Westfarian Isles RPG

This is a fantasy role-playing game, set in a land known as the Westfarian Isles. It is a modular system, consisting of a simple set of core rules, and several optional rule sheets.

# WIRPG Core rules

## Action Rolls

When a Player-Character (PC) wants to do something on their turn, they tell the Storyteller. The Storyteller decides whether the action succeeds automatically (opening a well-oiled door, crossing an uncluttered room, drinking a potion, shouting a warning, etc.) or if it has a reasonable chance of failure (hitting an opponent with a frying pan in combat, outrunning a hungry dragon, hiding from a town guard, convincing a wizard to let you sneak a peak at his spell book, etc).

If the action is deemed to be an automatic success by the Storyteller, she tells the players the results of the action. If the action has a reasonable chance of failing, the Storyteller informs the player that an action roll is required, to determine whether the action succeeds or fails.

There are two general kinds of action rolls: *Challenge rolls* and *opposed rolls*.

Both types of rolls are made by rolling two six-sided dice (2D6), and adding the results together.

### Challenge rolls

A *challenge roll* is made when a character attempts something that has a chance of failure, but is not otherwise being directly opposed by another character. The Storyteller determines the roll’s *target number*, using the following as a guideline:

* Easy (6)
* Average (8)
* Hard (10)
* Very Hard (12)

### Opposed rolls

An *opposed roll* is made when a character attempts something that is being directly opposed by another character in some manner. The difficulty of the action is dependent on how well the second character can oppose the first character’s action.

Making the roll

Roll 2D6, and add the values together. If the roll is *greater than* the target number, the action succeeds. If the number is *less than* the target number, the action fails. If the number *exactly equals* the target number, the action fails on this turn, but the character will get a +2 bonus if they attempt to try the same action again *on their next turn*. The bonus is lost if they do not attempt the action again on their next turn. If, on their next turn, the character again rolls exactly the target number, the bonus is still +2, if they attempt the action again.

# Opinionated Rules

Given the Westfarian Isles Project Modeling System was written by a young game designer in an age where such things as had not yet come into fashion, it was well known to be biased and politically controversial. For instance, the author’s personal feelings regarding the role of gender and race, in later decades, were called into question and considered to be far too subjective by many.

Females in the Isles RPG, for example, were quicker to think and act, and many had, in varying degrees, telepathic capabilities. At least half of the political structures presented in the system were matriarchal, despite the author himself never having married, and being, by his own admission, unfamiliar with both politics and the female gender.

# Core Rules

## Player roles

### Player characters

### Storyteller

# Player Characters

## Skill

Talent

Belief

Nature

Challenges

Westfarian Isles RPG  
Designed by Quidbury Fallweather Cotterpin

Skill checks

Actions in Westfarian Isles RPG are resolved by making Skill checks. A normal skill check is made by rolling two six-sided dice, adding their values together, then comparing the total to a target number. If the roll exceeds the target, the check succeeds completely. If the roll is lower than the target, the check fails completely.

Partial successes

If the roll matches the target exactly, it is a counted as a partial success – the attempt does not succeed completely this turn, but the character can choose to either get a reduced effect, or instead roll an extra die the following turn, if they choose to attempt the same action again. If they choose a partial effect, the ST tells them what happens. For example, if the character was trying to bean a goblin over the head with a frying pan, and scored a partial success, the GM could decide the Goblin is unharmed, but his helmet gets knocked over his eyes, forcing him to suffer a disadvantage his next turn.

The StoryTeller decides what the target number will be, when one character is trying something by themselves. They can use the following as a guideline: Most “easy” checks have a target number of 7. The target number for a “challenging” check is 10. The target for a “Hard” check is 12.

When two characters are both opposing one another (like in a wrestling match, or when trying to climb a tree the fastest), they make opposed rolls. Whoever rolls highest wins. A tie indicates they both receive a partial success

Skill bonuses

Skill bonuses range from +1 to +5, and represent training, practice, and experience. +1 is a beginner, +5 is a master. Most heroes will start the game with a few skills between +1 and +3.

Skills come in three types: Common, Specialized, and Restricted. Common skills can be attempted by just about anybody : Jumping, Climbing, Wrestling, Sneaking, etc. Specialized skills require some kind of former training to do well, but technically even unskilled characters can attempt to try them, in a pinch. Examples include lockpicking, horseback riding, and boot repair. When attempting a specialized skill without any training (i.e. your skill level is 0), a character rolls only 1 six-sided die. Restricted skills are skills that cannot be attempted without purchasing a level 0 skill bonus first. Examples include spells, reading languages, and so on.