

An Easy RPG Template

Design and play your own fantastic RPG in 6 pages.



GETTING STARTED

How to build a character and a world using Yap's game system is easy, simple and logical. It starts with short backstories,

Jim Player:

I am a troubadour. A wandering knight who gave up the sword. Taught the words of an ancient melody, it has led me back to the wooded hills to find my weapon, lost in a well, and to right the ways of this corrupt kingdom whose dragon leader rules with an iron fist.

Jane Player:

I am an elf in disguise. Abandoned by the high council for a crime I did not commit. Now I wander the realm in search of the one who was to blame and bring him or her to justice and retake my place with the others.

Yap Player:

I am a magus. Great power was once in my hand in the form of a magic orb that fell out of the sky whilst I was out walking by the ruins of a conquered fortress. Destiny led me back there to find it was the prison of an immortal, guarded by dragons.

USING THESE BRIEF DESCRIPTIONS, CONSTRUCT THE WORLD

The world and the adventure are constructed from Levels, Actions, Skills, and Story (above). For example, Jim's story should have 3 levels (for example). The first, he was powerless except for the blessing of the song. The second, him finding the sword, and the third, him slaying the dragon.

We can insert Jane's character as say, the reason for the imprisonment of the immortal in Yap's story. That would be her Action.

Yap's skill (with magic) and his help releasing the immortal (going up a level) acted on Jane's character's story, freeing her from blame.

Then as they wandered the woods they heard Jim's character singing the ancient melody and they knew they had to join his quest to restore the kingdom and banish the dragon overlords.

BE PEDANTIC UP FRONT

For example, what did the immortal tell Yap and Jane? What was in the troubadour's song? Perhaps it went something like this,

*Far away 'cross the hills,
By the sea,
a soul waits to be free,
Long ago the dragon's breath,
turned with his wrath, the tide of frays.*

*One who draws the tongues of fire,
A single warrior brave,
to the depths of the well descended he,
To the sword lost in the caves,
to end the dragons' days.*

As for the immortal, she is an elf lord's daughter who sealed herself in their fortress palace to guard the secrets of magic from the fiery overlords as they laid waste to it, trapping her within. Freeing her revealed a magic portal to the underworld where the "tongues of fire" sword, or what might it be(?) stands waiting.

Is Jim lying about the song or does he really want a tongue of fire? Will Jane leave with the immortal elf? Does Yap possess enough magic (skill) to hold the group together towards their common quest? Who is he anyway? But the group could use a magus.

DICE ROLLS

Normally dice rolls are mercenary and time consuming. The system in this template uses 3 deciders: a coin (heads or tails), a 12-sided dice with repetitive symbols (5 kinds), and a 20-sided numbered die. Rolling 3 dice allows for moderation of 'luck' and a fairer determiner of progress.

Dice rolls are all accumulative, that low initial scores don't mean your character dies sooner, but rather builds towards eventual success by adding up wins and discarding losses according to the story flow.

For example,

Yap does battle with a dragon. His skill is magic from an unknown orb deposited with him by an elf immortal. Say he rolls lower than the dragon and loses but the story flows that the immortal protects him and so he gets a second chance. This time he rolls higher, but the dragon flees unharmed. Yap gets to keep the skill of warding off a dragon in the form of his last score. It isn't wasted or forgotten.

By using 3 dice, it gives players a better chance to succeed. The coin may say win or lose, the symbol dice may say what action was employed. While the numbered dice may say how much effort it took.

MONSTERS AND MAGIC

It is important to have an automatic system for generating monsters, and for regulating magic. The game world should have a Calendar as well as a Map and a History. Weather is also important as are the seasons.

Monsters and magic arise when there are Actions. Consulting the History, Map, Weather, and Calendar, determines the type, strength, and number of opponents and the efficacy of magic or weapon strikes.

The materials should be prepared a day before the game starts, as it may take a few hours of group brainstorming.

