

R L L P L A Y

AN INTRODUCTORY ROLEPLAYING GAME



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This book is set in **Poppins** Light and Bold designed by **Johnny Pinhorn** and headers are set in **Pirata One** designed by **Rodrigo Fuenzalida** and **Nicolas Massi**.

The real treasure was the friends we made along the way, so this game is dedicated to:

Andry,	Bork,
Fenrick,	Seymour,
Steel Samuel,	Saffron,
Wilbur,	Amanda,
Hey Tai,	Shanifred,
Anyu,	Dashing Davin,
Eva,	Sheriff Kerns,
Rey'na,	Font Queen,
Chjevy,	Samurai Sans,
Charles,	Gorb,
Harohi,	Calcius,
Tito,	Mytit,
Bluejay,	Helvetica,
Crow,	Toobyefore,
Raymundo,	Quar D'roy,
Nightgrass,	Buddy,
Korken,	Alfin
Shadazar,	



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Rules and How to Play

Introduction



What is an RPG?

In a role playing game (RPG), you and your friends take on the roles of imaginary characters who engage in adventures, overseen by a storyteller. RPGs are similar to playing pretend as a little kid, but with more rules. And who doesn't need to pretend the real world doesn't exist every once in a while?



What is role play?

To role play is to act out or perform the part of a character. This experience can be intimidating for new players. Initially, it may be outside your comfort zone. Don't worry: you do not need to be an actor to play a role playing game. Your character can be an extension of yourself. It can be based on your favorite character from Harry Potter, or Lord of the Rings, or any of your favorite movies or books. Your character can also be based on someone else you know; just make sure it is a flattering impersonation if they are playing with you. Your character can also be a completely original creation. Any idea can make a great character.

What is Rollplay?

Rollplay is an introductory fantasy role playing game. Compared to other RPGs, Rollplay has simple rules, as you will see as you look through this guide. It is designed to be easy to get into, easy to learn, and easy to play. The name itself is based on the act of role playing and the primary mechanism of the game, which is rolling dice. Rollplay is a guided adventure. The players decide what they want to do, and the story reacts to those actions.



Why should I play this game?

People play RPGs for various reasons: escapism, creative writing, collaboration, problem-solving, or just wanting to play pretend for a little bit. RPGs are collaborative storytelling. They allow you and your friends to live out a fantasy in which your actions affect change. The story changes based on your actions. That's what sets RPGs from board games or card games. The story changes and evolves as you play. You may decide to befriend someone who will betray you or run headlong into potential danger. The course of the story depends on your actions.



Playing the Game



What you need to play

Each player needs a 20-sided dice (called a D20) and a 6-sided dice (a D6). You also need a character sheet (found at the end of this guide) and a pencil for taking notes and filling out your sheet. This guide will explain how to use your character sheet, and how to create a character later.



General play

The game will be led by a storyteller, referred to as the Game Master or GM. The GM leads the game and tells the players what happens next. You and your fellow adventurers then respond to scenarios laid out by the GM by saying what their character does. The players can have their character do whatever comes to their mind. If you find a scene you do not fully understand, you can investigate closer, or if the situation seems dangerous, you can try to avoid it entirely. You can also walk right into any given situation and deal with the consequences. How you proceed is up to you.

There are some things that a player may decide to have their character do that can just happen. For example, if you are walking up to

a house and decide to knock on the door, that can just happen, requiring no roll of the dice. However, if you decide to knock down the door, that may not just happen. If anything is not guaranteed to happen, or if there is any chance the action may not work, the GM will ask you to roll your D20. The higher the number you roll the higher the degree of success of your action.

These rolls, and rolls in combat, will be contested. That means that you will roll your D20 and add the appropriate modifier, and the GM will roll their D20 to determine if the action or attack succeeds. If the GM rolls higher, the action does not work. If the player rolls higher, it does work.

Throughout the story, there may be interactions between you, the player characters, and non-player characters (NPCs). There may also be interactions between the characters and enemies or monsters. This often results in combat but does not necessarily have to. Even if someone is aggressive toward you and your fellow adventurers, you could talk your way out of the situation, you could distract them, or you could run away. The story is only limited to what you decide to do.



Each player has a character sheet that outlines their character's stats and abilities. This sheet will be most useful during combat. The character sheet lists the actions a character can take in combat. The actions a character can take out of combat, in regular play, are more open and at the discretion of the players. The players will often work together and discuss with each other—out of character or in character—what course of action to take at a given time.



Using your character sheet

There are four sections on the character sheet that are divided with headers. The sections are "Character," "Stats," "Abilities," and "Health Points." The character sheet will help you determine how to act out your character and what to do when you find yourself in combat.

The first section is titled "Character." Here, you will find either a picture of the premade character you are playing or a space to draw your character. Next to this space, you will find lines to fill out. On the premade sheets the "folk" and "trade" lines will be

filled out. On a blank, customizable sheet, these are blank and for you to determine. The other lines, "name," "ideals," and "backstory" are all blank for you to fill out. These are to help you roleplay the character. This guide will discuss tips on how to fill this out later.

The next section on the sheet is the "Stats" section. Your stats are either predetermined or decided by rolling dice (more about that later). Your four primary stats are "strength," "knowledge," "dexterity," and "charm." Each of these will have a number between 0 and 2 associated with it. You will add these numbers to your appropriate contested rolls.



The third section on the character sheet is titled "Abilities." Again, this section will either be filled in on a premade sheet, or blank for you to fill in using a table found later in this guide. Your abilities are actions you can take in combat. Abilities are broken down into a few categories. These are "strong attack," "attack," "buff," and "recover." Strong attacks will do 2D6 (your six-sided dice rolled twice and adding the total) worth of damage. Attacks do 1D6 points of damage. There are dice icons next to each of these to remind you what to roll. Buffs will either grant you and your allies a bonus and advantage or provide your enemies with a disadvantage. Advantage and disadvantage take the form of rolling your D20 twice, and taking the higher or lower outcome, respectively. The recover ability allows you to do exactly that: recover. You can recover either health points or abilities you have used. This section of the sheet also indicates how many times you can use each ability. You can use strong attacks and buffs twice per game, regular attacks an infinite number of times per game, and recover can be used once per encounter or fight.

The last section on the character sheet is the "Health Points" section. Health Points are also known as HP. Use this section to keep track of the damage you take in combat. Any time you get hurt by an enemy, you take damage. When you take damage, cross off the appropriate number of HP. If you heal, keep track of that as well.

Combat

The previous pages outline how to technically play the game. This next section further divides the game into two categories: combat and non-combat.

When you enter combat, the GM will ask you to “roll for initiative.” To do this, you roll a D20 and tell the GM the number. This determines the order in which you take your turn in the fight. In the context of the game, this represents which character gets the jump on the enemy the fastest by literally taking the initiative in the fight. The GM will also roll to determine when the enemies enter the fight. The GM will guide the order and will tell you when it is your turn. On your turn, you can choose one of your abilities to use. You can either attack an enemy or use a buff. The fight will continue, with each player and enemy taking their turn until one side wins. A side wins the fight when each of the other side is knocked to 0 HP.

