***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

**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 just 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.

**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 try to keep 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 combat 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 might get hit by a player and use a reaction and a combat point to reduce the damage it takes by 1.

**Creating and Balancing Combat Encounters**

You should track the **party’s total number of stat points** between all player characters participating in a battle. Use the party’s stat points to “buy” rolls that enemy creatures 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.

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 health pool that is 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 attack 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.

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**

**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.

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!

**Please do not print this page!**

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/>

Game mechanics cannot be copyrighted, so all these rules are open for rebranding, tweaking, and saving for your own groups! <https://www.americanbar.org/groups/intellectual_property_law/publications/landslide/2014-15/march-april/its_how_you_play_game_why_videogame_rules_are_not_expression_protected_copyright_law/>

The Sample Content section is considered public domain!

A picture containing text, screenshot, font

Description automatically generated

<https://creativecommons.org/publicdomain/mark/1.0/>

Created January 2023 | Last Updated: 6/11/2023

Version: 0.1.6