Sim-play RPG

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Sim-play RPG is a simplified system for playing role playing games on pen and paper, this system is focused on telling a story, for creating a new world and for using it as a starter for any people who desire to know about the pen and paper games.

We have created **Sim-Play** to let you run one-shots, or to "test run" stories that do not have a predefined system. Thus, feel free to create your own worlds, your own histories without any restrictions. Remember that pen and paper RPGs are supposed to be fun and, we believe, the best way to tell a story.

Note: The system was created for an experienced Storyteller who might want to play a story in a unique universe, or who might be teaching newcomers how to play RPGs.

Let us get down to business...

Limitations of the Universe

The story you want to play is based on one diegetic universe, and for this the limitations are defined by the universe itself. For example: If you want to play in a space opera where laser sables are used by samurai cowboys (wink), then you know the universe might not have elements like legendary dragons, no superpowers, etc. If you want to play a history of pirates on the Caribbean Sea, the limitations are the defined by what would exist in our world.

What do you need to play?

The only thing you´ll need are:

- A piece of paper
- A couple of pencils
- 20 & 6 sided dices
- Your imagination

What heroes are made of

As we mentioned before, the system is for the storyteller, so they must guide the players when creating the characters. We have designed a simple character sheet the one you can use, or you can use it as a reference to create your own.

1. **Player Name**: The player's name.
2. **Character Name**: The name of the character.
3. **Attributes**: There are 4 main attributes. Players can distribute points among them to forge their hero. We recommend giving them 10 points in total. The character may have 0 points in an attribute, but we do not recommend it, as it would affect all skills associated with that attribute.
   a. **Physical**: is the attribute related with the body. You use it to run, lift, jump, climb, etc.
      i. **Physical HP**: Your actual hit points. Your number of HPs equals your physical attribute.
   b. **Mental** is the attribute linked to the mind, and it is used to search and for concentration, as well as for awareness, listening, spot hidden objects, etc.
      i. **Mental HP**: Your mental hit points. This value is equal to your mental attribute.
   c. **Social**: the attribute linked to social skills, including etiquette, bluff, sense motive, innuendo, etc.
   d. **Defense**: Finally, this attribute represents the amount of protection your character has. It has a base value of 10, plus your Physical attribute, your size, and other aspects like armor & dodge.
4. **Skills**: There are no predefined skills in this system, so you are free to create your own, based on your story. We recommend taking using one of the following two approaches, but in any case, avoid giving more than 5 skills to a single character (just to avoid munchkins in your game).
   a. **Creation of Templates:** Create a template for each "class" in your universe and assign a set of skills to it. For example, we could create a Soldier class with the following skills: Firearms 2, Throwing 1, Tactics 2, Hide 1. This takes away some liberty from players, but it allows you to have a greater control of what happens in your universe.
   b. **Create a set of Skill** without defining "classes." Or even better, allow your players to create any skills they believe are

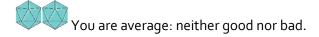necessary and give them a set of points to distribute among them.

5. **Special Abilities:** You can assign special abilities IF your story and the universe your will play allow for them. You can use Special Abilities to simulate aspects like magic, force, bending elements or something similar. You can list the powers available to the players or just give them general guidelines and allow them to create their own.

6. **Weapons:** Once again, feel free to create any weapons or items that might be needed for the story, and assign them a rank, with a maximum of 5. Just be careful with the power level of weapons since you don't want to have a TPK just because a miscalculation.

7. **Gear:** Just like with the Weapons, feel free to create everything you need.

8. **Cash:** an estimate of what the players might need for their day-to-day activities

9. **XP:** Experience received so far that has not been expended yet.

10. **Size:** Standard size is 5 unless the storyteller says otherwise.

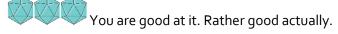11. **Movement:** Standard movement is 10 unless the storyteller says otherwise.

Ranks Values

All attributes and skills have a rank, the one can go from 0 to 5. What does each rank mean?

Zero: You can try to do things, but you really suck at it

 You can do it without killing yourself or anyone else.

 You are average: neither good nor bad.

 You are good at it. Rather good actually.

 How did you do that!? That was amazing.

 This cannot be real. You have a supernatural gift, or you are not human at all.

Combat

Since this system is designed to create and tell a story, a key part of it is combat. The system is designed to give you full control of all the combat phases.

Initiative

The initiative order allows you to determine who goes first. Each player rolls a D20, adds their Physical attribute, plus any other skill or ability that might affect the result. You then arrange the results in descending order.

