

NAME OF YOUR GAME

Written by author's name(s)

This game was made using Magister, a masterless PBTA RPG system.

Setting

A brief description of the setting in which this game will take place for those who are playing.

Character Creation

Choose or roll the following archetypes/occupation below.

1	Archetype 1: Characteristics, Advantages, and Details.
2	Archetype 2: Characteristics, Advantages, and Details.
3	Archetype 3: Characteristics, Advantages, and Details.
4	Archetype 4: Characteristics, Advantages, and Details.
5	Archetype 5: Characteristics, Advantages, and Details.
6	Archetype 6: Characteristics, Advantages, and Details.

Past/Origin

1	Past 1: Narrative Weight A
2	Past 2: Narrative Weight B
3	Past 3: Narrative Weight C
4	Past 4: Narrative Weight D
5	Past 5: Narrative Weight E
6	Past 6: Narrative Weight F

Risk (dangerous or difficult action)

Total Success: You escape or get what you wanted.

Partial Success: You succeed, but you create a new problem.

Failure with Complication: You fail in your attempt to accomplish something and suffer a Condition.

Failure: The worst thing happens, you create a **Disadvantage** in addition to suffering a **Condition**.

Discover (investigate, observe, search))

Total Success: You find exactly what you were looking for (or something even better).

Partial Success: You find a clue that leads to a new scene or advances the story.

Failed: You discover it, but in return a new challenge or threat appears on the scene.

Failure: You discover something bad and gain a **Condition**.

Fight (struggle, dispute, confront, debate))

Total Success: You score **1 advantage** on your opponent.

Partial Success: You can choose:

- Won, but add **1 Condition**.
- The fight continues.

Failure: You score **1 advantage** on **your opponent** and they cause **1 condition** on you.

Failure: You are severely damaged with **2 condition points**, if **you already have a severe condition** you are **defeated**.

X Movement (???????????????)

Total Success: Aaaaaaaaaaaaaaaaa

Partial Success: Aaaaaaaaaaaaaaaaa

Failed: Aaaaaaaaaaaaaaaaa

Failure: Aaaaaaaaaaaaaaaaa

Rule X: Specials

The Scenario may have special rules unique to it.:

Rule X – AAAAAAAAAA: AAaa

Rule X – AAAAAAAAAA: AAaa

Rule X – AAAAAAAAAA: AAaa

Rule X – AAAAAAAAAA: AAaa

Rule X – AAAAAAAAAA: AAaa

Rule X – AAAAAAAAAA: AAaa

Plot

d	Something happened...	You need...	If not...
6			
1			
2			
3			
4			
5			
6			

Scenes

d	Places	Characters (1-3)	Events (4-6)
6			
1			

2			
3			
4			
5			
6			

Idea Bank

d	Subject	Action	Things	Quality
6				
1				
2				
3				
4				
5				
6				

Climax

After...	Big Event
X Scenes	
X Scenes	
X Scenes	

Rules

These are the rules of the Magister system.

Rule 1: Preparation

Choose (or roll) an Archetype from the table and give your character a name. Choose or roll a Starting Place from the Scene Table. Roll 1d6 for each of the three columns on the Plot Table to inspire your mission, objective, or context.

Rule 2: History

The story progresses in Scenes. Whenever you enter a new scene: Roll 1d6.

- If **3 or less** lands, a Character appears. If **4 or more** lands, an Event occurs.
- Whenever you need inspiration, scroll through the Idea Bank.

Rule 3: Challenges and Movements

When there is risk, uncertainty, or conflict, roll 2d6 and choose the highest result (or 3d6 if you have advantage). Compare with actions:

Risk

Discover

To fight

X Movement

- The Archetype, Trait, and Past can give an advantage (roll +1 die) when applied in fiction.
- If the Trait is negative, you can choose to automatically fail a roll and gain +1 OS.
- Start with **3 Luck Points (LP)**.

Rule 4: Dilemma

Whenever there is a question with two possible options (yes/no, left/right, A happens/B happens), roll 1d6:

1–3: first option.

4–6: Second option.

Rule 5: Idea Bank

Whenever you need to better elaborate on a Place, Character or Event, roll in the Idea Bank and interpret the result of any column according to the Scenario.

Rule 6: Conditions

- Each Condition gives –1 die to related rolls.
- Examples: Hurt, Confused, Ashamed, Tired, Demoralized.
- At the end of each scene, you may remove **1 Condition**.
- If you need to roll with 0 or fewer dice, roll 2d6 and **choose the lowest**.

Example: Injured → cannot run until healed. Demoralized → cannot initiate social conflicts. This would provide more variety.

Each condition may have a small story effect in addition to the penalty..

Example: Confused → must spend a scene to recover before making strategic decisions.

7. Luck

- Spend 1 LP to reroll.
- Gain +1 LP whenever all dice in a roll land on a 1.
- Once you accumulate 7 LP, you can spend it all to:
 - Add a new Trait (positive or negative).
 - Learn a new Occupation/Skill linked to your Archetype.

8. Climax and Big Event

For the game to have a good act structure, whether in short or long campaigns, there is the climax table. After a number of Scenes, you can force a Big Event (climax), which will serve as an end to this narrative arc.

9. Especial Rules

Each Scenario can include its own tables, unique Archetypes, Thematic Conditions, and additional rules (such as Magic, Technology, Politics, etc.)

10. Evolutionary Milestones

Every 3 to 5 completed Scenes, the character can gain a permanent advantage: a contact, an item, a special trait, or even roll +1 die in certain situations.

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Game



Magister

Authors' Names