Other Worlds: A Customisable RPG

Introduction:

What is this for?
These rules are intended to provide a simple-to-play, easily enjoyable RPG experience that can be easily translated to any setting, be it the newest blockbuster movie, an obscure and long-forgotten novel or the depths of your own imagination. To such an end, the detail of the main rules is rather generic, and the appendices will provide some examples of how to use those and make them your own.

My only aim with this ruleset is to provide a set of mechanics that are easily adaptable, immersive, intuitive and above all, simple. There is no complex rolling on tables that lead you to charts that require a calculator to determine the result of an action, and where possible, actions are resolved in a single roll of a dice. This will, I hope, keep gameplay fast and easy to follow without losing depth.

In playing a game, there are two kind of participant; Players and the Game Master. Players each control a character they have created, and the Game Master control all non-player characters, and is responsible for creating the events the characters interact with. In every case, the Game Master's discretion is the final ruling, and if any situation not covered by the rules arises, it is the responsibility of the Game Master to resolve this in an unbiased and impartial manner.

Terminology:

D20: a **20-sided dice**, numbered from 1 to 20

Roll: refers to the **result of a D20 before any modifiers** are applied

Character: a **participant in the game**, controlled by either Players or the Game Master

Success: when the total score of a **D20 and any modifiers equals or exceeds** the required score
Failure: when the total score of **D20 and any modifiers falls below** the required score

The Basics:

Statistics: Every character has the following statistics, which will be used to determine the effectiveness and difficulty of any actions in the game. Most actions a player could wish to perform are covered by these statistics, and if there is any doubt, the Game Master should decide on the most fitting action. On most occasions, only a single stat will be tested, although occasionally multiple tests may be required. The Game Master may also offer a choice of two or more stats if there are multiple ways to perform an action.

Strength: The character's physical capacity to cause damage in combat, lift and move objects, or interact physically with other characters and the world around them.

Accuracy: The character's ability to use weapons at range, be it a simple slingshot or a complex laser rifle. It may also be used for actions outside of combat such as throwing or catching items.

Speed: The character's ability to move, avoid incoming attacks or threats, cross large distances and react to situations. It is used either in combat, such as when a character must evade an incoming explosion, and outside it, such as when a character must catch a fleeing villain.

Stealth: The character's ability to remain unseen, steal from other characters, evade capture and perform silent and deadly attacks. Used in and outside of combat.

Defence: The Character's ability to resist damage. Mostly used in combat, but sometimes tested outside of it.

Intelligence: The character's ability to think, solve problems, converse with others and operate machinery. It is generally used outside of combat.

Intuition: The character's ability to act on instinct, know what to say and when, and gain insight into situations. It is typically used outside of combat.

Sensitivity: The character's ability to interact with unseen forces, be it magic, alien telepathy, or other unexplained and supernatural abilities. Used inside and outside of combat.

Health: The character's vitality, representing their ability to remain active and take damage. Unlike other statistics, this can be reduced over the course of the game.

Testing statistics:

There are two ways in which a stat can be tested. The first is called a Simple test, where a score is set based on certain parameters, and if the total player roll is higher or equal to that score, the test succeeds. If it is lower, the test fails, which may lead to adverse consequences depending on the action. These tests represent interactions between the player and inanimate objects, such as traps or computers.

Alternatively, players may be called on to take Opposed tests. These represent direct interactions between characters (usually with non-player characters, but sometimes between two player characters). In this case, both participants test their stats (not necessarily the same ones), and the highest score wins. This will usually result in an effect, often based on the margin of victory.

Simple tests: To make a Simple test, use the following:

Skill being tested+ any modifiers from equipment or abilities+ D20

If the score is equal or higher than that required, the test is passed. Below are the parameters for common tests, although Game Masters are free to set their own.