ETHICS IN ROLE-PLAY

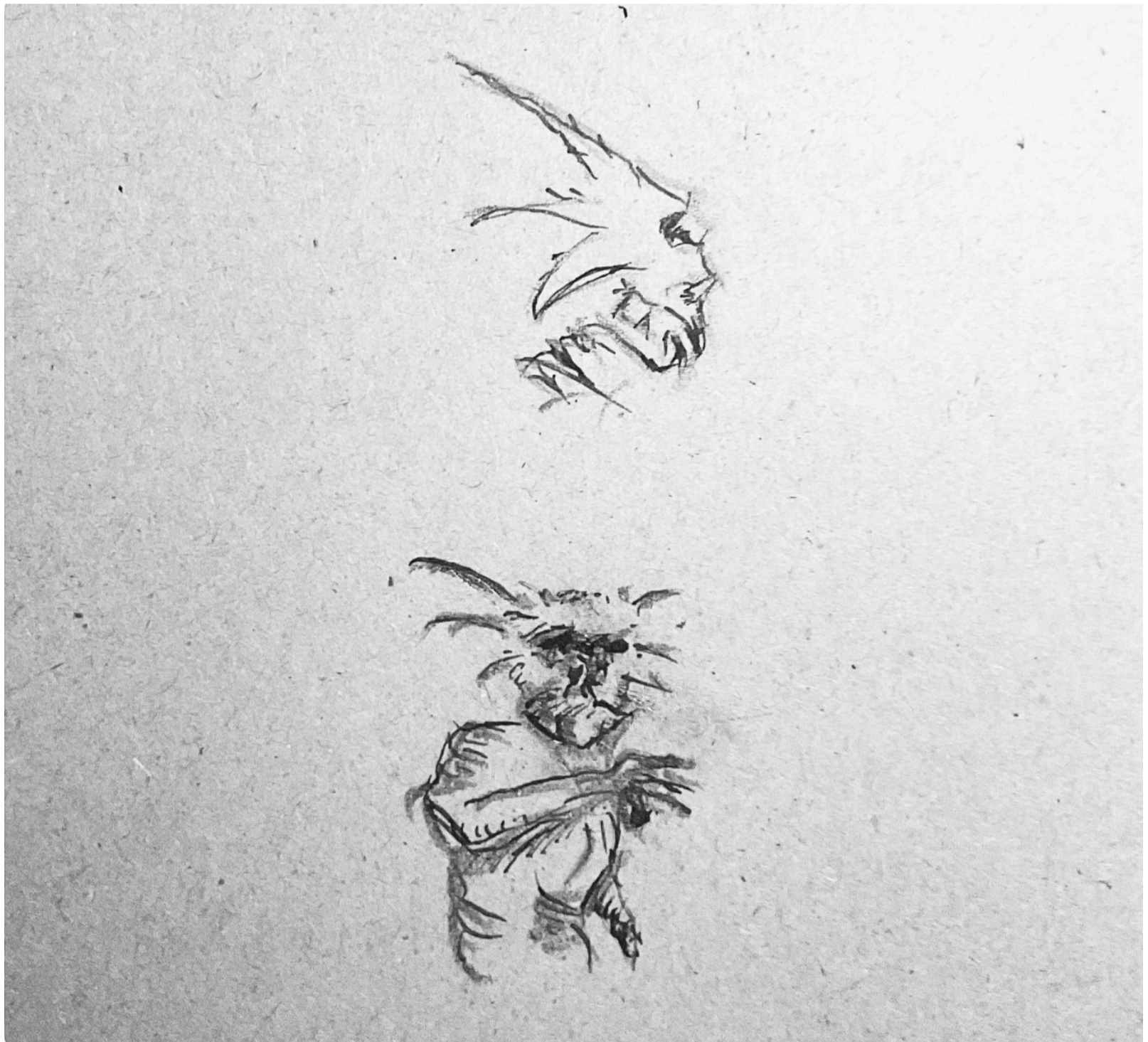
There are times when role-play spills over into real life, or conversely fails mid-game. This is because the game world lacks a system of Ethics. No Story or Action is so fantastical as to be above all law and decency. All characters must have moral values so they may interact with other players in-game and avoid untoward incidents later on.

It is unwise for there to be a game religion or spiritual guidebook. But there should be a system of karma which all agree with and can understand. Characters get paid back for good and bad deeds or choices.

