Glass storytelling system

DM Guide

Written by Tormeron

ABOUT THE AUTHOR
the author of this book is Tormeron, you can find my github with the core books available at https://github.com /tormeron /PenDaDersvstems and can be contacted at Admin@jwhostings.com & at j@doar.biz

1. DESCRIPTION

P&P Storytelling system – Dungeon Master Guide

The following is a simple pen and paper gaming system for storytelling without the intricate rules given by more advanced systems such as Dungeons and Dragons (C).

All the rules encompassed within this booklet are meant as a guidelines and should be changed if it doesn't fit the campaign, DM or players.

BATTLE FAIRNESS

The following should give you a fair way to measure when an encounter is fair, the measurement is 1 Player vs 1 Monster.

    Very easy = 1
    Easy = 2
    Moderate = 3
    Hard = 4
    Very hard = 5
    Nearly impossible = 6+

The logic would be for every hit the player must land on the monster it augments the dificulty by 1.
    For every hit the monster needs to land that is less than the players need to hit it augments the dificulty by 2.
    If the monster needs only 1 hit to kill a player augment difficulty by an additional 3

3. CHARACTER DEATH

Guideline #2 Character death

Even with the best planning a campaign might go south and a player might die. There are 2 ways to deal with it:

1 . Group ressurection – the group decides to sacrifice the 5 HP in order to get their friends back to life

2.1. Other healers – the group decides to sacrifice 5 HP but need help from an external healer, should have a low price

2.2 Ressurection total – The group decides it cannot sacrifice the HP required and is willing to pay for a full ressurection The longer the character is dead for the higher the payment should be for ressurecting their friends in the city / town.

Ressurection should never become a norm to the group, if it does, maybe your campaign is too hard, consider making monsters with a lower dificulty level (see guideline #1)
    Alternatively, your players might not be good enough for your campaigns, consider lowering the monsters difficulty.

4. LEVELLING

In contrast to your run of the mill Dungeons and Dragons campaigns, levelling in this system should be fast, since you need to remember that some of these points will be sacrificed at ressurections, and they will need it in order to be able to beat stronger monsters.

A good guideline for how often to level, for every hour of session time, if it's packed with activity, the characters should level. Great strategy or ideas, level them.

Remember as opposed to any other system, this system you can adjust monsters to fit the players and not have to deal with monsters which are not evenly matched with the player.

An important note is that while your group might have this character which has 20 physical and do a lot of damage with every hit, he still needs to hit.

Consider using ranged or give your monsters more quick to make them more able to block attacks

5. GAME FAIRNESS

While guideline #3 is important, do make sure to convey the difference in strength from one monster to another.

You need to remember that they don't know you tweak each monster. Thus if you have a monster that is super quick, maybe portray it by describing strong and fast feet or in any other way you wish.

6. Flight mechanic

Nowhere in the players handbook does it say how to deal with flying creatures or players.

Flight might be granted by magical means or artifacts or in any other way imaginable.

A simple way to deal with flying players would be that ranges are still applicable, so if he is 50 feet into the air, he would need to be very close above the creature to be able to use his spells to attack the creature.

If a player feels overpowered due to flight, consider bringing flying enemies or using nets against the flying player, etc.

7. Counterspelling & Dispelling

Much like defense, spellcasting can be countered by an apropriate spell.

Optional: counterspelling would require the player rolling a D10 + his spellpower. The total needs to be above the spellpower of the enemy casting the spell and would take away his attack / turn.