

S.A.R.P.S.

Core Rules

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S.A.R.P.S. THE SIMPLE ADAPTABLE ROLE PLAYING SYSTEM

What is S.A.R.P.S? well its another universal RPG system. I have focused more on a basic character creation, skill check and combat system. I don't really see any need for anything else in a pen and paper game.

To me its all about the story unfolding, and seeing how players deal with and interpret a situation.

I have also made this game a purely D6 system as they are easy enough to scavenge from boardgames that may be laying around.

In this core book I shall be using a fantasy setting for laying out the system ground rules. However all it takes is a little thought and you can create any kind of setting using the basic mechanics I have set out.

Character creation

1. Name your character
2. Choose a race
3. Choose a class
4. Roll 3d6 five times and note the results. Now distribute the results as you see fit for each of the following statistics:

Strength

Dexterity

Intelligence

Charisma

Perception

Strength - You roll against this for anything that requires a physical feat ie: hand to hand combat, lifting a heavy object etc

Dexterity - This determines acts of skill such as ranged weapons, being stealthy or acrobatics.

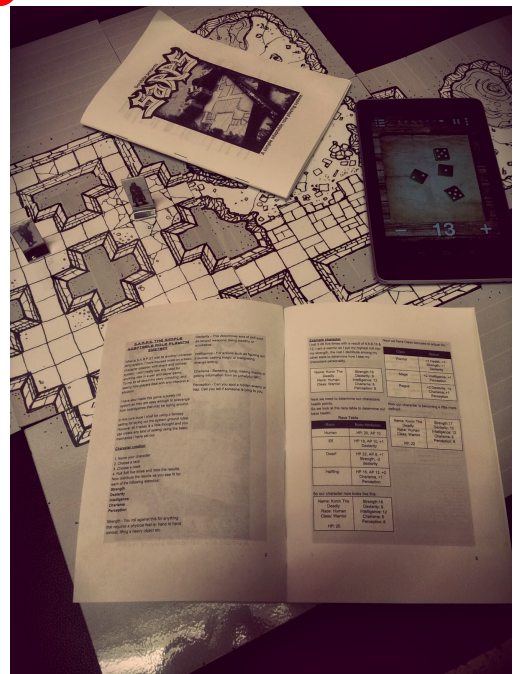
Intelligence - For actions such as figuring out a puzzle, casting magic or interpreting strange writing.

Charisma - Bartering, lying, making friends or getting information from an unhelpful NPC.

Perception - Can you spot a hidden enemy or trap. Can you tell if someone is lying to you.

Skill Points

All non magikal characters use skill points in order to activate their skills. All level 1 characters start with 4 skill points (ie: they may activate their skills a total of 4 times unless they regenerate skill points).



Example character

I roll 3d6 five times with a result of 9,6,8,16 & 12. I am a warrior so I put my highest roll into my strength, the rest I distribute among my other stats to determine how I see my characters personality.

Name: Konin The Deadly Race: Human Class: Warrior	Strength:16 Dexterity: 9 Intelligence: 12 Charisma: 6 Perception: 8
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Next we need to determine our characters health points.
So we look at the race table to determine our base health.

Race Table

Race	Base Attributes
Human	HP: 20, AP 10
Elf	HP 18, AP 10, +1 Dexterity
Dwarf	HP 22, AP 8, +1 Strength, -2 dexterity
Halfling	HP 16, AP 12, +2 Charisma, +1 Perception

So our character now looks like this

Name: Konin The Deadly Race: Human Class: Warrior HP: 20	Strength:16 Dexterity: 9 Intelligence: 12 Charisma: 6 Perception: 8
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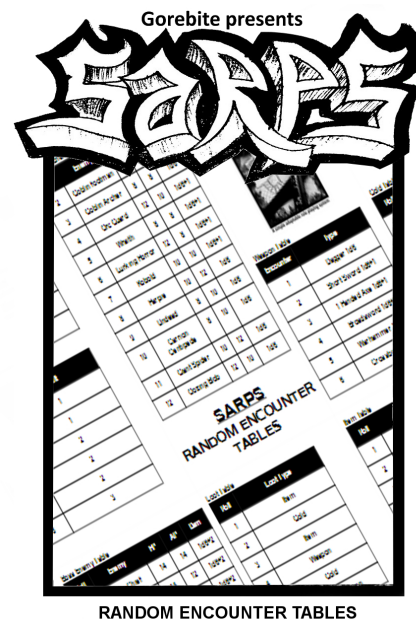
Next we have Class bonuses to adjust for.

