

Proelium: A 2-Page-RPG by Murray Corradini

Proelium is a fantasy RPG that allows players to explore, fight and interact with breathtaking, imaginary worlds. Once characters are made, “The Overseer” introduces the players to the world and a “Plight”, which is the essential goal for the players.

CHARACTER CREATION: Character creation in Proelium is quick and simple. The first step is for characters to choose a class and name the character, groups of 2-3 players and 1 Overseer work well. The classes and their respective health and base damage rolls are as follows:

Class	Health Points (HP)	Base Damage Rolls
Noble	25	D6 damage
Thief	20	D8 damage
Wizard	30	D4+1 damage

Once classes have been chosen each character has **4 Aspects**: Muscle, Wisdom, Charm, Skill

Muscle: Is the strength of your character, used in melee combat

Wisdom: Is the knowledge of your character, used when casting spells or consulting knowledge

Charm: Is the characters ability to draw information from other characters (*e.g. townsfolk*)

Skill: Is the characters ability to master their craft and use it (*e.g. a thief picking a door lock*)

BASIC INTERACTION:

To each Aspect they must allocate an “improver” which adds to the number rolled when performing an action, a D8 is always used when first performing an action, (*e.g. If a thief wants to pick a door lock, he/she would roll D8+Skill*). There are 4 Aspect Improvers:

- 2 x +3 improvers
- 1 x +2 improver
- 1 x +1 improver

The improvers are each allocated to an Aspect (*e.g. A knight might add a +3 improver to his/her muscle*). When a player attempts an action, 1 of 4 outcomes will occur (with improvers):

- Player rolls a 2 or less: The move fails completely, Overseer can apply repercussions.
- Player rolls a 3 or 4: The move fails.
- Player rolls a 5-7: The move succeeds, can have minor repercussions.
- Player rolls an 8+: The move succeeds with flying colours.

INTERACTION: This section is for combat and post combat, interacting with the world is as simple as using the above D8 mechanics at the appropriate times and describing outcomes and the moves themselves (*e.g. Players are walking through a forest to get to a dragons den and they need to cut through vines. A player would roll D8+Muscle to make the move*).

Combat

When a player wants to attack or inflict damage, he/she must roll a D8+Muscle or D8+Wisdom (depending on class). For the attack to have any success they must roll a 5+, if the roll is a

success, they must then roll their base damage + their Muscle or Wisdom (depending on class). That number is the amount of damage inflicted on the players opponent.

Monsters & Enemies

Monsters and enemies are created simply by describing and thinking about their proportions and features in the fiction. Here are the basic guidelines needed to create monsters:

- Monster is SMALL (Half the size of a human or less): **HP range = 1-7 & Damage** is 1D4
- Monster is MEDIUM (Size of a human): **HP range = 8-15 & Damage** is D6
- Monster is LARGE (Size of a large vehicle): **HP range = 16-20 & Damage** is D6+1
- Monster is HUGE (Size of house): **HP range = 20-35 & Damage** is D6+3

When facing off with a monster or enemy, it is important that each player describes what they are doing during their attack, the Overseer will do so for the actual foe. This adds to the experience and the overall fiction of the game, be creative and have fun with it!

Post-Combat & Loot

Any damage taken during battle can be healed back over time or consuming food. Each player starts off with the max (8 food). One food will completely heal a players HP, food can be bought from markets in towns/kingdoms/cities/etc. Loot and treasure depends on the situation.

- If a player kills a monster or enemy (or multiple): Loot = 1-50 gold (depending on the foe)
- If a player finds a treasure chest or something similar: Loot = 75+ gold (relative to the circumstances)

THE OVERSEER: The Overseer shapes the world and creates the "plight". The plight is the ultimate goal of the adventure. Maybe a castle is being tormented by a dragon, the plight would be to kill the dragon. The journey the players take to achieve the plight is up to the fiction and the Overseer (e.g. *players might have to travel through a haunted forest to get to the dragons den*).

The Overseer must also shape things such as towns, kingdoms, buildings, people, etc. Towns must consist of basic things such as an Inn (to stay overnight, if relevant) and a marketplace (to buy food and weapons) If a player buys an upgraded weapon, the weapon is allowed to give a +1 to the basic damage of a character (e.g. *A thieves D8 base damage would change to D8+1*). However the Overseer determines whether or not the new weapon is worthy of giving this upgrade. People in the world are allowed to give information or serve a purpose to the players (providing clues, secrets, anything that is suitable to the game).

Other buildings and environments in the world are up to the Overseers imagination! Towers, homes, huts, castles, walls and the objects within them and the world all contribute to the fiction. Players might have to solve a puzzle to advance, dangerous environments might provide a challenge, it's up to the Overseer to shape the world and create great fiction for players and anyone involved to experience and you can simply use the interaction mechanics to interact with the world.

DEATH & THE END: If a player dies during the story they can do one of two things, exit the session completely or create a new character and fabricate a way to weave them into the fiction. The game simply ends when the plight is conquered.

ENJOY PROELIUM!