

What is Simple Roleplaying Game?

First, a role-playing game is simply any game in which you play a role. The character (role) you play is similar to the characters in movies, books, and theater; however, you are one of the script writers. You choose what your character will attempt. The rules here will govern the outcome of those attempts. A roleplaying game generally has a game master who plays all of the supporting cast; such as villains and side-kicks. The game master is also the rules judge.

Simple Roleplaying Game is intended to be a set of rules that make playing simple and easy. When a character wants to do something, they always roll a twenty-sided die. Generally, they add modifiers and a related attribute to the roll and compare it against a target number. If the result is greater than or equal to the target number, the attempt succeeds.

Sample Target Numbers

- 5 – Easy, average person does this 75% of the time
- 10 – Moderate, average person does this 50% of the time
- 15 – Hard, average person does this 25% of the time
- 20 – Very Hard, average person does this 5% of the time
- 25 – Heroic, an average person cannot do this
- 30 – Impossible, the legendary heroes have a chance

Basic Attributes

Each character has four basic attributes: agility, constitution, intelligence, and strength. Attributes describe your character to the game master. Attributes are numeric values that take subjective words and transform them into concrete numbers. You cannot roll a die and add “fairly strong” to the result, but you can add the number 3. There are no upper or lower limits on attributes, but the chart below will give you an idea of what the numbers mean.

<i>Value</i>	<i>Description</i>
-5	Severely Handicapped. Someone with -5 constitution would be extremely frail.
-2	Disadvantaged. Someone with a -2 strength would usually lose a foot race.
0	Average. Someone with a 0 intelligence would have an IQ of 100.
2	Advantaged. Someone with a 2 agility would be a good player in many sports.
5	Superior. Someone with a 5 in any attribute would be among the best in their field.
10	Heroic. A rare individual who can accomplish the impossible. The best of the best.
20	Legendary. If this wasn't a game, no one could be this amazing. The impossible becomes easy.

Agility is how quickly and accurately your body responds. Agility effects ranged attacks and acting first in combat. Constitution is your physical stamina and health. Constitution determines how much damage you can take. Intelligence is a combination of quick thinking and depth of understanding. Intelligence governs your magical abilities, and (like agility) your reaction speed in combat. Strength is your muscular power and skill in using that muscle. Strength is used for hand-to-hand combat and running speed.

Attribute Points

Attribute points represent your character's personal progression. This is similar to experience points or karma points from other game systems. Attribute points are awarded by the game master at the end of a play session or adventure, depending on the game master's preference. The game master will normally award 1 attribute point, but can award fractions of an attribute point ($\frac{1}{2}$, $\frac{1}{4}$). Attribute points are tracked as total attribute points and unspent attribute points. The maximum total attribute points is determined by the game master. In a massively multiplayer on-line roleplaying game (MMORPG), the recommended maximum is 20. In a regular table-top game, you can play without a maximum.

Calculated Attributes

Each character has four calculated attributes: health, speed, reaction, and luck. When calculating attributes, always round up.

Your health is tracked as physical and mental health. Mental health is equal to 5 plus your character's constitution, multiplied by 5. Physical health is equal to 10 plus your character's constitution, multiplied by 5. When your mental health falls to 0, you're unconscious. When your physical health drops to 0, you're dead. The minimum value for either is 20.

Your speed measures how many meters you can move in a 2 second combat round. This is not really walking, but closer to race walking. Your speed is equal to your strength / 2 + 5. Always round up. The maximum speed is 11. The chart below shows both the 100m dash speed, and actual (not race) walking (useful for long distance travel, multiply mph by 8 hours). This formula and maximum apply to humans. Other creatures will have different formulas and maximums.

Strength	Speed	Walking MPH	100m Dash
-7 or -6	2	1 mph	50 secs
-5 or -4	3	1.5 mph	33.3 secs
-3 or -2	4	2 mph	25 secs
-1 or 0	5	2.5 mph	20 secs
1 or 2	6	3 mph	16.7 secs
3 or 4	7	3.5 mph	14.3 secs
5 or 6	8	4 mph	12.5 secs
7 or 8	9	4.5 mph	11.1 secs
9 or 10	10	5 mph	10 secs
11 or more	11	5.5 mph	9.1 secs

Your reaction determines how quickly you react in combat. Your reaction is equal to your agility + intelligence.

