

Runt Roleplaying System One-Pager

Players: Create A Character

- Decide Your Character's *Concept*

You can play any character you can think of so long as the character can fit in and interact within the game's world. Discuss the elements which make up their character with the rest of the group, such as where they came from, their backstory, and their personality, etc.

Optionally, create with the following prompt:

“My name is [Character Name]. I am a [adjective] [role] who wants [motivation].”

- Decide Your Character's *Equipment*

Your character should be assumed to have whatever equipment and gear suits their profession or backstory, unless the story prohibits this. Everyone must state what they believe their character should possess or special possessions they may own. The character must have the means to carry it.

- Decide Your Character's *Unique Abilities*

A Unique Ability is something a character can do which an average person in the setting cannot. If a character can do something which most people can't, it's probably a Unique Ability. All players should agree on the limits and nature of a character's Unique Ability.

Host: Create The Game

Think of the sequence of stories or events you want your players to experience, as well as the tone of the game to help inform your plan. Is it a scary story? A lighthearted one? What is the setting? What challenges, people or events will players encounter? Where do the player's characters fit into the world? How will the world react to their actions?

Host: Run The Game

Describe the world for the players and the events they encounter within it. When a player encounters a situation which will be difficult for their character to overcome, consult the “Challenges” section.

Remember to always keep the following in mind as you play:

- **Keep The Mood Open**
- **Know The Group's Comfort Range**
- **Consult The Players Often**
- **Allow The Players To Call The Shots**

Challenge Resolution

Whenever a character attempts an action that the Host determines to be difficult to perform for a character or difficult to perform under the circumstances, then it is considered a “Challenge”. What might be considered a Challenge for a character depends largely on the skills of the character attempting to perform the action and the context of the situation. Multiple consecutive Challenges may occur in sequence. An NPC taking an action against a player character (i.e. throwing a punch) can be treated as a Challenge.

Challenge Resolution Quickref:

1) Player: Describe the Action

Declare what action(s) you wish your character to attempt to overcome the challenge.

2) Host: Determine Difficulty

The Host thinks of a number in their head on a scale of 1-10 to represent the difficulty of the challenge. 10 and 1 are considered adjacent numbers for challenge resolution.

3) Player: Pick A Number Between 1 and 10

4) Host: Describe The Outcome

The Host describes how the situation plays out, based on the accuracy of the player's guess. The closer the player is to guessing the number correctly, the more successful their action is.

5) Repeat From Step 1 For Each Player

6) Host: Describe the World's Response

The Host describes the action of any relevant non-player characters or events that occur in response to the challenge. If the challenge hasn't been resolved, or a new challenge has occurred by this Step, return to Step 1 and repeat the process from all players until the challenge is resolved.