To attack or use buffs, announce to the players and GM which ability you are using and then roll your D20 and add your

appropriate modifier to determine if it works. The GM will roll against you and the higher roll succeeds. In a tie, the winner is the attacker. If the attacker succeeds, the defender takes the appropriate amount of damage (1D6 or 2D6). If the defender succeeds, the attack misses and nothing happens. Once each player takes their turn, the initiative goes back to the top of the order with the first player.



Outside of combat

As stated previously, the world outside of combat is largely up to you and your imagination. Unlike in combat, where you take preset actions, your moves outside of combat are only limited to what you can think of. You can try to lie to an enemy and say you are from the future to convince them to do what you want. If you find a dead horse in the road, you can harvest its body for meat.



Building a Character



Your character

Your character is what (or who) you use to play the game. You inhabit an alter ego and along with your friends' alter egos you explore and go on fantastic adventures.

This guide will begin with the technical side of making a character then get into the creative side of the process. To do this, you need your blank character sheet, found at the end of this guide.



Stats

Skip the first section of the character sheet for now. We will come back to it later. For now, look at the "Stats" section.

The stats for Rollplay are Strength (how strong your character is), Knowledge (how smart your character is), Dexterity (how sneaky or good with their hands your character is), and Charm (how charismatic your character is). Your stats for your character are determined by rolling a D6. Roll the dice five times, record the outcomes, and discard the lowest score. This will leave you with four numbers.

Once you have four numbers, use the following table to determine your final stat:

Number Rolled	Final Stat
1-2	0
3-4	1
5-6	2

Once you convert your rolls to your stat number, assign each of the four scores to an appropriate stat. For example, if you want your character to be very strong, assign the highest roll to the Strength stat. If you want your character to be very friendly, your highest roll could go under Charm.

If you are using a premade character sheet, these stats will already be assigned, and you do not need to roll to determine them.

You will add these stat scores to appropriate rolls. To return to our previous example, if your character is trying to knock down the door, add your Strength stat. If your character is trying to pick the lock instead, add your Dexterity stat. The stat you are using is based on the situation but also up to the discretion of the GM.

Health Points (HP)

Each character starts out with 12 HP. This is indicated on your character sheet. As you take damage in fights, keep track of how much HP you have lost. Once per fight (or encounter) you may heal yourself. You can do so either during the encounter or immediately after by rolling a D6. The number you roll is the amount of HP you regain. If you ever run out of HP, by getting down to 0, you fall unconscious, don't take further damage, and are out of the fight. A character with the ability to heal an ally can revive you; otherwise, you wake up after the fight with 1 HP. If you did not previously use your recover ability during that encounter, you can then use it to regain more HP.



Abilities

Three types of abilities are available during a fight: attacks, buffs, and the ability to recover.

Attacks: have two subtypes: a strong attack and a regular attack. Each character has one strong attack, which has limited uses, and two regular attacks, which have infinite uses.

Strong attacks do more damage than regular attacks. To determine damage, you roll a D6 twice. The total number rolled is the amount of damage dealt. Regular attacks work the same way but with a single D6 roll. This is indicated on the character sheet.

Buffs: are called such because these abilities buff up your allies or debuff your opponents.

Buffs either grant advantage to a player ally or confer disadvantage on an enemy. Advantage and disadvantage work by having the player or GM roll twice. For advantage, take the higher of the two numbers; for disadvantage, take the lower of the two numbers.

Recover: allows you to roll a D6 once per encounter and recover that number of hit points or abilities. You cannot recover more than your maximum number of HP (12) and you cannot gain extra abilities. You also can not recover both your HP and abilities; you must choose one or the other: either recovering up to 1D6 of your HP or 1D6 abilities. Every character has the recover ability.



Selecting abilities

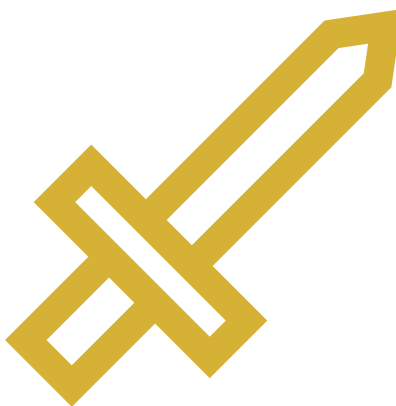
Each trade has a different skill set. The following tables outline the different potential abilities of each trade. Fill out your character sheet by selecting the appropriate number of abilities per category using the appropriate table for your character.

If you are using a premade character sheet, your abilities have been determined for you. If you are creating your own character, you can choose from the list of abilities on the next page. Your character's Trade determines which abilities you can choose from.

Warrior

Warriors are the brave and bold members of the group. They rely on their Strength to solve problems and defeat enemies.

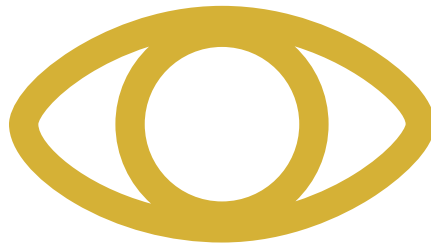
Ability Type	Ability Name	Description
Strong Attack	Two Handed Strike	Using two hands to wield your weapon you deal a mighty blow to an enemy.
Strong Attack	Reckless Attack	With reckless abandon, you throw yourself at your enemy with the intent of doing as much damage as possible.
Strong Attack	Overwhelm	You are just too much for your enemies and you are able to deal a great deal of damage.
Attack	Strike	You strike an enemy with your weapon.
Attack	Frenzy	Using a lighter weapon, or a combination of weapons, you attack your opponent very quickly.
Attack	Charge	You run at an enemy at top speed and crash into them to deal damage.
Attack	Crushing Blow	Swinging from above, you land a blow that knocks your enemy back and deals damage.
Buff	Battle Cry	You let out a mighty yell that inspires your allies and grants them advantage on their next attack.
Buff	Intimidate	Your imposing presence frightens your foes and gives them disadvantage on their next attack.
Buff	Protection	You will not let your allies get hurt. You provide interference that grants your enemies disadvantage.
Buff	Reflexes	You move as quick as you can and respond to the situation around you. This grants you advantage.



Magician

Magicians are clever and cunning. They rely on their Charm to get them out of sticky situations.