Class	Bonus
Warrior	+2 Health, +1 Strength, +1 Dexterity
Mage	+2 Intelligence, +1 Perception
Rogue	+2 Dexterity, +2 Charisma, +1 Perception

Now our character is becoming a little more defined

Name: Konin The Deadly Race: Human Class: Warrior HP: 22	Strength:17 Dexterity: 10 Intelligence: 12 Charisma: 6 Perception: 8
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Sample file



Available from Drive Thru RPG

Now we have subsets of our classes

Warrior	Mage	Rogue
<u>Barbarian</u> -2 Intelligence -1 Charisma +2 Strength +1 Perception	<u>Sorcerer</u> +2 Intelligence +1 Charisma -1 Strength 20 mana	<u>Thief</u> +2 Dexterity +1 Perception -1 Strength
<u>Fighter</u> -2 Charisma +2 Dexterity +1 Intelligence	<u>Elementalist</u> +1 Intelligence +1 Perception -1 strength 20 mana	<u>Bard</u> +3 Charisma -1 Strength +2 Intelligence
<u>Crusader</u> +2 Intelligence -1 Dexterity +1 Perception	<u>Necromancer</u> -4 Charisma +2 Intelligence -2 Strength 15 mana	<u>Adventurer</u> +2 Perception +1 Charisma -1 Strength

So we have 2 blank spaces left. One is our characters Armour Points and the other his equipment list.

AP is the number an enemy has to roll in order to hit you. It is made up from the following stats.

Base AP + Dexterity modifier (anything above your initially rolled stat) + Armour/equipment modifier

Armour


Light (Mages & Rogues) +1AP +1 dexterity

Medium (Barbarians & Fighters) +2 AP

Heavy (Crusaders) +4 AP - 2 dexterity

This would give our character an AP of 10 + 1 for being a warrior, + 2 for being a fighter, +2 for medium armour and +2 for the shield = 17. So an enemy would require a 4d6 roll of 14 to hit him.

So after that our Human fighter looks like this

<u>Character</u> Name: Konin The Deadly Race: Human Class: Warrior Subclass: Fighter HP: 20 AP: ? 	<u>Stats</u> Strength: 16 Dexterity: 11 Intelligence: 13 Charisma: 6 Perception: 8
<u>Skills</u> Dodge and flurry - On a successful dexterity roll a fighter dodges an attack and instantly deals 1d6 damage. Power Rush - You charge a distant enemy causing 2 d6 damage on a successful strength roll.	<u>Equipment</u>

Equipment

Daggers & staffs (Rogues & Mages) 1d6 damage


1 Handed weapons (Fighter, Rogue, Crusader) 1d6

+1 damage

2 Handed Weapons (Barbarian & Crusader) 1d6 +2 damage

Shields (Crusader & Fighter) +2 AP

Now we are equipped and the stats have been modified, our character is ready for combat

<p>Character Name: Konin The Deadly Race: Human Class: Warrior Subclass: Fighter</p> <p>HP: 20 AP: 17</p> 	<p>Stats Strength: 16 Dexterity: 11 Intelligence: 13 Charisma: 6 Perception: 8</p>
<p>Skills Dodge and flurry - On a successful dexterity roll a fighter dodges an attack and instantly deals 1d6 damage.</p> <p>Power Rush - You charge a distant enemy causing 2 d6 damage on a successful strength roll.</p>	<p>Equipment 1 handed sword = 1d6 +1 Shield = +2AP</p>

We roll 9 and miss,
Orc rolls 11 and misses,
We roll 12 and Hit!! causing 4 +1 damage, The Orc is now down to 9 HP.
Orc rolls 14 just misses us,
We roll 16 and smack him for 2 +1 damage, he's now at 6 hP,
He rolls 17 and hits us for 3 HP, taking us to 17 HP,
We roll 13 hitting him for a blindingly good 6 +1 damage, striking him down for good.

