

Introduction

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Revolution D100 is the basis for the next generation of Alephtar Games roleplaying games (RPGs) and supplements. This system takes inspiration from classic games, like the D20 System or the OpenQuest or Legend System Reference Documents (SRD), and adds elements of its own.

What is a Roleplaying Game?

In a roleplaying game, two or more players gather to tell a fictional story set in a fictional world, describing the adventures of the story's protagonists in first person, as though they were living them. During the game, one player takes the role of the Narrator and portrays the game world and all other characters in it. The other players portray one of the protagonists. We refer to the players simply as players, and their protagonists by the term "Player Characters" (PC). Each player will portray one Player Character as an actor plays the role of one of the characters in a film or play.

Just because one player is the Narrator does not prevent the other players from narrating those parts of the fiction that are under their direct control, with as much detail as they like. Similarly, the fact that we do not call the Narrator a Player does not mean that he or she is not playing the game, either, or not going to have fun.

The Narrator in a roleplaying game is often a judge and referee. In Revolution D100, the Narrator has the final say in all game-rule matters – and should use this authority with care. There will be moments when the Narrator has to alter the rules "on the fly" to prevent outcomes that the whole group could find unsatisfactory. However, there are sections of the rules that the Narrator **cannot override**. We have clearly labelled them in **boldface**. The whole group must be in agreement with the Narrator before he or she can alter **boldface** rules.

Purpose of the game

The purpose of roleplaying is just to have fun together; no one "wins" the game. In order to have fun, the group lives an exciting imagined experience. We can summarize the elements that will make your story exciting and your game a success with the following short description.

The Narrator uses obstacles and conflicts to put what the Player Characters hold dear at risk, to make their lives difficult (and the game interesting), and to threaten an Unhappy Ending for the story. The players then leverage their Skills and Motivations to overcome everything the Narrator throws at their characters and ensure a Happy Ending for them. The cost the player characters have to pay might be high and their victory will often be partial or come at a price.

Roles and Responsibilities

These are the responsibilities for all people at the table. Please note that the following duty lists are part of the rules, not just advice.

The Narrator's duties are:

- Before the game starts, defining the environmental and cultural details of the game world.
- Defining a backstory that is as detailed as he or she wishes. This can range from nothing more than an initial situation from which the group will extract an emergent story, to a pre-defined plot with one or more expected ending. However, defining a plot beforehand may lead to complications with very proactive players. See the last point.
- During the game, narrating all the details of his or her own creation that are useful or interesting to the players as soon as they are able to learn them. However, take care not to overwhelm the players with endless descriptions.
- Checking that all the procedures described in the rules are followed accurately, and that all players get equal opportunities to act out their characters during play.
- Rolling the dice whenever someone or something is opposing the players' actions, or to determine random effects in the game world. Dice that represent an opposition are rolled openly, not in secret.
- Deciding which optional parts of the rules to apply, and communicating this to the players.

- Using judgement when a point of the rules says that the Narrator must make up a detail according to the situation.
- Overriding those parts of the rules that yield a result that is either not realistic or not pleasant to the group. The Narrator should not use this option lightly, and there are specific parts of the rules, usually marked in **boldface**, that the Narrator **cannot** override without agreement from all people at the table
- Being prepared when the players decide they want a different direction for the story than he or she imagined, to persuade them in a sensible way to change their minds, or alternatively to accept the players' decisions and alter the plot. The latter option is usually the best choice a Narrator could make.

A player's duties are:

- Using the rules to create a character which is fun to play and fun to interact with. Remember that roleplaying is a social activity, so create a character that works well as a member of a team.
- Rolling the dice whenever one's character takes an action that might fail.
- Playing fairly and correctly, and respecting the rules. Cheating on die rolls is not allowed.
- Interpreting one's own character in a way that all players enjoy. If there is a plausible reason why a character should refrain from an action that would damage or disturb other players or their characters, then the player should exploit this reason and have the character act in a way that is enjoyable for everyone.
- Narrating the parts of the fiction that are under his or her direct control with as much detail as the group will find interesting. Monologues, and stealing the scene too often, are not fun and players should avoid them.
- In a few words, having fun and letting everyone have fun.