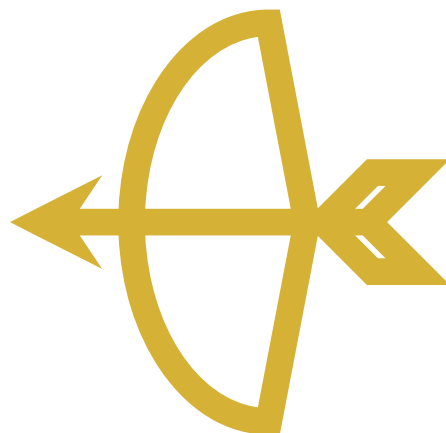
Ability Type	Ability Name	Description
Strong Attack	Fireball	Fire materializes in your hand and you launch it at an enemy of your choice.
Strong Attack	Lightning Bolt	Electricity surrounds your hands as you call a lightning bolt from the sky and direct it at an enemy.
Strong Attack	Shatter	An incredibly loud sound fills the head of an enemy and causes immense damage.
Attack	Magic Missile	Spectral energy appears at your command and you use it to target an enemy.
Attack	Thunderwave	Lightning arcs between your fingers and you send a wave of energy and sound at an enemy.
Attack	Witch Bolt	Dark, crackling energy materializes in your hands that you send at an enemy to deal damage.
Attack	Ray of Frost	The air grows cold as you send a beam of ice and snow at an enemy to deal damage.
Buff	Shield	A magical barrier appears around you and your team that grants enemies disadvantage.
Buff	Enhance Ability	You focus on what makes your allies great and enhance that to give them advantage.
Buff	Charm Person	Your allies view you as friendly and have disadvantage against attacking you.
Buff	Magic Armor	You magically protect yourself with spectral armor that gives your enemies disadvantage against you.



Archer

Archers are sneaky and sly. They tend to rely on their Dexterity to overcome the obstacles they face.

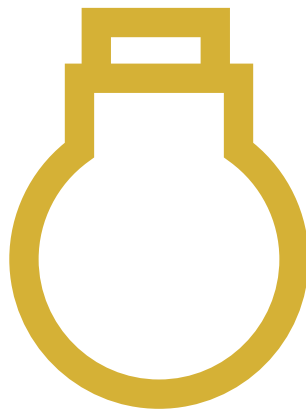
Ability Type	Ability Name	Description
Strong Attack	Bullseye	Your aim is true as you unleash your arrow doing a heavy amount of damage.
Strong Attack	Sneak Attack	You disappear into the shadows and then reappear to take your enemies by surprise and deal heavy damage.
Strong Attack	Assassinate	Your enemy does not see your attack coming as you lash out to deal massive damage.
Attack	Arrow	You take aim and fire an arrow at an enemy.
Attack	Thrown Dagger	From a distance, you throw one of your daggers at an enemy.
Attack	Flaming Arrow	You set an arrow alight and then let it loose at an enemy.
Attack	Back Stab	You sneak behind an enemy and attack them at a weak point.
Buff	Keen Eye	You perceive your enemies' weak points and let your team know to grant them advantage.
Buff	Stealth	You blend in with your surroundings, granting your enemies disadvantage against you.
Buff	Provide Cover	You grant your allies advantage while you defend them from enemies.
Buff	Evasion	You are quick on your feet and hard to hit. This grants your enemies disadvantage against you.



Sage

Sages are wise and well traveled. They use their Knowledge to cast spells to defeat enemies and heal allies.

Ability Type	Ability Name	Description
Strong Attack	Inflict Wounds	You touch an enemy near you and cause great physical damage to them.
Strong Attack	Smite	You call on a higher power to deal immense damage to your enemies from above.
Strong Attack	Divine Power	Divine power fills you with energy and you have the strength to deal heavy damage to an enemy.
Attack	Guiding Bolt	A bolt of spectral energy appears at your command that you send directly at an enemy.
Attack	Spiritual Weapon	A floating spectral weapon of your choice attacks an enemy at your command.
Attack	Thornwhip	Vines and thorns grow from the ground and lash out to attack an enemy.
Attack	Poison Spray	Your hands bubble with green or purple ooze that you can send at an enemy to damage them.
Buff	Cure Wounds	You take time to magically heal your wounds, or a member of your party.
Buff	Divine Inspiration	You call on a higher power that guides you and your allies and grants you advantage.
Buff	Guidance	You pass on a blessing that gives you and your allies advantage.
Buff	Prayer of Healing	You collect yourself and pray to a higher power that gives you and your allies advantage.



Playing as your character

We will now return to the topmost section of your character sheet. This is the “Character” section where you determine the personal traits of your character.

If you are using a premade character sheet, the “Folk” and “Trade” lines will already be filled out.

The first line of this section is labeled “Name.” Your character needs a name! This can be anything. It can range from your real name to an unpronounceable string of letters. Be as creative as you want!

The second line is “Folk.” Your folk is your species. In Rollplay, you can play as a human, an elf, an orc, or a dwarf. This does not impact the play of the game so much as add flavor to how you play the character.

The third line is “Trade.” Your trade is your job in the game. You can either be a warrior, an archer, a magician, or a sage. Unlike your folk, your trade does impact how you play the game. As outlined earlier, your trade grants you different abilities from other trades.

The next line down is “Ideals.” This is the crux of your character. Is your character a good person or kind of a bad person? Are they careful or reckless? Your ideal can be as simple as “act first; ask questions later” or as complex as a whole mission statement. It is up to you how in depth you want to get. A chart to help you create your character’s motivation can be found later in this guide.

The last line in this section is “Backstory.” You’ll notice there are more than one line available to write here. This is because your backstory can be the most complex part of the character. Of course, it can be as simple as “she was a farmer turned adventurer.” But you can also get as deep as you want. A chart to help you to create a backstory can be found later in this guide.



Backstory tables

These tables are set up so you can either choose one you like or roll a D6 to decide for you. Feel free to modify what is written as much as you'd like. These are strictly to inspire your roleplaying!

Ideals	
1	If someone is in trouble somewhere, you will always be there to help them.
2	People deserve to be treated with dignity and respect.
3	You're not above hurting people, but only those who deserve it.
4	Power is the most important thing to you. You will do anything to be stronger.
5	Your powers are meant to be shared with all and you only use them for good.
6	You are a student at heart and will use anything as a learning opportunity.

Secrets	
1	You are a kleptomaniac. If you see something you want, you will find a way to have it.
2	You're afraid of birds. Flying is unnatural and nothing should be able to do it.
3	You've worn your lucky socks, the pair you have on now, every day for fifteen years.
4	You're convinced you're actually a ghost and no one else realizes it.
5	You've never been hugged. You want to try it but you're afraid you'll mess it up.
6	You're uncomfortable with confrontation and tend to run away from fights.

Backstory	
1	You grew up in a land far away from here and are confused by the customs of this place.
2	Your family was overprotective so you look for danger wherever you can find it.
3	You come from a noble line but were raised by commoners. You seek your noble lineage.
4	You grew up on a farm and learned your skills to make your chores easier.
5	You didn't sell your soul, you lost it in a bet. You'd like to get it back.
6	You were rescued by a mystery benefactor and seek them out so you can pay them back.

Motivation	
1	You want to see the world! You've lived in your hometown for long enough.
2	You want to be famous. Everyone needs to know about your adventures.
3	You need to support your family. Adventuring isn't all about the money, but it sure helps.
4	You're trying to win a bet that "yes you can too survive going on an adventure."
5	You have a lot of pent up frustration and want to go on an adventure to let off some steam.
6	You are traveling far and wide searching for the perfect ingredients to create the perfect snack.

Personality	
1	You are sarcastic and appreciate a good insult - even one directed at you.
2	You'll settle for nothing less than perfection at all you do.
3	You prefer fine art to most people and look down on those who can't appreciate art.
4	You are inconceivably awkward in social situations and never attend parties.
5	You stretch the truth occasionally because a good story is more important than the truth.
6	You just want some peace and quiet but these dang adventures keep happening to you.

