

Simplified RPG

Character Creation

In this paragraph you will learn how to build a character from scratch by defining its characteristics and you will also learn how it evolves over the course of the story.

Before the game can begin you and all the other players must have composed a character, remember that one of the players must become a game master (GM). This is a good time to decide with the others who will occupy this role, perhaps avoiding the creation of an unnecessary character for the game story.

Your final character must be composed according to this pattern:

- ❖ **B**asic informations
 - **N**ame
 - **S**urname
 - **O**thers
- ❖ **R**ace (s)
 - **A**ge
- ❖ **C**lass (es)
 - **T**ag
- ❖ **T**alent (s)
 - **1** Basics
 - **2** Advanced
- ❖ **S**tatistics
 - **B**asic statistics
 - **"Physical"** statistics
 - **"Mental"** statistics
 - **O**ther statistics
- ❖ **D**escriptions
 - **S**hort biography
 - **S**hort back story



Basic Informations

First you have to choose the basic information of your character, such as his name, surname, gender, height, weight, and other similar information as long as they are not related to the following categories and / or similar ones.

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Race (s)

Now that you have defined the basic informations, it's time to choose one or more races. The race outlines the appearance of your character with the somatic traits, but also the origin and some physical, social and mental aspects. If there is a rule book, follow the descriptions of the races to understand which to choose and how to choose from those present, otherwise ask your GM for help with the race set up.



In general, each player can choose one or more races from among the most known and / or invent a new one, all of them can give rise to different unique advantages and / or disadvantages and some unions may not be compatible, if you are not sure ask your GM for help with the race set up. Keep in mind that each race chosen must be related to the game theme and subsequently approved by the GM.

Each race can affect the story, for example, if the race of elves were divided into two factions, dark and bright, there could be a rivalry by the corresponding factions.



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Age

During the game the character grows and increases his knowledge, passing from being a boy and an apprentice, reaching the adult stage, and later becoming a wise old man spending his time until a possible death phase.

This is just one example of a possible growth, each race has its own growth phases that are defined by the characteristics and social habits of it. When you have chosen your race remember to specify the phase in which your character is at the start point, obviously choosing an advanced phase will not immediately give you access to all the advantages that it entails but only to the disadvantages, so choose carefully.



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Class (es)



Now that you have chosen the race (s) of your character, you will have to choose one or more classes that represent him, the classes you can choose from depend on the race (s) you have previously chosen, also in this case you can rely on the most popular ones and / or invent new ones, keep in mind that some invented class (es) or some combinations may not be compatible or cannot be used so if in doubt ask your GM for help.

The class is the element in the character that identifies his social status and role, thus including the position occupied in society such as the soldier, the guard, the merchant or the traveler.



Tag



To describe the social status you can use an adjective like "Wanderer", "Noble" or "Apprentice", this will be combined with the main race (s) and the main class (es) forming something like "Student Apprentice Mage" or "Noble Soldier Paladin" or "Poor Goblin Wayfarer". This tag briefly identifies the key aspects of your character.

In your tag you can use the chosen race (s), the adjective or noun describing the age of your character like "Old" or "Adult", the chosen class (s), and the adjective or noun representing their social status like the examples above.

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Talent (s)

Now comes, in our opinion, the most interesting part of the character's creating process which is the selection of your character's talent (s).

The talents in your character symbolize the knowledges and the skills that your character knows and can do, such as Movement talents (Walk, Run, Jump, [...]) or Combat talents (Mace, Sword, Bow, [...]).



The talents depend on both the race (s) and the class (s) chosen and there are two types of them: the basic ones and advanced ones. The basic talents are similar and / or common talents among all classes and they are used to perform basic actions such as moving or understanding basic knowledges such as the types of common weapons and / or basic potions. The advanced ones include, on a large scale, all the abilities that your race (s) / class (es) combination (s) allows, such as casting spells or knowing ancient prophecies.



A talent must be seen as a generic thing that associates a name such as "Carpentry" to a series of skills and / or knowledges, for example in this case they could be: "Recognizing the main types of wood", "Cutting trees", "Collecting wood", "Transporting wood".

As you advance with the story you will learn new skills and / or knowledges for the talents you possess and / or you will add new ones and you will get access to new ways of dealing with problems and you will form new unique strategies.



