Simple-RPG

An Easy-Peasy Role-Playing Game

Simple-RPG

An Easy-Peasy Role-Playing Game System

By Xious Sonenberg

Copyright © 2012, 2013 Design By XS, Inc.
All Rights Reserved

First Edition

Revision N°. 1.7
10987654321

Game Credits

Game System Design: Xi Sonenberg

Copy-Editor
Xi Sonenberg

Assistant Copy-Editor
Michael McCormick

Layout Editor
Xi Sonenberg

Cover Artwork
Xi Sonenberg

Incidental Artwork
Xi Sonenberg

Gameplay Testers
David Hanley
Eric Kiënitz
Michael McCormick
"The Doctor"

Publication Assistance
The Mages' Guild

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

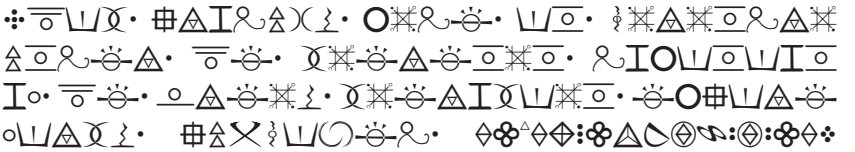


Table of Contents

Preface.....1
Premise of Simple-RPG.....1
What You Need to Play.....1
A Word in Advance.....1
Section I: Dice Mechanics.....2
Making Checks.....2
Criticals and Botches.....2
Section II: Skills & Abilities.....3
Basic Skills & Definitions..... 3
Making a Character.....4
Skill Difficulties.....4
Section III: Combat.....5
Health Levels.....5
Opposed Combat.....5
Time, Turns & Order.....5
Weapons and Weapon Specifics.....5
Section IV: Psi-Abilities.....6
Psi-Usage.....6
Psi-Ability Skills.....6
Psi-Abilities Charts.....6
Psi-Move.....7
Psi-Combat.....8
Psi-Alter.....8
Psi-Sense.....9
Psi-Create.....9
Psi-Life.....10
Psi-Create-Life.....10
Psi-Energies.....11
Psi-Energies (Fire).....11
Psi-Energies (Electricity).....11
Psi-Illusion.....12
Psi-Contact.....12
Section V : Misc. Game Rules.....13
Combined / Multi-Checks.....13
Size.....13
End of Session Bonus.....13
Optional Rule: Luck.....13
Optional Rule: Over-Skilled.....13
Optional Rule: Resolving Combat.....1
Skill Matter-
s.....
.....1
Advantage.....1
Optional Rule: Character Creation FAIL.....1
Ad-Hoc Awards.....1

Preface

Premise of Simple-RPG

Simple-RPG

A Word in Advance

_____

method-act

___

Psi-Abilities

magic

role-play a personality

Zoria RPG *Epi-* *gospel*

phany RPG

_____

What You Need to Play

Zoria

____

_____ _____ ***Simple-RPG only uses***

6-sided dice

maybe

possibly

base

_____ ____

_____ __ ____ ____ __3 **_____ __**
_____18 ***You may not start with any skills at 2***

__

Skill Difficulties

Skill Difficulty Modifier Table

Level of Difficulty	**Skill Modifier**

Section III: Combat

Health Levels

exactly ten health levels

Opposed Combat

Battle

Combat

double damage

in Health-Levels

check

Time, Turns & Order

lowest

Weapons and Weapon Specifics

Weapon Type	Damage Levels	Attack Mod	Crit Modifier	Botch Modifier

_____

extinguished

Section IV Psi-Abilities

Psi-Usage

skills

magic

Psi-Health

Level

exactly ten

you can also spend Health-Levels on Psi-Abilities ***not***

Create

Alter

Energies

fire

electricity

Attack *Combat*

Energies

Life

Create

Illusion

Contact

Monty Hall'd

The Psi-Abilitiy Skills

Move

Combat

attempting

Combat

Battle

Combat *Battle*

Combat

Alter

über-lucky

Sense

Size

Psi-Abilities Charts

Psi-Move

rising girl trick ***cheat*** _____

Usage	Cost	Difficulty Modifier

s **s**

Description	Cost	Difficulty	Additional Check
Attack with Melee Weapon *See Below)*	**0**	**+1**	***Battle @ -1***

Sense

Sense *Sense*

Battle

Battle

Psi-Combat

Battle

Battle

Health-Levels of Damage	Cost	Difficulty Modifier	Defend Modifier

Combat *Battle*

the costs stack
Combat *Combat* *Battle*

Psi-Alter

Description	Cost	Difficulty Modifier

Creativity Sciences, Knowledge, Workmanhip

Psi-Sense

Description	Cost	Difficulty Modifier

Psi-Create

Unlimited slave labour helps.

Description	Cost	Difficulty Modifier
simple	*Alter*	

Psi-Life

Alter *Move*

Effect	Cost	Difficulty Modifier

_____

simple *complex* *person* *usually* _____

1-Health-Level

Psi-Create-Life

Effect	Cost	Difficulty Modifier

Psi-Energies

Fire *Electricity*

Psi-Energies (Fire)

Description	Cost	Difficulty Modifier

Psi-Energies (Electricity)

'Batman': *shocking*

Description	Cost	Difficulty	Stun

Psi-Illusion

Description	Cost	Difficulty Modifier

Torment

phantasm

Psi-Contact

dreamscape

Description	Cost	Difficulty Modifier

short message *long message*

Fear

dreamscape *Creativity & Composition* *dreamscape*

dreamscape

Section V: Misc. Game Rules

Combined / Multi-Checks

points
increases by one

Optional Rule: Luck

luck

system

Sizes

Small *Medium*

Large *Gigantic*

Super-gigantic

Giza

controls

Skill Increases

Optional Rule: Over-Skilled

over 18

End of Session Bonus

difference

bonus points

-2

nothing more!

bonus points *usage*

Resolving Battle & Combat

Battle

Combat ***opposed skill check***

_____ ___

e.g. Computation & Calculation

swiftly

Skill Matters

make it your game rule ***be sure to let your players know you are using this option***

e.g. Battle

Step One, Compare Skill:

spread

Battle

9 *Battle*

___ **9**

spread

Step Two, Compare Points:

_____ ____ ____ *Battle*

Battle **and identical dice rolls** *Observation* ***points***

Battle **(27)**

Battle

(3) *Battle* ___ _____ _____ _____

_____ _____

Step Three, All Things Equal: **skill totals** **points**

Battle

Ad-Hoc Skill Awards

Advantage

Observation

Sciences

realistic viewpoint *exceptional*

opposed skill checks

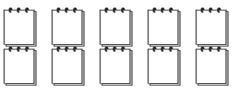
__ _____ _____

Simple-RPG Character Record Sheet

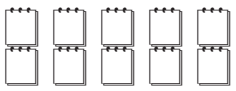
Character Name _____ Gender ____ Age ____ Player Name _____

Skin Tone _____ Hair Colour _____ Eye Colour _____

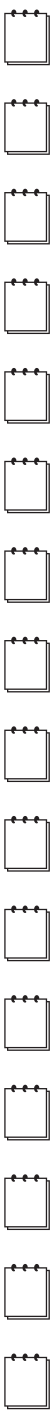
Health Levels



Psi-Health Levels



Basic Skills



Psi-Skills

Physical Description, Clothing & Unusual Marks

Simple-RPG Skill Tracking Sheet

Character Name _____ Player Name _____

Basic Skills

Psi-Skills

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 = 13 □ □

2

67 14

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

Join the Guild BBS at:

bbs.magesguild.org

DriveThruRPG

Design|Sy

GAMESCIENCE