

The **Super Simple RPG** System



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— THE SS RPG SYSTEM - INTRODUCTION —

INTRODUCTION

Hey there! Thanks for downloading the Super Simple RPG System (SSRPG)! This system is less of a game per se, and more of a framework through which you and a group of friends can enjoy an easy but engaging tabletop RPG experience.

If you're unfamiliar, tabletop RPGs are a type of game where you take on the role of a character that you create yourself, and venture through stories that your Game Master (the one in charge of the games) creates for you. The SSRPG was designed for ease of play, so that both newcomers and those familiar with tabletop RPGs can quickly dive into an exciting roleplaying adventure!

THE LAYOUT

Much like the game itself, the SSRPG handbook was designed to be simple and straightforward.

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ACKNOWLEDGEMENTS

Many thanks to the Starskipper Games team for playtesting and running your own SSRPG games, and for volunteering time and creativity to help improve everything we've created so far.

Thanks to my uncle and cousin, who were the ones that got me into tabletop RPGs in the first place.

Thanks to my parents and siblings, whose own creativity and storytelling skills inspired me to hone my own and build tools for others to do the same.

And a very special thanks to my high school creative writing teacher, who encouraged me to share my stories and written work with the world. Rest in peace, and happy Hamner Day.

OTHER STUFF

If you enjoy the SSRPG, be sure to check out STARSKIPPERGAMES.COM to stay up to date on our upcoming games, and on the shared universe that we've spent years building. Likewise, check out our Community tab to follow our Social Media pages, or to chat with us about new projects!

THE SS RPG SYSTEM - FOR PLAYERS

FOR PLAYERS

New to RPGs? In the mood for a quick and simple game? The SS RPG system is designed for ease of play, while still enabling an enjoyable experience.

The SS RPG System is designed for campaigns that last around 1-3 sessions. These games can be any genre you desire, as the Game Master (GM) permits. Along that same train of thought, several elements of gameplay can be modified by the GM (such as the number of Special Characteristics your character has for example).

WHAT YOU WILL NEED

1. A 6-sided die
2. A pen & paper, or something else to take notes with
3. Your IMAGINATION

DICE RULES

Probability Rolls:

- When required by the GM, you will roll your die to determine your character's ability to perform that task. If you can convince the GM you have experience with that task, you can add bonus (usually +2) to your roll. High rolls imply success, while low rolls imply failure (as the GM deems appropriate).

Combat Rolls:

- When in combat, roll your die on your turn to attack! The damage you are able to deal is equal to your roll times your Damage Modifier. By default, all characters start with a Damage Modifier of 1. Weapons or Special Characteristics can increase this number.

MAKE A CHARACTER

Character creation is simple, and can be done on a simple sheet of paper (or any other way to take notes). Your character will require the following:

1. **Name:** This is important for any RPG experience.
2. **Health Points (HP):** You start with 20 HP by default, unless modified by the GM or Special Characteristics.
3. **Damage Modifier:** 1 by default, unless modified by the GM or Special Characteristics.
4. **General Characteristics:** Does your character wear a trench coat, goggles, or a top hat? Are they human? Write down anything you want other people to know about your character.
5. **Special Characteristics:** This is what makes your character unique. Choose 2 powers or abilities of your own imagining, and get the approval of the GM before making these official. These can be anything you imagine, but may be preferred to be relevant to the genre of the game. A few examples are below:
 - *Superheroes:* Super strength (Damage Modifier is 3), flight
 - *Fantasy:* Enchanted sword (Damage Modifier is 2), create zombie minion
 - *Action:* Grappling-hook arm, superior driving skills
 - *Horror:* Able to see demons, ghost blaster (Damage Modifier is 2)
 - *Sci-fi:* Laser gun (Damage Modifier is 2), mech suit

And that's all there is to it! Your character is done. All that is left to do now is to wait for the GM's instructions, and then the games can begin! The world is yours to explore, conquer, or save. Have fun, be creative, and remember: the word of the GM is LAW.

HAVE FUN!

THE SS RPG SYSTEM - FOR GMS

FOR GAME MASTERS

Welcome welcome! If you are reading this page, then you are likely interested in being a Game Master (GM) for a game using the SS RPG System. GMs that use this system are given an incredible amount of power: what you say goes. This isn't just true for in-game events: even character creation depends on your judgement.

We know this can be a little overwhelming, so we put together this page full of helpful tips to running your own games using the SS RPG System. Feel free to apply your own tricks you've picked up as well! Above all, remember: you are the GM, and your word is LAW. Have fun, and don't go mad with power!

