

SSRPG

The Super Simple Role Playing Game

Version 0.5 (playtesting version)

By Byron Arnold

Introduction

The Super Simple Role Playing Game (SSRPG) is a very easy to learn and play Role Playing Game. It is ideal for children and newbies to tabletop gaming. All you need to play is one or more six sided dice, a Game Master (GM), one or more Player Characters (PCs), and paper and pencil.

Game Master (GM)

The Game Master (GM) is the story teller who makes up the story that the other players participate in. The GM does not have a character of his/her own. Instead, the GM plays the Non-Player Characters (NPCs), determines the course the story will go in, and is the referee who makes all judgment calls. Their say is always final.

The GM is also responsible for creating the world the adventure takes place in. They must create the locations the PCs will visit, the NPCs, and the items that will appear in it.

Characters

Characters are the actors who take part in the adventure the game master tells. There are two types of characters: Player Characters and Non-Player Characters.

Player Characters (PC)

A Player Character is one the players who participates in the story the GM is telling. There always has to be at least one PC, but there can be more. Each player plays one PC.

A PC will have a skill stat, two strengths (skills in which he is good at), and a weakness. The skill will be determined by a roll of the die. The strengths and weakness are chosen by the player and are subject to the approval of the GM.

A character's skill is a measure of how well he does anything. It is used in combat, and in determining how successful (if it all) the character is at doing anything else that is not a sure thing. It also determines order of movement and actions. In SSRPG, it replaces the complex system of stats used in other games.

Roll	Skill
1	Roll Again
2-3	3
4-5	4
6	5

To create PCs, roll a six sided die. The roll will determine your skill, according to the chart to the left.

Next, have the player come up with two things he is good at (strengths) and one thing he is bad at (weakness). Subject to GM approval, a player *may* choose an additional strength as long as he also chooses an additional weakness. Whenever the PC tries to do anything that requires a roll of the die, he gets one added to the roll for each strength that helps him in the current task, and one subtracted for each

weakness that may hinder him. Bonuses are to be claimed by the player before his roll, and subject to the GM's approval (his call may be that strength does not apply here). The GM must inform the player of any

penalties due to a weakness before the player rolls the die (See "Other Actions" below).

The GM may then give PCs a starting inventory such as weapons, money, and/or items.

Non Player Characters (NPCs)

Non Player Characters are not played by the players, but are instead created and controlled by the GM. NPCs may be allied, neutral, or hostile. Allied NPCs help out the PCs, sometimes even fighting alongside them. Hostile NPCs will work against the goals of the PCs, and often fight against them in contact. If an NPC participates in combat, it must have a skill stat. NPCs may also have strengths and weaknesses.

Combat

Combat is any contest between two or more characters. Examples include fighting, negotiations, arguing, and playing games. In RPGs, combat is usually fighting, and that is how it will be explained here. However, the same principles apply to any contest between characters.

A combat encounter begins whenever two characters engage each other, and ends when all characters on one side has been defeated.

Turns

Combat takes place in turns. Each turn will have two phases: Movement and Action. In combat, the Action phase usually consists of attacking, but other actions may be performed. All players will first move, then they will all use an action. Each player may only have one action each turn. Defending one's self when attacked does not count as an action.

When maps are not used, there will only be one phase: Action. See the "Maps" section for more information.

Movement

When using hex or grid maps (recommended, but not necessary), PCs and NPCs will move across the map as determined by their skill level. Movement turns goes from lowest skill to highest skill, and the character can move as many spaces as their skill (a player with a skill of 5, for example, may move 5 spaces). A character may choose to run and get to move double their skill, but they may not do anything else that turn. After all players move, they may then either attack or perform another action (but not both).

Two characters may not occupy the same space, though characters may pass through spaces occupied by allied and neutral characters. A character may never pass through the same space as a hostile character.

Attacking

Attacking goes in the opposite order as movement, from highest skill to lowest skill.

When attacking, the attacker rolls a six sided die, and adds their skill to the roll. The attacker then adds any bonuses and subtracts any penalties. Then the defender does the same. If the attacker's total is higher than the defender's total, the attacker has a successful attack on the defender, the defender must subtract the damage their weapon inflicts from the defender's skill. If the defender's total is equal to or higher than the attacker's, the attacker misses. No one receives any damage.

Rolling a 6 is a *critical success*, which is always a success that should be awarded with another good thing happening in addition to their hit. For example, the defender is stunned and may not move or attack their

next turn. Likewise, a 1 is a *critical failure*. It is always a failure, and should include an additional negative.

When a character's skill reaches 0, they are defeated and removed from combat. The GM decides whether this is due to death or losing consciousness.

A character's skill stat may be restored by items (for example, healing potion), or gradually over time (rate is at the GMs discretion). A character's skill is completely restored at the start of each adventure.

Weapons

Weapon	Damage	Bonus	Range
Unarmed	1	-1	1
Dagger	1	0	1
Sword	2	1	1
Bow	2	1	3

Weapons determine damage done when the attacker gets a hit. Additionally, some weapons provide a bonus to the attacker. See the chart to the left for some weapons. GMs may create more weapons, but care should be taken that new weapons do not upset the balance of gameplay by making the game too easy or too hard for the players. It is suggested that powerful weapons be hard to acquire, perhaps by being very expensive or as a reward for a long quest.

When attacking using a ranged weapon (a weapon that can do damage from a distance such as a bow or a gun), the defender must be in a straight line of sight from the defender, and must be within the weapon's range. When using a non-ranged weapon (such as a knife or sword), the attacker must be in the space next to a defender. Attacking unarmed (without a weapon) provides a penalty of 1 to the attacker's roll, instead of a bonus.

