

Frogs

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FROGS stands for **Free-form Roleplaying Odd Game System**, meaning it's a **set of rules that can be applied universally for roleplaying games and be freely modified according to the group's needs or interests**. Because of its goal of being generic, there will be rules that should be used to help structuring the story and the game and suggestions about how you could apply those in your campaign, already knowing that they can't be used on their own.

Rules

Rule 1 - The Dungeon Master(s) is responsible for defining the campaign setting which will be used to enroll the players in the whole adventure, including how living beings look like and interact, regions, mythology, natural resources available and many more elements that will be included in the world. For example, you can establish a fantasy book or a folklore tale as the reference to your world.

Rule 2 - As a consequence of Rule 1, the Dungeon Master(s) won't be hindered to a specific structure of character sheet, being responsible for defining the information he initially considers important and being susceptible to changes in it throughout the campaign.

Rule 3 - The Dungeon Master(s) will determine which method of randomisation he's willing to use, such as a coin, a dice, a software, a deck of cards or even something unexpected like a Jenga tower.

Rule 4 - The Power Rule.

Power Rule

This rule is different from the others because it can overrule them and, consequently, must be used with consciousness due to its capability of saving or most likely destroying a whole story on its own. For that, there are some pre-established variants that the Dungeon Master(s) can opt depending on his own personal opinion about the group and himself.

Definition: If something undesirable happens, or if something desirable doesn't, the ones with the power can change the outcome, ignoring the previous randomised result.

Variant 1 - Noble: The power is concentrated in the Dungeon Master or someone elected by him, which will be referred as the Noble. It's the most common practice in other systems, known as Rule 0 or Golden Rule, and is most recommended for new groups with a more experienced Dungeon Master or groups that are used with this kind of system.

Variant 2 - Consensus: The power to alter the outcome of an event is dependant on the agreement of all participants. Although it requires more discipline and collaboration to judge properly, it's probably the best alternative for groups with united and somewhat experienced players and/or for contributive storytelling.

Variant 3 - Community: It's very similar to the Consensus variant, but only the players make the interferences. Due to that, it should rarely be applied and mostly when the players are more experienced than The Dungeon Master, hence his unique responsibility of creating the story and he only possesses the casting vote in even groups.

Variant 4 - Anarchy: There isn't a power center, meaning everyone, including people out of the playing group, can alter fate. The third rule would be overruled, since every outcome would be decided by the ones involved in the event.

Although those 4 variants exist, **you're not obliged to follow them**, meaning you can distribute the power freely according to your group's need. For example, the Dungeon Master can change the variant from a Noble to an Anarchy in the middle of the session, or even create his own variant.

Attributes

Since most RPGs structure an Attribute system in order to ease comprehension of a character's capabilities, this section was made. Keep in mind that **this system is completely optional** and you can use an existing one that you're more used with or create your own.

According to Howard Gardner's book *Frames of Mind: The Theory of Multiple Intelligences*, published in 1983, there are multiple intelligences that affect how an intelligent being do things. That theory is the basis of this section, including some biological and special characteristics, such as physical resistance and magic, respectively.

In order to help understanding how each attribute affects the character, they'll be divided into 3 categories: **Physical**, **Mental** and **Social**. Each attribute will refer to a skill the character has, pointing out if it's a positive, neutral or negative status. Each positive or negative will address in which aspect that character has an advantage according to the nomenclature, adding the adverb of the category before the attribute, as in Physically Strong, Mentally Weak and Socially Intimidating. Only positive and negative attributes should be displayed in the character's sheet, and every attribute should be interpreted as Neutral if there isn't a reference to it in the character's information.

Physical

Refers to: Bodily-Kinesthetic Intelligence, motor coordination, how much your muscles are developed and your strength, how fast your body can move and respond.

Examples of Positive Attributes: **Strong, Fast, Dexterous**

Examples of Negative Attributes: **Weak, Slow, Clumsy**

Mental

Refers to: Logical-Mathematical and Emotional Intelligences, memory, perception and gathering, connecting and interpreting information.

Examples of Positive Attributes: **Strong, Fast, Perceptive**

Examples of Negative Attributes: **Weak, Slow, Unobservant**

Social

Refers to: Interpersonal, Intrapersonal and Linguistic Intelligences, intimidation or charisma, ability to build relationships.

Examples of Positive Attributes: **Intimidating, Charismatic, Communicative**

Examples of Negative Attributes: **Non Intimidating, Dull, Reserved**

It is suggested that The Game Master(s) list the attributes which the players can choose, while also determining a quantity of how many positive or negative attributes a character must have. This number can be altered by some additional aspects of your campaign, as a player losing its leg and having physical restrictions or a character from a race with superior intellect, having an advantage in the mental aspect. The majority of systems opt for using numerical quantities to dimension the character's capacity and generally the amount of positives should be the same as the negatives, but in FROGS this is also optional.

