STRAIGHTFORWARD FANTASY

WHAT IS THIS?

Straightforward Roleplaying is a minimal toolbox rule set. This is a version of the system angled towards old school fantasy roleplaying. SRP is a skill based system with no experience points or classes.
For more info on Straightforward Roleplaying visit straightforwardrp.github.io.

CORE MECHANIC

All skills have a value ranging from 1-20. To test a skill roll under or equal the skills value with a twenty sided die.

CREATE A CHARACTER

1. Choose a name and make up what kind of character you want to create.

2. Choose race and make a mental note of the race special trait.

3. Distribute 11, 7 and 4 between the 3 Adventurer skills.

4. Distribute 11, 8 and 6 between the Common Skills. Remaining Common Skills receive the value 4.

5. Distribute 12 and 7 between the Specialization Skills. Remaining receive the value 2.

6. You have a chance to raise any four skills, roll 1D20 for each. If the result is higher than the current value the skill is raised by 1D4. You may try several times on the same skill but beware not to waste a roll, you can't raise a skill higher than 15 at character creation.

7. Health points is equal to 5+Athletics.

8. Stating characters have 0 Corruption.

9. Get equipment. The character starts with 3D6 x 10 Gold to spend on starting equipment.

RACE

Dwarf

Dwarfs are used to the dark underground. They do not get Disadvantage from dim light and can see up to 10m (30ft) in complete darkness.

Elf

Elfs are attuned to the magic flowing through the world. When failing to cast a spell they may halve the amount of Corruption gained.

Halfling

Halflings have a natural gift for moving silently. They get 1 Advantage on Stealth Skill Checks.

Human

Due to their short lives humans are fast learners. Once per session a human character may re-roll an attempt to raise a skill. See section about Character Advancement for info on raising skills.

EQUIPMENT

Melee Weapons

Weapon	Damage	Cost(GP)
Dagger	2D4	3
Hand Axe	2D6	8
Mace	2D6	10
Staff	1D6	3
Sword Long	2D6	10
Sword Short	1D6	8
Sword, Two Handed	3D6	15

Ranged Weapons

Weapon	Damage	Range	Cost(GP)
Bow, Long	2D6	40m(120ft)	35
Bow, Short	1D6	20m(60ft)	20
Crossbow*	3D6	20m(60ft)	25
Sling	1D6	10m(30ft)	5
Arrows(20)			5
Bolts, Crossbow(20)			5

Crossbows takes an action to reload

Armor

Armor	Defense	Cost(GP)
Chain Mail	1D6	30
Leather	1D4	15
Plate*	3D6	100
Shield**		10

Disadvantage on Stealth and Acrobatics Skill Tests

**Shields grants Advantage to Fight Skill Tests while Dodging*

Adventuring gear

Item	Cost(GP)
Backpack	5
Bedroll	2
Flint and Steel	5
Grappling Hook	5
Horse	40
Lock Picks	10
Rations(1 day)	2
Rope, 15m(45ft)	5
Tent, 1-2 persons	15
Torches(5)	2

RULES

Skill Test

Sometimes a Skill Test is required to determine if a character is successful. To do this roll 1D20, if the result is lower than the skill the test is successful, else it has failed.

Example
Camilla is picking a lock. Her skill in Thievery is 12. She rolls 1D20 and gets 15. The lock won't open.

Trying Again

It's OK to try again if the first try was unsuccessful but this should always be connected with a risk of some sort. It's up to the GM to let the player know what bad thing might happen if the player fails again.

Example
Camilla decides to try one more time to pick the lock. She rolls 1D20 and gets 19, fail again! Her lock pick breaks and gets stuck in the lock.

Advantage/Disadvantage

Sometimes a character may have Advantage or Disadvantage. For Advantage the player rolls xD20 and takes the lowest result, for Disadvantage s/he rolls xD20 and takes the highest. Examples of Advantage is if the task is easy, good preparation or a helpful tool. Examples of Disadvantage is if the task is difficult, the character is injured or stressed.

Advantages and Disadvantages cancel each other out so if you have 2 Advantages and 1 Disadvantage you roll the Skill Check with 1 Advantage. You never roll more than 3D20.

Roll	Situation
3D20 Pick Lowest	A hard task and the character have one or more Disadvantages
2D20 Pick Lowest	Hard task or other single Disadvantage
1D20	Normal Skill Check
2D20 Pick Highest	Easy task or other single Advantage
3D20 Pick Highest	An easy task and the character have one or more Advantages

Example
Hugust have promised to play lute at the evenings banquet. His skill in Perform is 10 so there's a 50% risk of failure. A bit nervous he spends the whole afternoon rehearsing. When the time comes he gets to roll the Skill Check with 1 Advantage. He rolls 2D20 and gets 15, and 4. He takes the lowest result 4, which is a success.

Example 2:
Karl decides to jump between two rooftops. It's a long jump so the GM decides it's a hard Skill Test. On top of that Karl is quite badly injured which counts as a Disadvantage. He rolls 3D20 and gets 4, 9 and 15. So the final result is 15 which is higher than his Acrobatics. He fails and falls towards the ground.