Test	Score Required
Easy	20
Average	25
Hard	30
Very Hard	35
Master	40

Example: A Droid (Intelligence 15) with an Upgrade Chip (Intelligence +4) attempts to hack an Average Computer. He will therefore require a total of 30 or more, and must therefore roll 11 or higher on the D20 to pass the test.

Opposed tests: To make an Opposed test, each participant in the test uses the following:

Skill being tested+ any modifiers from equipment or abilities+ D20

The character with the highest score wins, and further effects may take place.

Example: An Elf (Accuracy: 16) fires a Bow (Accuracy +3) and rolls a 16 on the D20, giving him a total score of 35. An Orc (Defence: 10) with Light Armour (Defence +6) rolls a 9 on the D20, giving him a total of 25. The Elf wins the test by 10, and so inflicts 10 Damage on the Orc.

Exploding dice and Critical Hits: If a 20 is rolled on the D20 without any modifiers, the dice may be rolled again, and the second score added to the first. Additional 20s trigger additional rolls. This represents improbably lucky actions.

Each weapon also has a Critical stat; this is the roll on the D20 needed to trigger an additional roll. For example, a Sniper Rifle may have Critical 16, to represent the good chance of it picking out a weak spot or vital target.

A Brief Note On Cover: In combat, characters may fight from behind cover. This gives a bonus to the Defence stat in the same way as Armour, decided on by the Game Master.

Combat and Damage:

Outside of combat, most actions can be resolved through the use of Stat tests (Simple or Opposed) and interaction between the players and the Game Master. In combat, a more structured approach is taken. A Round Combat consists of the following Phases:

Determine Order of Actions
Take Action
Resolve Action

It is worth noting that the Take Action and Resolve Action phases will likely be repeated several times within a Round of Combat, and a Combat may last multiple Rounds.

Determine Order Of Actions:

This Phase simply consists of consulting the Speed stats of all participants in the combat, and placing them in order. The characters with the highest Speed stat will act first; the only exception to this is where an ability or event causes a character to act faster or slower than others. Examples of this may be a surprise attack, in which case the attackers will generally act first regardless of speed, or if some participants have been distracted, in which case they will act slower.

Take Action:

The first character in the Order queue may now take an action. This can be moving to a better position, making an attack, or using an item or other equipment to have an effect. In each case, a stat will be tested. This will be either a Simple test if moving or using a passive item, or an Opposed test if making an attack or using an aggressive item.

Types of Attack:

Most general attacks will entail a Strength stat being used against a Defence stat, with associated bonuses from weapons, but other types of attack may be more appropriate. For example, if a character performs a stealthy assassination from a concealed position, use the Stealth stat in place of their Strength and the target's Intuition in place of Defence (as most armour gives a bonus to defence, it will not apply here). If a character were to cast a damaging Spell, test their Sensitivity against the target's Defence (if the spell would deal direct damage, for example a Fireball), or Sensitivity if it is a more mental assault. In all cases, the mechanism for resolving damage is the same.

Resolve Action: In this phase, the consequences and effects of any actions are noted down. The most common form of effect is Damage to characters, and in some cases objects. To resolve Damage, simply remove the margin of victory of the attacking character from the Health of the defending one. When a character hits 0 Health, they are dead or unconscious, depending on the situation. This is also the time to note any items used or lost, and any other effects that may occur.

Once this Phase has been resolved, proceed to the next character in a queue.

Ending Combat: A combat will end either when one side is entirely wiped out, or flees. A Player character that chooses to flee must usually pass a Speed test and may then leave the combat. If the Game Master elects to have characters flee, they too must take a Speed test, and may then leave the Combat.

Character Creation

When beginning a game, players will need to create a character, their avatar in the game. Initially, characters will be defined by Race, Class and Options, as well as Equipment. Throughout the game, the character will be able to gain Experience and increase their prowess. While not essential, taking some time to establish a background and story for the character will prove rewarding in play.

