Rookie's Die v1.1

by Maximilian Auernhammer

Chapter Overview:

Introduction:

Rookie's Die is a simple Tabletop-RPG ruleset for every conceivable setting, designed for beginners.

Every player should ideally have their own pen, paper for their charactersheet and notes, as well as a standard six-sided-die.

A tabletop RPG is a sort of interactive story, described by a **Game Master** who the players can influence directly through a self-created character.

Other characters who also appear in the story, but are not controlled by a player are called an NPC.

The six-sided die is the central element of the game, which is called a D6.

Character Creation:

Every player controls a player character, which is a person that exists within the game universe the campaign is set in.

Every character is described by character values, called **Skills**, which decide the success or failure in certain situations, called Rolls .

The amount of Skills is fairly low, usually at around **15**.

The Skills are set on values between 1 and 5. The higher the value, the more likely is a success at rolls. (See chapter Dice Rolls.)

The following skills are common for the most campaigns:

- **Resilience** determines how resilient a character is against damage.
  Characters in Rookie's Die have 7 Hitpoints as a base. This value allows it to raise it to 12.
  The formula is as follows: Total amount of Hitpoints = 7 + Resilience
  Should the hitpoints of a character reach 0 or below, then this character counts as defeated and cannot participate in the game anymore.

- **Fitness** entails most athletic rolls, i. e. climbing, arm wrestling, jumping, running, wrestling, etc.

- **Melee Combat** describes competency in armed and unarmed close-quarters-combat. Unarmed combat deals less damage.

- **Ranged Combat** describes accuracy of throwing items or usage of ranged weapons.

- **Perception** describes all senses of a character to find useful, unusual or helpful elements in the game world.

- **Agility** describes body control of a character and who can act first in reaction situations.

- **Social Analysis** gives a surface-level analysis of the personality of another character.

- **Manipulate** allows lying, manipulating or persuading other characters through arguments. It also entails calming down or inspiring.

Social Skills are only applicable on another player character if their player gives permission. Players should not be able to excessively control other player characters.

The amount of Skill Points which can be distributed is limited and depends on the amount of players:

With 15 Skills:
2 Players: 45 Points (30 of which can freely be distributed)
3 Players: 35 Points (20 of which can freely be distributed)
4 Players: 30 Points (15 of which can freely be distributed)

Formula for Skillpoints per player (if the player- or talent-count varies):
NumberOfSkills*(MaxiumSkilllevel-MinimumSkillLevel)/NumberOfPlayers+Number OfTalents*MinimumSkillLevel

Skill Checks:

Throughout the game, the characters need to solve problems by using their skills. In this case a die is rolled which can lead to a **critical success, a normal success, a failure** or a **critical failure**.

Basically:
The dice result needs to be smaller or equal to their skill level for success.
The result "1" is a critical success, and "6" is a critical failure.

- **Critical Success** leads to a player's desired result and brings additional benefits.
- **Success** leads to a player's desired result
- **Failure** leads to a player's undesired result
- **Critical Failure** leads to a player's undesired result and brings further drawbacks

Critical results always depend on their context, their consequences need to be spontaneously written by the game master.

Skill checks can be modified positively or negatively.
Positive modifiers are added to the Skill value, **negative modifiers** are removed from the Skill value.

If this results in the Skill value going below 1, then a success isn't possible anymore.
If this results in the skill value going over 5, then failure isn't possible anymore.

Every skill check works like the following table describes:

Dice Table:		⚀	⚁	⚂	⚃	⚄	⚅
Skill value + positive and negative Modifiers:	<1	Fail	Fail	Fail	Fail	Fail	CritF
	1	CritS	Fail	Fail	Fail	Fail	CritF
	2	CritS	Succ	Fail	Fail	Fail	CritF
	3	CritS	Succ	Succ	Fail	Fail	CritF
	4	CritS	Succ	Succ	Succ	Fail	CritF
	5	CritS	Succ	Succ	Succ	Succ	CritF
	>5	CritS	Succ	Succ	Succ	Succ	Succ

Items and Inventory:

In every campaign, players need items to solve problems or defend themselves.

Every character can carry **up to 5** items.

