One-page RPG [*]

Here you will find simple tabletop role playing game rules. In order to play you will need some paper, pencils, erasers and 6 and 20 sided dices. A minimum of two people are required: a dungeon master (DM) and one or more players. Magic is optional, removing it doesn't affect the gameplay.

1 Character stats

Constitution (CON): physical strength, resilience, max HP
Dexterity (DEX): precision, dodging
Attention (ATT): passive & active perception, starting LP
Magic (MAG): occult, magical attack and defence
Charisma, intelligence & courage are role-played.

2 Gauges

Health points (HP): your energy. At 0, the character dies. HP is regained by eating, sleeping, etc.
Luck points (LP): spent at any time as a bonus to a roll (not more than 5 at a time).
Experience points (XP): spent at any time in order to evolve your character (see section 6).
Gold pieces (GP): money you spend in merchants' shops.

3 Skills

A skill indicates that the character knows how to do something and can give a bonus to a roll, starting from **+1**. Without the skill, one can try anyway, but it will be difficult and the DM can apply a penalty. As for magic, one skill is equivalent to one spell. Various possible skills are:
Physical: resilience, brute force, acrobatics...
Knowledge: history, folklore, languages, religion, occult...
Combat: complex weapon proficiency, hand-to-hand combat...
Medicine: first aid, herbology, surgery...
Science: mathematics, physics, chemistry...
Survival: hunting, tracking...
Social: intimidation, negociation, friendliness...
Animals: horse riding, taming, interpretating beast and bird...
Deceit: hiding, lockpicking, pickpocketing...
Magic: attack, healing, protection, control spells, telekinesis...

4 Dice rolls

In order to test the success of a character's action, a *dice roll* is necessary: the DM decides the character stat and optionally the skill to use. The player then throws a **D20** and compares the result to **their stat + skill bonus + spent luck points + DM's bonus/penalty**. If it's lower or equal, it's a success. If it's higher, it's a failure.

If the dice gives a 1, the action is critically successful and the character regains all of their luck points. If the dice gives a 20, it's a critical failure: something bad happens and the character loses 50% their current luck points.

5 Combat

Fights play out turn-by-turn. Without any possible dodging or defence from the opponent, the attacker makes a roll using the appropriate stat and bonus. Otherwise, both players must roll **2D6 + stat + bonus/penalty** and the one with the higher score wins the fight. In case of a tie both actions fail and nothing happens. The damage is then reduced by the armor.

6 Evolution

Every remarkable action gives experience points distributed by the DM. They can be converted into luck points at any time (1XP => 3LP) or spent as indicated below:
+1 to a stat: 20xp
Improve a skill: 10xp
Learn a new skill: 15xp
+1D6 to max LP: 10xp
Adding **+1** to constitution adds **+3** to max HP, and adding to attention does **not** add to max LP.

7 Character creation

CON, DEX, ATT, MAG : 1D6+7 for each
Max HP : CON + 20
Max LP : ATT
Start XP : 0
GP : 2d6×10
Skills : choose 3
Equipment : created depending on the base GP, without spending them.

8 Equipment

Tools for skills
Basic : no bonus, 5GP
Medium : +1 to roll, 50GP
Luxurious : +3 to roll, 300GP

Weapons
Basic : 5GP (melee), 15GP (ranged), damage 1D6
Medium : 15GP (melee), 50GP (ranged), damage 1D6+2
High quality : 100GP (melee), 300GP (ranged), damage 1D6+4

Armor
Light : 50GP, protection 2
Medium : 100GP, protection 3
Heavy : 300GP, protection 4

9 Foes

Weak	10HP	AT : 8	PR1	1D6	2xp
Medium	15HP	AT : 10	PR2	1D6+2	3xp
Strong	25HP	AT : 12	PR2	1D6+4	5xp
Elite	40HP	AT : 14	PR3	2D6	8xp
Supreme	65HP	AT : 16	PR4	2D6+2	13xp