

# Simple-RPG

An Easy-Peasy Role-Playing Game



# Simple-RPG

An Easy-Peasy Role-Playing Game System

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First Edition

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## Dedications:

For The Mages' Guild

In memory of Nicholas Courtney, Jon Pertwee, Roger Delgado & Elizabeth Sladen: The Unit Era Quartet and Mary Tamm, Our Lovely Romana

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# Preface

## Premise of Simple-RPG

**Simple-RPG** is designed to permit a storyteller to weave a tale with as few as one player or as many as he can handle, without cumbersome mechanics, piles of skills to track, or munchkin-y levels to achieve. A character in Simple-RPG is an assortment of basic and broad-category skills with the player filling in the primary details, both before and during play. The game is designed for people who enjoy interactive storytelling, who can *method-act*, or come up with details on the spot; or any pleasant mixture of the three.

Background elements, and personality take the forefront in this system, rather than hit points or magical energy pools. Everyone is born equal, and improvement is slight, applying only to skill bumps from usage.

Simple-RPG is designed so that you can create a character in under five minutes, and **role-play a personality**, rather than spend countless hours making something that is fine-tuned for a highly-detailed and extravagant RPG system. It is in complete contrast to both the *Zoria RPG* and the *Epi-phany RPG*, gaming systems, and is as plain-Jane as can be, chucking aside nasty impediments like rules and frameworks in favour of the simple joy of the game.

## What You Need to Play

You will require one single sheet of paper, or a 3x5 card, or a scrap of newsprint, a pen, pencil, burned match, or some other writing and recording tools to track your skills and stuff. You will also need **three six-sided dice**, and **no more**. ***Simple-RPG only uses 6-sided dice***, which you can either grab from your favourite board games, or (if you received this as a gift package) use the included dice, or buy a set from Gamescience or your friendly retailer or wholesaler of choice.

A canteen of tea, or some cigars, (or your preferred stimulants) are also suggested, as a Simple-RPG scenario can run for as little as a few minutes to days on end, depending on the level of sadism that your storyteller employs.

## A Word in Advance

Simple-RPG characters have **fixed health levels**. Expect to die if you are not careful. There is no detailed equipment list, so use your imagination. You can play this system in any time-era setting, with any levels of science, technology, magic, fantasy, giant robots, elves or guys in funny pants that you desire. The goal is to have fun, not struggle with minutiae, with realism put on the back-burner. You may feel free to use any source-books for equipment, items or trinkets that you like and feel necessary for a more well-rounded story.

Simple-RPG has **no spellcasting system**: There are a few base *Psi-Abilities* that combined, can do pretty much whatever you desire; adding magical powers that do just about the same is superfluous. You can always call the Psi-Abilities '*magic*' in your story, if it suits your tastes better.

If the Psi-Abilities presented in this book aren't enough to fill all of your needs, feel free to invent more as you see fit. Each has a variety of suggested properties and difficulties, but it is not mandatory to consider what you see here as *gospel*. The idea behind Simple-RPG is **creativity**, so be inventive, creative, or downright twisted in coming up with your own powers, or additional uses of the powers contained herein.

If you must use damaging or healing spells from another game system, figure that they may cause or heal damage equal to the spell level (for 1-to-10 spell-degree systems) or a percentage of 10 equal to the spell degree compared to the highest in that system. (*Zoria* spells would still do their full level in damage or healing.) Misc., specific spells can still be used from any system if the storyteller wants to add the colour of proper sorcery into his game.

Lastly, much of this system is worded with slight to extreme levity. I hope and pray that you, dear reader, have a kind heart, good humour, and sharp wit. I shan't set my hopes overly high though, so feel free to frown, scratch your head, or stand on it, as you feel best while enjoying this game.

## Section I: Dice Mechanics

### Making Checks

To make a skill check, roll 3d6 and sum the total of all three dice; no more, and no less, and no excuses for cocked dice or six-sided dice that always roll too high. To succeed, you must roll **under** your skill base (**not equal-to it**), after applying any bonus or penalty modifiers.

If your skill base is 14, then a roll of three (3) on 3d6 to thirteen (13) on 3d6 is a success. A roll of fourteen (14) to seventeen (17) on 3d6 is a failure, and a roll of eighteen (18) on 3d6 is always a botch. This is why you can't have a skill higher than 18, as it wouldn't do anything special. (A roll of 18 on a skill of 20 is still a *botch*, dang it!)

Remember that, when you create your character, you are basing your personality off of your skills! When you roll for your skills, roll going down the list, placing each number exactly where you roll it, using the supplied character sheet.

**Do not** re-arrange or place the numbers however you desire. Try to make the best use of the skills that you have, and augment the ones you feel will be the most useful to your character using the additional points that you are given at character creation.

Every character receives either forty (40) or fifty (50) points with which to augment their main skills: Each one point that you spend increases a single skill by one. You will also roll your Psi-Ability skills at character creation in the same way that you did for your main skills, and you will gain either twenty (20) or twenty-five (25) points to use to increase those.

The storyteller should decide how many points to assign before starting the game. It is best to select to award forty (40) points for main skills and twenty (20) points for Psi-Ability skills, however, you are free to mix-and-match this in any way that you desire to fit the mood of your story.

