

P.A.P.I.

Pen And Paper Interface

Companion Application for Windows

Developed by
Windfox Studios



Revision 0.0.1

Document History

| Version | Date | Summary | Author |
|---------|------------|----------------------------------|-------------|
| 0.0.1 | 14.01.2021 | Initial Draft | Jamie Fuchs |
| 0.0.2 | 28.01.2021 | Added mechanics for general game | Jamie Fuchs |

Index

| | |
|---|----|
| Document History | 1 |
| Summary | 4 |
| General | 4 |
| Probability vs. Dice | 4 |
| Character Creation | 5 |
| Backstory, name, nickname, gender and sexuality | 5 |
| Species/Culture | 5 |
| Appearance | 6 |
| Base stats..... | 6 |
| Base Stat-Dependent Thresholds | 7 |
| Career/Class | 8 |
| Skills..... | 8 |
| Abilities | 9 |
| P.A.P.I – Companion App..... | 9 |
| Target Platform | 10 |
| Business Model..... | 10 |
| Overview..... | 10 |
| Theme/Setting/Genre | 10 |
| Core Usage Mechanics | 11 |
| Server / Online Mechanics | 11 |
| Companion App..... | 11 |
| Core Usage | 11 |
| User Interface / Screens / Views | 11 |
| Welcome View..... | 11 |
| Options View | 12 |
| Start View | 13 |
| Game Selection View..... | 14 |
| Game Creator Start View..... | 14 |
| Character Selection View | 15 |
| Character Creator Start View | 15 |
| Item Selection View..... | 15 |
| Item Creator Start View..... | 15 |
| Vehicle Selection View | 16 |
| Vehicle Creator Start View | 16 |

| | |
|--|----|
| Building Selection View | 16 |
| Building Creator Start View | 16 |
| Step-by-step guides | 17 |
| Change Game Master of an already created game..... | 17 |
| Print Templates | 17 |
| Literature and Sources | 18 |

Summary

The **Not-Yet-Named-Pen-And-Paper-Game** is a Pen and Paper RPG, where all paperwork is managed by a companion App. Each player, and the game master/dungeon master (the one who controls the storyflow) must have either the app or a bunch of paperwork and dice to participate in the game.

General

To play this RPG, each player needs either the app or

- A Character Sheet for their character (will be provided in the future)
- A Vehicle Sheet for each vehicle owned by the character (will be provided in the future)
- A Building Sheet for each building owned by the character (likely just the party headquarter, will be provided in the future)
- Dice
 - o One D6 (for tracking status effects like poisoning)
 - o 5 D6 in another colour (for base stats)
 - o One D20 (for critical injuries, etc.)
- A pencil
- An eraser

Probability vs. Dice

In most pen and paper games probability is handled via dice. As this is an app this is not necessary, but I will still provide some info on how to play it without a computer. Each player needs 5 D6 (six-sided dice) of the same colour, one D6 of another colour and one W20 if they want to play with real dice.

The number of dice for a check is determined by the base stat. Additionally the character gets a bonus from skills.

Say, a character with STR = 3 and the Heavy melee skill trained to 5 makes a check to hit strength-meter with a hammer, the player has to throw 3 dice and add 5 points to the result afterwards. Or, in the app, the player would throw the same dice in the dice-simulation and gets 5 points added for the skill. The result must be above some limit to success in both cases. The limit is rolled by the game master, depending on the difficulty (one die for easy, ..., 5 for daunting).

Additionally the player throws their one different colour die, to determine the side effects.

- 1, 2 or 3 mean, something bad happens beside the success or failure
- The lower – the worse
- 4, 5 or 6 mean, something good happens beside the success or failure
- The higher – the better

Character Creation

Backstory, name, nickname, gender and sexuality

The Name and Backstory must be typed or written down into a textbox whilst character creation by the player. The App provides a few questions to be thought of when creating a backstory for the character.