For each point of luck you spend, you can choose the outcome of one of your die rolls before or after you roll it. Most commonly, you'll choose to roll a 20 automatically. Luck refreshes at the

beginning of each play session. Your luck is equal to $5 - (\text{total attribute points} / 5 \text{ (round up)})$, with a minimum value of 1. The maximum luck value is 5.

<i>Attribute Points</i>	<i>Luck</i>
0	5
1 to 5	4
6 to 10	3
11 to 15	2
15+	1

Character Creation

The first step in character creation is to choose the values for your four basic attributes. You can choose values from -2 to 2. By default, the sum of your attributes must be 0. An attribute value of 0 is average.

Once you've chosen your basic attributes, figure out your calculated attributes using the formulas in the calculated attributes section.

Here is a sample character:

Name: John	Attribute Points: 0/0	Physical Health: 60/60	Mental Health: 35/35
Agility: -2	Constitution: 2	Speed: 6 meters	Reaction: -4
Intelligence: -2	Strength: 2	Luck: 5/5	

Here's another example:

Name: Jack	Attribute Points: 0/0	Physical Health: 60/60	Mental Health: 35/35
Agility: 2	Constitution: 2	Speed: 4 meters	Reaction: 0
Intelligence: -2	Strength: -2	Luck: 5/5	

This is an example of a character who has completed a dozen adventures:

Name: Bob	Attribute Points: 0/12	Physical Health: 90/90	Mental Health: 65/65
Agility: 8	Constitution: 8	Speed: 4 meters	Reaction: 6
Intelligence: -2	Strength: -2	Luck: 2/2	

Combat

Attack Power = ((Attacking Attribute * 2) + Attacker's 1d20 + Attack Modifiers)

Defense Power = Defender's 1d20 + Defense Modifiers

Damage = Attack Power – Defense Power + Damage Modifiers

Attribute Usage

Whenever an attack is attempted, a specific attribute is tied to that attempt. When an attribute is tied to an attack, the attribute is referred to as the attacking attribute. Melee attacks are tied to strength. Ranged attacks are tied to dexterity. Intelligence (magic) attacks are tied to intelligence.

Rounds

Combat is broken up into rounds. Each round, each combatant gets to do one standard action and up to two free actions. A round represents 2 seconds in the game world.

Initiative

Before each combat, each player rolls 1d20 and adds his reaction. The result is the character's initiative. The game master rolls for the monsters or foes (non-player characters, or NPCs). If two characters have the same initiative, the character with the higher reaction wins the tie.

The character with the highest initiative resolves his action first. The characters then resolve their actions in order of highest initiative to lowest until all characters have attempted one standard action. Once all of the characters have had a turn, the combat round is over. Begin a new combat round using the same initiatives for all the characters. Repeat this process until combat is over.

A character can wait to act. When you defer your action, you can interrupt someone else's action. You can do this after the action is declared, but it must be before the action is resolved; otherwise, you are acting after the action.

Resolving Attacks

1. Determine the attack power. Start with the attacking attribute and add 1d20 and any attack modifiers.
2. Determine the defense power for each target. Roll 1d20 and add any defense modifiers.
3. If the attack power is higher than the defense power, then determine the damage. Subtract the defense power from the attack power and add the attacking attribute and any damage modifiers. This is the damage. If the defense power is equal to or greater than the attack power, the attack

misses.

4. If damage is greater than 0, then apply the damage to the defender. Always deduct damage from mental health. If the attack is not from a stunning weapon or stunning spell, then apply the damage to physical health as well. Mental health can never fall below 0.

Combat Clarifications

- Whenever a number is divided, the result should be rounded up to the next integer.
- Unconscious or dead characters cannot take any actions, including maintaining spells.
- You must have a range weapon to attempt an agility-based attack.
- Ranged attacks can be attempted at point blank range.

Grappling

If you are in within 2 meters of an enemy, you can immediately attempt to grapple that enemy. Grappling is an opposed strength test. The attacker rolls 1d20 and adds his strength. The defender rolls 1d20 and adds his strength and adds any combat modifiers. If the attacker's result is higher than the defender's result, then the defender is prevented from moving or making strength or agility attacks. If the grapple is successful, the defender loses his current action and the attacker and defender are considered immobile. The grapple stays in effect until the defender's next turn. On the defender's next turn, they are automatically ungrappled; however, the attacker can attempt to grapple them again. You can only grapple if you have not already used your action for the next round. When you attempt a grapple, it uses your next available standard action.