Choosing a Race:
Most Fantasy and Science Fiction settings will feature multiple species, cultures and races, which are represented in game by a profile of stats that reflect the nature and abilities of that race. All characters choose a race at the start of the game, which sets a baseline for the stats of that character.

Choosing a Class:
Classes represent the skillset of a character, from a stealthy assassin to a hardened veteran soldier or from a master marksman to a cunning but cowardly con-man. Classes give an initial boost to certain stats.

Options:
In addition to the stats granted by a character's Race and Class, they are also granted 10 points to apply to any stat of their choice and in any combination, to further tailor the character to what they envision them to be. (When allocating these points, any point allocated to the Health stat counts as an increase of 5)

Equipment: The amount and quality of equipment carries is at the discretion of the Game Master, but as a general rule of thumb, characters will start with one or two weapons, a single set of clothing or armour and a single piece of equipment.

Example Character: Elganir, the Halfling Berserker

At the age of four years, Elganir started to become aware of the shortcomings of his race in the eyes of their fellow Men and Elves, and noted how even the stunted Dwarves sneered at those smaller in stature (and girth) than themselves. Resolving to change this perception, alone if needed, Elganir set out into the world with nothing more than an undersized Broadsword and an ill-fitting set of Plate Armour. To this day, he is the terror of small Orcs, baby dragons and anyone ill-mannered enough to call his height into question.

Elganir is a Halfling, giving him the following stats:

Strength: 8
Accuracy: 12
Speed: 9
Stealth: 13
Defence: 10
Intelligence: 11
Intuition: 12
Sensitivity: 12
Health: 100

He chooses the Warrior class, which gives him the following:
+5 Strength

+3 Defence
+10 Health

The player then allocates 2 points to Speed, 4 to Defence, 2 to Intuition and 2 to Sensitivity.

This gives him a finishing profile of:

Strength: 13
Accuracy: 12
Speed: 11
Stealth: 13
Defence: 14
Intelligence: 11
Intuition: 14
Sensitivity: 14
Health: 110

He carries:

Longsword (Damage 10, Defence 2, Critical 19+, Range Combat)
Plate Armour (Defence 15, Speed -2)
Potion of Health (restores 15 points of Health)

Elganir is now ready to set out into the world and take his place among the 'Big Folk'.

Experience and Character Advancement

Over the course of their adventures, characters will grow more powerful, acquire new skills and hone those they already had. This is represented in-game by Experience Points, which are gained through completing tasks, defeating enemies and on any other occasion the Game Master deems worthy of recognition.

When a player completes a Simple test outside of combat, they gain Experience points Equal to the required score. For example, picking an Easy lock would yield 20 points, completing a Very Hard jump would yield 50 points.

In combat, characters gain Experience Points equal to the total Health of enemies they defeated. If more than one character takes part in defeating a specific enemy, both gain the same amount of points. For example, defeating a Goblin with 30 Health would give 30 points; if two players take part in slaying an Elite Combat Droid with 90 Health would give 90 points.

For every 100 points gained, a character may choose to increase a single stat by one point, or Health by 5 points. Alternatively, 500 points can be spent to select a Skill from the list below:

Skill	Effect
Agile	The character gains +5 on any Speed test
Powerhouse	The character gains +5 on any Strength test
Wisdom	The character gains +5 to any Intelligence test.
Assassin	The character reduces the Critical roll needed to 10, regardless of weapon, when attacking using the Stealth stat.
Marksman	The Character reduces the Critical roll needed by 3, regardless of weapon, when attacking with the Accuracy stat.
Weapon Master	When attacking, the character may combine the effects and stats of any two weapons they are carrying and add both to the Total Damage
Bluff	When making an Opposed Roll using Intelligence or Intuition, the character gains an extra D20 on the roll of a 16 or more, rather than a 20.

Appendix I: Star Wars, The Old Republic

Within this appendix, you will find information useful for setting an adventure in The Old Republic. The lists are not comprehensive, and the players and Game Master must feel free to add your own choices or race, weapons and classes.