Miscellaneous Details	
1	You can't sleep at night without your stuffed dragon that you take everywhere with you.
2	You don't know how money works and at this point you're too afraid to ask.
3	Everything you say is in the form of a question. People think you are very inquisitive.
4	You think horses are the most perfect creatures ever but you want to eat them.
5	You're obedient to a fault. If someone gives you an instruction you MUST carry it out.
6	You can't carry a tune but love to sing and do so as often as you can.

The Game Master



What does the GM do?

Colloquially, the Game Master, or GM, “runs” the game. This essentially means that the GM narrates the story that takes place. The GM voices the non-player characters (NPCs) and controls the enemies. However, just because the other players are interacting with and sometimes fighting against the GM’s characters, it is not the GM versus the players. It is the GM WITH the players. You are telling the story together and responding to each other. It is the GM’s job to respond to what the players do, and the players’ jobs to respond to the GM. This guide will offer tips and help on how to run a game and how to make the experience as great as it can be.



Preparation

Roleplaying games require a fair amount of prep work before play actually starts. For the players, it is making a character or choosing a premade character and determining who the character is. For the GM, preparation takes the form of planning out the adventure the players will interact with. This is done by writing a story prompt that the players will respond to as well trying to guess ahead to what the players will actually do so you can determine what will happen next. This is perhaps the most difficult part of being a GM. It is difficult to anticipate exactly how your

players will respond to any given situation. Even if the story moves in the way you initially planned on, there may be details that did not go as planned.

Maybe your players decide they do not trust the character that you had intended to be their ally. Maybe they decide to split up. Maybe they decide to do another adventure all together. This last one is an extreme example but is a possible consideration. You need to have a plan to keep your players on track. However, it is important not to force them to do something they hadn’t planned on doing. The fun part of Rollplay, and any roleplaying game is the ability to make your own decisions and write your own story. It is the GM’s job to incorporate these new details into the story you had planned.

All that being said, it will not really be possible to plan for EVERY thing your players might decide to throw at you, but it is important to be flexible. This is perhaps the most difficult aspect for a new GM, but it is something you will learn to do well. Be open with your players. If they stumped you, and you need a minute to course correct, be honest, stay calm and collected, and figure out how to correct the course. You can get your players back on track. Or who knows, maybe this new track will be just as good or even better?

Writing a story

How do you begin writing a story? Well, just like this guide mentioned you can base a character on one of your favorites from pop culture, you can get inspired by stories you like as well. You can make a heist story inspired by Ocean's Eleven or a rescue mission inspired by Finding Nemo. Inspiration can come from anywhere. Of course, if you're stuck, you can use the "Creating Your Own Adventure" section in this guide. There, you will find a set of tables to either roll a D6 on or pick to your liking. This can set you up with a prompt to write your story around.

There is no one set way to write a story for Rollplay. You can write it out like a work of fiction and then add the notes you need for where you ask your players how they would like to respond. Or you can just write a loose outline and make it up more as you go along. Or anything in between these. Each will give the adventure a different feel of either being more structured or much looser. Whatever you think will be the best for you. And if this is your first time being a GM, either for Rollplay, or for any game, it is okay if it doesn't feel right. Try something else the next time you play!



Running a game

You've prepared and written an adventure and your players are all ready. It is time to start the game!

Typically, a game will start with the GM setting the scene. You can describe the setting of the story as well as establish the conflict. This will put the players in the right mindset

to begin playing. Early on, you should also give the players an opportunity to introduce their characters. This will also give the other players insight to their fellow players' motives and personalities. While the players are introducing their characters, ask them questions. Ask how they connect to the conflict. If they are vague about details about their character, ask them to clarify or expand on it. This will get them thinking more about who their character is and also give you more information you can use in the game.

The GM has a very active role in the game. You will likely do most of the talking, as you are describing the scene and reacting to players. You will also roll your dice a lot. As stated in the basic rules, the GM rolls opposed to the players. If they roll higher, they succeed, if you roll higher, they fail what they were trying to do. It is then up to you to interpret what happens. Just saying "sorry, that doesn't work" is boring. Explain why it doesn't work. Maybe they had hair in their eyes so they couldn't see something. Maybe they tripped so they weren't very sneaky. Maybe the enemy, parried their attack so it didn't land.

The whole job does not have to be on you though. It is good to sometimes ask your players for what they think happens. Ask "why did you fail to sneak up on the guard; what happened?" Let the creativity be collaborative, just like the rest of the game.

Rules for the GM

Let's get to the more technical side of being the GM.

Combat and non-combat encounters work very similarly to how they work for the players. Combat will start with you, as the GM, asking your players to roll for initiative. They will tell you these numbers and you will record them, as well as what you roll for the enemies. Put the turns in order, with the highest roll going first. When the lowest number turn goes, return to the highest at the "top of the order."

Unlike players, you do not need a character sheet. Instead, you need your notes for the adventure at the ready to reference. This will include the story notes as well as the stats and abilities for the enemies your players will encounter.

You will also need a place to take notes, either electronically or on a scrap piece of paper, whichever is easier for you. You will need this in order to help you remember what the characters names are as well as what they do, and to keep track of initiative during combat.

You will also be rolling against the players when they make ability checks. All the rolls are contested, and you are the one who contests them. If the players roll higher than you, they succeed. If you roll higher, they fail. As stated previously, do not simply say "that works" or "that doesn't work." Describe the scene! Paint a picture for the mind's eye!

As the GM, you are also telling the story. What you say is what is happening. Be as clear as you can when setting the scene. Keep in mind where things are located. Rollplay does not use a map, like other RPGs, so it can be easy to get confused as to where things are located. Be as clear as you can to avoid this, but also be flexible if players misunderstand where things are. The enemy can be in striking range or the treasure chest can be on the opposite wall. Anything that makes things easier to understand.

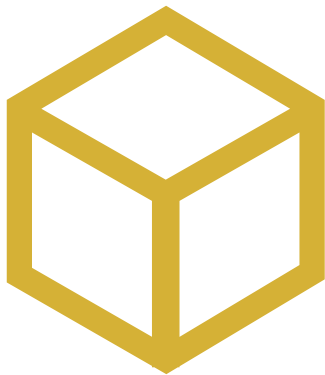


Tips and tricks

Hide your dice rolls: It is helpful but not necessary to hide your dice rolls from the players. If you can roll behind a piece of paper or behind your computer or book, this can be beneficial. If the fight or puzzle is not going well for your players you can fudge your rolls. Never lie to make your rolls beat the players' but it is okay to let the players off easy every once in a while. As long as it increases the fun!

Provide imagery: A slideshow of images can help set the scene and the tone of your adventure. It helps increase imagination and also helps out if your players don't know what something, such as a certain monster, looks like. There is plenty of concept art on the Internet that you can throw into a slide show that goes through the progression of your story.

Play music: Just like imagery, some medieval fantasy music or sound effects can really help set the tone. Switch between lighthearted tavern music to ominous music for the spooky forest to intense fight music. This is a great trick for making your players feel immersed in the story.