Movement

Normal combat movement is equal to your speed in meters. This is a quick, combat-appropriate hustle. If you are running, you can move twice your speed in meters. Crawling, you only move half your speed. You can climb about one fourth your speed per action.

If you are traveling a large distance, miles or kilometers instead of meters. Use the miles per hour for your speed, and multiply it by 8.

If one character is chasing another, then both characters should vary their running speed. To vary your speed, roll 1d20. If the result is 1-5, reduce your speed by 2 for that round. If the result is 6-10, reduce your speed by 1 for that round. If the result is 11-15, increase your speed by 1. If the result is 16-20, increase your speed by 2.

Common Standard Actions (1 Per Round)

Move (distance = speed in meters)

Run (distance = speed x 2 in meters)

Crawl (distance = speed / 2 in meters)

Climb (distance = speed / 3 in meters)

Cast a Spell

Adjust a Maintained Spell

Invoke a Spell from an Item

Make a Strength or Agility Attack

Ready/Load a Weapon

Pick up Something
Defend (Defender automatically rolls a 20)
Stand Up

Common Free Actions (2 Per Round)

Speak a Word
Stop Maintaining a Spell
Let Go of Something (Drop)
Drop to the Ground

Combat Modifiers

Attack Modifiers

+10 to attacker per consecutive action spent aiming (agility only, maximum of 20)
+2 to attacker if on higher ground (strength/agility only)
-1 from attacker per 6 meter of range (agility only)
-4 from attacker per consecutive action spent running (agility only, maximum of -20)
-4 from attacker if within melee range (normally 2 meters) of an enemy (agility only)

Defense Modifiers

+2 to defender per defender's 10% cover or 20% concealment (crouched is 20% concealment and prone is 40% concealment if the attacker is 10 or more meters away) (strength/agility only)
-4 from defender if attacker is invisible (strength only)
Immobile, Unconscious, or Viewing (magic) = defender makes no opposed roll

Healing

Characters heal 5 + Constitution points of mental health every hour of rest, minimum of 5.

Characters heal 5 + Constitution points of physical health every day of rest, minimum of 5.

Falling

If a character falls more than 3 meters, they will take damage from falling. For every meter above 3, apply 5 points of damage using the normal damage rules in Resolving Attacks, Step 4.

Magic

Casting a Spell

There are three steps in casting a spell: design the spell, apply the effects, and resist the drain. Characters with an intelligence greater than 0 can sense the use of magic. Each point of intelligence increases the range of this magic sense by 5 meters. Whenever a spell is cast (not maintained), the character can sense the general direction (within 45 degrees) and approximate distance (within 2 meters).

Design The Spell

1. Determine how far away (in meters) the first target is from the caster. The target must be visible to the caster. Spells can only pass through gases (not solids or liquids) and require at least a 6" diameter opening.
2. Choose the number of additional targets within 10 meters of the first target.
3. Choose the effect the spell will have on the target(s); such as, boost, hurt, heal, illusion, shield, telekinesis, or view. Effects cannot be mixed.
4. Choose how many bonus magic points you want to add (maximum of intelligence).

Calculate The Result

1. Roll 1d20 and add your intelligence attribute and any bonus magic points. This is the spell result. The caster can choose to lower the spell result.
2. Choose whether to maintain the spell or not. Hurt, heal, and telekinesis spells cannot be maintained. If a spell is not maintained, then the effect lasts for 2 seconds or until the caster's next turn.

Resist The Drain

1. Add any drain modifiers or bonus magic points used to the spell result. This is the starting drain. To clarify, each bonus magic point will increase the drain by two. One point is in the result, and the second point is added now.
2. Roll 1d20 and add your intelligence. Subtract this resistance result from the starting drain. This is the remaining drain. If the drain is greater than 0, apply this damage as mental (stun) damage (Resolving Attacks, Step 4).
3. If the drain damage is greater than your mental health, you must reduce the spell result until the drain is less than or equal to your mental health.

Apply The Effects

1. Compare the result to the spell target numbers and apply the effect.

Spell Target Numbers

Boost:

Boost can only be used on the basic attributes: agility, constitution, intelligence, and strength. Boost spells cannot be stacked on the same attribute. A boost effect has to be dropped before another boost effect can apply to the same attribute.

- 5 – The target attribute is boosted by 1.
- 10 – The target attribute is boosted by 2.
- 15 – The target attribute is boosted by 3.
- 20 – The target attribute is boosted by 4.
- 25 – The target attribute is boosted by 5.
- 30 – The target attribute is boosted by 6.

