

INTRODUCTION

Doodles Telltales (DT) is a table top role playing game that takes inspiration from popular media in the space and has the goal of making the most simple experience for players. While most TTRPGs are centered around theater of the mind and imagination, DT uses a little push with the help of good old paper and pencil.

The cores of Doodle Telltales

- Creativity
- Free Flow
- Structured Simplicity

This TTRPG leans heavily in the Pen-and-Paper system, it relies on Drawing or printing two-dimensional figures to play in a world set up by the Dungeon Master.

We want to give tables a guide to make a very simple game where new players can understand the mechanics of TTRPGs without requiring to invest in a mechanics heavy and lore intricate game.

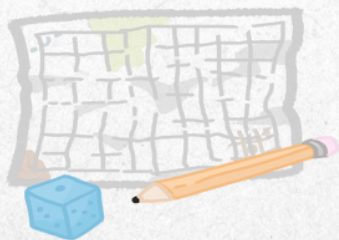
"WHAT DO I NEED TO PLAY?"

A medium to draw a story, be it a piece of paper, pasteboard, slides, or even a playing mat! if it can grid, it works!

Then, you need something to help you draw your doodle, or in other words make your character. So a bunch'a pencils, pens, crayons, colored pencils, etc.

A character sheet! At the end of this book you can find the Player's Character Sheet, feel free to copy it, rip it out, print it, etc

With your map, your character, and your set ready, you'll need something to roll dice with. While most Dice Rolls are optional (See Skill Dice for more information), some features require it, so grab your standard set of TTRPG dice or use digital ones.



PLAYERS & DUNGEON MASTERS

Previously there was a mention of Players and Dungeon Masters, so we're going to quickly go over what each position does.

Players



Players are the people who are playing! They're job is to play a character and explore the situations the Dungeon Masters presents to them. A player's main responsibility is keeping tabs on your character, and learning the rules of the game.

Its important to remember...

Anyone can be a

 **DoodleMaster** 

Dungeon Masters (Or Doodle Master) is the position that is in charge of populating the world around the players and pacing the game. They're the storyteller and referee when it comes to what players can and cannot do. Doodle Masters should have a good grasp on the rules, and even if you haven't played other TTRPGs, having a healthy bit of imagination goes a long way for the average DM.

Example!

Lets say a player finds a box in the middle of the grid, the Dungeon Master is in charge of describing the box, the contents of the box, and if the box can open freely or there's a puzzle to resolve.

USING THIS BOOK