Have a list of names: Your players may ask about people you weren't expecting them to. Or they may just ask the name of someone you hadn't named. As soon as this happens, names seem to escape your mind completely. Either have a name for everyone or have a list in your notes just in case. That way you will never draw a blank.

Reward creativity: If one of your players comes up with something utterly brilliant while you are playing, reward them. Maybe they find a way to befriend an enemy or a creative way to solve a puzzle. Whatever it is, reward them. Praise their creativity and if it fits in the story, give them a prize. Maybe they can get advantage on a roll or they fully heal. Or you can have their character find a cool weapon or some gold.

Have fun: As the GM, it can be easy to feel like you are being attacked when a player says or does something in the game. Just remember that it is not you versus the players, it is you along with the players. You are telling the story together and should be having fun together. After all, you are playing a game!

Do what you can to make the game the most fun it can be for everyone. If something is proving to be too difficult, make it easier or change it for the next time you play. If your players ask to do something, let them. Do silly voices! Give your characters personality. There is no wrong answer.

An Adventure in Reine



Instructions

The following instructions are for the GM to run “An Adventure in Reine” (pronounced like “rain”). These instructions are intended to help you understand what you will see in the adventure itself. For tips on how to run a game as a GM, see the previous section in this book.

Read through the adventure before running it for the first time so you know what is coming up and what to expect.

The first thing you’ll need to know is what you should read to your players and what is just for you as the GM to read.

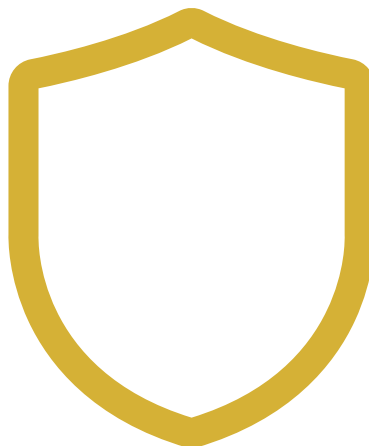
Anything that appears in a box like this, is to be read out loud to the players. This will be the main story and the prompts for what the players should do next.

Anything that does not appear in a box, is notes for you to read to yourself.

You will also come across tables in the story. These will include difficulty tables for dice rolls and stats for the enemies your players will come across. The tables will help you determine what information to give your players when they roll a certain amount if they are investigating or doing another skill check. The higher the roll, the better the result.

Remember that your players may choose to do things that are not outlined in this guide. Should that happen, just try to subtly get them back on track.

Good luck! And have fun!





The adventure

Welcome to the Queendom of Reine, a mystical land full of magic and heroes and beasts of all nature. The Queendom has recently expanded its borders to include a mysterious forest. The area in the expanded border is known, for now, as The Territory. Queens Genevieve and Cecelia have ordered parties to explore the Territory and report back with what they found there. All have returned with fantastic reports of what they witnessed except for one person Your friend, and fellow adventurer, Sir Wesley, has gone missing. He has not been seen in over a week and the group of you has been tasked with going to find him and rescue him if need be.

At this point ask your players to introduce their characters. Ask them their names one at a time and ask them to describe them. Then you can ask other questions about them. How do they know Sir Wesley? Why is it important to them that they save him?

Record this information, especially their names. When you feel the players have described their characters and everyone knows who is who, press on!

We join you all now in the Territory.

It's been a couple hours as you've been traveling down the path Sir Westley was known to be traveling on, carefully stepping around overgrown tree roots as to not fall. The open forested area has now become thick with shrubbery and underbrush. It's difficult to make out anything to either side of the path other than trees and bushes. The deeper you enter the territory, the less worn and clear the path is... and less clear where Sir Wesley has gone.

What would you like to do?

Here, it is of course up to the players what they would like to do. Use what you know about the scene to describe what happens when they decide what to do. If they are stuck, you may suggest they make a Knowledge check. If they do, have them roll their D20 and add their Knowledge modifier. Use the following table to determine what they see around them.

Knowledge Check	
1-5	You don't see or hear much of anything, the undergrowth is too thick.
6-10	You hear mysterious sounds coming from somewhere but can't place where.
11-15	You hear a rustling sound coming from somewhere off the path.
16-20+	You see a bush rustling and hear strange sounds coming from behind it.

If the players choose to investigate further, read the next block. If they ignore it, skip to the next one.

As you approach the brush, a sudden movement catches your attention and startles you. A rabbit darts out of the bush and hops away deeper into the woods, revealing a path you had not previously seen.

If the players decide to follow down the path, read the following block.

As you head down this path, you suddenly hear a louder rustling of leaves and snapping of branches. You turn and see a massive grizzly bear charging in your direction.

Roll for initiative!

Record the initiative rolls of the players and roll for the bear. Then use the following tables for the stats and abilities of the bear.

Enemy	HP
Bear	12

Stat	Modifier
Strength	+2
Knowledge	+0
Dexterity	+1
Charm	+1

Attack	Damage
Bite	1D6
Claw	1D6

When the bear is reduced to 0 HP, read the next text block.

The wounded bear rushes away, across the path, tearing through the underbrush and deeper into the forest. Revealing a small pathway, clearly cut through the foliage, decently worn dirt road that was hidden by the brush.

Ask the players to make another Knowledge check when they see this new area.

Knowledge Check	
1-5	You are too overwhelmed by the bear attack to notice anything new.
6-10	You see some kicked up dirt, that could be from the bear but could have been a fight.
11-15	You see footprints circling each other in what was clearly a fight.
16-20+	You see broken, roughly made arrows and some blood on the ground.

When the players continue on their way, read the next passage.

You make your way through the gnarled underbrush, the canopy growing dense blocking out whatever left of the afternoon sun. It's cooler here, but it's the sounds of the forest, filled with strange and indiscernible creatures calls that sends a shiver up your spine. The path becomes rocky and uneven as you push forward.

You travel for about another hour when suddenly you hear a twig snap and a loud "SHHH!" Come from somewhere you can't quite pinpoint.

The next section is two NPCs talking to one another. Feel free to do a silly voice for them. They are goblins who aren't very smart so it will be fun to make them sound that way.

"Hey, hey, Wiles, check it out. There's more of them. Should we capture them too?"

"I dunno, they're not as big as the other one we caught. Could be good appetizers though."

"Yeah, yeah! Alright in position. They're close."

In your normal voice again:

A barrage of arrows shoots towards the ground, missing you by inches.

Dropping down from above are two humanoid creatures, no more than 3 feet tall. Their green, sallow skin is bumpy and covered in freckles and warts. They have bright yellow eyes, long pointed ears and far too many teeth. They both hold rickety, handmade crossbows knocked with arrows.

Roll for initiative!

Enemy	HP
Goblin	6

Stat	Modifier
Strength	+0
Knowledge	+1
Dexterity	+2
Charm	+0

Attack	Damage
Arrow	1D6

ROLLPLAY

When the goblins are both knocked down to 0 HP, read the next block.

“OWWWW! That hurt! Come on Wiles, we need to get back to camp!”

The goblins both sprint into the woods and you quickly lose sight of them.