Races

Race	Strength	Accuracy	Speed	Stealth	Defence	Intelligence	Intuition	Sensitivity	Health
Human	10	11	10	10	12	10	13	10	100
Mandalorian	12	12	11	10	12	9	9	8	100
Wookie	13	10	10	8	13	11	10	12	110
Trandoshan	11	11	11	12	11	9	10	8	100
Devoronian	10	11	11	9	10	13	13	10	100
Bothan	10	12	12	12	9	12	11	10	90
Nautalan	11	10	13	10	10	11	11	10	100
Ithorian	10	12	9	8	12	12	11	12	105

Non-Player Characters

Name	Strength	Accuracy	Speed	Stealth	Defence	Intelligence	Intuition	Sensitivity	Health
Guard	8	8	9	5	7	7	7	5	30
Guard Captain	10	9	9	6	8	8	8	6	45
Pirate	9	9	9	6	7	7	7	5	35
Pirate Captain	10	10	9	9	8	8	8	6	50
Warrior	9	10	8	6	9	7	7	6	40
Vendor	6	6	6	3	5	9	10	7	30
Civillian	6	6	6	3	5	6	6	7	30
Sith Warrior	9	10	8	6	9	7	7	9	40
Sith Apprentice	11	11	11	9	9	10	10	11	60
Sith Lord	12	12	14	12	12	13	13	13	100
Jedi Padawan	9	10	8	6	9	7	7	9	40
Jedi Apprentice	11	11	11	9	9	10	10	11	60
Jedi Master	12	12	14	12	12	13	13	13	100

Classes

Class	Strength	Accuracy	Speed	Stealth	Defence	Intelligence	Intuition	Sensitivity
Fighter	+3	+1	+1	-	+1	-	-	-
Rouge	-	+2	+2	+2	-	-	+2	-
Shooter	-	+3	-	+1	-	-	+1	-
Jedi/Sith Scholar	-	-	+1	-	-	+2	+1	+2
Jedi/Sith Warrior	+1	-	+1	-	-	+1	+1	+2

Weapons

Weapon	Damage	Defence		Critical	Range
Blaster Pistol		7	NA	20	25'
Blaster Rifle		9	NA	19	90'
Scoped Blaster Rifle		9	NA	17	90'
Heavy Blaster		12	NA	20	50'
Bowcaster		11	NA	19	30'
Sniper Rifle		9	NA	16	100'
Grenade		15	NA	18	10'
Grenade Launcher		15	NA	18	30'
Improvised Weapon		5	1 vs melee	20	C
Knife		8	1 vs melee	20	C
Vibro-Knife		9	2 vs melee	20	C
Vibro-Sword		12	3 vs melee	19	C
Cortosis Blade		10	3vs melee/9 against Lightsabers	20	C
Lightsaber		15	10 vs all	17	C
Double-Ended Lightsaber		10	15 vs all	17	C

Armour

Armour	Defence		Other effects
Clothes		0	none
Robes		1	Intuition +1, Sensitivity +1
Armoured Robes		3	Sensitivity +1
Plasteel Light Armour		5	none
Plasteel Medium Armour		7	Speed -1
Plasteel Heavy Armour		9	Speed -2
Mesh Armour		3	none
Stealth Field Armour		3	Stealth +2

Recommended Environment and Interactions

Setting: Spaceport, slums, city, spice market, military base, starship interior, asteroid, mining facility

Interactive objects: Doors (some locked, Easy-Very Hard), Contains (some locked, Easy-Very Hard), Terminals (some hackable, Easy-Very Hard), Communication Points, Computers, Vehicles, Ships

NPCs: merchants, guards, pirates, warriors, Sith, Jedi

Environment: Buildings, low walls, containers and crates, vehicles, bridges, paths, rooftops, rivers, warehouses, temples, wastelands

Starting Points: Prison, Port, Market, Outskirts, Wastelands, Farms, Temples