During the composition of your character you have to choose a basic talent and then you need to select 3 skills / knowledges based on it; then you must choose 2 advanced talents and you need to select for each 1 skill and 1 knowledge. The basic talent will indicate precisely the primary knowledges of your character, or those that he is currently able to understand and use better, while the advanced ones will represent the path of knowledge he will want to undertake, such as with two advanced magical talents it could be the "Path of magical knowledge".



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Statistics

After you have decided the more ideological aspects of your character, now is the time to set the more technical ones such as his speed and / or strength, these aspects are commonly called "Statistics".

The statistics depend on all the configuration previously made and in particular on the race / s and the class / s chosen. Based on what you have chosen, you can use the most common stats or ask your GM for help if they are not in the rulebook.

The stats are divided into 3 main types, basic stats common to each class and race, physical stats and mental stats. There are also other special statistics that have different purposes and indicate other information.



Basic statistics

The basic stats indicate the main values of your character such as health, mana, physical state such as tired or rested and money possessed. The values for these stats are standardized so you can find them either in the rulebook or you can ask the GM.

Physical statistics

Physical stats depend mainly on race (s) chosen but also on the status and social role and they symbolize physical details of your character such as strength or speed. These statistics are not standard, usually, you have about eight of them. During the configuration choose 3 of the most common ones or ask the GM for help; then give each up to 4 points. Keep in mind that for this stats category you have a maximum of 8 points to spend.

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Mental statistics

For mental statistics is used the same discourse / creation process of the physical ones but consider that these ones indicate how your character thinks and approaches issues throughout the story, so pay attention to the configuration you choose. Also in this case choose 3 stats among the most common ones or ask the GM for help, then attribute each up to 4 points, also in this section you have only 8 points to spend in total, so give them well.



Other statistics



For the other statistics we have to keep a generic line so it is difficult for us to give you some examples, but consider that if they do not refer to a physical or mental value then there are two options: they are a standard statistic and therefore you know how to deal with them or they fall into this fourth case where we advise you to rely on the rules or ask the GM.



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Matches and sessions

In this paragraph you will learn how a game works and how it is divided, you will also learn how to act in each phase and you will fully understand how to move from one phase to another.

How to set up a match?

After composing your character, you are now ready to start a role-playing match. First, you and your group must define a Master of the game, the Master differs from the players because he does not play the game in first person, he is the one who holds the reins of the game and is also who dictates game rules and who can tell stories, manage NPC, and epic battles. If you have been chosen as a game master, skip to the game master paragraph where it is explained in detail how to behave, it may come in handy.



How does a match work?

Keep in mind that it is unlikely that the game will end on the same day it is started so that is why we will talk about matches and sessions.



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The "STORY" phase

At the beginning of a session (OnSessionStart), a player must wait for the GM to finish telling the premise of the story and / or the report of any previous session (s). This is the action called "STORY" which when it ends (OnStoryEnd) starts the real group RPG (TALK). This session phase is one of the key ones because it characterizes the progress of a game; during it your goal as a player is to obtain information and take decisions, even together with your group, to make progress with your character goal and / or your team one.



What do you mean by "goal"?

Your character's goals always depend on the story told by the GM, but they also depend on your location in the game world like the environment and also on your character's psycho-physical conditions. They also include the assignments that you need to complete, for assignments we keep a generic line because there are several types that we could never fully list in this guideline so it is generally considered an assignment any objectives that have been commissioned to you by yourself / your team and / or the GM.



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You can give yourself assignments because in the game you can make decisions as a character and therefore you have the possibility to add as many tasks as you want to your goals list, they will be added with the ones that your team has decided to undertake and those that have been assigned to you and / or your group by the GM.

When planning, keep in mind the [meaning of goal](#): A goal is an idea of the future or a desired result that a person or a group of people envision, plan and commit to achieve. People endeavor to reach goals within a finite time by setting deadlines.



How do I actually behave in this phase?

Now that you have a general understanding of what goals are, we want you to understand how you should deal with them during the game. For example, first of all, whenever you want to embark on a path and / or talk to an NPC you are automatically setting yourself a goal that, as you can guess, will be completed once the goal itself is reached, in this case the end it is to get to the desired point or start / end a dialogue with the interested NPC.



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Consequently we can draw the conclusions that the goals are created incessantly whenever someone plans and commits to achieve an idea of the future or a desired result.

So should I keep track of every event? No.