- Where and when was the character born?
- Where and how were they raised and educated? By whom?
- What profession did the character take on and why? Did this change? If yes, why?
- What are the characters wishes and goals?
- What are the characters fears?
- Is the characters family still alive? If not, how and why did they die? If yes, where are they?
- What are the religious or moral beliefs of the character?
- How did the character end up in the place where the adventure starts?

The name should fit the species/race/culture. This can include a title of nobility, a first name and a surname or a first name and a parent or the birthplace or tribe.

The nickname can be everything the character wants to be called by the party members and the game master.

Which gender does the character identify as?

- Female
- Male
- None
- Both
- Other
- All

To other characters of which gender does the character feel attracted?

- Straight
- Homosexual
- Bisexual
- Pansexual
- Asexual

Species/Culture

Every character needs to have a species and culture. They all come with specific bonuses and maluses for stats and skills, sometimes fears (think of vampires and sunlight), strengths and weaknesses. Here are just some of them, as the players can also create their own species/cultures:

Species:

- Human
- Dwarf
- Elf
- Catfolk
- Orc
- Lizardfolk
- Vampire
- Ratfolk
- Merpeople
- Avies (Birdfolk)

Cultures:

- City Inhabitant
- Workerclass
- Primal tribe
- Nomad

Appearance

For the appearance there are some provided options, and if they're not specified enough the player can also write about it in a textbox. Here are the provided appearance traits:

- Body height
- Body type
- Hair style
- Hair colour
- Hair length
- Eye colour
- Skin type
- Skin colour
- Special features

Base stats

Each character has 3 physical and 3 mental base stats. They can have a value from 1 to 5, where 1 is very low and 5 is mastery.

Physical Stats:

- Strength (STR)
- Dexterity (DEX)
- Constitution (CON)

Mental Stats:

- Intelligence (INT)
- Willpower (WIL)
- Charisma (CHA)

These stats can only be distributed during character creation for free or later in the campaign for a higher cost. During character creation a character must choose base stats in a total value of 12. This can be for example

- 2-2-2-2-2 for an average character
- 4-2-3-1-1-1 for a very physically strong but stupid character
- 1-2-1-2-3-3 for a politician
- Or anything you like where the sum of all base stats is exactly 12
- Each race and class comes with their buff to a specific stat, which you can increase, but not decrease

After character creation base stats can be increased for a high EXP cost:

$$EXP \text{ cost for upgrade} = next \ Rank^2 \cdot 5$$

This would be:

- From 1 to 2: 20
- From 2 to 3: 45
- From 3 to 4: 80
- From 4 to 5: 125

It is recommended to leave one or two base stats on 1, so that the character has real weaknesses which can be balanced with the other party members' base stats.

The rank in a base stat represents how many dice the player can use during each check in the corresponding stat.

Base Stat-Dependent Thresholds

There are some attributes which are dependent from the base stats:

- *Health Threshold* = *CON* + *STR* + 8
- *Stamina Threshold* = *CON* + *DEX* + 8
- *Magic Threshold* = *WIL* + *INT* + 8
- *Weight Threshold* = *STR* + 5

If a base stat is increased after character creation the Thresholds increase with it.

Notes on Magic Threshold:

Not every character is able to perform magic! To unlock this, you must either choose a magic career/class or obtain the magic abilities somehow through storytelling. Characters who can't perform magic have always a magic Threshold of 0.

Career/Class

Each (player-) character must have a career or, which can be specialized, or even changed afterwards. Each career comes with partly unique traits, skills and abilities to unlock. Careers can be created by players, here are some which are provided initially:

- Survivalist
- Medical
- Pilot
- Knight
- Mage
- Alchemist
- Soldier
- Technician
- Mercenary
- Politician

Skills

There are many skills which a character can learn and train. Each species, culture and career/class come with their own set of skills which the character has 'learned' already. Skills can be created by players, but some are provided initially:

- Alchemy
- Melee light
- Melee heavy
- Ranged light
- Ranged heavy
- Gunnery
- Brawl
- Evasion
- Survival
- Piloting
- Driving
- Riding
- Astrocartography
- Geography
- Stealth
- Animal Handling
- Medicine
- Computers
- Mechanics
- Crafting
- Athletics

- Endurance
- Coercion
- Perception
- Lockpicking
- ADD MORE SKILLS

The costs for learning and training skills are:

- $\text{learn Skill} = 10$ (afterwards the rank = 0)
- $\text{train skill} = \text{next rank} \cdot 5$

So, for instance, if a character wants to train an already learned skill from 2 to 3, they have to pay 15 (3*5) EXP. If a character wants to learn and train a skill to rank 1, they must also pay 15 (10 + 5) EXP.