When the players decide to follow after them, read the next section.

It's not long before you reach a clearing in the darkened forest, light shining down into a small glade. Past a crudely made fence that encloses the area, you see what seems to be a dilapidated goblin camp made of a series of piecemeal tents and campfires. There doesn't seem to be any goblins in sight, other than a very small goblin sitting on a stump at the only gate leading into the camp.

He has tiny, beady eyes that squint as he tries to keep watch over the area.



When this goblin notices the party, do another silly voice as he speaks.

“Hullo? Trixie, Wiles, is that you? Could you give my glasses back please?”

If a player goes up and talks to the little goblin, begin the roleplay with this line and go on from there as the conversation progresses.

“Oh, hi is that you? Oh, you’ve grown in the hour you went away, how neat!”

Another line to use:

“Yeah, I’m Boblin the Goblin... I’m supposed to be keeping watch. Are you... are you something I’m supposed to keep look out for?”

Here, the players will need to convince Boblin, that they are trustworthy or safe and can be let past. Have the players roll a Charm check. This can either be a contested roll against a goblin’s intelligence, or you can use this table:

Charm Check	
1-5	Boblin puffs up his scrawny chest and tells you that you have to turn back now.
6-10	Boblin seems unconvinced. He will need more evidence to believe you.
11-15	Boblin believes what you are saying but does not provide any additional help.
16-20+	Boblin believes what you say and answers any other questions they players have.

Once the players get past Boblin, or convince him to let them past, read the next block.

As you make your way into the goblin camp, made up of mostly tents with some more permanent buildings, you notice a cave with a door set into the opening. As you approach, you hear what can only be described as screeching coming from behind it.

Here, the players need to decide how to progress. When they enter the cave read the following block:

As you open the door, the screeching turns into an incredibly off pitch and out of sync rendition of Happy Birthday. The goblins are all preoccupied and do not notice you enter. You all however notice a cage near the back of the cave, in which you see your friend, Sir Wesley. He looks unharmed, but tired. As well as a bit irritated by the goblins’ singing.

Here, the players will once again need to decide how to proceed. They may try to sneak back to free Wesley, in which case they would make a Dexterity check, or they may take a more forward approach and take on the goblins directly. Whatever they decide, the goblins will eventually notice the party and a fight will ensue. When the party is noticed, read the following, doing a silly voice for the goblin king:

The room grows silent except for a short, heavy set goblin wearing a makeshift crown and tattered cape who shouts: “WHAT IS THIS?! WHO ARE YOU?! You have come to ruin my birthday! I am King Japes, and I will not stand for this! GUARDS! Stop them! They are here to take our meal!”



The players may try to talk their way out of it but Japes the Goblin King will not hear any of it. He grows frustrated. Read this after some roleplaying goes on:

“GUARDS! STOP THEM! THEY MUST NOT ESCAPE! ATTACK!”

Roll for initiative!

This will be a bigger fight than the previous ones because there are more parties involved. There will be four guards and the goblin king himself. You will also need to keep track of different amounts of HP, as the king has more than the guards.

Enemy	HP
Goblin Guard	12

Stat	Modifier
Strength	+2
Knowledge	+0
Dexterity	+1
Charm	+1

Attack	Damage
Sword	1D6
Arrow	1D6

Enemy	HP
Goblin King	18

Stat	Modifier
Strength	+2
Knowledge	+0
Dexterity	+0
Charm	+2

Attack	Damage
Sword	1D6
Two Handed	2D6

When the goblins are all reduced to 0 HP, the goblin king sits up looking sad and sniffing. Read the following, sounding sad:

The goblin king sits up and wipes his nose and says "This is the worst birthday ever. Everyone is being mean to me and trying to steal my dinner! They didn't even bring any presents just came here and attacked me! Go on, take my dinner and get out of here! Just stop being mean to me!"

A guard, opens the cage that Wesley was in. He stumbles out and wraps each of you in a thankful hug.

Roleplay a scene with Wesley thanking the party for coming after him.

When the party is ready to head out, read the next block.

You all, along with Sir Wesley, begin to triumphantly make your way back to Castle Reine. You traverse through The Territory and luckily face no more trouble. You make your way back to the castle and make sure Sir Wesley is ushered safely inside. You are all heroes! You saved the day and your good friend Wesley. The question only remains, what adventure will you all go on next?

The End!

That's the end! Thank your players for playing and do your best to answer any questions they may have. If they did anything else that was incorporated into the adventure, make sure to include that in the ending.

If you just ran your first game as a GM, then congratulations!

The End

Creating Your Own Adventure



Now that you have played through An Adventure in Reine, the next step is to write your own story! The following charts will set you up to create your own plot summary that you can then flesh out to create a complete story. Refer back to An Adventure in Reine as a reference for how to pace the story and what to include.



This guide includes the key parts that will make up your story. The first is the Story Type. What kind of story do you want to tell and what kind of adventure do you want to see? The next two tables help you determine the Villain and the Villain's Motivation. Who or what are your heroes trying to overcome? The next table is the Environment. Where does this story take place? The next table helps you decide on Obstacles to throw at your players. And the last table shakes things up with The Twist! What surprising thing happens in the story?

Once you have these key pieces of the story figured out, either on your own or with the help of these tables, it is time to start writing! It is up to you how these pieces fit together. Be creative! How you do this, is largely up to you. It may help you to write it all out in the form of a story or you may feel confident enough to keep it all in your head and just write out a few notes. Depending what you do, will affect how loose or structured the game feels. Both options are fine.

It is up to you to determine your GM style using the tools provided in this guide. It is also important to keep in mind that practice makes perfect. Or close to perfect. You will always be learning when you run games as GM. That is part of the joy of doing it!

Adventure tables

These tables are set up so you can either choose one you like or roll a D6 to decide for you. Feel free to modify what is written as much as you'd like. These are strictly to inspire your story!

Story Type	
1	An investigation. Something mysterious is going on and you need to get to the bottom of it.
2	A defense mission. You are under attack and need to defend the barrage of enemy attacks.
3	A rescue mission. You need to save your friends from some danger.
4	A heist. You and your friends want something you can't have. How will you get it?
5	A treasure hunt. Similar to a heist but with less thievery and more surprises.
6	A gauntlet. Challenge after challenge that your players need to overcome.

Villain	
1	A spoiled heir to the throne who did not like how their parents ran things.
2	A fallen from grace adventuring hero who is jealous of the current players' success.
3	A ruler from a neighboring territory who wants to expand their kingdom.
4	A big bad monster. Could be as big as a dragon or small as a goblin. Still evil though.
5	Two children in a trench coat who are pretending to be a big bad villain.
6	The evil twin of a member of the party. Or the evil twins of EVERY member of the party!

Villain Motivation	
1	WORLD DOMINATION! A classic motivation that may or may not be within the villain's reach.
2	Money. This is one greedy villain who will do anything to line their pockets a bit more.
3	For the fun of it. They like being evil and want to make others miserable for the sake of it.
4	They are trying to prove themselves to a bigger, badder villain.
5	They are actually in over their head but it's too late to turn back now so they're running with it.
6	They want to challenge the party and make them better people... in a villainous way.