### Criticals and Botches

When rolling 3d6, a natural 3 is always a success, and a natural 18 is always a botched failure. The storyteller should reward a critical success as best

he can, and penalize the player on a botch of any kind. Combat can critical or botch on higher numbers, based on how you are fighting or brawling; other checks may as well, which is up to a combination of player creativity and storyteller appreciation thereof. Use your imagination—and whatever tools and special funky powers you can leech out of the story—to your best advantage, and reap the rewards, or pay the consequences.

As an example, if a character rolls a botch on a *Knowledge* skill check, they have never heard of, or know anything about the subject on which they are checking. If they are checking on a skill for which they have previously had a success, then it is illogical to assume they know nothing of it, but it is reasonable to say that they need to do further research in order to make any progress, using that to induce a story-hook.

When a character rolls a critical success, they pass their check, despite any penalties. That is, if there is a +20 difficulty penalty and they have a skill-base of 17, a roll of a natural-3 is still a successful check.

The storyteller should, nonetheless, temper this with logic. Using *Might* to lift a skyscraper is irrational, and should not pass on any check. Likewise, rolling *Knowledge* to know the meaning of life could produce a result in line with *'The Hitchhikers Guide to the Galaxy'*. There is no reason, on the other hand, to say that a critical success on *Sense*, followed by another critical success on *Move* would not permit a character to travel a year back in time.

**Fun Fact No. 1:** For reference, the chance of rolling *either* a critical (3) or botch (18) is 0.46% on *either end*. That is, a 0.46% chance when rolling 3d6 of rolling a 3, and a 0.46% chance on rolling 3d6 of rolling an 18. That is less than a 1% chance of either, *combined!*

**Fun Fact No. 2:** The average sum of rolling 3d6 is 10 ½. If all of your normal skills are at least 11, you have a better than average chance of making your checks. Not that Murphy's Law allows for a better than average chance having a snowball's chance in hell of helping you, but...

## Section II: Skills and Abilities

### Basic Skills & Definitions

#### **Battle**

This skill is used to determine the results in any and all combat, both for attacking and defending.

#### **Calculation & Computation**

This skill is used for anything involving calculations, mathematical formulae, or computer code.

#### **Creativity & Composition**

This skill is used to imagine new things, and to create works of art, music, literature, or other objects of similar nature.

#### **Deftness**

You use this skill in any exercise that requires agility, speed, balance, acrobatics, hiding, sneaking, slinking or such matters involving dexterity or speed. A storyteller may call for a deftness roll to avoid falling into a trap. *Deftness*, if used for sneaking of any kind (including lifting from pockets) is opposed by the *Observation* skill.

#### **Games**

You use this skill for any form of game, be it skill-based, chance-based, or a pleasant mixture of the two. You may roll in conjunction with *Tactics* and *Observation* as called for by the storyteller to suit the situation.

#### **Influence**

You use your influence to affect others. This skill is used for tasks such as asking for requisitionable equipment from your C.O., for making speeches, and trying to get a bargain at a swap-meet.

#### **Knowledge**

This skill represents knowledge on any subject, except for lore, and is used frequently for just about everything.

#### **Lore**

*Lore* represents the esoteric knowledge that few people have, such as ancient rituals, poems, prose, song, etc.. It also encompasses any magical knowledge, such as that of beasts and elves and those sort of unusual tid-bits that normal people tend not to know; like knowing what Stonehenge was really about.

#### **Might**

You use *Might* to smash, lift, break, bend, fold, spindle and mutilate. This is raw, physical strength, man, and the force with which you can muster it to any purposeful function that you can imagine.

#### **Observation**

This skill represents how perceptive you are of your environment. You may use it to find a hidden object, search through your box of junk to locate a part, or to figure out who the weak players are at a game of poker. It is also crucial in Psychology and deductive reasoning.

#### **Politics**

You use this skill both in internal and external political affairs, from gaining a promotion in your occupation to achieving a proper political standing as Lord Mayor, or what-have-you.

#### **Sciences**

You use this skill to check on any and all science, including chemistry, physics, psychometry, medicine, botany and anything of the sort. Simple-RPG does not separate science skills at all, at all. The only non-usage is for mathematics and for using technology, as these are their own categories, and you may need to roll either Technology Use + Science, or Science + Computation to get the job done right.

#### **Substances**

You use this skill to identify or understand anything from bubble-gum to rocket fuel. It can be used with *Sciences* for chemistry, or with *Observation* for detective work, or on its own to identify charcoal among pencil shavings.

#### **Tactics**

*Tactics* applies to anything that requires advanced planning. You can use it for planning a combat strategy, for outwitting an opponent at *whist*, for playing a game of chess, or for outsmarting people in conversation.

#### **Technology Use**

Any time you operate any type of equipment more exotic than a rock, it is technology. You check on this skill to determine your proficiency. Assume that no check is required for normal use of equipment (on the standards of your society), unless your score is **4 or less**, in which case, roll every time.

#### **Understanding**

This skill allows you to understand others, or understand the world around you. It's a mod thing you know, that meditation junk. It's also useful for understanding techno-babble or advertising slogans.

#### **Workmanship**

This skill represents anything you need to make, fix, or do by hand. (*i.e.* Manual Labour)

## Making a Character

Write the list of skills on a blank piece of paper. For each skill, roll 2d6 and mark the total, going down the list in line. This is the **base** of each skill on character creation; you may fine-tune this only by adding points to each skill from a pool of 40 (or 50, if your storyteller permits) total creation-points. The minimum for each skill is 3, and the maximum for each is 18. **You may not start with any skills at 2.**

Each point that you spend increases that skill by one. Having a skill above 18 is impossible, and does nothing for you.