Movement

Movement is measured in meters, and human characters can move up to 10 m without consuming their action for the round. A player can sacrifice their action to double the distance. Feel free to increase/decrease the speed for any non-human species you create.

Actions

You only get one action per round during combat. The action can be used to carry any activity that would be feasible in ten seconds, like attacking, disarming an opponent, setting up a trap, using a power or ability, etc.

Attacks

Your character can attack when they want to hurt an opponent. The attack is resolved as follows:

- The attacking character rolls a D20 and adds the corresponding attribute (Physical or Mental attribute depending on the type of attack) plus any relevant combat skill.

- If the final attack number is greater than the enemy's defense, then the attack is successful, and it deals its normal damage.

Damage

Dealing Damage

Damage is equal to 1D6 plus the rank of the weapon or ability being used.

Damage Types

There are two types of damage:

Physical:

Physical damage reduces the overall integrity of your body, either thru cuts, broken bones, or internal bleeding just to name a few.

Mental:

Mental damage reduces your overall mental strength. Mental damage is usually the result of social interactions arguments, discussions, interrogations, etc.

Reaching 0 HP

When you reach zero (0) Hit Points, you are not dead, but you are close to it. The impact on your character will depend on the damage type.

Physical Hit Points

When your Physical HP reach zero, your character is unconscious and will die if he does not receive medical attention within 3 rounds.

Mental Hit Points

When your Menta HP reach zero, two things can happen to your character: (1) your PC can no longer lie, persuade, intimidate, or perform any social "attacks", indirectly forcing them to always tell the truth or (2) your PC starts losing their mind due to the mental shock. In this case, the Storyteller decides what how the character is affected and if he receives any permanent phobias.

Experience

When narrating long stories or playing lengthy campaigns, part of the excitement is gaining experience. As a Storyteller, you can give players XP for any of the following reasons:

Role Playing

How each player interprets their character is vital for a good storytelling session. You should award each player from 1 to 5 points of experience per session, depending on how well they characterized their PC.

Enlightenment

In each session, your players can discover one or more enigmas or solve riddles, the ones allow the story to advance. Based on how much progress they made, you can award from 1 to 3 points to each one of the characters who helped solve the riddles or acquire new information.

Chapter

At the end of each chapter, you can award each player from 1 to 5 points, plus each player can improve an attribute, skill, or special ability.

Adventure

Each season finale must so epic, that it must worthwhile retelling during a family dinner or at a party with friends (some of us are so geek that we do this constantly XD). For a season finale, you can award each player between 5 to 10 experience points.

Spending XP

Description	Cost
Attribute	New point x 8
New Skill	5
Skill Rank	New point x 3
Special Ability	8
Special Ability Rank	New point x 5

Leyva's Treasure

Written by: Michel Galvez

"In the depth of the abyss, a monster inhales the darkness and exhales Stars." **Je`Nry, Captain of the Fancy**

What is this?

This is a small adventure you can use to test the Simplay RPG. We hope this helps you unlock your imagination.

The story so far…

The year is unknown, but we are sure it is in the distant future. Humanity presence has extended all over the galaxy. The known universe is divided into 3 zones: the Core, the Outer Ring, and the Abyss, and it is in the Outer Ring where explorers can make a name for themselves, and thus be remember by all of humanity.

In the Outer Ring you can collaborate with the Corporations colonizing new planets, or you can decide to work against them. What will you do? You love to plunder but you also like getting paid and a good drink.

Fancy

The "Fancy" is a large spacecraft under the command of Je'Nry, a space pirate whose nervous system is connected directly into the spacecraft, allowing him to control the ship as if it was another limb. Je'Nry is kind but ruthless at the same time. You better not mess with him or with his bounty.

The Fancy

Physical: 12, Armor -2 dmg, HP 124.

Weapons: Cannons 4d6 + rank

The Crew

Sample roles inside the ship

First Mate:

Skills: Persuasion, Intimidation, Rapier,

Special Ability: Flint Laser gun, Pilot

Weapons:

> Flint Laser Gun 1d6 + rank
>
> Rapier: 1d6 + rank

Cash: 1000 golden credits

Gunner

Skills: Cannons, Intimidation, Demolition.

Special Ability: Laser Musket, Security System Control.

Weapons:

> Laser Musket 2d6 + rank
>
> Fist: 0 + Rank

Cash: 500 golden credits

Medic:

Skills: Medicine, Persuasion, Psychology.