Here's an example of what an attribute list should look like:

Suggested Attributes List

Physical

- Strong - Weak
- Agile - Slow
- Flexible - Rigid
- Dexterous - Clumsy

Mental

- Intelligent - Dull
- Savvy - Ignorant
- Strong - Weak
- Perceptive - Careless

Social

- Intimidating - Unintimidating
- Communicative - Reserved
- Pleasant - Unfriendly
- Deceptive - Sincere

Feel free to modify it according to what characters your group wants to make.

Combat & Actions

Like the Attribute system, **this is also an optional system** and you can use another that you're more used to. It was somewhat based on Dungeon World, Final Fantasy Tactics, D&D and it'll be designed to be freely customized according to the Game Master.

- Each character has a certain quantity of **Health Points**, which should be defined by the Game Master according to your character's attributes + a fixed value that should be applied to all players during character creation.
- **R.M** stands for **Randomisation Method**. It means the Game Master can freely choose which will be the randomisation method for that situation and it can be variable. The following number is just for referral.
- **Blue Variables** are fixed modifiers that preferably can only be changed through story progress and character development.
- When engaging in battle, each combatant rolls **R.M1** + **Physical Speed Attribute Bonus** to determine the order of the attacks.
- Each combatant has **x Action Points**. Each action consumes **y** points depending on which action the character is trying to perform.
- A turn can end by two methods: Action Point depletion and/or game mechanics (Note: if a combatant doesn't want to perform any action even with Action Points remaining, the turn will end by game mechanics).
- For attack actions, the attack will hit if **R.M2** - **Target's Defense/Dodge Bonus** is higher than **R.M3** + **Target's Defense/Dodge Bonus** (Preferably **R.M2** slightly higher than **R.M3**) and the damage will be calculated by **R.M4** - **Target's Defense/Dodge Bonus**. If the attack roll result is the highest possible, the attack will be considered as a perfect strike, meaning that the attacker regains the action points used to conduct the attack. If the defense roll result is the highest possible, the defense will be considered as perfect guard/dodge, blocking/dodge any attack and instantly ending the attacker's turn.
- All skills should be played before a player randomises for attack or defense, unless it triggers after the attack hits or is blocked.
- Doing an escape action consumes all of your action points and it's done by rolling **R.M5**. If the result surpasses the difficulty set by the master, the action is successful. Otherwise, your turn is skipped due to lack of action points.

Skills, Progression & Other details

Here will be explained a set of optional rules that are so short that making a whole topic to each of them would be a waste of space.

First, the Skill system. It will be mostly magical attacks, buffs or utility, but someone like a barbarian could have some berserker mode that instantly activates upon taking some damage, or a spy from a cyberpunk environment could have an invisibility cloak. Personally, I think that the players should be given the rights to create their own skills based on their character (one active and one passive at character creation, more if it is declared as a character that relies basically on skills, for example), but if the Game Master thinks it's unbalanced, the player should replace the skill with another. It is also recommended that they have some kind of cooldown or restriction that makes a character unable to spam skills.

Second, the Progression system. The Game Master has three options: a fixed experience system, a variable experience system or a milestone based system. Particularly, the third seems to be the most interesting due to the players being able to evolve at the same pace of the campaign, avoiding problems like the challenges being too advanced for the players or vice-versa.

Third, the Items. Each player should have preferences on one weapon type (Be creative), one armor type (None, Light, Medium and Heavy) that will determine the difficulty of landing hits (Preferably in the proportions of 6, 10, 12 and 14 when using a 1d20 + Modifiers to check if the hit landed) and one utility item (Like a backpack or a healing potion, and again, be creative). It is suggested that they start with the items they chose or be able to get it early in the campaign. Unarmed attacks should be considered as a low dice for damage in the formula $R.M6 + \text{Physical Strength Bonus}$. Improvised weapons should be considered as unarmed attacks unless it is or is similar to the character's preferred weapon, and follows basically the same formula for unarmed attacks except the dice can be higher.

Fourth, the Proficiencies. Each character is proficient on what their attributes are and this is up to the Game Master to evaluate. For example, a communicative character will be much more favoured when trying to persuade or be friendly towards someone, and a strong character will be able to lift objects that a normal person couldn't.

The End: My thanks to all readers

I'm grateful for everyone who took their time to read this system and those who helped me creating it. For now, it's still an incomplete material since it's under development and I achieve to make the most generic RPG rules that a player or Game Master can follow, so we accept suggestions based on your own theories and experiences you had while reading/playing FROGS. My email is icaropeixoto7@gmail.com, so if you have any feedback, being it positive or negative, don't be afraid of mailing me. It will help me make a better system.