If your storyteller is going to use Psi-Abilities (a good idea), then you will do much the same for those, except that you roll 2d6 for each, and add points from a pool of twenty (20) to twenty-five (25) creation-points, as your storyteller directs you to use.

You are permitted to have Psi-Ability skills at zero, meaning you don't want them. (Although you don't get any bonus, brownie points for zeroing them out.)

Your storyteller may allow you to start with money, weapons, tools, equipment, and *maybe* even food, and *possibly* clothing. The author, however, makes no guarantee of this, and if you start penniless and naked, don't come whining to me about it.

Finally, pick a gender and describe yourself. Details count: If you have freckles, an eighteen-inch, braided beard and are a female circus performer, so much the better for the story to be entertaining!

## Skill Difficulties

Although you may rule that any success is successful, sometimes you may want to add a difficulty modifier, if you don't want any successful Might roll to lift the London Bridge. Please consult the table below for suggestions on modifiers, based on the difficulty of the task for any given check.

Feel free to create other modifiers, as needed to fit the context of the circumstances involved, and your approximation of the difficulty.

## Skill Difficulty Modifier Table

<u>Level of Difficulty</u>	<u>Skill Modifier</u>
A Monkey Could Do It	-5
Nearly Impossible to Fail	-4
Absurdly Easy	-3
Very Easy	-2
Easy	-1
Average	0
Slightly Complex / Difficult	+1
Moderately Complex / Difficult	+2
Complex / Difficult	+3
Very Complex / Difficult	+4
Extremely Complex / Difficult	+5
Absurdly Complex / Difficult	+6
Unimaginably Complex / Difficult	+7
Nearly Impossible to Succeed	+8
Just About Impossible by Any Means	+9
Positively Absurd	+10



## Section III: Combat

### Health Levels

Every single person in existence, no-matter how fit or how meek, has **exactly ten health levels**.

That is it! You never have more or less than that to start, and you never gain more as you play. You lose health levels (from 1 to 10) when you take damage, and medicine and Psi-Abilities can restore those lost, but never grant you more than the ten that any bloke on the street has as well.

### Opposed Combat

Combat checks are absurdly easy: The attacking person and the defending person both roll their *Battle* skill (or *Combat*, for Psi-Attack/Defend). If only one rolls under his score, that person is the victor. Attacker(s) and defender(s) roll under their appropriate score, calculating any bonus or penalty at that time, and the lowest roll(s) are the victor(s). If the attacker is the victor, he deals damage in health levels appropriate to the weapon or Psi-Ability that he used. Tied rolls that are both a success cancel each other out, no-matter how skilled you are.

### Time, Turns & Order

Each person in combat rolls 3d6. The **lowest** starts. Matched numbers re-roll until one is lower to set the order. There is no need to track specific time. Each person gets the same one action per turn, and may move as is reasonable to the storyteller while taking that action.

### Weapons and Weapon Specifics

The following is a table of weapon types, damage levels, and bonuses or penalties to attack or defend with that weapon, as well as the botch and critical modifiers. Normally, all weapons critical on a 3 (double damage) or botch on an 18 (inflict normal damage to wielder, or weapon breaks/jams; or up to the storyteller). Some weapons are better at dealing critical damage (or it is easier to do with them) and some are easier to botch with, as the following table reflects. For example, if a weapon has '+1 crit', it strikes a critical blow on a 4 or a 3; if it is '+3 crit', it strikes as a critical hit on a 3, 4, 5 or 6. The attack still has to hit though, so a crit roll can still be thwarted by a good defense. Likewise if it is '+1 botch', it botches on a 17 as well as an 18.

A critical hit deals **double damage** *in Health-Levels*. Additionally, some weapons are easier or harder to use, to target a hit, granting a bonus or penalty to attack with them. If a weapon has a '-1 Attack Modifier', then your attack **check** is treated as if it was one lower (but not treated as a critical if you roll, say a 4, and need a 3 to crit). It improves your chance to hit, or bypass a defense.

If the Attack Mod is '+1', then your rolls are treated as one higher, lowering your chance of victory. In essence, positive (+) bonuses to crit are good, and negative (-) bonuses to botch and to hit are good. Some, if not many, weapons (just like people and the actions that they take) are a mixed bag of good and bad.

<u>Weapon Type</u>	<u>Damage Levels</u>	<u>Attack Mod</u>	<u>Crit Modifier</u>	<u>Botch Modifier</u>
Gun	5	-1	+2	+1
Energy Gun	5	-3	+1	0
Knife / Small Blade	1	-1	0	0
Medium Blade	2	0	0	0
Sword / Large Blade	3	0	0	+1
Axe or Mace	4	+1	+1	0
Bow / Crossbow	2	-1	+1	0
Spear	3	+1	+1	0
Large Gun	7	-2	0	+1
Whip / Chain	1	-2	0	+1
Punch	1	+1	-1	0
Chainsaw	7	+5	+4	-2
Fire*	1	0	+1	-3
Flamethrower*	6	+3	+2	-2

\*Flame deals 1-Recurring-Health-Level of damage each and every turn, unless *extinguished*.

