

## One Page Roleplaying Game V.2

### Getting started

To play, you need one “game master” (GM) to represent an 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 an **occupation**: soldier/sailor, mercenary, courtier, knight/dame, hunter, healer, scribe, thief, merchant, diplomat/envoy, explorer, magician-for-hire.
  - (2) Choose a **personal goal**: prove self, acquire wealth, overcome inner demons, find a family member, make up for something in the past, take revenge.
  - (3) Choose a **name**.
  - (4) Assume your character has **clothing** and **equipment** appropriate to your occupation and greatest skills.
  - (5) Distribute 10 **skill** points among any skills in the following list, with a maximum of 4 to a single skill. Key: 2=apprentice, 4=professional, 6=master, 8=legend.
- ❖ **Athletics**: perform acts of endurance, speed, agility, balance, and acrobatics.
  - ❖ **Combat**: fight unarmed or using weapons.
  - ❖ **Diplomacy**: persuade, sell, seduce, negotiate.
  - ❖ **Magic**: shape Earth, Fire, Water, Air or Life.
  - ❖ **Medicine**: heal injuries and remove exhaustion.
  - ❖ **Lore**: recall facts from history, geography, languages, court etiquette, religion, and literature.
  - ❖ **Profession**: apply the skills of a specific profession that isn’t otherwise listed here (ex. sailor, musician, weaponsmith, alchemist, trap maker).
  - ❖ **Subterfuge**: use disguises, forge signatures/seals, move silently, perform sleight of hand, pickpocket, navigate intrigues.
  - ❖ **Survival**: track, hunt, forage, find water, build a shelter, find what you need in the wild.

### Premade Characters

Court Bard. Ath1,Com1,Dip3,Lor1,Sub4  
 Frontiersperson. Ath3,Com2,Med1,Lor1,Sur3.  
 Professional soldier. Ath4,Com4,Med1,Lor1.  
 Swashbuckler. Ath2,Com3,Lor1,Pro(Sailing)4.  
 Traveling Merchant. Ath2,Com1,Dip3,Lor3,Sub1.  
 War Shaper. Ath2,Com1,Dip1,Mag(Earth)4,Lor2.

### Magic: Shaping the Elements.

Skill points are dedicated towards one of five elements: Earth, Fire, Water, Air or Life. Magic consists of shaping existing matter, but never creating or destroying, and never separating it from its source. Users need to see the material they wish to manipulate, and all magic is initiated through full-body gestures and movements. Magic is limited in use because failure is always dangerous.

Difficulty	Examples
1: single push/pull. Person volume.	A: forceful gust, E: reshape soil, F: tendril, L: Ivy/bramble growth, W: whip or single push to boat.
2: sustained effect lasting with concentration. Wagon volume.	A: limited flight or strong gust, E,F,W: column, wall, dome, W: move boat, L: enhance (+1 other’s skill) or healing
3: Change a physical property	A: long flight, E: change earth to stone / stone to earth, F: intensify or extinguish, L:hardens soft plants into solid structure, W: pressurize.
4: Animate	Create A,E,F,L,W elemental with single command and limited life.

### Attempting Risky Actions

Whenever a player chooses to do something that carries risk, the GM chooses the **relevant skill**, **relevant equipment** and **difficulty** (1 is challenge for novices, 2 for professionals, 3 for masters, 4 for legendary heroes.) If the character has **relevant equipment** and has the **relevant skill**, then player may roll a number of six-sided dice equal to their **relevant skill**. Player counts the die that show 4, 5 or 6, and compares this **die count** with the **difficulty**.

- ❖ **Die count < difficulty**: the character fails at the action, suffers a cost and the situation worsens.
- ❖ **Die count = difficulty**: success but at some cost determined by the GM.
- ❖ **Die count > difficulty**: success!
- ❖ **Double 6’s**, character gains advantage or insight. One player can help another by describing how they help then performing a Risky Action: a success gives the helped +1 die.

### Items, Injury and Advancement

Exceptional and magic items will grant extra die for some specific action. Ex. A magic rope might give +1 die during a climb (Athletics) Risky Action. An injured or exhausted character will roll fewer die. After completing an adventure and stopping to reflect on it, players gain 1 **skill point** to any skill.

### Building an Adventure

The GM can roll or choose from the tables below. Describe the scene, give some “obvious” choices for action, but let the players be creative. Above all, keep the story moving.

#### Who is involved in the conflict? (roll twice)

1 noble/merchant family	4 mercenary company
2 merchant caravan	5 nearby humanoid tribe
3 robbers / pirates	6 master shaper

#### Fighting over or because of?

1 historic wrong	4 love
2 revenge for a murder	5 jealousy
3 a secret treasure	6 fear

#### But once side has a secret...

1 foreign ally	4 monsters ready
2 devastating blackmail	5 control of shapers
3 magical artifact	6 powerful poisons

#### Why should the players care?

1 innocent bystanders	4 honor is at stake
2 loved one on one side	5 one side pays well
3 religious affiliation	6 ghosts say so