

Quick TTRPG - Roleplay

v1.0 By Jimmy Chattin

Powered by the Apocalypse

Quickly play a streamlined tabletop roleplaying game focused on action in 1 to 4 hours. Act fast and roll with the consequences. Follow the rules until they need to be broken for the sake of everyone's enjoyment.

Stuff to play with (preferably for each

Player): 2 6-sided dice (more are useful for tracking values). Pen. Paper or notecards.

These rules and the Terms section at the end.

Everyone

You are competent.

You are courageous.

You are cooperative.

You are kind to each other, though rarely to characters.

You help choose a fictional setting for the game. You help choose what the PCs are. You suggest what you'd like to have happen in the game. You help choose where PCs begin, what problem and goal they have, and why the PCs are cooperating with each other. One of you is the Game Moderator (GM) and everyone else is a Player.

Examples: You play as Rebels trapped on a winter planet besieged by the Empire in the *Star Wars* universe. You play as travelers in fantasy medieval times who've discovered a buried jungle temple. You are needing to escape the city while fighting off a horde of zombies.

Player

You create a fictional character (PC). You explain what you want your PC to do. You listen to the GM describe a fictional world and the consequences of what you want to do. You roll dice to see if what you want happens. You keep track of what your PC has. You cooperate with other Players and the GM.

Rolling Dice: Roll 2 6-sided dice when the GM suggests you do to see if what you want to have happen does. Add to the roll value any Stat or Tool that seems appropriate to the GM. What happens if the final value is:

What Happens on a Roll Value	
<2-2	What you want does not happen. Instead, 3 Bad Things happen.
3-6	What you want does not happen. Instead, 1 Bad Thing happens.
7-10	What you want happens. 1 Bad Thing also happens.
11-12	What you want happens.
>12	What you want happens. You take another Turn.

Something always happens to change the situations, as intended or not.

Creating a PC

Higher numbers are better. Add +2, +1, 0, and -1 in any order to the Stats on the next table.

Stats	
Mind	Mental ability. Use this to be aware, know things, and focus mental energy in any way.
Machine	Mechanical ability. Use this to operate computers, ranged weapons, or vehicles in any way.
Muscle	Physical strength. Use this to pull, push, lift, throw, move, or perform physically in any way.
Mingle	Social ability. Use this to influence, intimidate, barter, and talk with characters in any way.

A PC starts with 6 Hits. When a PC is harmed more than a Tool that they have prevents, they remove 1 or more Hits that the Tool didn't prevent. When a PC is healed, they add 1 or more Hits. When a PC has 0 Hits, a Player can't use them and the fiction gives a reason why. A new PC may need to be created.

A PC starts with 4 "I have just the thing" Tools. Whenever a PC needs a specific Tool, they change a "I have just the thing" into a Tool with: +1 to Hits (weapons), -1 to Hits (armor), a minor utility allowing some action (eg rope, ammo), or a +1 Skill that takes 6 of the PC's Turns to be used again. A PC starts with a 0 Armor Tool as basic clothing.

Tools are used to increase when what you want happens. Your PC gets better at doing what you want with better Tools (higher numbers are better).

GM

You describe in detail fictional settings, non-player characters (NPCs), actions taken by player characters (PCs), and the consequences of those actions. You decide if a Player gets what they want without a roll, a roll, or not at all because what they want is impossible as described. You cooperate with Players to allow rolling dice for possible wants. You determine if a PC Stat, Skill, and Tool seems appropriate to help or hurt what the Player wants to happen. You mediate disputes fairly but your decision is final.

Rolling Dice: You never roll dice unless you want to randomize what happens. Players should only roll dice if what they want to do can be done by the PC reasonably in the fiction and a Bad Thing could happen.

NPCs: Describe what NPCs do and how. If they do something to a PC, have that Player describe what the Player wants and roll dice. When an NPC has 0 Hits, PCs may find Tools the NPC has of 0 or more Hit value. +3 should be considered truly one-of-a-kind and legendary, +2 great quality, and +1 common.

Consequences: If what a Player wants to have happen happens, describe that. To decide what Bad Things happen, ask "What could possibly go wrong?" Describe that. Feel free to have a Player choose between multiple Bad Things you or they suggest could happen.

Tool Ideas	
Weapon	+1, +2, or +3 Hits. Must be used at a distance, up close, or both. Can break, jam, give fewer Hits, or miss.
Armor	0, -1, -2, or -3 Hits. Can be aesthetic or only stop certain fictional types of Hits. Applies to the Hits a PC or NPC would take. Can help or hurt what a Player wants, prevent fewer Hits, or break.
Medicine	0, +1, +2, or +3 Hits are added to a PC's Hits. A PC only gains Hits up to a PC total of 6 Hits.
Supply	Fictional item that is used to allow another Tool or object to be powered, to shoot, or be fixed, 1 being used-up every time. Can also be of reusable utility, such as rope or paint.
Magic Skill	+1, +2, or +3 Hits or when wanting to do a specific thing. Takes 6 of the PC's Turns to be used again.
Tool Skill	+1 or do something additional when wanting to do a specific thing with a specific Tool. Can Takes 6 of the PC's Turns to be used again.

NPC Hits	
1	Minion. The most basic, common NPC. Can be in groups of 4-10 where each Hit is an NPC in the group. 1 Hit to PCs.
2	Super Minion. Troublesome. NPC should do more than a Minion. May lead Minions. 1-2 Hits to PCs. +1 Tools.
4	Mini Boss. Large NPC. Deadly. Leads Minions. 2-3 Hits to PCs. +2 Tools.
8	Boss. Very large NPC. Very deadly. 4 Hits to PCs. +3 Tools.

Terms

Player: Real person wanting to do something with their fictional character (PC). Rolls dice.

Game Moderator (GM): Real person describing fictional actions/settings, mediating rules, asking Players what they want to do. Usually does the work of pre-game setup.

Turn: A Player describes what they want to have happen within the fictional context of the setting and their PC. A Player may have to roll dice. Something happens in fictional time.

Bad Thing: Not what a Player wants to happen. Probably affects a PC.

Stats: Things that help or hurt what a Player wants to have happen.

Tools: PC items or skills that help or hurt what a Player wants to have happen. Higher numbers are exponentially rarer to find and may also hurt if they help.

Skills: Things that help or hurt a specific thing a Player wants to have happen. Must be as specific as the GM decides is appropriate. Can't be used all the time.