Environment	
1	A bustling city center. There are lots of distractions and people to talk to.
2	A mystical forest full of beasts of all nature. Some friendly, some not so friendly.
3	A farming village. Full of innocent, hard working people, who just want to be left to themselves.
4	A perilous icy tundra that makes the mission more dangerous... and slippery.
5	A classic dungeon. Full of twists and turns and spooky monsters.
6	The real world. This fantasy stuff is too silly for it's own good. Let's be realistic here.

Obstacles	
1	Traps galore! The players need to make constant Knowledge checks to find them.
2	A sleeping dragon. You do not want to wake him up! If you do, you may not make it out.
3	An innocent NPC who is caught in the middle of the conflict and has to be protected.
4	Locked doors that can only be opened by solving riddles instead of with keys.
5	A spell that is put on the party that makes them fight amongst themselves.
6	Red herrings galore! Lot's of clues that point one way when they should be looking the other.

The Twist!	
1	A rival team of adventurers has also been on this quest seeking the same glory.
2	An ally NPC was working both sides the whole time and they betray the players.
3	There was never anything to worry about; it was all one big misunderstanding.
4	You've been set up! The villain knew you were coming all along and was ready and waiting.
5	Someone lied to the party. There was never any danger at all.
6	The villain just wanted some company. The only way to get you here was to set up an adventure.

Enemy stats and abilities

These tables are more up to you but are here to help you populate your game with enemies and creatures that your party of heroes may face off against.

There are four potential difficulties of enemies in Rollplay. Easy, Medium, Hard, and Boss level. Use these tables to determine how strong your enemies are. The number and level of the enemies you include is up to you and depends on how difficult and deadly you want the fights that take place to be.

Enemy Level	HP
Easy	6
Medium	12
Hard	18
Boss	24



The second thing to keep in mind when building enemies, is their abilities. Once you determine their level and HP amount, you can determine what attacks they will make and how strong the attacks are. Just like the player characters, the attacks will either do 1D6 or 2D6 damage. The rest is just for flavor to add to the mental picture.

The kind of attacks enemies make will depend on what kind of enemy they are and what tools they have.

Enemy	Attack
Humanoids	Sword / Bow (1D6)
Humanoids	Strong Attack (2D6)
Animals	Bite / Claw (1D6)
Animals	Pounce Attack (2D6)
Monsters	Bite / Claw (1D6)
Monsters	Breathe Fire (2D6)

These are just examples, and you can make the attacks whatever makes sense. Humanoids can include Humans and Goblins which will likely have different abilities and Monsters could include Dragons or Trolls or anything in between. Whatever abilities you choose for your creatures and enemies will make sense for the situation.

Resources



The remainder of this guide contains the character sheets, both with premade characters and a blank one for reference and to fill out. There is also a page that has four mini guides for helping play the game. The mini guides include What to do When You're Exploring, Tips for Roleplay, What to do When you're in Combat, and a Glossary of Terms.

Feel free to make copies or scans of these resources and hand them out to your players.

The Character Sheets are required to play the game, but the Helpful Handouts are just that: helpful. They are not required but can make things easier for first time players. They serve as a quick reference, so you don't have to always refer back to this guide. Of course, if you need a more in-depth reminder, the guide is there for you.

The Helpful Handouts page can either be folded or cut along the dotted line. Each section will provide a different guide that can be easily turned or flipped to.



Character

Fill out information about your character here. This will help you play the game.



NAME: _____

FOLK: Orc

TRADE: Warrior

IDEALS: _____

BACKSTORY: _____

Stats

Add these stats to any roll you make. Your GM will tell you what kind of roll you are making.



+

2

+

0

+

1

+

1

STRENGTH

KNOWLEDGE

DEXTERITY

CHARM

Abilities

When rolling your D20 to determine if your attack or buff works, add your highest stat to your roll.



STRONG ATTACK

○○ USES

TWO HANDED STRIKE - Using two hands to wield your weapon you deal a mighty blow to an enemy.

BUFF

○○ USES



BATTLE CRY - You let out a might yell that inspires your allies and grants them advantage on their next attack.



ATTACK

INFINITE USES

STRIKE - You strike an enemy with your weapon.

BUFF

○○ USES



INTIMIDATE - Your imposing presence frightens your foes and gives them disadvantage on their next attack.



ATTACK

INFINITE USES

FRENZY - Using a lighter weapon, or a combination of weapons, you attack your opponent very quickly.

RECOVER



Once per encounter, you may recover 1D6 worth of Health Points or Abilities you have used.

Health Points

Mark off Health Points as you take damage from enemies.



Character

Fill out information about your character here. This will help you play the game.



NAME: _____

FOLK: Human

TRADE: Magician

IDEALS: _____

BACKSTORY: _____


Stats

Add these stats to any roll you make. Your GM will tell you what kind of roll you are making.

	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">1</div>	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">1</div>	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">0</div>	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">2</div>
		STRENGTH			KNOWLEDGE			CHARM

Abilities

When rolling your D20 to determine if your attack or buff works, add your highest stat to your roll.

<div style="display: flex; align-items: center;">  <div style="margin-left: 10px;"> STRONG ATTACK <div style="margin-left: 20px;"> <input type="radio"/> <input type="radio"/> USES </div> </div> </div>	<div style="display: flex; align-items: center;"> <div style="margin-right: 20px;"> BUFF <div style="margin-left: 20px;"> <input type="radio"/> <input type="radio"/> USES </div> </div>  </div>
<p><u>FIREBALL - Fire materializes in your hand and you launch it at an enemy of your choice.</u></p>	<p><u>SHIELD - A magical barrier appears around you and your team that grants enemies disadvantage.</u></p>
<div style="display: flex; align-items: center;">  <div style="margin-left: 10px;"> ATTACK <div style="margin-left: 20px;">INFINITE USES</div> </div> </div>	<div style="display: flex; align-items: center;"> <div style="margin-right: 20px;"> BUFF <div style="margin-left: 20px;"> <input type="radio"/> <input type="radio"/> USES </div> </div>  </div>
<p><u>MAGIC MISSILE - Spectral energy appears at your command and you use it to target an enemy.</u></p>	<p><u>ENHANCE ABILITY - You focus on what makes your allies great and enhance that to give them advantage.</u></p>
<div style="display: flex; align-items: center;">  <div style="margin-left: 10px;"> ATTACK <div style="margin-left: 20px;">INFINITE USES</div> </div> </div>	<div style="display: flex; align-items: center;"> <div style="margin-right: 20px;"> RECOVER <div style="margin-left: 20px;">  </div> </div> </div>
<p><u>THUNDERWAVE - Lightning arcs between your fingers and you send a wave of energy and sound at an enemy.</u></p>	<p><u>Once per encounter, you may recover 1D6 worth of Health Points or Abilities you have used.</u></p>

Health Points

Mark off Health Points as you take damage from enemies.

