

One Page Roleplaying Game System

Getting started

To play, you need one person to be the game master (“GM”) who represents the imagined world and all of its inhabitants, one or more players who will play as characters in that world, paper, pencils, and a handful of six sided dice.

Creating a Character

1. Choose your character’s **occupation**. Examples: troubadour, mercenary, wandering priest, tomb robber, wandering priest, demobilized soldier, hunter, bounty hunter, merchant, tradesperson, envoy.
2. Assume your character has **clothing and equipment** appropriate to your **occupation**. The player should describe and list major pieces of equipment. Examples: hunter will have all-weather clothing, hunting/butchering gear, and camping gear. Wandering priest might have all-weather clothing, knife, holy symbol/statuette(s), holy book.
3. Choose **skills**. Distribute 6 points among any skills in the following list, with a maximum of 3 to a single skill. One point = light training, three points = “expert”.
 - **Athletics**: perform acts of endurance, speed, agility, balance, and acrobatics.
 - **Combat**: fight unarmed or using melee and ranged weapons.
 - **Craft**: manufacture or build useful items within a particular specialization (metalsmith, bowmaker, carpenter, mason, alchemist, shipbuilder).
 - **Diplomacy**: persuade, battling with words, selling, seduction, negotiation.
 - **Medicine**: apply first aid, perform surgery, use natural remedies; restore 1 **health** immediately after loss; double **healing** rate of patients.
 - **Lore**: apply knowledge of history, geography, languages.

- **Profession**: apply the skills of a specific profession that isn’t otherwise listed here (sailor, musician).
 - **Subterfuge**: use disguises, forge signatures/seals, move silently, perform sleight of hand, pickpocket.
 - **Survival**: track, hunt, forage, finding water, make shelter, find what you need in the wild.
4. Note that your character starts with 4 **physical health points** and 4 **mental health points**, which are temporarily lost when a character is hurt or stressed. Losing all 4 of one type of point means character is unable to function.
 5. Choose a **name** for your character.
 6. Choose a **personal goal** for your character. Ex: prove self, acquire wealth, overcome inner demons, find a family member, find a home, make up for something in the past.
 7. Write a short physical and personality description of the character to help you roleplay them.

Attempting Risky Actions

Whenever a player decides that their character will do something that carries risk, the character needs to roll against a set difficulty to see if they succeed.

1. The GM chooses the **relevant skill**, **required equipment**, and a **difficulty**; where 1 is ‘normal’ with training; 3 is ‘heroic’.
2. If the character is **prepared**, has **relevant equipment**, and has the **relevant skill**, then player may roll a number of six-sided dice equal to the character’s **relevant skill**.
3. Each die that shows 4 or higher is one **success**. The number of success must meet or exceed the **difficulty** for the player to accomplish their goal and/or avoid the harmful consequences of failure.

Entering a Contest

A **contest** is any situation in which there is a competition between two sides (with any number of actual characters/creatures on each side).

1. The **aggressor** chooses the **relevant skill**.

2. The **aggressor** and **defender** roll the number of dice equal to the participants’ **relevant skill**, and count **successes**. A player or the GM may use an **alternate skill** if they can come up with a creative way of applying it. Each die that lands 4, 5, or 6 counts as one “**success**”.
3. The side with the most **successes** “wins”, but the **difference** between the two sides’ number of **successes** determines what happens. 0: tie, cost to both sides. 1: cost to both sides but winner gains extra die in all following rounds. 2: there is a cost only to the losing side and winner gains extra die in all following rounds. 3: The winner has decisively won and can choose what happens to the loser.
4. Repeat 1-3 until one side gives up or is defeated. Note that extra dice rewarded for winning are cumulative!

Conditions

- **Healing**: each full-night’s rest will restore 1 **physical** and 1 **mental** health points.
- **Exhausted/stunned/poisoned**: Roll fewer dice than usual on **Risky Actions** and **Contests**.

Rewards and Improvements

As an adventure progresses, the GM may grant:

- **Exceptional equipment**: if **relevant** for a Risky Action or Contest, will grant 1 extra die.
- **Magic equipment**: if **relevant** for a Risky Action or Contest, will grant 2 extra dice.
- **Level-up**: After completing a major adventure, GM may decide characters gain one skill point .

Acknowledgements and Authorship

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