

SIMPLE RPG

1940s

SUMMARIZED RULES

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NOTE: See if, when in final printable format, with columns, and artwork, etc, if the players guide can be kept to no more than 24 pages printed. Or less? Could it be scaled down to only 10-12 pages (not counting artwork)? The shorter and simpler, the quicker and easier for new players and GF's to be able to jump in and begin playing with a minimum of having to read everything. Alternatively, just work on the layout so that it gets them started with a character right away. Then have the action and combat rules fall on the GF to learn and explain separately?

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Introduction

This document quickly summarizes the rules from the 2 main rulebooks. The first page covers, in very abbreviated form, the process for creating a player character. The second page covers the rules for action (and combat) resolution during game play. The details explain each table, are spelled out in the relevant Players Guidebook and Game Facilitators Guidebook.

Players Guidebook Summary Rules for Character Creation

7 Steps to Create a Player Character (PC)

1. **Choose creation method: *Self-determination (allocate points) or "Let the Dice Roll"*.** Chapter 3.1.
2. **Allocate or Roll Attribute values: *Body, Agility, Intellect, and Willpower*.** Chapter 3.2.
3. **Calculate Health Rating (HR).** Chapter 3.3.
4. **Roll or select the character's *Pursuit (their career/profession)*.** Chapter 3.4.
5. **Flesh out the character's background such as gender, physical description, hometown, and other information.** Chapter 3.5.
6. **Allocate clothing, equipment, weapons, food, etc.** Chapter 3.6.
7. **Begin playing!**

Four Attributes

Body, Agility, Intellect, Willpower. Detailed on page 8 Players Guide.

Self-determination points allocation method: Begin with all 4 attributes at 5 each. You have 4 points to allocate, in any combination you wish between the 4 attributes.

Swap points optional rule. In addition to the 4 points for allocation, you can subtract points from the existing attributes (each at 5) to be added to another attribute.

*You may **not** allocate points that would raise any of your attributes higher than 9, nor subtract from any attribute so much that it falls below 2.* Details on page 9 of Players Guide.

Let the Dice method: Begin with all 4 attributes at 2 each. Then roll 1d6 for each attribute, and add the result of that roll to the attribute (2 + dice-roll-result). Details on page 10 Players Guide.

Health Rating

Health Rating = Body + Willpower. Details on page 11 of Players Guide.

Pursuit (Profession)

Determine Player Character's Pursuit (profession). Choose any profession you wish (GF's permission), or roll from chart in Players Guide. Details on pages 12 & 13 Player's Guide.

Physical Description & Background Story

Flesh out the background of your character by picking a gender, physical description (height/weight can be rolled as per 14 of Players Guide), hometown, family background, and other information.

Equipment & Supplies

Detail clothing, equipment, weapons, tools, etc. Details on page 15.

Game Facilitator (GF) Summary of Rules for Game Play

Requirements

Number of participants

Minimum 2 participants (Game Facilitator and Player), ideally 4 to 6 participants, usually not more than 8. It is possible to have many more participants, but game play can slow down significantly while other players wait their turn with larger groups, though I have successfully run tables with up to 20 players, by using a 30 seconds “hourglass” to keep the pace going.

Equipment & Facilities

Required equipment for game play:

- A seating area sufficient for the number of participants (typically chairs around a table), in an environment quiet enough for casual conversation, and sufficient lighting to read.
- 1 pencil per participant
- 1+ piece of paper per participant for character sheets and note-taking
- 1 six sided die (1 per participant is ideal).

Optional equipment for game play:

- Paper or “battle mat” with either a grid or hexagonal pattern about 1” to 2” each square/hexagon
- Miniatures or other similar markers to place on mat
- Maps

Resolving Actions

Details in Chapter 3 of GF Guidebook

The GF determines the difficulty to accomplish a task from a scale of 1 (very easy) to 10+ (nearly impossible), this is called the Success Target (ST) number.

The player wishing to attempt an action, rolls 1d6 (one six-sided die), and then adds the appropriate attribute to the die roll. For example, attempting to jump across a small stream, the GF determines is an ST of 7, the Player Character (PC) has an Agility of 5, and rolls the six-sided die for a result of 5 cross referenced with Table 1.0 provides a +2 to the PC's Agility attribute, for a total of 7. This meets the ST: 7, so the PC succeeds at jumping across the stream!

Table 1.0 Die Roll Result Modifier Cross-Reference

Die Roll Result (1d6)	Modifier to apply to attribute
1	Oops, bad luck, action automatically failed
2	-2
3	-1
4	+1
5	+2
6	Yay! Good luck! Automatic success!

Health, Injury & Recovery

All characters start with their HR at maximum (healthy and uninjured). As their HR lowers, they are considered weakened, sickened or injured the closer that number gets to zero.

When a character's HR falls to 0, they will pass out the next round (they have one round of action they can take before passing out). A PC's HR can go as low as the negative of their HR (so if they normally had an HR of 7, they could go to -7), and remain unconscious. Once their HR is 1 or higher, they can regain consciousness.

If the PC's HR falls below the negative maximum of their HR (-7 in this example, so exceeding it would be -8), the PC dies. A PC can recover 1 HR per 24 hours of uninterrupted rest (asleep or awake, but resting).

A hospital or other medical care will halve the time of recovery.