However, you should write down on your knowledge list the most important goals that you and / or your team have. This is useful when you need to keep them over time and over session and matches, obviously, it is up to you to decide what to write and what not, this point will be retracted in the "Tips for being a good player" section.

What happens next?

When the GM finishes talking or says something like “Now it’s your turn” the “STORY” phase finishes and the “TALK” phase begins.



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The "TALK" phase

Let's make a premise, the "TALK" phase is the phase in which "time passes" so it is as if you were actually in the world and over time you notice the changes and get old with it.

One of the key things that you should always do in this phase is ask yourself mental questions and re-propose them to your teammates. This is why it is called the "TALK" phase. You need to talk to your team to progress and get the information you are looking for. In this phase you can freely talk about any knowledge and note that you have in your notes, be careful of what you communicate through. You are allowed to talk to any player on your team as long as they are close to you and their character can hear you, there may be special conditions where they can't hear what you are saying so if you know that there's no point trying.



How do I behave in this phase?



We have ascertained that in the match the primary objective is to advance towards the conclusion of the goals assigned, but how do you actually behave to advance? At the beginning of the paragraph we mentioned "obtaining information", in fact this is one of the logic methods that you could certainly use for discovering new details and advancing with your goals. This is just an example of how to advance, in detail what can you actually do in the "TALK" phase?

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Later in the paragraphs, particularly in the rounds one, we will talk about a maximum number of actions that you can perform as a player, is this number also applied here? Yes and no. In essence, any action other than a logical action that occurs only in your mind such as thinking or supposing, must be spoken out and approved by the GM.

Once the approval has been received or, as in the most common cases, once the non-approval has not been received, you can proceed with the action stated which works like the rounds one so if you want to know what happens after it has been concluded and how to the game continue, we suggest you to proceed with “The round phase” reading.

Which are the non-logical actions?



Also in this case we will keep a generic line to make you understand which are considered not-logical and what you can actually do.

In short, is considered a non-logical action any one that involves a physical change of any kind to anything such as a place and / or a subject.

Examples are: Free actions (talking, looking, [...]), Immediate actions (getting up, lowering, [...]), Rapid actions (collecting an item, drawing a sword, [...]), Movement actions (walking, running, [...]), Standard actions (hitting an enemy, casting a spell, [...]) and Round complete actions (Recharging mana, Healing, [...]).

Any action or category of action that behaves according to these rules is therefore considered non-logical.



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So, is everything I do outside of my mind / notes considered illogical? Yes, and for this reason you have no limits on what you can propose, except those imposed by the rules and / or by your GM.

Consider that the GM in the "TALK" phase will never allow you to take any "concrete action" such as drawing a sword and swinging it to hit an NPC or a monster, apart from some extraordinary exceptions also written in the rules or dictated by the GM.

So if I need to take these more "concrete actions" how should I act? For this reason rounds exist, go on with the reading for a better understanding of what you can and can't do or skip to the paragraph "The "ROUND" phase" if you are looking for more information about them.

Are there any exceptions?

A popular standard action that exists in the most common RPGs is the information search test. In practice, that type of test allows you, by first stating a category such as "Botany" and a scope such as "Knowledge of the flower that I just found", through a roll of the dice defined either by the rules or by the GM before the roll, only with a certain result, to get the information you are looking for.



This type of test, although it may seem logical, entails a decisive advantage for the player such as to establish with a high probability a net change in his subsequent decisions and for that reason it is considered non-logical, thus incorporating the corresponding rules and consequences.



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If you are a player you can still propose any type of action that your character is able to do when you propose it, if you are a GM go to the "How to behave as a GM" section to have a better understanding of how to judge an action and define it logical or non-logical.

In short, what can I do in the "TALK" phase?

Keep in mind that the "TALK" phase is a phase in which you play as a group, therefore you are not the only one acting but at the same time more players are doing more things.

The actions that each player can do in this phase, subject to the contrary condition that limits them in some aspects, are:

- ❖ Unlimited logical actions (they only happen in your head and / or in your notes);
- ❖ As many non-logical actions, written in your acknowledge notes, as the GM allows you or propose a new one (non-logical) explaining the functioning and the objective of the same, your character must be able to think and make it for being approved, too "concrete actions" cannot be approved in the "TALK" phase;
- ❖ Unlimited talk with other players if they are close to you and if their character can hear your.

What happens next?