If this was group combat then all PC's and NPC's take turns in a clockwise fashion.

Magik

Spell are pre memorised by each magik subclass, and all spells at your current level are known.

Spells Ignore AP however you must complete a skill roll against your Intelligence.

You can cast spells until you run out of mana. Then you will either have to regenerate, take a potion or go hand to hand.

Movement

If playing using miniatures on a map or tile set, players and monsters can move 5 squares/hexes per turn as well as attack, cast or use an item.

If pure narrative is being used then the GM can decide what distance is reasonable.

Resting

Players may choose to rest in any cleared area, this regenerates mana by 1d6+2, HP by 1d6+2 and skill points by 2.

However one player must stay on watch and not rest or roll 1d6 for wandering enemies. On an even roll it is safe, on an odd number roll for 1 enemy type and have it attack. Enemy has initiative.

Combat

Imagine we encounter an Orc with HP 16 and AP 12, armed with a 1 handed axe (1d6 +1 damage)

We roll for initiative to see how goes first. we roll 2d6 and 2d6 for the Orc. The highest roll goes first.

We roll 4 and the Orc 7 so he gets the upper hand.

He rolls 7 and misses us

We roll 17 and hit, so we roll for damage dealt 1d6 +1, we roll 1 +1 = 2 HP

Orcs turn, rolls 10 misses again,

Skill tests

For any action you perform during your adventures, that would be considered skilled you roll 4d6. If the score is less or equal to the statistic you are rolling against (+modifiers) then it is a success. If higher then it's a fail.

Teaming Up

At any point two or more characters may team up to complete a skill test or in combat.

One player is the leader and rolls as usual, the other members of the team roll 1d6 and their rolls are added or subtracted from the leaders roll to help reach the target number.

eg: Kronin teams up with Espher and Roog to fight an ogre. In order to hit it they require a roll of 14 or more to bypass the ogres AP.

Kronin rolls 9, Espher rolls one 5 and Roog rolls nothing of use. Esphers 5 is added to Kronin's roll of 9 to give 14 causing a hit on the ogre.

All members of the team roll for damage caused as usual. Kronin rolls 4, Espher a 3 and Roog 6 giving a total damage of 13. This leaves the ogre with 1 HP.

Potions, scrolls etc

Throughout your adventures you can find and use many items, some of which will restore health or mana, some will dispel creatures making your encounters easier. These can be made up by the GM to balance a game if need be.

Health potion (restores 1d6+2 HP up to player maximum)

Mana potion (restores 1d6+2 Mana up to player maximum)

Scroll of shielding (if hit take -4 damage, lasts for 4 turns)

Common enemy dispel (removes one enemy from an encounter)

It is recommended that players start with at least 1 health potion in their equipment.

Level Up

Levelling is at the GM's discretion. this keeps character growth on a level with the scenarios being played. try and allow player time to enjoy new powers and skills before levelling them.

An example adventure

After a long trek from the village of Lower Crowfoot, you arrive at the cavern entrance on the side of Crow Roost Mountain. The entrance is partially obscured by foliage and trees.

You cut a path through the overgrown entrance and brace yourself for adventure and the fortune it may grant.

Upon entering the cavern you find yourself in what looks like an adventurers staging area. Dimly lit by the sunlight from the cavern entrance you can see a few broken crates and disturbed bed rolls and blankets.

There is a crude fire pit dug into the dirt floor with long dead ashes.

From the single tunnel ahead you hear the distant sound of something not quite human.

Konin The Deadly "I cautiously search the belongings for any evidence of other adventurers"

You roll for perception (4d6 = 14) you find nothing other than a lone rat, who looks at you with disgust before scurrying away down the tunnel.

Konin The Deadly "Ok I light my torch and readying myself for trouble I head forward down the tunnel"

Deeper down into the cavern you go. Walking with caution you approach a rotting wooden door.