## Section IV Psi-Abilities

### Psi-Usage

Psi-Abilities are additional *skills* that you can start with, or develop if your storyteller feels they are appropriate. He might decide to call them '*magic*' to fit the mood and atmosphere of the game, but that doesn't matter. They work just like any other skill, except using them deals damage to your **Psi-Health Level**, which replenishes daily. Consider that every 24-hours or thereabout, you get your Psi-Health back.

Every character has **exactly ten** Psi-Health Levels, just like normal Health-levels, save that you can also spend Health-Levels on Psi-Abilities if you run out of Psi-Health! (The reverse is *not* true).

You can do whatever you feel like with Psi-Abilities for the most part, but you must succeed on a skill check using the appropriate Psi-Power, or combination of Psi-Powers to pull off whatever crazy stunt you are going to try. The limits are entirely up to the storyteller, and may be muted or *Monty Hall'd* to his fancy.

### The Psi-Ability Skills

#### **Move**

You use this to move objects or people in space, either by levitation or by teleportation. You might even be able to move things in space and time...

#### **Combat**

You use this to deal damage or defend against damage from the *Combat* Psi-Skill. It works like the *Battle* skill, except it is sheer mental force shredding your opponent. If your opponent does not have the *Combat* Psi-Skill, he may roll his *Battle* skill to defend, but at a penalty, as listed on the *Combat* skill table to evade your attack in such a case.

#### **Alter**

This changes stuff: You can use it on objects, people, or possibly on space; or maybe even on time, if you are *über-lucky*.

#### **Sense**

This skill is used to mentally see, touch, smell, taste, hear, or fathom. It is also used for precognition, object or aura reading, or being a smart-ass while playing cards.

#### **Create**

This skill creates something from nothing. Unlike the *Alter* skill, you don't need a base material.

#### **Energies**

This skill deals with fire and electrical energies. As a rule, *fire* continues to burn until extinguished, dealing a recurring 1-Health-Level of damage every turn until you put it out (or some poor sod does it for you), and *electricity* stuns for 1-turn, granting you a bonus to any *Attack* or *Combat* skill check on the stunned opponent as listed in the table for *Energies*.

#### **Life**

This skill gives or restores life. You can use it to heal health levels, revive the dead, or create new life (in conjunction with the *Create* skill).

#### **Illusion**

This skill creates illusions, figments, hallucinations, phantasms and phantasmagoriae either for everyone, or for a single subject.

#### **Contact**

This skill permits contact between two or more minds, including telepathic contact, mind-control and creating mental dreamscapes.

### Psi-Abilities Charts

The following charts detail each ability, the usages of it, the associated costs, the difficulty modifier, and any perks. The difficulty modifier adds to or subtracts from your roll, so a negative (-) number is good, and a positive (+) number is bad. You spend Psi-Health when **attempting** to use an ability so if you fail your skill check, you still lose the Psi-Health cost.

Remember that it is also possible to use normal Health-Levels (either in addition to Psi-Health Levels, or instead of them) to fuel Psi-Ability powers. In fact, many powers, especially if used in conjunction with others, will require you to spend normal Health-Levels, as they exceed your maximum Psi-Health levels in attempting to use them.

If the storyteller decides to give larger creatures and objects more Health-Levels (see the '*Size*' area in Section V), then they may use these to fuel Psi-Ability powers, however, larger creatures do not gain additional Psi-Health for their size; they only gain more normal Health-Levels for their mass.

## Psi-Move

Moving objects, dancing bears juggling unicycles, and levitating airplanes all fall into this power, in one way or another. The *rising girl trick* really shines when you **cheat**: Look, no wires!

<u>Usage</u>	<u>Cost</u>	<u>Difficulty Modifier</u>
Move Small Object (Levitate)	1	-2
Move Medium Object (Levitate)	1	-1
Move Large Object (Levitate)	1	0
Move Small Object (Teleport)**	2	0
Move Medium Object (Teleport)**	2	+2
Move Large Object (Teleport)**	2	+4
Move Self (Fly / Levitate)	1	+1
Move Self (Teleport*)	2	+2
Move Other (Fly / Levitate, Willing)	2	+3
Move Other (Teleport, Willing)	3	+3
Move Other (Fly, Unwilling)	4	+4
Move Other (Teleport, Unwilling***)	5	+5
Stop Bullet / Arrow	4	+4
Stop Bullets / Arrows	5	+5
Stop Melee Weapon	2	+3
Stop Large Projectile	4	+5
Stop Energy Ray	5	+6
Attack with Weapon	****	****

<u>Description</u>	<u>Cost</u>	<u>Difficulty</u>	<u>Additional Check</u>
<b>Attack with Melee Weapon</b>	<b>0</b>	<b>+1</b>	<b>Battle @ -1</b>
Use Gun ( <i>See Below</i> )			
Aim Gun	1	0	Battle @ -2
Pull Trigger	1	+1	

\*Teleportation requires one of the following:

- Seeing where you are going.
- Knowing where you are going very well.
- Using the *Sense* skill to see your destination first.

\*\*Teleporting an object requires that you can either see or *Sense* it, and can see or *Sense* the destination, and that it must be unattended (e.g. not in use or in hand). If it isn't unattended, then double the cost and difficulty for using this power.

\*\*\*The destination cannot instantly kill the unwilling sod.

