

Super Easy RPG by Will Shattuck

This is a system agnostic ruleset. You can use it to play solo or group rpg sessions. I wanted something that I could use on my phone to play solo rpg games from my imagination. Currently (as of February 2024) I don't use any lookup tables or oracles or other such solo rpg tools. I just use my imagination. I might use a name generator for NPCs and towns.

I don't use move cards. Or action cards. Or spell lists. Or anything. We all know what these things are and can look them up online.

Gameplay

1. Set the scene.
2. Run your narrative.
3. Make needed rolls.
4. Use your imagination.
5. Resolve the scene.

I use the philosophy of "if it makes sense do it" or the "Rule of Cool". Don't roll for every little decision. Only things where you can't predict the outcome. Or you want to do something Really Cool(TM). ;-) and then roll on it.

Abilities

You can use any ability system you like. Traditional STR DEX CON INT WIS CHA. Or anything else. The only difference is that you assign the modifiers rather than rolling for them or point buying them. Here is the standard array:

+3, +2, +2, +1, +1, +0

If you only have five abilities then choose five modifiers. Do you only have three abilities? Choose three. If you want a tougher game stay on the low side. An "easier" game then go on the high side.

Example:

Fighter with only three abilities

STR +3

DEX +2

WIS +1 or +0

It all depends on how YOU want to play.

How do you use these modifiers?

I use se the Ironsworn Dice Mechanics but without moves or anything. Just the dice rolls and use my imagination for everything else..

Quoting from the Ironsworn page at <https://www.ironswornrpg.com/products-ironsworn>:

The Action Roll

When you make a move representing a risky or uncertain action, roll three dice at once: An action die (D6) and two challenge dice (D10). Add your relevant stat and any bonuses to your action die. This is your action score. Then, compare your action score to each of the challenge dice and check for a strong hit, weak hit, or miss. The move will tell you how to interpret the result.

What the Hits mean:



4 + **2** + **1** = **7**

ACTION DIE **STAT** **ADDS** **ACTION SCORE**

4 **8**

CHALLENGE DICE

Strong Hit
Your action score is greater than both the challenge dice. You succeed at what you are trying to do.

Weak Hit
Your action score is greater than only one of the challenge dice. You probably succeeded, but with a lesser effect or cost.

Miss
Your action score isn't greater than either of the challenge dice. You failed, or you need to make some serious concessions.

Did you roll a match on the challenge dice? If so, you encounter a surprising complication or opportunity.

What does this look like in a play example? Let's see.

Here is a quick example:

The team of adventurers enters the dungeon. There are three paths to follow. Straight, left and right. The team decides to go right. (NOTE: I always go either right or left when I play in a dungeon. No need to make a roll. Just make a decision).

As they enter the corridor the torches suddenly light up showing the team a suspiciously empty hallway with a few doors in either side. The rogue steps up to check for traps. (First Roll because we don't have any clue what's here. I'm writing this off the cuff).

I rolled:

d6: 5

d10: 9 and 6

To simplify things we will use the rogue's DEX +3 for all rogue skills. So the rogue checks for traps.

$$5 \text{ (dice roll)} + 3 \text{ (modifier)} = 8$$

Doesn't beat the 9 but beats the 6 so this is a weak hit. So what does this mean? It could mean a lot of things. The next action is what felt right as I was writing this play example.

As the rogue goes down the hallway checking for traps he appears to be taking longer than normal. Just as the rogue reaches the halfway point he still hasn't found any traps but a door opens and two goblins appear.

Then you could have a conversation or a fight or something completely different.

Use your imagination.

That's it. Enjoy

-Will