SETTING UP A GAME

The following are REQUIRED things to run a successful game:

1. Determine a game genre
2. Create a story
3. Find players

Not too complicated! If you have those three things completed, then you will be good to go. If you want to build further, then doing some of the following (or any others of your own creation) can boost your gameplay experience substantially.

1. Make a map
2. Create a table for random events
3. Create backstories for NPCs or the world your game is in
4. Plan music for key moments
5. Create plot twists or alternate story arcs
6. Plan out special loot for players to find

CHARACTER CREATION

Prior to your players making characters, inform them of what genre/game type that you plan on running. This will help them to plan characters that fit into your world. Additionally, remind them that you need to approve their Special Characteristics prior to any gameplay.

How to decide if you should approve a Special Characteristic or not? Ultimately, there will always be a player that figures out how to break the game, regardless of how hard you screen their choices. That being said, a good rule of thumb is to generally only veto the obviously overpowered ideas (i.e. become God, disintegrate my enemies with a thought, etc.), and allow the players a large amount of creative freedom.

You are also allowed to modify any of the default character info, such as doubling the amount of starting HP or allowing only one Special Characteristic. Try to do so only as needed, and refrain from unnecessarily overcomplicating things.

A recommended strategy for Character Creation is to have the players make their characters together, and to plan out how (or if) the characters know one another. This can enhance the roleplaying experience, and allow certain players to play well off of each other.

PLAYING A GAME

How the game proceeds is mostly up to you. Turn order can be based on dice rolls, seating order at the table, or disregarded completely. Try to say 'yes' to most player ideas, but don't be afraid to put your foot down where needed.

For combat scenarios, it is important that you have the enemy's HP and Damage Modifier. A general description of the enemy is helpful as well. As a rule of thumb, a challenging group of enemies should have total HP less than or equal to your number of players times 20, and have Damage Modifiers equal to the average of your players' Damage Modifiers.

You will not have to have your players roll probability for every decision they make; try to save those rolls for actions that would be rather difficult to pull off, or else have a high element of chance. That being said, if they fail, feel free to have them fail spectacularly.

GOOD LUCK!

THE SS RPG SYSTEM - IDEAS

IDEAS

The following is a collection of ideas for campaigns and character abilities. You can either use them directly, or take inspiration from them to create your own.

CAMPAIGNS

1. Your team discovers a catastrophically damaged vessel from 7 hours in the future.
2. A trickster with incredible power is offering great reward or terrible ruin for those willing to gamble.
3. A town is plagued by deadly creatures who can only hunt in daylight.
4. Even after sustaining fatal wounds, the inhabitants of a town are unable to die. This is not a problem, until their bodies start to rot.
5. A magically charged EMP destroys most technology in a region, but grants varying degrees of magical abilities to all.
6. The prophecies of a homeless man have started to come true.
7. A maniacal A.I. is hellbent on making the most delicious cake in the galaxy, whatever the cost.
8. The team is tasked with exterminating a pack of monsters, only to realize that the monsters were people all along.
9. The reveal of an invention that could save millions of lives is marred by the sudden disappearance of several attendees.
10. An incredible weapon of power, prophesied to be claimed by a righteous hero, was recently claimed by a murderous villain.
11. Old fairy tales and tall tales are suddenly coming to life.
12. A civilization is caught in a long but unbreakable time loop, and upon each reset a single person goes missing.

13. A barren couple found a young abandoned child and have since adopted them as their own. The child seems to alter reality wherever it goes.
14. An odd strain of ivy seems to slowly be spreading across every inch of a populated metropolis.
15. The team awakens in a large maze-like structure with no memory of how they got there.
16. The team receives messages from a being who claims to be a god, begging them for their help.
17. The oceans of an inhabited planet seem to be slowly starting to boil.
18. A forcefield of unknown origin prevents anyone from leaving or entering a city.
19. A group of monsters have approached the civilization's borders, requesting asylum.
20. A sigil formed from blood appears on the skin of those cursed by an otherworldly spectre.

SPECIAL CHARACTERISTICS

1. Bag of Convenience (reach in and pull out whatever the GM wants)
2. Gravity Manipulation
3. Enhanced Durability
4. Astral Projection
5. Shape-Shift
6. Speak with the Dead
7. Radiation Absorption/Projection
8. Expert Gunslinging
9. Invisibility
10. Portal Gun
11. Electric Rage
12. Nanobot Assembly Tech
13. Weather Wand
14. Literally just a Rusty Knife
15. Soul-Binding
16. Farsight
17. Potato Gun
18. Pyrokinesis
19. Time Freezing
20. BIG GUN