\*\*\*\*You may use the Move Psi-Ability to hack at someone with a sword, or aim a gun and pull the trigger. This works based off the normal cost of Moving such an object (attended or not attended), plus a potential extra cost and difficulty. You also need to roll a *Battle* check to strike, with a potential penalty or bonus to hit; usually a bonus. Obviously, negative (-) numbers are good, as they subtract from your *Battle* skill roll, mostly due to being surprised, and that such attacks are less predictable.

## Psi-Combat

These skills deal direct damage to Health-Levels using Psi-Attacks. The chart below dictates the number of Health-Levels of damage, the cost, and the difficulty modifier to defend with a normal *Battle* skill check. The difficulties to defend using the *Battle* skill are all positive (+) numbers, added to the roll to defend, so they are bad for the defender.

<u>Health-Levels of Damage</u>	<u>Cost</u>	<u>Difficulty Modifier</u>	<u>Defend Modifier</u>
1-Health-Level	1	-1	0
2-Health-Levels	2	+2	+1
3-Health-Levels	4	+4	+2
4-Health-Levels	6	+6	+3
5-Health-Levels	8	+8	+4
6-Health-Levels	10	+10	+5
Additional Target*	+3	+2	-1

Psi-Attacks that deal damage, whether from this ability or from others critical on a natural 3d6 roll of 3 for double-damage. A critical Psi-Combat roll always strikes as well, unless the evading person or creature has a critical success on his *Combat* or *Battle* skill to evade. In that case, both sides re-roll to see if a defense is successful: The lowest roll of 3d6 wins, no-matter what skill they are using, or what modifiers would normally apply.

Difficulty modifiers to defend pertain only to defending with the mundane *Battle* skill.

\*You may target more than one entity with this ability. Each additional target adds +2 to the difficulty and expends 3 Psi-Health-Levels; **the costs stack**, so attacking three total targets adds +4 to the difficulty and +6 Psi-Health-Levels. Roll once for your *Combat* skill, and have each target roll an individual *Combat* or *Battle* check to defend.

## Psi-Alter

You can change a shape, change a form, and maybe even change your girl's mind when out shopping. You might even fix a bit of broken bric-a-brac... Just don't expect to mend a broken heart, or reconstruct your own sanity,

<u>Description</u>	<u>Cost</u>	<u>Difficulty Modifier</u>
Change Small Object (Shape)	1	-1
Change Medium Object (Shape)	1	0
Change Large Object (Shape)	2	+1
Change Gigantic Object (Shape)	5	+5
Change Small Object (Composition)	2	+2
Change Medium Object (Composition)	3	+3
Change Large Object (Composition)	4	+4
Change Gigantic Object (Composition)	7	+8
Mend / Reconstruct Small Object	1	-3
Mend / Reconstruct Medium Object	1	-2
Mend / Reconstruct Large Object	2	-1
Mend / Reconstruct Gigantic Object	5	+3
Change Appearance of Self	5	+2
Change Appearance of Other, Willing	5	+3
Change Appearance of Other, Unwilling	7	+6

Roll *Creativity*, *Sciences*, *Knowledge*, and/or *Workmanship* as appropriate to the task to determine how well you can alter something and how pretty, or useful, is your outcome.

## Psi-Sense

See the future, see the past, see the neighbour showering. Smell the colours!

<u>Description</u>	<u>Cost</u>	<u>Difficulty Modifier</u>
See Inside Container (in line of sight)	1	+1
See Behind Door (in line of sight)	1	+1
See Through Wall (in line of sight)	2	+2
See at a Distance		
<10KM	2	+3
10KM → 100KM	3	+4
101KM → 500KM	4	+5
501KM → 1,000KM	5	+6
1,001KM → 2,000KM	6	+7
2,001KM → 5,000KM	7	+8
5,001KM → 10,000KM	8	+9
10,001KM → 25,000KM	9	+10
25,001KM → 50,000KM	10	+11
See the Past		
1 → 7 Days	2	+2
8 → 14 Days	4	+3
2 → 4 Weeks	6	+4
1 → 6 Months	8	+5
1 → 2 Years	10	+6
See the Future		
<1-Minute	2	+2
1 → 5 Minutes	4	+4
5 → 15 Minutes	6	+6
30 Minutes → 1-Hour	8	+8
2 → 8 Hours	10	+10

## Psi-Create

You can make a statue, a fortune, a pile of ash, or a batch of pipe tobacco in a pinch. You could even try to make your very own Pyramid of Cheops, although this is a daunting task to be sure: *Unlimited slave labour helps.*

<u>Description</u>	<u>Cost</u>	<u>Difficulty Modifier</u>
Create Small Object	2	+2
Create Medium Object	4	+4
Create Large Object	6	+6
Create Gigantic Object	8	+8
Create Complex Object*	+2	+6
" (With Plans/Schematics)**	+2	+3

\*Create Object makes *simple* objects that can be shaped with *Alter* Psi-Abilities. If you wish, you can attempt to create a complex object by paying this additional cost and applying this additional difficulty to your roll to create the object based on size. A complex large object would therefore be at a cost of 8 and a difficulty of +12, which you would need a critical success to achieve.

\*\*Having plans, blueprints or schematics reduces the difficulty of making a complex object. Use this cost instead.

## Psi-Life

These Psi-Abilities make, save and create life. Combined with *Alter*, or *Move*, you might even be able to do something absurd, like body-swaps.