Opposed Skill Tests

When two characters is trying to best each other they make an Opposed Skill Test. They both roll the appropriate skill. The player that make her test win. If both make their tests the character with the lowest dice result win. If both fail it makes for a status quo situation where nothing happens.

Example
Sofia is trying to sneak past a guard. The guard have 13 in perception, the GM rolls a Perception Skill Test for the guard and get 9. Sofia have 11 in Stealth, she rolls and get 6. Sofia's result (6) is lower than the guards(9) so Sofia wins the

Opposed Skill Test and sneaks unnoticed past the guard.

Character Advancement

During a game session if a player is successful in a Skill Test she may put a mark in the check-box by the skill on the character sheet. When the session is concluded, for each marked skill the player may roll 1D20. If the result is higher than the skills current value the skill is raised by 1.

If Athletics is raised then so is the characters maximum health, it always equals 5+Athletics.

COMBAT RULES

Rounds

When combat begins time is measured in rounds where one round equals 10-20 seconds. Every round all involved character do their actions in order.

Initiative

Usually the character that strikes first have the initiative. The rest of the turn order should be set by the situation - what makes sense.

For some groups and/or situations this is to vague and dice need to be rolled. Then roll a Perception Test, the characters are ordered by success and highest rolls, like in an Opposed Test.

Actions

Every round a character can Move and make an Action. A normal person can move 10m(30ft) in one round. An Action is normally an attack but could potentially be something else like opening a lock, change gear or cast a spell. Talking or shouting is *free* and characters may do that as they please.

Melee Attack

Melee attacks are resolved just like Opposed Tests, Fight vs. Fight where the winner inflicts damage on the looser.
A character with high Acrobatics may choose to Dodge the attack instead of Fighting Back. In that case the test is settled Fight vs. Acrobatics and the dodging character do not inflict damage on the attacker if winning the test.

Ranged Attack

A ranged attack is an Opposed Test, Shoot vs. Acrobatics or Shoot vs. Fight.
To make a ranged attack a character should be more than 3m(10f) away from the target.

Damage

Weapons deal damage according to their description. All damage rolls are *Exploding*. What that means is that if the highest possible result is rolled on a dice you get to re-roll that dice and add the result to the total. This way any weapon can, by chance, be deadly.

Armor

Armor blocks damage according to its description. Armor rolls are not, like damage rolls, *Exploding*.

Example
A guard shoots Sofia with a crossbow and hits. He rolls 2D6 for damage. One of the die ends up a 6 so he re-roll that dice and adds the result to the total. The result is 4+6+4=14. That is a lot of damage! Camilla wears leather armor so she rolls 1D6 and gets 4. Camilla takes 14-4=10 damage.

Injury and Healing

There are four degrees of injury:

Bruised, HP 6 or higher
Heals all damage from one nights sleep.

Wounded, HP 5 or lower

Heals 1 HP per day of rest. Needs medical attention. A wounded person have Disadvantage on Acrobatics, Athletics, Fight and Stealth Skill Tests until healed.

Severely Wounded, HP 0-1

Heals 1 HP per week of rest. Needs surgery and medical attention. This kind of damage may mark a character for good. It could be a severed arm or some such severe damage. A Severely Damaged character have Disadvantage on all Skill Tests until healed.

Death, HP less than 0

The character is dead.

SKILL DESCRIPTIONS

Acrobatics

Dodging, climbing a wall or jumping between rooftops.

Athletics

Lifting heavy things. Breaking down doors.

Bluff

Pulling a fast one. Pretending to be someone that you're not.

Charm

Talk your way past a guard. Convince someone to give you a ride.

Craft

It should be determined at character creation what kind of craft the character knows. This could be carpentry or masonry - anything that makes sense.

Fight

All types of fighting in close combat.

History

Knowledge about what king killed who when or who originally built the lost temple. You might be able to read some dead language.

Intimidate

Make people see things your way.

Magic

The skill used to cast magic spells as detailed in the section about magic.

Medicine

Identify cause of death. Give medical care. Know chemical substance.

Navigation

You know how to read a sea chart and may know direction from looking at the stars.

Perception

Notice something hidden. Sense that someone is spying on you from across the street. Gain initiative in combat.

Perform

It should be determined at character creation what kind of art the character knows. Singing, dancing, acting, painting – anything artistic.

Ranged

All kinds off attacks with ranged weapons.

Religion

Knowledge about theology and religions. You may recognize the weird symbols painted on a murder victims walls or what ancient demon god was worshiped in the area a millennia ago.

Stealth

Sneaking and hiding.

Survival

You know how to find shelter in a storm, track animals and find eatable berries in the wild.

Thievery

Pick a lock, pick a pocket, know a shady person that sell illegal substances.

Trade

Knowledge about economy and trading. Check a ledger for strange posts. Haggle at the market. Appraise a piece of jewelry.

MAGIC

Casting a spell

To cast a spell do a Magic Skill Test modified by the spells tier. It works like any other Skill Test where a tier 1 spell counts as easy and gets Advantage and a hard spell counts as hard get Disadvantage.