Special Ability: Med Bay control expertise, Surgery

Weapons:

> Scalpel 1d6 + rank
>
> Fist: 0 + Rank

Cash: 700 golden credits

Cook:

Skills: Cook, Persuasion, Psychology.

Special Ability: Poison creation, Monofilament knife

Weapons:

> Monofilament Knife: 1d6 + rank
>
> Fist: 0 + Rank

Cash: 600 golden credits.

The Mission:

The Captain of The Fancy got a strange looking map from a lost pod near the Abyss, a dark place outside of the known space. Only a handful of explorers have dared to enter the Abyss, since most of the people who go into it, never make it back. Surprisingly, this map shows a route to navigate through the Abyss, all the way to a lost spacecraft from the Leyva corporation ("el tesoro de Leyva").

Leyva was a great mining company, the one outfitted massive engine into small planets, and use them as mining carts to move minerals across the galaxy. These carts were usually guarded by a large security crew, so the captain is intrigued why this cart is floating inside the Abyss, unguarded. After consulting with the rest of the crew, everyone agrees they should go into the Abyss and try to recover the treasure.

How to get into the Abyss?

At the edge of the known space, there is a large area of darkness that is moving away from the known universe. From the edge of this Abyss, new stars, and galaxies spawn, appearing out of nowhere. Nobody has been able to record these events, but all scientific studies indicate it does happen.

Getting close to the Abyss is not an easy task, and it will be considered as an "encounter" for the whole party. They need to get a total of 5 successful Physical tests (target number 10) before failing more than 3 times.

If a player does not have good physical attributes, they can try to help with a Mental check, although the target number get bumped up to 12. As a Storyteller, feel free to ask the players to describe how they are helping the rest of the crew.

The idea of this encounter is to force all players to make at least one roll as part of the crew. All players must roll at least once. If they do not want to, have the captain force them to do so, and he will threaten to put them in an airlock if they do not comply.

Read aloud

" As you get closer to the edge of the Abyss, you feel how the horizon starts to stretch. You feel as everything around you starts vibrating at a ridiculous speed, make it had for atoms to stay together. As the ship accelerates to hyper speed, you see through the sunshield a massive wave disrupting reality"

If the crew succeeds, they enter the Abyss without a problem.

If the crew cannot get the 5 successes: The Fancy will get through the barrier, but it will lose its armor and the crew will get a -2 on all Mental checks for the rest of the adventure.

Read:" The Fancy is an old ship, but it is strong enough to make it through the strange distorting waves. Before your eyes, the universe bends into darkness and a thin white spark marks where the Abyss begins, and where the rest of the galaxy is left behind, collapsing into the horizon."

Inside the Abyss

If anyone in the party succeeds a DC 12 Mental Skill check (Perception), they can identify a massive ship floating in the darkness. Only a few emergency lights are pulsating, making you believe the ship has been abandoned.

If anyone rolls above a 14, they can see there are a couple of ships floating really close to the larger one.

As the Fancy approaches the Cart, they are attacked by a group of 3 pirate ships controlled by a crew of zombies. If the party does not destroy the ships before the end of the 5th round, they will be boarded by a crew of zombie pirates.

Zombie Ships x3

Physical: 12, Armor -2 dmg, HP 85.

Weapons: Cannons 2d6

If the Fancy gets boarded: "The small ships lock into the underbelly of the Fancy, and the pirates quickly start cutting through one of the airlocks. As the airlock door falls to the floor, you see through the smoke a group of 3 humanoid looking figures, they appear to be human, but you can easily tell they have been dead for a long time."

Zombie soldier

Physical: 4, hp: 4, defense 10, damage 1d6-1

The Bounty

If the crew manages to eliminate the zombies, they should have no problem getting to the main ship. As docking in one of the hangars, the crew starts exploring the massive spaceship.

As the crew looks around the spaceship, you can allow them to make a DC 12 Mental Skill check to find any of the following items:

- Records of a bank account with 1 million golden credits. The account is not linked to a specific person, so anyone with the right codes can access it. If the player wants to keep any of the money for themselves, they must succeed a DC 7 Mental check. If they fail, Je'Nry catches them before they can transfer the money. The captain will consider this treason, and the PC will be sent to jail to be judged later by the rest of the crew.
- If a player checks the life support systems, they will discover that, besides them, there are no other living beings inside the spaceship.