PICTURES HELP A LOT

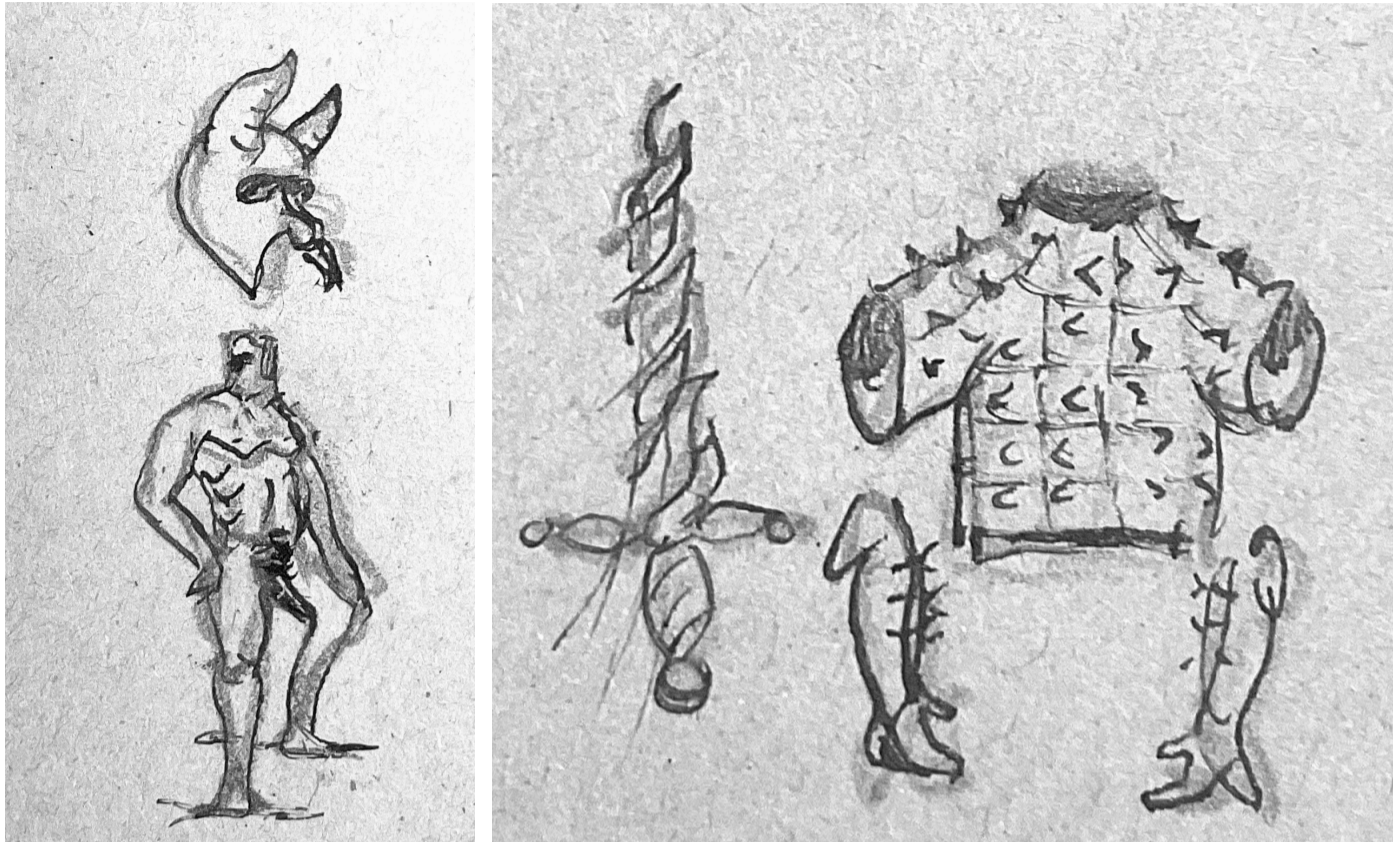
Some players get into character by owning or making a 'magic' item like a sword or staff which they can physically hold. But most often, it is just a matter of drawing out the item or monster, or your own avatar. What most do not realize is that drawings can convey some of the Skills, Actions, Story, and Levels of the object drawn. And make them memorable. A good drawing is atmospheric and aids the imagination thus the gameplay.

Some characters I designed,



A cave demon that sometimes takes over ruins where men once lived. The projections from its skull are sensitive bone-whiskers as it operates mainly in dark hours / places. Its

features are covered in fur. They are male and female, adept climbers with sharp claws, accurate stone throwers, even in pitch black.



A light-arms man and his equipment. Giant centipede spiky chitin upper armor, bull's horn leather-clad bronze helmet, and dragon's tooth serrated saber which ignites on friction. Although lightly-armed, his swordsmanship, ability to set enemies afire, and quick reactions can turn a battle.

As you can see, simple pencil and ink drawings, even if they aren't Michelangelo, but put thought and love into, do spark the imagination.

But now it's time to say adios. I hope you've found this guide useful, and so... good luck building your RPGs!

~“”~