<u>Effect</u>	<u>Cost</u>	<u>Difficulty Modifier</u>
Heal 1-Health-Level*	2	0
Heal 2-Health-Levels*	3	+1
Heal 3-Health-Levels*	4	+2
Heal 4-Health-Levels*	5	+3
Heal 5-Health-Levels*	6	+4
Heal 6-Health-Levels*	7	+5
Heal 7-Health-Levels*	8	+6
Heal 8-Health-Levels*	9	+7
Heal 9-Health-Levels*	10	+8
Restore Plant to Life**	2	0
Restore Simple Animal to Life**	4	+2
Restore Complex Animal to Life**	6	+4
Restore Person to Life**	8	+6

A critical success (a natural roll of 3 on 3d6) heals double the Health-Levels, with a maximum of ten (10). Healing 10 Health Levels will restore someone dead that turn to an alive state, with one Health-Level.

\*Healing Health-Levels doesn't stack! You cannot heal two Health-Levels on yourself or another, and then heal another two Health-Levels on the same target for a total outcome of healing four Health-Levels. In an example, if you heal two Health-Levels on a target, and then heal three Health-Levels on the same target, the greater of the two overlaps, and your final outcome is that you heal a total of three Health-levels. The only exception to this is if you heal Health-Levels that are later re-lost to more damage, in which case, the second healing re-mends the damage most recently inflicted.

You may heal your own Health-Levels, or those of another using this power.

\*\*A *simple* animal is an invertebrate, a *complex* animal is a vertebrate, and a *person* is usually a person. Those restored to life are revived with a mere 1-Health-Level, and the rest of their Health-Levels need to be healed separately.

## Psi-Create-Life

You may roll both Psi-Create and Psi-Life to make animals, people and plants. Pay the cost for each power together, and add the difficulty modifiers together, including difficulties for creating a complex object, unless you are creating a plant, as this does not involve a complex mechanism, or creating a virus, bacteria, or other micro-organism.

<u>Effect</u>	<u>Cost</u>	<u>Difficulty Modifier</u>
Create Small Simple Animal	8	+10
Create Medium Simple Animal	10	+12
Create Large Simple Animal	12	+14
Create Gigantic Simple Animal	14	+16
Create Small Complex Animal	10	+12
Create Medium Complex Animal	12	+14
Create Large Complex Animal	14	+16
Create Gigantic Complex Animal	16	+18
Create Small Person	12	+14
Create Medium Person	14	+16
Create Large Person	16	+18

## Psi-Energies

Psi-Energies is divided into two tables: *Fire* and *Electricity*. Fire deals Health-Levels of damage and deals one recurring Health-Level of damage until extinguished, whereas electricity deals Health-Levels of damage and stuns as listed in the chart. Stunning applies the modifier to all rolls made by the stunned individual, so if it is a +2, he adds +2 to all his checks for one turn.

### Psi-Energies (Fire)

Burning objects and people is hot stuff! Come on baby, light my fire...

<u>Description</u>	<u>Cost</u>	<u>Difficulty Modifier</u>
Heat Small Object	1	-2
Heat Medium Object	2	0
Heat Large Object	4	+2
Heat Gigantic Object	8	+6
Ignite Small Combustible Object	1	-1
Ignite Medium Combustible Object	1	0
Ignite Large Combustible Object	1	+1
Ignite Gigantic Combustible Object	2	+3
Freeze Small Object	1	-2
Freeze Medium Object	2	0
Freeze Large Object	4	+2
Freeze Gigantic Object	8	+6
Deal 1-Health-Level of Damage	2	+1
Deal 2-Health-Levels of Damage	4	+2
Deal 3-Health-Levels of Damage	6	+3
Deal 4-Health-Levels of Damage	8	+4
Deal 5-Health-Levels of Damage	10	+5

### Psi-Energies (Electricity)

Z'ap!, Pow!, Blam! And other words from *'Batman':* A *shocking* set of Psi-Powers.

<u>Description</u>	<u>Cost</u>	<u>Difficulty</u>	<u>Stun</u>
Energize Small Device	2	+1	
Energize Medium Device	4	+3	
Energize Large Device	6	+5	
Energize Gigantic Device	8	+7	
Deal 1-Health-Level of Damage	2	+1	0
Deal 2-Health-Levels of Damage	4	+2	+1
Deal 3-Health-Levels of Damage	6	+3	+2
Deal 4-Health-Levels of Damage	8	+4	+3
Deal 5-Health-Levels of Damage	10	+5	+4
Arc to Additional Target	+1	+2	-

Electrical attacks can be made to arc to multiple targets, from one to the next and so forth. This costs one additional, cumulative Psi-Health level for each target beyond the first and adds a cumulative +2 to the difficulty to attempt to use this power for each target beyond the first. Thus, to target three people with an electrical strike that deals 2-Health-Levels of damage, the cost would be 6 Psi-Health-Levels and the difficulty modifier would be +6. Each target would be stunned with a stun-factor of +1.

## Psi-Illusion

You can make illusory images, sounds, smells, phantasms, and phantasmagoriae.

