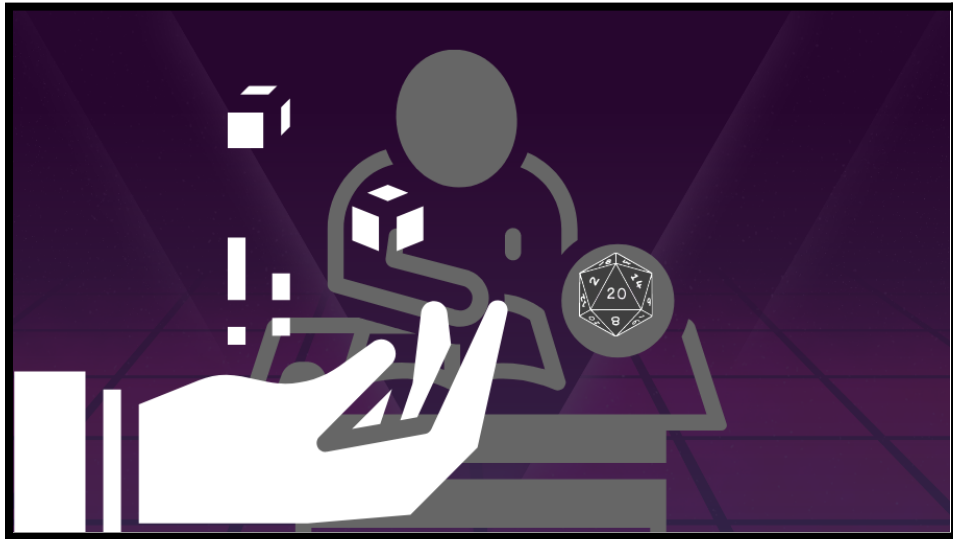


Simple Dice



Need a dice system that is simple and quick, without using character sheets or an excessive amount of supplies to run? Maybe you're writing collaboratively with friends, or roleplaying with others online? Simple Dice is for you! This toolkit is designed for ease of use and provides you with the essentials to run fun scenes.

Now grab your D20 - it's time to cast the dice.

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Actions & Outcomes

Actions & Dice Rolls are dependent on how good someone is in said action or skilled, based on the following Implicit Ladder:

Average: Roll Once ■ **Great:** Roll Twice ■ **Fantastic:** Roll Thrice

Outcomes are based on a Pass / Fail system. If you roll higher than a 10, you succeed. Normally. Your "Success" threshold may vary depending on the mob or challenge set by the Game Master.

Challenge Rating

Set by the Game Master. This is the required number of successes, or dice total, needed to overcome a challenge. These can be team challenges, or challenges set for an individual.

Examples:

- Need three Successes total to overcome the challenge.
- Need to roll a 14 to succeed.

Support & Hinder

You can Support others during your turn if you wish. Supporting an ally grants them additional dice to roll that they can use when they wish.

Some Supportive Actions like healing do not grant additional Dice; but will provide the ally with more points to their Vigor, or other effects. Certain Supportive Actions can affect multiple targets, and the challenge rating for accomplishing the Support Action is set by the Game Master.

Hindering works the same way, except when you succeed, your target(s) lose dice they can roll. Hindrance Duration is set at the Game Master's discretion and by how high the roll is. The success requirement for Hindrances is set by the Game Master depending on what the player is attempting to do to hamper their target(s).

Certain Hindrances, depending on what you're attempting to do and if they're clever, can also negate an enemy's access to entire Actions or affect multiple enemies if applicable. Per the Game Master's discretion.

Implicit Ladder Ranking

The number of dice the player rolls and their skill-level / ability to perform an Action is subject to player interpretation. If you're able to justify the number of dice you're rolling, go for it! The maximum amount of dice you can roll without Support is 3.

This is an honor system. We opt for this to avoid the hassle of character sheets. Please consider external influences that could hamper your character as much as you would consider their inherent skills.

You have the option to use the Implicit Dice Ladder when asking players to make saving throws too and other checks too. Be sure to call out the appropriate attribute the save would be for.

Examples

Strength Check • Dexterity Check • Charisma Check • Athletics Check • Nature Check
Intellect Check • Wisdom Check • Constitution Check • Robotics Check • Etcetera

Vigor and Wounds

Players will have a set number of "Vigor" determined by the Game Master. These are essentially your health points. When you run out of Vigor, you take on a Wound (either mental or physical). Vigor is reset after a player takes on a Wound. How much pain a character can take before they're taken out of a scene is determined by the Game Master or player.

Primed Action

Players have an option to forgo a traditional action to be able to react to something until their next turn. The player calls what they're priming their action for, and if it happens, they get to execute their Primed Action.

Example: "I wish to Prime an Action. If the vampire reappears, I will throw my javelin at it."

Pushing Fate

You have the option to Push Fate. Pushing Fate allows you to suggest an outcome to a certain moment in a scene as a player, in exchange for a consequence or outcome in the Game Master's favor later.

Example:

“God, I really don't want him to get away... Can I Push Fate to be able to tackle him now?”

“Sure. But this may affect the party's ability to escape later, just as a head's up.”

Critical Moments

■ Game Master Optional Rule ■

If you would like to swap between free-form roleplaying and Simple Dice in a snap - just call out Critical Moments.

Example: “Damien is going to try to tackle the man running away. This is a Critical Moment - so make an Athletics Check for me.”

Large Scale Battles

■ Game Master Optional Rule ■

If we're looking at scenes where larger battles are about to take place, consider using Team Initiative instead (the party rolls and you take the party average when deciding who goes first). Instead of multiple mobs, treat the entire enemy party as a single entity to run a scene easier.

That's all there is to it! Game Masters are of course free to adjust, change, and add to this toolkit as they need to suit their wants and needs for their game. As you make these changes, be sure to let others know what works and what doesn't work!