Combat Points* you have used/bought.

To make an **extra difficult** encounter, you can combine *Half-Rolls* without spending *Stat Points.*

Combat Points

/

Xd6h

/

|  |  |
| --- | --- |
| **Cost** | **Gain** |
| 5 SP | 1d6h (halved) |
| 4 SP | Combine 2d6h into 1d6 |
| 1 SP | 1 Combat Point |

Xd6

/

Stat Points

Health

/

**All enemies share a pool of *Health*** equal to **10 per player level** amongst the party.

For example, if a party of four 5-level players get into combat, all enemies share 100 *Health*. It’s up to you whether this means that five enemies have 20 *Health* each or that a mass of small enemies bombard the party until 100 points of damage is dealt to it.

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

**Action:** An *Action* can use *Rolls* to **deal damage, protect an enemy from future damage, or heal** other enemies.

***Actions* can use multiple *Rolls***, but take care to spread the rolls out amongst the party when dealing damage (if there are four party members, don’t use all four rolls on one player).

To do an *Action* that hits multiple targets, roll the damage like normal, and simply divide the damage amongst the targets that get hit.

The number rolled by an *Action* can be **adjusted using** ***Combat Points***.

For example, if you deal 1d6 damage through an *Action*, you can add 1 extra damage using 1 *Combat Point*.

**Reaction:** *Reactions* use *Combat Points* to **reduce damage or heal** enemies after a player does something.

## **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 (like this page)

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.

**Heavy Inventory**

Players can carry 1 Item per Stat Point in Strength.

***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**

**Goblin**

A short, green creature with tall, pointy ears, gnarled teeth, and bright, yellow eyes. They often attack in groups and try to surround their prey.

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

**Actions:** Claws, Biting, Makeshift Weapons. Basic goblins don’t often utilize ranged combat.

**Reactions:** When a goblin is attacked, they will block with whatever they have, including other goblins.

**Goblin Boss**

A slightly less short Goblin, this boss has proven to be much stronger than the other Goblins it lives with, ordering them around and holding a sense of authority over them.

**Movement:** Goblin Bosses will try to keep other goblins nearby to use as shields.

**Actions:** Hurl rocks/Goblins at a target. If there is more than 1 Goblin near the Goblin Boss, Goblin Boss will use this **Action** to hurl one of the Goblins at a target.

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

**Shadow Goblin**

A goblin-like creature that is entirely black with dark, red eyes. They often attack in groups and will sink into a shadow on the ground once attacked.

**Movement:** Shadow Goblins try to get behind players or surround them.

**Actions**: Mostly claw attacks. Actions are used to get out of their shadow form.

**Reactions**: Whenever a Shadow Goblin is dealt damage, they use a Reaction to sink into a shadow on the ground. While in this form, they can move, but they *cannot receive or deal damage*. They *must* use an *Action* to leave this shadow form.

**Enchanted Armor**

A magically enchanted suit of armor that moves without a body! It tries to ensnare victims in itself to absorb their life force. If the Armor is defeated, the trapped creature is freed.

**Movement**: Whenever this enemy takes damage, it will face whoever most recently attacked it and use its *Movement* to approach that character. If this enemy approaches a character that’s in another *Zone*, it cannot ensnare that character.

**Actions**: This enemy may have some kind of weapon that matches those of the world it’s in.

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

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

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

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