

GLASS STORYTELLING SYSTEM

PLAYER'S HANDBOOK

ABOUT THE AUTHOR

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1. INTRODUCTION

This is a simplified pen and paper roleplaying game.

This game is not meant to replace Dungeons and Dragons when playing a long campaign and want the depth of characters in Dungeons and dragons but it is a way to quickly and easily create characters for playing with friends and family that are not very knowledgeable about Pen and paper games.

This system is class and race agnostic. it is minimal on rules, allowing for DMs to add anything they want to it.

2. BASIC EXPLANATIONS

ATTRIBUTES

The following are attributes that can be modified each level up:

physical - provides this modifier to the dice roll when attacking with weapons

quick - provides this modifier to dice roll when defending

charisma - provides this modifier to dice roll when using deception.

intelligence - provides this modifier to dice roll when trying to learn something or to detect a lie

knowledge - provides this modifier to dice roll when trying to learn something

HP - your health, every attack does 1 damage to you

heal - modifier to healing others and yourself

spellpower - modifier to damaging spells hit roll + modifier to healing.

Some other explanations about attributes:

healing and spell casting is only available if you have at least 1 point to the relevant ability.

ATTACK RANGE

Range of all physical attacks is 5 feet.

Range of all melee weapon attacks is 10 feet.

Range of all ranged weapon attacks is 120 feet.

Range of all spells is 60 feet.

Range of all healing is 15 feet.

ITEM ATTRIBUTES

Weapon attribute is a modifier to attack in case you have a weapon, the modifier depends on the weapon and whether it's magical or not.

shield - is a modifier to defend in case you have a shield, the modifier depends on the weapon and whether it's magical or not. (does stack with quick)

armor - is a modifier to defend in case you have an armor, armor modifier does not stack with quick, if armor is worn ONLY armor modifier is applied.

Ranged weapons add half of quick modifier to attacks.

OTHER

Active_spells - How many spells are currently active concurrently (for each spell being active your current knowledge and spellpower are reduced by the amount equal to the active spells).

3. LEVELLING

levelling is not a long process in this system, you do something special or you fought some monster or you just hit some milestone the DM might let you level.

the base HP of any level 1 character is 5. at level 1 you start with 5 points to give yourself to any of the attributes that can be modified at level up.

each level above level 1 gets 1 point to spend on the attributes

GUIDELINE

Everything within these core rulebooks should be seen as a suggestion for a balanced and fun game.

Some DMs might choose to disregard some of the rules or use extensions to suit their needs

The extensions might contradict the core rulebooks, so the DM should decide to which rules the campaign adheres.

4. COMBAT

In combat a few mechanics are put into place, instead of your usual Armor class that comes into play.

first the player or monster rolls an attack/ spell attack roll, then the defending creature rolls a defend roll, if attack score is higher than defend score then that attack hits and does damage to the creature.

Any spells cast as AOE apply only 1/2 spellpower to damage rolls.

Using cover against ranged attacks gives you:

partial cover - +1/2 intelligence to defend.

full cover - +intelligence to defend.

Logic should also be implemented if the cover is large enough to completely protect the target then no attack can hit.

The bonus to full cover applies if the cover isn't 100% protecting. (for example hiding behind a tree branch might still get you hit by arrows sinking through the branch.)

5. TURN ORDER

Turn order is always in the following way:

1. Surprising party (Can be players as well, they gain then an extra round before the monsters come into play)
2. Players
3. Monsters

During a round of battle this is the order of actions:

1. Attack in any way (whether it's by physical attacks, Ranged attacks or spells) (or 2)
2. Other (such as spellcasting of non offensive magic or drinking a vial etc.) (or 1)
3. Defend if attacked (if successful then they shall dodge the attack unless it's an AOE in which time the DM might just make it reduce damage from the effect) (for every attack upon the target)

6. SPELLCASTING & HEALING

INTRODUCTION

Unlike in other roleplaying games, in this game all characters can learn to cast spells or heal others.

RULES

In order to heal others you need at least 1 in heal attribute same goes for spell casting, you need at least 1 in spellpower. Healing ability can be performed from 15 feet away from the target.

Spell casting is not limited to offensive spells. (options for types of magic: enchanting, summoning, necromancy, conjuration)

Duration spells can last up to intelligence score. (so a character with 2 intelligence could either cast invisibility on a character for 2 rounds or 2 spells that last 1 round)

For every HP given to a conjured thing it counts as another spell active (all spells last as long as the spellcaster is conscious / alive)

SPELL COSTS

For each spell active your knowledge and spellpower are reduced by 1 until that spell fades you need at least 1 remaining unused spellpower to cast spells.

You need at least 1 spellpower left in order to cast more spells.

permanent conjurations / summons / necromancy take the spellpower until destroyed completely, For every creature / object summoned / conjured it takes a spell slot. permanent enchantments on items require the item to be broken for spellpower to be freed. for every +1 to any attribute it takes another active spell slot.

Illusions can only be maintained as long as the caster maintains focus on it, meaning sleeping would destroy the illusion. For every illusion object / creature it takes another active spell slot. An illusion would give the bonus to charisma equal to the knowledge minus active spells. Illusion spells can be detected if an insight check is successful against a attack-spell roll. All illusions have no physical body to speak of and thus any touch or attacks on it, will pass through it and reveal the nature of the spell.

Offensive spells can be shaped in the following ways: single target, cone shaped (30 feet wide at end and 30 feet long), Spherical (up to 60 feet wide sphere) Cone and spherical do AOE damage and not spell damage

7. RESSURECTION

there might come a time in which a character might die, or an important NPC might die and need to be ressurected.

the character ressurecting must have at least 2 heal to do the ritual the party that is ressurecting the character would need to sacrifice 5 HP permanently in order to ressurect.

it can be donated only from willing members, the amount can be anything from 1-5 until a total of 5 HP have been donated.

Ressurection of any character is only possible if it has died less than 1 minute per heal point ago.

8. ABILITIES

ability name - type of ability - affected by this characteristic:

1. Attack - A melee attack - physical (1d20+physical+weapon)
2. Defend - block or dodge - quick, armor (1d20+quick or armor+shield)
3. deceive persuade - charisma (1d20+charisma)
4. perceive stealth - looking / hearing / hiding - intelligence (1d20+Intelligence)
5. memory - recalling, learning knowledge about - wisdom (1d20+knowledge)
6. Attack spell - A spell attack - spellpower (1d20+spellpower-active_spells)
7. heal - Healing - heal, spellpower (heal+spellpower-active_spells)
8. ranged attack - a ranged attack - quick (1/2quick+1d20)
9. damage - damage of spells or non spells - physical, spellpower (weapon+physical) or (spellpower-active spells)
10. Insight: intelligence (1d20+intelligence)

NOTICE

Memory, attack spell, heal and damage for spells is affected by how many active spells you have

9. CONDITIONS

On the ground – Moves half rate including attacks

Held – cannot move or moves $\frac{1}{4}$ speed depending on circumstances of what is holding it, able to attack if hands are free

Incapacitated – Cannot move or attack

Silenced / deafened / blinded – Cannot talk / hear / see making the character unable to base their attacks or movement based on the sense missing.

SPECIAL THANKS

To Marc Rahn thanks a lot for helping me brainstorm and playtest this system!