A check for a specific skill can only be made by a character who learned this skill. If they know the skill, the character takes as many dice as the associated base stat indicates and adds their skill rank to the result.

Skills can only be learned from their career, background, other characters, through books and/or through the story. So, if a player wants their character to learn new skill, they have to talk to their game master how the character came to learn the skill. If it is okay with the game master, the character can spend 10 EXP to learn the skill. Skills can be trained after every session.

Abilities

There are many abilities which a character can unlock. These can be created by players, but some are provided initially:

- ADD ABILITIES

Abilities are placed in ability trees, where each career specialization has their own ability tree. An ability can be learned only if the requirements are met and a given number of EXP are paid. Some abilities are ranked and can be bought more than once, but their cost increases by the rank.

- $\text{Cost for ranked abilities} = \text{current rank} \cdot 5 + \text{base cost}$

P.A.P.I – Companion App

The P.A.P.I. – Pen and Paper Interface is a companion App for Game Masters and Players the **Not-Yet-Named-Pen-and-Paper-Game**. It allows to create, show, edit, store and delete games, characters (player characters and NPCs), items, vehicles and buildings and should help with the management of

all these things, to the purpose of keeping in focus what is the most important part of a pen and paper game – the storytelling.

However, since some settings/genres are trademarks, I do not distribute any assets of existing franchises. These must be made by the player themselves, either from bought books or self-created.

Essential Parts are:

- Game creator & manager
- Character creator & manager
- Vehicle creator & manager
- Item creator & manager
- Building creator & manager
- Dice pool simulator
- Game session manager
- Translations in English and German
- Different designs for a more fitting look to the genre
- Easy and intuitive to use
- Provides a small Server API for connecting players to game masters' games and allowing communication between their apps

Target Platform

- Windows PCs and Notebooks
- A mouse or touchscreen is needed for input
- A keyboard is needed for text inputs (like names)

Business Model

- The app, without any assets, will be free to download
- I will provide asset packs for a small fee (0.50€ - 2.00€) over time

Overview

Theme/Setting/Genre

The initial idea was to make some kind of the Pip-Boy [1] for Pen and Paper Players and Game Masters, to manage their characters and other assets. PAPI is applicable to all imaginable settings, here are some of them:

- Fantasy
- Steampunk
- Mutants and Superheroes
- Modern Day
- Science Fiction

- Space Opera
- Mythologies and Monsters
- Nuclear Post Apocalypse
- Zombie Apocalypse
- Magic World

In addition to that PAPI has the following different designs to adapt to the setting better:

- Black on Antique (Papyrus)
- Green on Black (Science)
- Black on White (Simple)

Core Usage Mechanics

The player can navigate through the app-pages by clicking buttons, checking checkmarks and typing text into textboxes. Everything the user creates is saved as a json file on their own device, so games are saved only on the game masters' device.

Server / Online Mechanics

There is a (really small) server to connect players to game master's games. This provides the functions to distribute experience points or penalties and send assets from player to player. It also provides the function to share some things like party-owned vehicles or a headquarter.

Things needed for this function:

- Each Game has its own unique id
- Each player has their own unique id
- Only IDs are stored on the server-side
- All data besides the IDs are stored in the distributed apps

Companion App

Core Usage

The user navigates through a list of windows to create, edit, show or delete their assets.

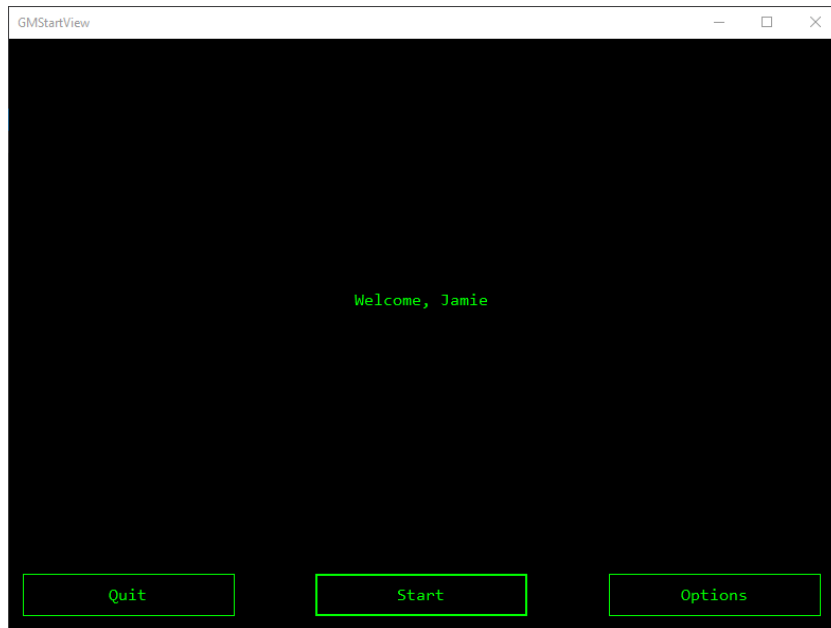
User Interface / Screens / Views

Welcome View

The app starts with this screen and welcomes the player. The first time, the app starts, it asks the Player for their name (the name can be changed in the options menu afterwards)

- Welcome Text with Player Name if not first visit

- Welcome Text with question for player name if first visit
- Quit Button (quits the game)
- Options Button (navigates to the options menu)
- Start Button (navigates to the selection of what the user wants to do)



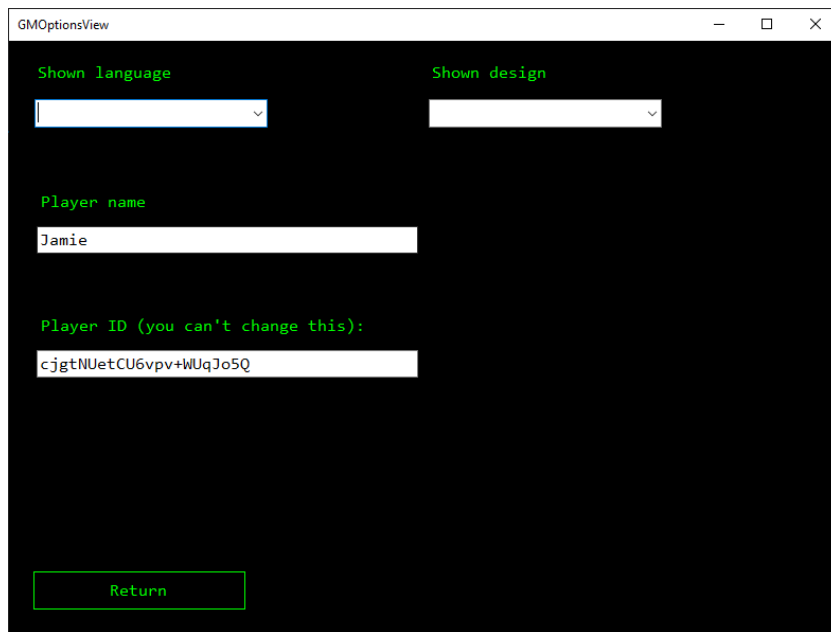
Screenshot 1: Welcome View

If it is the users first visit a unique ID is generated automatically from a shortened GUID.

Options View

Provides the functionality of changing the username, the shown design and the shown language

- Return Button (saves changes and navigates back to the welcome view)
- Language Dropdown (Lets the user choose the shown language of the app)
 - English
 - German
- Design Dropdown (Lets the user choose the shown design of the app)
 - Black on Antique (Papyrus)
 - Green on Black (Digital)
 - Black on White (Novel)
- Player name input field (Lets the user change their name)
- Player ID Label (Shows the ID of the player and lets them copy, but not change it)

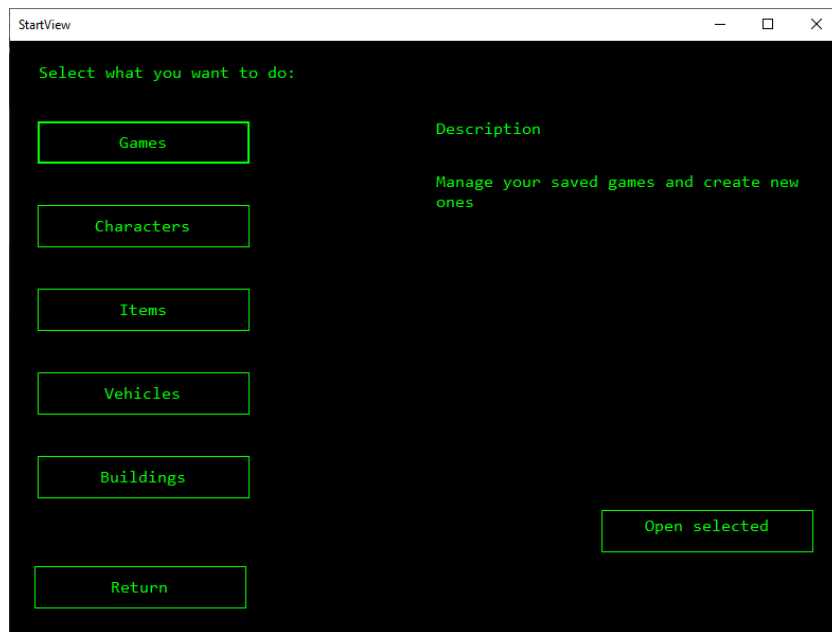


Screenshot 2: Options View

Start View

Shows the different kinds of assets that can be managed.

- Games Button (shows a description and shows a button to open the Games Selection View)
- Characters Button (shows a description and shows a button to open the Character Selection View)
- Items Button (shows a description and shows a button to open the Item Selection View)
- Vehicles Button (shows a description and shows a button to open the Vehicle Selection View)
- Buildings Button (shows a description and shows a button to open the Building Selection View)
- Return Button (navigates back to the Welcome View)
- Open Selected Button (if there is an asset type selected, this button navigates to the chosen Asset Selection View)



Screenshot 3: Start View

Game Selection View

This shows a list of all saved games and lets the user choose to start/delete them or to create a new game.

- List of saved Games, each with
 - Start Session Button (navigates to Start Session View)
 - Delete Game Button (deletes the game and refreshes the view)
- Create New Game Button (navigates to Game Creator Start View)
- Return Button (navigates back to the Start View)

Game Creator Start View

Lets the player create a new game and choose basic settings for it. The player who starts a game is automatically set as the game master for that game. Changing the game master after the game has started needs some temping with the save files for now (explained later).

- Name of Game Master
- Game ID
- Genre Dropdown (Lets the user choose a genre for the new game)
- Display Game ID (Needed so that players can connect to the game)
- If design and genre don't fit, give the user a tip, that they can change the shown design in the options menu
- Create & Return Button (saves the game and navigates back to Game Selection View)
- Cancel Button (discards the changes and navigates back to Game Selection View)
- Create & Start Button (saves the game and navigates to Start Session View)

Character Selection View

This shows a list of all saved characters and lets the user choose to edit/play (if player character)/delete them or to create a new character.

- List of saved Characters, each with
 - If Player Character: Start Session Button (navigates to Join Session View)
 - Edit Button (navigates to Character Creator Start View)
 - Copy Button (Creates a copy of the selected Character and navigates to Character Creator Start View)
 - Delete Button (deletes the character and refreshes the view)
- Create New Character Button (navigates to Character Creator Start View)
- Return Button (navigates back to the Start View)

Character Creator Start View

Lets the player create a new character and choose basic settings for it.