Armor

Armor reduces the damage done to a defender when an attacker hits. Each piece of armor should be rated by the GM to indicate how much damage the armor reduces damage by. It cannot reduce damage below 1.

For example, a character has a piece of armor with a rating of 2, and he is attacked by a character with a weapon that does 3 damage. The attacker will only do 1 damage ($3-2=1$).

Experience Points (XP)

After each combat encounter, all PCs who have survived the encounter undefeated receive 1 experience point. When a PC has earned as much XP as their current skill +1, they can add an additional skill point to their skill stat and subtracting from their XP. For example, if a PC with a skill of 4 has 5 XP, they can spend the 5 XP to increase their skill to 5. One's skill may not exceed 6.

A PC can also purchase a strength/weakness pair by spending XP. The cost is the number of strengths they have +3. For example, if a PC has 2 strengths, they can spend 5 XP to purchase a strength and a weakness.

Other Actions

Instead of attacking during combat, and at any other time the GM allows, other actions may be attempted, such as using an item. If it's something that is easy enough that there is no doubt the player can do it, it is automatically successful. If there is doubt, however, the player (or the GM in case of NPCs) must make an action roll, unless the GM rules that it is impossible or not appropriate in the situation (in which case, the task cannot even be attempted). As always, the GM's ruling is the final say.

First, the GM must assign a difficulty to the task, which will be a number between 1 and 6 (6 being the hardest). Then the player claims any bonuses (subject to GM approval) and the GM assigns any penalties to the task. The player will then roll a six sided die and add his bonuses and subtract his penalties, and finally add his skill. Next, the GM will roll a six-sided die, and add the difficulty level of the task. If the player's total is greater than the GM's total, the PC succeeds. Otherwise, they fail.

Items

Items can help players on their quests. For example, a healing potion can restore a skill point to a PC. A rope can help players climb trees, tie things together, or anything else the players can imagine (subject to GM approval, of course). Running shoes may give a PC an extra space to move on top of their skill level.

Vehicles

Vehicles are objects that PCs may ride in or on. Each vehicle has a speed, which is the number of spaces it can move in a turn. It also has a durability, which is how damage it can take before it no longer functions. For example, a car may have a speed of 7 and durability of 3. One PC who is riding in the vehicle must be the driver (unless there is some kind of autopilot). If the vehicle is hard to drive, the GM will assign a difficulty level (1-6), and the driver must make an action roll each turn and compare it to the difficulty level plus the GM's roll (See "Other Actions" above).

If the vehicle is used in combat (for example, a tank or battleship), it must have at least one weapon attached. The weapon must have a damage stat that tells how much damage it can do. Someone must operate the weapon, and whether it hits or not depends upon combat rolls by the weapon's operator. Combat rules apply to vehicles in the same way as individual combat, except for what was mentioned above.

Example Adventure

"Time Agents"

(This adventure does not use maps, unless the GM wants to make maps for this adventure. If they do, the laser pistols have a range of 4, and the dart guns have a range of 3.)

Several centuries into the future, time travel is invented. The galactic government establishes the Time Protection Agency (TPA) to monitor time travel and stop interference in the timeline. The TPA has received a lead that an alien terrorist group known as the AntiHuman Front (AHF) is going back to the age of dinosaurs to attempt to stop the evolution of humanity.

The players are time agents, tasked with finding the AHF's base on prehistoric Earth. They each have a laser pistol which does 2 damage and provides a +1 hit bonus. As a backup weapon, they each carry a knife that does 1 damage with no hit bonus. They also each carry a medkit that restores a player's skill by 2 but can only be used once (there is no chance of using a medkit failing, so no action roll). Each player should roll a six-sided die to determine their skill stat, and choose one strength.

As soon as the agents land, they are ambushed by a group of raptors. There is 1 for every player plus 1, and each has a skill of 3. A bite does 1 damage. The first critical failure (rolling a 1) for each player in defense results in the raptor wresting the pistol from the time agent and tossing it aside. The time agent may try to recover the pistol during another turn instead of attacking for a difficulty roll of 4, or they may choose to attack with their knife instead. A PC's critical success on an attack is an instant kill for the defending raptor. Other critical successes and failures should be determined by the GM. If an agent is defeated, they are knocked unconscious until the end of the battle. If the agents lose, the adventure ends

with their deaths, being eaten by raptors (unless the GM wants to come up with a creative way for them to survive and continue the adventure).

After the encounter, the agents run for cover and set up a base deep in the jungle. They nurse their wounds (restore each agent's skill to its original level) while scouting the area for the AHF base. They can use this time to fashion items out of prehistoric materials (let the players' and the GM's creativity run wild here, but everything must be approved by the GM, of course) and the GM can add side quests in this time to gather materials needed to fashion these items.

The players find the base, and must come up with a plan to attack the base and apprehend the enemy agents. There is one AHF agent for every player, and they have a skill of 4. Having been in the era for a while, their laser pistols have recently lost power, so all they have are dart guns that have a +1 hit bonus and does 1 damage. When an enemy agent is defeated, they are knocked unconscious and will be apprehended at the end of the battle. When a time agent is defeated, he is also knocked unconscious but can be recovered after the battle is over. If the agents lose the battle, they are executed by the aliens and succeed in their attempt to stop humanity from evolving. If they win, the time agents return to their time as heroes, with the apprehended terrorists spending the rest of their lives on a prison world.

Contacting the Author

If you decide to play SSRPG, let me first thank you! Feel free to send me any comments, typos, or questions you may have about the game. I will try to make corrections and clarify the rules in future versions. You can reach me at [byronarnold\(AT\)gmail\(DOT\)com](mailto:byronarnold@gmail.com).