Items are divided into two sizes: small and big
- **Small Items** take up one hand and can be concealed in the player's pockets. These items are **stackable**, meaning an infinite number of these items can share the same inventory slot.
- **Bit items** require two hands to use and can only be carried openly. A Player can only carry **one big item at a time**.

Zusätzlich gibt es noch Gegenstände mit der Größe "Standard", diese Gegenstände verbrauchen keinen Platz. Zu diesen gehören zb Geldbörsen oder Mobiltelefone. **Standardgegenstände** sind in jedem Abenteuer separat aufgelistet.

Note: Ammunition for ranged weapons counts as a property of these weapons and not as a seperate item. A weapon can hold an infinite amount of ammo, and manual reloading isnt necessary.

Kampf:

Some conflicts can only be solved in battle, the goal is to reduce the amount of hitpoints of the opposing character to zero or less.

Note: The game master needs to write down the attack order and the hitpoints of each enemy. Hitpoints of enemies are a secret to the players in Rookie's Die, though it is allowed to give hints like "The enemy is starting to limp".

Damage (general values):		Normal Hit	Critical Hit
unarmed melee attack:		1	2
Armed Melee or ranged attack with...	...small item:	2	3
	...big item:	3	4

Combat-Order-of-Attack:
Combat is divided into turns. Every character engaged in the fight can only perform **one action per turn**. One Action is for example an attack, but other things can be done depending on the players creativity.
The character with the highest Agility value acts first. Then the character with the second highest, and so on.

Is a battle initiated through a **surprise attack**, then the character doing the first attack begins with the first action.

Should several Characters have **the same agility value**, then the game master is allowed to determine who goes first. This desicion goes for the rest of the battle.

Combat Actions:
Attacking is the basic and most common action during battles, however the player needs to decide how they are attack and performs a skill check on the appropriate skill. Advanced Tactics like flanking need to be allowed by the game master.

A Character can use **two small Weapons** at the same time. Two Skill checks can be done in one round, but are negatively modified by 2 for both.

Changing weapons is a free action, but only allowed before the attack.

Other characters can always be talked to during battles. However **social skill checks** are often negatively modified or not allowed at all.

Enemy Combat Actions:
The game master is controlling the enemies directly and chooses which player character to attack.

Enemies can execute a combat action in their campaign document, sometimes multiple. Which they use is under the discretion of the game master.

The combat skill is called **"AtkSkill"**, the game master performs the dice rolls. Damage and critical damage is also listed in their profile.

Escape:
There is only escape if a battle doesn't go according to plan. The escaping character needs to perform an agility skill check.

- **Critical Success:** The escape is successful, and the escaping character is allowed to perform a ranged attack during their exit.
- **Success:** The escape is successful.
- **Failure**: The escape is successful, however the next enemy in line is allowed to perform a ranged attack on the escaping character.
- **Critical Failure**: The escape fails. This turn is was wasted.

A distraction could positively modify the skill check. Escaping is not an option in situations without a way out.

The game master needs to decide how enemies react to the escaping players. They could pursue them or assemble reinforcements.

Special Cases of Actions:

The Player Characters help each other:
Players can help each other for certain skill checks. The game master needs to decide if this is allowed and how big the positive modifier is.

The Player Characters hinder each other:
Sometimes Players need to perform Skill Checks against each other. For example two player characters engage in arm wrestling or one is lying to the other.
In this case, **only one skill check is needed**, but the check is modified by the value of the opposing skill.

Perception is the opposing skill to Sneaking, and Social Analysis is the opposing skill to persuasion.

The Skill check is modified as follows:

The opposing skill value is 5:	Negative modifier by 2
The opposing skill value is 4:	Negative modifier by 1
The opposing skill value is 3:	No modifier
The opposing skill value is 2:	Positive modifier by 1.
The opposing skill value is 1:	Positive modifier by 2.

If one player character is fooled by the charade then everyone needs to play the situation out.

Trivia:

The title "Rookie's Die" refers to a die used by a beginner. ("die" is the singular form of "dice".), which points out how this ruleset is intended for beginners.

However, by saying the title out loud it sounds like "Rookies die", which is an ironic statement considering how simple the campaigns that use it are.

License:

Rookie's Die is a simple ruleset for Tabletop RPG Beginners..
Copyright © 2021, Maximilian Auernhammer (rookies.die@gmail.com)