

# One Rule is Enough



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## Basic idea and description

**One Rule is Enough** basically consists of one rule, which is: Have fun! All of you! Tell each other stories and have exciting adventures together!

Extra rules can be added to the basic rule. This way, the simple basic game can be expanded a long way.

If you are missing rules, simply make them up!

### Diplomatic solution impossible?

If a diplomatic solution between the players is not possible, the way of the dice must decide. So the dice are rolled to see who is "right". Alternatively, and if everyone has enough time, small games such as card games and the like are often more fun for fighting out such conflicts.

While the above and similar solutions can lead to the resolution of a conflict, they are very unsatisfactory in the circumstances and should really only be used if nothing else works.

## Character creation

### The character

What does the character look like? How old is he? What friends does he have? What makes him special? What has he already experienced? These and other questions should be answered first.

### Character skills

Player characters have certain character skills.

Character skills
Athletics
Influence
Art (specify more precisely)
Cunning
Nature
Riding
Swimming
Combat arts (specify more precisely)
Perception
Knowledge (specify more precisely)
...



## Specifications of the character skills

Art	Combat arts	Knowledge
Juggling	Unarmed Combat	Alchemy
Painting	Short blade	Crafting
Singing	Long blade	Healing
...	Spear	Culture (specify more precisely)
...	Sticks (club, stick,...)	Magic
...	Ranged Combat - old time	Monsters
...	Ranged Combat - modern time	Nature
...	...	Religion (specify more precisely)
...	...	Forging
...	...	Language (specify more precisely)

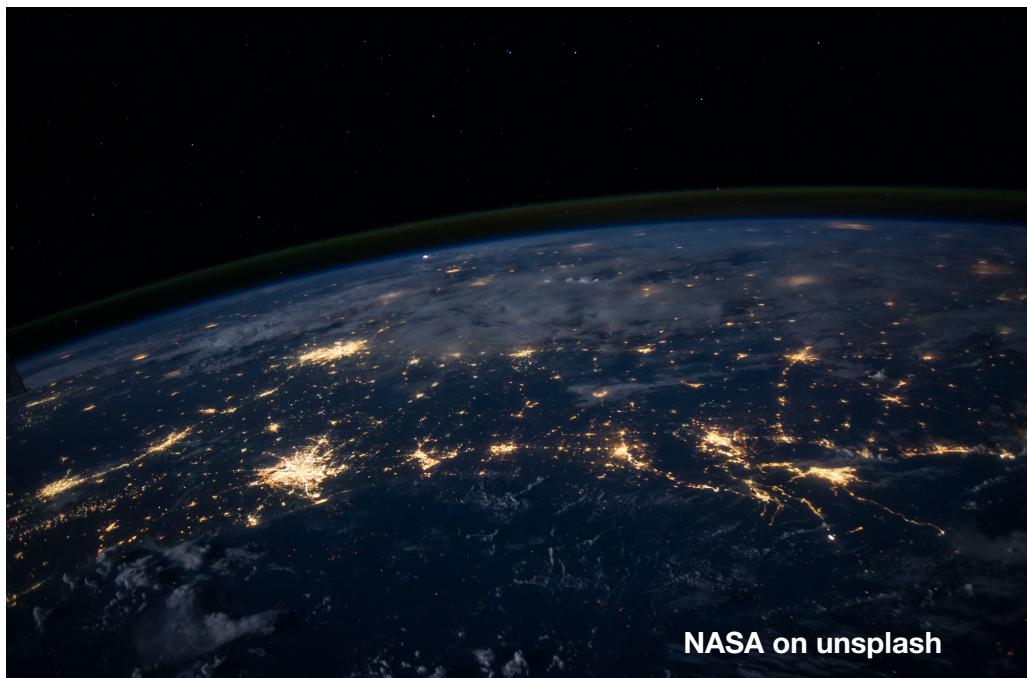
## Train skills

Character skills can be trained.

In principle, one receives the rating "medium" in all skills. However, if you assign yourself "bad" in one skill, you may give yourself "good" in another. The same applies to "very bad" and accordingly "very good".

## Worlds

A big advantage of this small rulebook is that you can use it to play any setting and any adventure from any role-playing game without major problems.





## Solo-Adventure-Rule

Solo adventures would be difficult to play with this rulebook without a special rule, as they are often meant to be rolled on certain values. However, there is a rule for this exception:

You always have to roll a minimum number to pass a test. The die you get for this depends on how well you master a skill. If a skill is needed that does not exist in this rulebook, one that is similar to it is chosen.

As a rule, aggravations and facilitations are adopted in the same way as they are announced. If the value is too extreme, other, spontaneous rules must be applied.

Proficiency in desired skill	Dice type	Minimum number	Probability of passing dice roll
Very good	d12	5-12	~67%
Good	d10	5-10	60 %
Medium	d8	5-8	50 %
Bad	d6	5-6	~33%
Very bad	d4	4	25 %

## Proposed extra rules

### Fun points

The game master may distribute so-called fun points to players after a game round. Players may use these in another game round to manipulate the adventure a little. However, fun points expire after two subsequent game rounds with the same players.

Example:

*The game master gives each player a fun point because the game round was particularly fun and exciting. In the following game session, with the same players, the following situation occurs: One of the players has just given a speech in front of a large audience, which unfortunately was more of a failure than a success. The player now uses his fun point from the previous game session and thus gets a new chance by being allowed to give a second speech through the fun point. The audience is hardly prejudiced by the fun point despite the first speech and gives him a second chance, so he still has a considerable chance of a successful speech.*

### Wish points

The game master may distribute so-called wish points to players if they have an excellent idea, if he simply wants to reward them or for other reasons. The players may then use these points in any adventure and wish for an item in return, which then appears as if out of nowhere at some point within the reach of the respective player, which the player can easily reach. You can use more than one point. With a single point, a player may wish for a small to medium sized item such as a key or a baseball bat. At 10 points or more, items such as a car can be wished for, and at 50 wish points or more, houses and the like can be wished for.

# The license

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**One Rule is Enough** is an intentionally small roleplaying game that aims to be easy and quick to learn. It is meant to be played quickly - although you can use any adventure from any other roleplaying game.