12

11

10

9

8

7

6

5

4

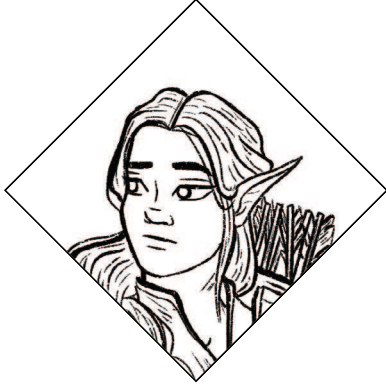
3

2

1

Character

Fill out information about your character here. This will help you play the game.



NAME: _____

FOLK: Elf

TRADE: Archer

IDEALS: _____

BACKSTORY: _____

Stats

Add these stats to any roll you make. Your GM will tell you what kind of roll you are making.

	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">1</div>	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">1</div>	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">2</div>	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">0</div>			
		STRENGTH			KNOWLEDGE			DEXTERITY			CHARM

Abilities

When rolling your D20 to determine if your attack or buff works, add your highest stat to your roll.



STRONG ATTACK

☐ ☐ USES

BULLSEYE - Your aim is true as you unleash your arrow
dealing a heavy amount of damage.

BUFF

☐ ☐ USES



KEEN EYE - You perceive your enemies' weak points
and let your team know to grant them advantage.



ATTACK

INFINITE USES

ARROW - You take aim and fire an arrow at an enemy.

BUFF

☐ ☐ USES



STEALTH - You blend in with your surroundings,
granting your enemies disadvantage against you.



ATTACK

INFINITE USES

THROWN DAGGER - From a distance you throw one of
your daggers at an enemy.

RECOVER



Once per encounter, you may recover 1D6 worth of
Health Points or Abilities you have used.

Health Points

Mark off Health Points as you take damage from enemies.



Character

Fill out information about your character here. This will help you play the game.



NAME: _____

FOLK: Dwarf

TRADE: Sage

IDEALS: _____

BACKSTORY: _____


Stats

Add these stats to any roll you make. Your GM will tell you what kind of roll you are making.

	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">0</div>	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">2</div>	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">1</div>	+	<div style="border: 1px solid black; padding: 5px; display: inline-block;">1</div>
		STRENGTH			KNOWLEDGE			DEXTERITY
								CHARM

Abilities

When rolling your D20 to determine if your attack or buff works, add your highest stat to your roll.

<div style="display: flex; align-items: center;">  <div style="margin-left: 10px;"> STRONG ATTACK <div style="margin-left: 20px;"> <input type="radio"/> <input type="radio"/> USES </div> </div> </div>	<div style="display: flex; align-items: center;"> <div style="margin-right: 20px;"> BUFF <div style="margin-left: 20px;"> <input type="radio"/> <input type="radio"/> USES </div> </div>  </div>
<p><u>INFLECT WOUNDS - You touch an enemy near you and cause great physical damage to them.</u></p>	<p><u>CURE WOUNDS - You take time to magically heal your wounds, or a member of your party.</u></p>
<div style="display: flex; align-items: center;">  <div style="margin-left: 10px;"> ATTACK <div style="margin-left: 20px;">INFINITE USES</div> </div> </div>	<div style="display: flex; align-items: center;"> <div style="margin-right: 20px;"> BUFF <div style="margin-left: 20px;"> <input type="radio"/> <input type="radio"/> USES </div> </div>  </div>
<p><u>GUIDING BOLT - A bolt of spectral energy appears at your command that you send directly at an enemy.</u></p>	<p><u>DIVINE INSPIRATION - You call on a higher power that guides you and your allies and grants you advantage.</u></p>
<div style="display: flex; align-items: center;">  <div style="margin-left: 10px;"> ATTACK <div style="margin-left: 20px;">INFINITE USES</div> </div> </div>	<div style="display: flex; align-items: center;"> <div style="margin-right: 20px;"> RECOVER </div>  </div>
<p><u>SPIRITUAL WEAPON - A floating spectral weapon of your choice attacks an enemy at your command.</u></p>	<p><u>Once per encounter, you may recover 1D6 worth of Health Points or Abilities you have used.</u></p>

Health Points

Mark off Health Points as you take damage from enemies.

12

11

10

9

8

7

6

5

4

3

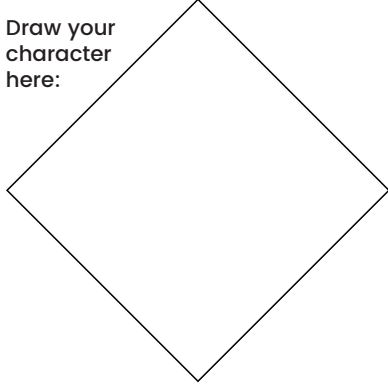
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Character

Fill out information about your character here. This will help you play the game.

Draw your character here:



NAME: _____

FOLK: _____

TRADE: _____

IDEALS: _____

BACKSTORY: _____

Stats

Add these stats to any roll you make. Your GM will tell you what kind of roll you are making.



+

+

+

+

STRENGTH

KNOWLEDGE

DEXTERITY

CHARM

Abilities

When rolling your D20 to determine if your attack or buff works, add your highest stat to your roll.



STRONG ATTACK

◯◯ USES

BUFF

◯◯ USES





ATTACK

INFINITE USES

BUFF

◯◯ USES





ATTACK

INFINITE USES

RECOVER



Once per encounter, you may recover 1D6 worth of
Health Points or Abilities you have used.

Health Points

Mark off Health Points as you take damage from enemies.

12 11 10 9 8 7 6 5 4 3 2 1

Exploring

These are some tips for what to do when you and your friends are playing outside of combat.

Look around. If you are stumped about what to do next, ask the GM what you see and can find around you. Chances are there are clues.

Listen. If the GM mentions something specific, chances are, it's important.

Be curious. Sometimes things are not always what they seem. Check out things you think may lead somewhere.

Be creative. Outside of combat your actions are up to you. Do whatever comes to mind.

Combat

If you and your fellow players find yourselves in a combat encounter, these are some tips to help make it as fun as it can be.

Describe your actions. Don't just say "I hit the enemy." Spice it up! Use the flavor text that is provided on the character sheets and in the guide to describe the scene. How do you hit the enemy?

Help your teammates. Sometimes the answer is not just doing damage. Your Buffs can be just as strong as your Attacks.

Be creative. Find different ways to use your abilities. Customize them even. Once you feel comfortable with the game, make it more your own.

Roleplay

These are some tips to improve your roleplaying throughout the game.

Know your character. Think about what makes them tick and decide how they would act in a given situation.

Do a voice. You don't have to be an actor to roleplay. You don't even have to be good at impressions or accents. But changing your voice slightly can help immerse you in the game.

Stay in character. If you have a question for one of your fellow players, try asking it as your character to their character. This will also help with the immersion.

Glossary of Terms

These are terms you may hear during the course of a game.

Advantage: Roll your D20 twice and take the higher number.

D6: A six sided dice. You use this to determine the strength of attacks.

D20: A 20 sided dice. You use this to determine the degree of success of the actions you take.

Disadvantage: Roll your D20 twice and take the lower number.

"Roll for initiative": Roll your D20 and tell your GM the number. Initiative is the order of turns in combat.