Example
Theodore is trying to cast the spell Lightning Bolt onto a harpy. His skill in Magic is 13, the spell is tier 3 (hard) so he has to roll 2D20 and pick the highest result. He gets 11, 9 and picking the highest result (11) the roll is still successful.

	Advantage/ Disadvantage	Corruption
Tier 1	Advantage	1 or 1D6
Tier 2	Normal	2 or 2D6
Tier 3	Disadvantage	3 or 3D6

Corruption

Magic is unnatural and whomever is using it draws Corruption onto herself. The more powerful the spell the more Corruption. A character can only take Corruption equal to her skill in Magic, then her mind is lost and the character is as good as dead.

When a spell is cast and the Magic Skill Test is successful the character takes a fixed amount of Corruption according to the spells tier. If the spell fails the character takes xD6 corruption instead.

Example
Lightning Bolt is a tier 3 spell. This means that if Theodore rolls a successful Magic Skill Test when casting it he gains 3 Corruption and the spell is cast. If he fails he instead gains 3D6 Corruption and the spell is lost.

Removing Corruption

6 hours continual sleep combined with 1 hours meditation removes all Corruption.

Cast spell from scroll or spellbook

Anyone can attempt to cast a spell reading from a scroll or a spellbook. To do this the character have to hold the scroll or book with both hands. Doing this a character can't avoid attacks or fight back.

Memorize spells

To memorize a spell the character have to spend at least one day studying it. After studying the character can do a Magic Skill Test modified by the spells Tier, just like when casting the spell. If successful the character now know the spell by heart and may cast it without reading.

Magic and iron

Being encapsulated in metal disrupts a casters ability to control Magic, this means that it's impossible to cast spells while wearing metal armor. Holding a metal object, like a sword, does however not hinder casting.

SPELLS

Animate Dead (Tier 3)

The spell raise a dead person as a mindless zombie to do the casters bidding.

Bless (Tier 2)

Grants the target Advantage on Fight or Ranged Skill Tests for 1D4 rounds.

Charm Person (Tier 2)

The target character suddenly believe that the caster is her best friend. She will not however act like a mindless slave and attack her comrades.

Charm Animal (Tier 1)

Causes an animal to be friendly towards the caster.

Cure Disease (Tier 2)

Cures a person from disease.

Cure Light Wounds (Tier 1)

Immediately cures 1D4+1 Health.

Cure Wounds (Tier 2)

Immediately cures 1D6+2 Health.

Curse (Tier 2)

The cursed character have Disadvantage on Fight or Ranged Skill Tests for 1D4 rounds.

Darkvision (Tier 1)

Lets the caster see perfectly in darkness for 1D20 minutes.

Fireball (Tier 2)

A ball of fire shoots out from the casters hand. The target receive 1D8 damage. The target may attempt to avoid the attack just like with a ranged attack.

Hold Person (Tier 2)

The target is paralyzed for 1D6 rounds.

Insect Plague (Tier 3)

A great swarm of insects appear covering a 10m(30ft) area. Anyone in the swarm is forced to flee as the insects make it impossible to see or hear anything.

Invisibility (Tier 2)

The caster or a person of her choosing turns invisible for 1D20 rounds.

Levitate (Tier 2)

The caster floats up in the air and can rise as high as 5m(15ft). The spell lasts 1D6+2 minutes.

Light (Tier 1)

An object of the casters choosing glows and emits light, just like a torch. Lasts as long as the caster wishes (up til 24 hours).

Lightning Bolt (Tier 3)

A powerful bolt of lighting erupts from the casters hands dealing 3D6 damage to the target. The target may attempt to avoid the attack just like with a ranged attack.

Move Item (Tier 1)

The caster can move an item of small size with her mind, a bottle or wine or smaller. Up to 5m(15ft).

Protection(Tier 2)

The target gets 1D6 extra armor for 1D4 rounds.

Resist Fire (Tier 2)

The caster can walk through fire unharmed. Lasts 1D6 minutes.

Sleep (Tier 2)

Makes the target fall asleep.

Water Breathing (Tier 1)

The target can breathe under water. Lasts 1D20 minutes.

Web (Tier 2)

Creates a sticky web that takes 1D4 minutes to get through. Max size is 5m(15ft).

NAME:

DESCRIPTION:

ADVENTURER SKILLS

☐ Fight _____   ☐ Ranged _____   ☐ Magic _____

COMMON SKILLS

☐ Acrobatics _____

☐ Athletics _____

☐ Perception _____

☐ Stealth _____

☐ Bluff _____

☐ Charm _____

☐ Intimidate _____

SPECIALIZATIONS

☐ Craft _____

☐ History _____

☐ Medicine _____

☐ Navigation _____

☐ Perform _____

☐ Religion _____

☐ Survival _____

☐ Thievery _____

☐ Trade _____

HEALTH: **CURRENT HEALTH:**

CORRUPTION:

WEAPONS: **ARMOR:**

GOLD: