

Generic Tabletop RPG Rules

1. **Character Creation:** Players create characters by defining their background, skills, and traits relevant to the game's universe. Equipment and abilities tailored to the setting are chosen to equip the characters for their journey.
2. **Game Mechanics:** Gameplay is conducted through dice rolls to decide the outcomes of character actions, with modifiers from character skills and situational context.
3. **Narrative Flow:** The game master (GM) guides the narrative, manages non-player characters, and applies the rules. Players navigate the story by making decisions for their characters.
4. **Conflict Resolution:** Challenges are addressed using character skills and abilities, with dice rolls determining success or failure, influenced by character stats and context.
5. **Magic and Special Abilities:** If present in the game's setting, rules for using special skills, such as spellcasting or unique talents, include their acquisition, effects, and constraints.
6. **Progression:** Character development is achieved through gaining experience, enhancing skills, and obtaining new abilities or gear.
7. **Session Structure:** Games may be single sessions or part of an extended series forming a campaign with an overarching narrative.
8. **Setting Flexibility:** The rules adapt to any genre by modifying elements to fit the theme, such as

substituting magic for technology in non-fantasy settings.