During the "TALK" phase, the GM could temporarily interrupt the phase because he needs to tell the player some news, for example he needs to narrate a new story and / or introduce a new event. At the end of this interruption, which is temporary, the phase flow will resume normally or according to what was said by the GM. If there are no interruptions, this phase could not end.



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So how do you get to the next step if that happens?

In a previous paragraph we described this phase as a phase in which the "time passes", in fact the players, if they wanted to, can stay for an indefinite amount of time in this phase until their eventual death / character death or unless some clauses are applied.

There are several situations that could lead players to dwell on this phase so it is at their discretion and in particular the GM one to notice and act to solve it. If you are a GM and you want to know the possible solutions to this problem visit the paragraph "Tips for being a good game master" otherwise continue reading.

A possible example of this situation is the discussion between a player called "A" and one called "B". Player "A" has a different idea from player "B" and therefore their discussion can continue indefinitely. How do you get out of this loop?

One of the two players can ask the GM to make a roll for trying to convince his mate and "bypassing" this block. The launch could be, for example, a d100, for a cause called "Diplomacy", where with a result greater than 60 the partner is convinced of the launcher's ideal.



Since this could only be advantageous for one of the players, the other one could possibly carry out, for example, a counter throw of a d100 called "Counter diplomacy" to try to parry the throw of the partner and / not convince him with his opinion. Obviously to avoid the same loop situation the GM must limit these throws and allow them well.

Now that the "TALK" phase is no longer necessary because all the players have obtained the information that they were looking for and / or have completed their goals, it is possible to proceed to the Round phase, only if that is necessary for the players.



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The "ROUND" phase

To begin the "ROUND" phase all the players must first discuss whether this is necessary or not. To do this, any player, who thinks he needs them, can, only during the "Talk" phase, ask the GM for the consent to start them. If the GM agrees, all players must first finish what they were doing and then they must discuss whether or not to start them. If the majority approves, this phase begins.



Why are rounds needed?

Previously we have mentioned a maximum number of actions that you can perform as a player, in fact until now you know that you can perform an unlimited number of actions as long as the GM allows them individually. But what if he doesn't approve one and / or he tells me that for some reason I can't do them anymore?



There is not a real answer to this question because the reasons could be various and it is difficult to give a single answer, but with a high probability it's all around the fact that the action cannot be performed in that way and at that phase because it would cause a very rapid progress for you and your character. Consequently, trust what the GM tells you, after disapproving it, to understand how to continue your path; but if the situation is similar to the one mentioned above, the best solution for it is to start the rounds phase and to get access to a greater number of possibilities.

How does a round work?

At the beginning, in the section "How to set up a game", we told you to establish the order of the players. Now this is necessary because it indicates how we will proceed until the end of the phase.

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Consequently, the first established player begins his turn in which he can perform a certain number of actions. When a player cannot or does not want to take any other action, he must say "Pass" in order to end his turn and make the next player start his one.



What can I do during my round?

Keep in mind that in this phase the game time does not flow as in the "TALK" phase, it's essentially stopped because it's related to the moment of an action and if you try to look at it from the outside you only see the action in progress. In conclusion we can say that it lasts a few seconds. The exact amount of time is described either by the rules or by the GM.



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The actions that each player can do in this phase, subject to the contrary condition that limits them in some aspects, are:

- ❖ Unlimited logical actions (they only happen in your head and / or in your notes);
- ❖ If exist, as many Free actions as the GM allows you;
- ❖ A precise number of others non-logical actions as long as you follow one of those patterns:

- If exist, you can do one Immediate action or one Quick action;
- If exist, you can do one Standard action or Propose and do a new action;
- If exist, you can do one movement action or one step (the meters amount of the step is defined by the rules or is dictated by the GM).



- If exist, you can do one Immediate action or one Quick action;
- If exist, you can do one Round complete action;
- If exist, you can do one step (the meters amount of the step is defined by the rules or is dictated by the GM).

What happens next?

When all the players have finished their turn, four conditions can occur:

- ❖ The players need a new "ROUND" phase and agree to restart a new one;
- ❖ The players after agreeing do not need a new round phase and the GM does not speak so it starts a new "TALK" phase;
- ❖ The GM, immediately after the end of the "Round" phase, begins to narrate starting a new "STORY" phase.
- ❖ The match ends as the story is over or the GM and / or the players need a break.