Confusion:

Confusion is used to weaken another magic user. After determining the spell result, each defender rolls 1d20 + and adds their Intelligence. The defender can choose not to resist. This resistance is subtracted from the spell result. The confusion penalty is subtracted from all of the target's spell results while the confusion effect is maintained. Confusion spells can be stacked.

- 5 – The target has a confusion penalty of 4.
- 10 – The target has a confusion penalty of 8.
- 15 – The target has a confusion penalty of 11.
- 20 – The target has a confusion penalty of 14.
- 25 – The target has a confusion penalty of 17.
- 30 – The target has a confusion penalty of 20.

Heal:

The result equals the number of mental and physical health points healed. A person can only be magically healed once per day.

Hurt:

Treat like a normal intelligence attack. The caster can choose if the spell does physical and mental damage, or mental only. Adding visual components that have no game impact (like fire, lightning, slimy goo) is free. Each bonus magic point adds 2 to the damage instead of only 1.

Calculate the spell drain using this formula: intelligence + (bonus points x 2) + die roll. Even though each intelligence and bonus point adds 2 to the damage, they only add 1 and 2, respectively, to the drain, not 2 and 3.

Illusion:

Common illusions including making something invisible or changing the appearance of something.

- 5 – The illusion is visible to an individual.
- 10 – The illusion is visible to a small group (< 10 viewers)
- 15 – The illusion is visible to a large group (< 50 viewers)
- 20 – The illusion is visible to a small crowd (< 200 viewers)
- 25 – The illusion is visible to a large crowd (< 5000 viewers)
- 30 – The illusion is visible to everyone.

Shield:

This spell creates a semi-visible shield around the target that absorbs damage. The amount of damage absorbed is equal to the spell result. Treat this like temporary health points. When damage is applied to the shield, subtract the shield's health points. Once the shield's health is 0, it can no longer absorb damage and any remaining damage is applied to the target. Multiple shield spells can be applied to the same target and a shield spell automatically terminates once it can no longer absorb damage. Shield spells can absorb any kind of damage except spell drain.

Telekinesis:

This spell moves a person or object. All distances are horizontal. For vertical distance (away from ground), divide by 5. The destination must be currently visible to the caster; such as, a maintained view spell. Against an unwilling target, the target numbers are increased by 20.

- 5 – The target is moved 5 meters toward the destination.
- 10 – The target is moved 10 meters toward the destination.
- 15 – The target is moved 20 meters toward the destination.
- 20 – The target is moved 35 meters toward the destination.
- 25 – The target is moved 55 meters toward the destination.
- 30 – The target is moved 80 meters toward the destination.

Telepathy:

This spell is used to communicate with someone else, without audible sound. The communication is similar to thoughts, but the voice is obviously external to someone with an intelligence greater than 0. The target can choose to communicate to the caster while the spell is maintained.

This spell also gives the caster an idea of what the target intends. This has two effects. The first is that the caster is aware of the emotions that the target is feeling, but not the thoughts they are thinking. The second is that the caster can respond to attacks from the target more effectively.

- 5 – The range of the spell is 25 meters and the caster gains a +2 defense bonus against the target.
- 10 – The range of the spell is 75 meters and the caster gains a +4 defense bonus against the target.
- 15 – The range of the spell is 250 meters and the caster gains a +6 defense bonus against the target.
- 20 – The range of the spell is 500 meters and the caster gains a +8 defense bonus against the target.
- 25 – The range of the spell is 1000 meters and the caster gains a +10 defense bonus against the target.

30 – The range of the spell is 10000 meters and the caster gains a +12 defense bonus against the target.

View:

The view can move anywhere within the radius centered on the caster, but the view can only travel through gases (not liquids or solids) and requires an opening at least 6” wide. The view can also perceive other viewing entities. Views leave a trail back to their caster which is visible to other viewing entities. Spells cast while viewing make this trail visible to the naked eye. A viewing entity can see someone concealed by an illusion spell. Your physical body cannot move while viewing.

- 5 – The target's vision can move 25 meters away.
- 10 – The target's vision can move 75 meters away.
- 15 – The target's vision can move 250 meters away.
- 20 – The target's vision can move 500 meters away.
- 25 – The target's vision can move 1000 meters away.
- 30 – The target's vision can move 10000 meters away.

Drain Modifiers

- +1 for each 10 meters of range or fraction thereof (from caster to first target)
- +5 for each additional target
- +5 for each spell currently maintained