- Character Type Dropdown (Lets the user choose the type of the Character)
 - Player Character
 - Minion NPC
 - General NPC
 - Unique NPC
 - Superior NPC
- Genre Checkmarks (Lets the user mark in which genres this character should be available)
- Accept Button (saves the changes and navigates Character Creator Basics View)
- Return Button (discards the changes and navigates back to Character Selection View)

Item Selection View

This shows a list of all saved items and lets the user choose to edit/delete them or to create a new item.

- List of saved Items, each with
 - Edit Button (navigates to Item Creator Start View)
 - Delete Button (deletes the item and refreshes the view)
- Create New Item Button (navigates to Item Creator Start View)
- Return Button (navigates back to the Start View)

Item Creator Start View

Lets the player create a new item and choose basic settings for it.

- Item Type Dropdown (Lets the user choose the type of the item)
 - Weapon
 - Wearable (Armour/Clothing)
 - General Item
- Genre Checkmarks (Lets the user mark in which genres this item should be available)

- Accept Button (saves the changes and navigates Item Creator Basics View)
- Return Button (discards the changes and navigates back to Item Selection View)

Vehicle Selection View

This shows a list of all saved vehicles and lets the user choose to edit/delete them or to create a new vehicle.

- List of saved vehicles, each with
 - Edit Button (navigates to Vehicle Creator Start View)
 - Delete Button (deletes the vehicle and refreshes the view)
- Create New Vehicle Button (navigates to Vehicle Creator Start View)
- Return Button (navigates back to the Start View)

Vehicle Creator Start View

Lets the player create a new vehicle and choose basic settings for it.

- Genre Checkmarks (Lets the user mark in which genres this vehicle should be available)
- Vehicle Type Dropdown
 - Single Vehicle (1-3 people, like a motorcycle, a fighter jet or a jetbike)
 - Small vehicle (1-6 people, like a car, a helicopter or a rowboat)
 - Medium vehicle (2-20 people, like a transporter car, a private plane or a sailboat)
 - Big vehicle (3-100 people, like a passenger airplane, a ferry, a train or an average spaceship)
 - Huge vehicle (min 20 people, like a cruiser, a moving town or alike)
- Accept Button (saves the changes and navigates Vehicle Creator Basics View)
- Return Button (discards the changes and navigates back to Vehicle Selection View)

Building Selection View

This shows a list of all saved buildings and lets the user choose to edit/delete them or to create a new building.

- List of saved buildings, each with
 - Edit Button (navigates to Building Creator Start View)
 - Delete Button (deletes the building and refreshes the view)
- Create New Building Button (navigates to Building Creator Start View)
- Return Button (navigates back to the Start View)

Building Creator Start View

Lets the player create a new building and choose basic settings for it.

- Genre Checkmarks (Lets the user mark in which genres this building should be available)
- Accept Button (saves the changes and navigates Building Creator Basics View)
- Return Button (discards the changes and navigates back to Building Selection View)

Step-by-step guides

Change Game Master of an already created game

In order to change game master after a game is already created, and maybe also some sessions have been played by now, following steps must be done:

Former Game Master:

- Open the file “\PenAndPaperInterface\SaveFiles\games.json” in a text editor (like notepad++)
- Search for the line, where you find the game, of which you want to change the game master
- Copy this line and send it to the new Game Master
- Delete this line in your file (otherwise the server gets confused), but watch out for opening and closing {}

New Game Master

- Change the value of the pairs, `_name`: to your username (case sensitive!) and the `_id` to the value you find in the options of your game
`_gameMaster": { "_name": "FormerGameMaster", "_id": "123456789" }`
- Copy the line into your file “\PenAndPaperInterface\SaveFiles\games.json”
- Restart the app

Print Templates

You'll find some printing templates in the same folder as this GDD/Rule book. Keep in mind, that this game is still under development and all sources are very likely to change in the future.

Literature and Sources

- [1] Interplay Productions, "Fallout: A Post Nuclear Role Playing Game," Interplay Productions, USA, 1997.