- DC 16 Mental Check: The player will find a "restricted area" near the core of the ship.
- DC18 Mental Check: Bypassing the security protocols, the player will find that the ship is fully operational, but that the main AI has turned of everything to contain an unknown life form near the core. No further information is available.
- DC20 Mental Check: The player can contact the AI and talk to her. She will tell the party her name is Aksia, and that Leyva (not clear who she is) forced her to shut down the spacecraft, to capture an unknow life form near the core. The AI will try to help the players as much as possible, but in reality, she just wants to release the life form and continue with her mission.

The Catch

If the party arrives to the core but they did not contact the AI before, she will activate the main lights and she will reveal herself to the crew as DOM (not her real identity). She will then ask the crew to provide valid credential before entering the core.

DM: The AI knows they are intruders, but will play along with the characters, "believing" any lie they tell her. She just wants them to open the area where the entity is trapped.

Within the core:

Within the core a being made of dark matter and willpower. The entity was captured by the ship and has laid dormant for several years now, but its consciousness expanded throughout the ship. Eventually, the entity began corrupting the AI, forcing her to adjust her programming and asking her to release it. The AI did not agree to open the doors but has been looking for someone who will do it for her.

The corrupting power of the creature is such, that it will start affecting players as soon as they come in. Je'Nry will be the first one affected. He will try to keep the contents of the core for himself and will try to kill anyone who stands in his way.

Je'Nry Stats

Physical: 4, hp: 4, defense 14, damage 1d6

To open the core, they need to succeed on a DC 15 Mental skill check to override the system.

Read:

"As the gates of the core opens you see an ocean of stars and galaxies. It is as if the whole cosmos was trapped inside these four walls. As you walk around the room, you see a pair of eyes appear in the darkness, and you start listening a dark voice communicate with you telepathically

"I am DOM. I have been here too long. I need your help to escape. Help me and you will be rewarded. Betray me and you will die. The event horizon of this singularity will not let you escape this area." What will the players do?

If the crew checks the overall conditions of the chamber, they will discover that what DOM says is true. They are effectively trapped inside the spaceship.

The Deal

DOM is a creator of stars, and its only purpose is to help the universe expand, but since it has been trapped in this spaceship so long, it has succumbed to madness, and now wants to rule over all living creatures. DOM will offer a nugget of gold as big as possible, in exchange for helping it escape.

A DC 16 Mental check DC 16 will allow the crew to see the deal is really a trap.

If they refuse to free DOM, he will try to kill everyone by animating a horde of soldier zombies

Zombie soldier x8

Physical: 4, hp: 4, defense 10, damage 1d6-1

If the crew agrees to release DOM, one of them will have to sacrifice 1 Physical point so that DOM can link to him. Once linked, the player will become immortal. If they ever reach zero HP, they will start recovering at a rate of 1 HP every 2 rounds.

Read when linking:" You reach to the stars within the core, and they shine. The galaxies appear to be massive eyes looking at you, getting closer and closer every second. You try to scream, but the only sound you hear is the noise that the entity makes as it enters your body. After screaming for over a minute, you fall to the

ground. You cough once, and as you stand up you feel as a strange energy flows through your body. You have never felt so alive in your whole life."

Once the link is complete, the AI will realize she has failed and will activate the self-destruct mechanism. The crew has 5 minutes (real time) to either run to the bridge and try to avoid the self-destruct mechanism, or to go back to The Fancy and escape.

The End

If they leave the spaceship with DOM: When The crew reaches the edge of the Abyss, the spaceship starts shaking again and suddenly everything goes dark. After a couple of minutes, all lights come back on, and the ship is back in normal space. The player who bonded with DOM is no longer in the ship, but the crew does not seem to care, as the Fancy is now towing a gold nugget the size of a small asteroid. The remaining players are simply happy they survived and now fly off to their new adventure.

If they leave the spaceship without DOM: The players can attempt to use the explosion of the Leyva (spaceship) spacecraft to gain enough acceleration to escape the Abyss.

The crew must succeed 5 DC 15 physical checks before failing 4 times.

If the crew fails to succeed: The ship loses speed, and the horizon becomes again just a thin, dim light in the distance. The crew looks around in despair, as they realize they are trapped in here forever. One by one, each one of them will lose their mind, as their souls are consumed by the DOM.

If the crew succeeds: The ship breaks through the horizon, going through the thin line expanding it until the whole universe recovers its normal size. The Fancy managed to get back to regular space, but you can see in the distance a massive gas giant trying to grab your ship and drag it back to the Abyss.