<u>Description</u>	<u>Cost</u>	<u>Difficulty Modifier</u>
Create Auditory Hallucination (Soft)	1	-1
Create Auditory Hallucination (Loud)	1	0
Create Visual Hallucination (Small)	2	0
Create Visual Hallucination (Medium)	2	+1
Create Visual Hallucination (Large)	2	+3
Create Visual Hallucination (Gigantic)	2	+5
Create Phantasm (Small)*	3	0
Create Phantasm (Medium)*	3	+2
Create Phantasm (Large)*	3	+4
Create Phantasm (Gigantic)*	3	+6
Induce Phantasmagoria**	5	+4
Control Active Phantasm	2	+2
Control Induced Phantasmagoria	6	+5
Add <i>Torment</i> to Induced Phantasmagoria	5	+4

\*A *phantasm* is a hallucinatory creature, person or animal.

\*\*A phantasmagoria is an induced mental state of horrific vertigo, generally involving falling into a pit, or to some form of torment. If torment is involved, you may roll your Psi-Combat skill, against a defense roll of your victim, who may use either Psi-Combat or use Battle at a +3 difficulty. If you succeed, you deal 1-Health-Level per turn until they defend, which ends the phantasmagoria.

## Psi-Contact

You can use this to contact other minds, via telepathy, producing conversation, producing fears, or even generating a *dreamscape* environment between your mind and another.

<u>Description</u>	<u>Cost</u>	<u>Difficulty Modifier</u>
Telepathy, One-Way (Short Message)*	1	0
Telepathy, One-Way (Long Message)*	1	+1
Telepathy, Two-Way (Short Messages)*	2	+1
Telepathy, Two-Way (Long Messages)*	2	+2
Add Visuals to Telepathy**	+2	+2
Produce Fear In Any Subject***	3	+3
Generate Dreamscape****	4	+2
Add One Willing Subject to a Dreamscape****	2	+2
Add One Unwilling Subject to a Dreamscape****	3	+4

\*A *short message* is ten words or less per turn and a *long message* is twenty-five to fifty words per turn. You may convey emotions in your messages.

\*\*You may add visuals to send back and forth with an additional cost (+2) and additional difficulty (+2).

\*\*\**Fear* causes a subject to make all checks at a +1 penalty, which stacks with all other penalties.

\*\*\*\*You first generate a *dreamscape*, rolling *Creativity & Composition*. This *dreamscape* exists in your mind, and you may modify it freely. From there, you may add people into it, willing or unwilling. Damage taken in a *dreamscape* happens in real life, but at ½ damage; dealing two Health-Levels inflicts one Health-Level in real life.



## Section V: Misc. Game Rules

### Combined/Multi-Checks

Sometimes it takes two to tango, and you need four for bridge! If one skill doesn't quite fit the bill alone, the storyteller may require you to check two, three or four skills to succeed. Your measure of success on each will determine your overall results, but a critical success on any should make up for any failure, whereas a botch ruins successes. Feel free to experiment with creative use of combined skills, including mixing normal skills and Psi-Ability skills.

### Sizes

In this game, there are four sizes: *Small*, *Medium*, *Large* and *Gigantic*. As a rule, a small object is smaller than a breadbox, a medium object is larger than a breadbox and no bigger than a man, a large object is bigger than a man and smaller than a truck, and a finally, a gigantic object is larger than a truck and smaller than a skyscraper. (*Super-gigantic* objects can be found in *Giza*.)

Medium creatures and objects have 10 Health-levels! The storyteller may rule, if he so chooses, that smaller or larger things have more or fewer Health-Levels, as follows:

Small (5), Large (20), and Gigantic (40).

### Skill Increases

Every time you use a skill 100 (One-Hundred, whoa!) times, it increases by one point. No skill can go above 18 though, so don't get your hopes up... (Save that enthusiasm for my other system.)

### End of Session Bonus

The storyteller may award either fifty (50) or one-hundred (100) **bonus points** to characters for exceptional role-playing or fantastic character-acting. The player may use these to increase skills, adding them to the points in each skill that he gains during sessions. He may divide them up as he desires, putting ten in one skill, fifteen in another, and so on. Whenever any skill has one-hundred points in it, whether from *bonus points*, or from ordinary *usage*

*points*, or any combination of the two, the skill level **increases by one**. (e.g. Combat-6 to Combat-7). The storyteller may award more or less, as he sees fit, or may simply give you the option to increase any one skill that you used with amazing proficiency by one.

### Optional Rule: Luck

The storyteller may elect to use a simplified **luck system** in his game: Each player may re-roll skill checks a number (i.e. the base number) of times that is decided by the storyteller (any number will do, be it one or one-hundred). The counterbalance is that, whatever number of luck re-rolls the storyteller assigns to the players, he also gets, which is then multiplied by the number of characters the players control (not the players).

Luck rolls for players are assigned only to the player, and not per character. Thus, controlling four characters does not grant the player four times the normal allotment of luck re-rolls, but it grants four times the base number to the storyteller.

A player may use a luck re-roll only on a character that he controls; the storyteller may use them on any character that he controls. A player cannot have the storyteller re-roll checks, and a storyteller may not force a player to re-roll using his luck. Players may not give or lend luck rolls to characters controlled by another player.

### Optional Rule: Over-Skilled

The storyteller may opt to allow a player to have skills over 18. Such skills still botch on a natural 18, however, any number over 18 offsets any penalty for using that skill by the **difference** between the skill number and eighteen. That is, a skill of 20 offsets any penalties by **-2**. This is suggested only for long-running games.

This does not grant any other bonus, or add to bonuses granted in actions, or increase the threshold for a critical success. It allows a better chance of success on difficult checks, such as some Psi-Abilities with a huge penalty, and **nothing more!**

## Resolving Battle & Combat

In some situations, it may be tricky to resolve *Battle* and *Combat* rolls, or any ***opposed skill check!***

Imagine the confusion when both players have identical rolls, or both succeed on their checks. When these events happen, follow the following rules, or select from the options provided to resolve the situation swiftly, without providing delays in the gameplay.

### Skill Matters

When both players succeed on their checks in any opposed roll (e.g. *Battle*), determine who has the success by using the following flowchart:

**Step One, Compare Skill:** The player with the greatest *spread* between his roll and his skill total wins. For example, a player with *Battle-15* rolls 3d6 and totals **9**; a second character with *Battle-17* rolls 3d6 and also totals **9**. The character with *Battle-17* succeeds, as the *spread* between his check is greater ( $9/17 = 8$  vs.  $9/15 = 6$ ), due to his higher skill.

**Step Two, Compare Points:** If both characters further have identical skill totals (e.g. *Battle-18* vs. *Battle-18*), **and identical dice rolls**, compare the **points** each have in that skill. If the first character with *Battle-18* has twenty-seven (**27**) points (from skill usage) in his *Battle* skill, and the second has three (**3**) points in his *Battle* skill, then the player with the most points succeeds.

**Step Three, All Things Equal:** If both the **skill totals** and the **points** of each character are equal (e.g. *Battle-18* with 25-points from usage), then advantage goes to either the defender or the attacker, as you select for your game as defined below.

### Advantage

When running Simple-RPG, you must, as the storyteller, decide if advantage in ties is awarded to offense or defense.

In the real world, it is generally accepted that a strong offense is better than a strong defense. If you want to use a realistic viewpoint, ties in *opposed skill checks* should be awarded as a success to the offense.

If you prefer a more fair approach, you may instead rule that all opposed skill check ties are awarded as a success to the defender.

This means that there will be less damage dealt to defending characters, but it also lowers the chance for success by characters making other opposed skill checks (e.g. *Computation & Calculation* rolled to understand a mathematical equation vs. the character that created it, or any preset difficulty for that equation).

Whichever option you elect to use, **make it your game rule**, and ***be sure to let your players know you are using this option***, so that they know in advance what to expect. Do not change it mid-stream, or willy-nilly, as this will only upset your players in the long-run.

### Optional Rule: Character Creation: FAIL

If, when making a character, a player allocates skill points towards skills that are not going to be used in the story, or somehow fails to tailor himself to have any skills that can be used with both routine frequency and routine success, the storyteller may permit that character to re-allocate his skill points in a more appropriate manner to better portray a role.

This is not to say that if a player makes a scientist with no points in the *Observation* skill, and ends up using it routinely, that they should be permitted to re-allocate points to adjust it upward: Re-allocation should only be permitted for characters with flat, relatively even and below average skill totals, or characters geared toward skill sets that will never be, or seldom be, used in your story, and then only to fit the character background.

### Ad-Hoc Skill Awards

There are times when a character, during the course of a story, uses a skill in a manner most unexpected that turns out to achieve some great success, moving the story forward. This can be as simple as using the *Observation* skill to notice a clue, and then following up on it with complete accuracy, needing no further checks, or using *Sciences* to invent or modify an item to significantly help the other characters.

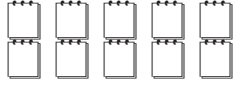
If in the course of your game, you believe that any single skill use was *exceptional*, you may opt to grant that character an ad-hoc award of five (5) to ten (10) bonus skill use points.

# Simple-RPG Character Record Sheet

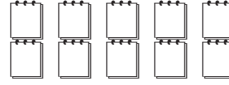
Character Name \_\_\_\_\_ Gender \_\_\_\_\_ Age \_\_\_\_\_ Player Name \_\_\_\_\_

Skin Tone \_\_\_\_\_ Hair Colour \_\_\_\_\_ Eye Colour \_\_\_\_\_

## Health Levels



## Psi-Health Levels



## Basic Skills

Battle

Calculation & Computation

Creativity & Composition

Deftness

Games

Influence

Knowledge

Lore

Might

Observation

Politics

Sciences

Substances

Tactics

Technology Use

Understanding

## Psi-Skills

Alter

Combat

Contact

Create

Energies

Illusion

Life

Move

Sense

## Physical Description, Clothing & Unusual Marks

# Simple-RPG Skill Tracking Sheet

Character Name \_\_\_\_\_ Player Name \_\_\_\_\_

## Basic Skills

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## Psi-Skills

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<input type="checkbox"/> Energies	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> Illusion	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> Life	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> Move	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> Sense	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Using This Tracker

← Small Boxes

Every five (5) times you use skill, put a tick in a small box.

*Your Skill*

← Large Boxes

Use the large box to track either your total points in that skill, or any number less than five (5), whichever you prefer to do. The examples below are for 67-points:

**67** Example (Total)

↙ ↘

**13 = 65**

**2** Ex. (Remain)

↙ ↘

**67** 14 Combat

On your main Character Record Sheet, use the 'notepad' to track the number of points (uses) you have in a skill, and the blank space to note the total ranks you have in that skill (i.e. your skill total.) The example (left) is for the skill Combat at 14, with 67 points in it (out of the 100 needed to increase it to Combat at 15).





# The Mages' Guild

[www.magesguild.org](http://www.magesguild.org)

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