A Preview Of

LEAF

Light Engine For Adventures

Role Playing System

Daimon Games

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This is just a draft
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When creating the Character, the Player must write a DESCRIPTION and a short BACKGROUND story. This is an introduction to the Character, and although it does not have a mechanical usage in the game, it's the important foundation for the preparation process.

For the GAME MECHANICS, you will then draw 2 CIRCLES, and divide them as in the examples below.
Imagine a clock: split it at the marker of every 10 minutes. Then group together the first three sections, the next two, and keep the last alone.
This will generate 3 FAMILIES, each family composed respectively by 3, 2 and 1 section.
These circles will present ABILITIES and TRAITS. Abilities will be used mostly for physical and practical actions, while Traits will drive the Player in the Character representation.

Each Character, and each NPC, enemy, animal, monster, even each object or obstacle, is defined by ABILITIES. For inanimate objects, those can be defined as QUALITIES.
An ABILITY, or QUALITY is an adjective, a profession, a skill, a trait, a characteristic. Anything that defines the Character, and has a practical usage. The Character must be defined by 6 Abilities, that will be grouped under 3 Families. Of the 3 Families, the one with 3 Abilities defines the MAIN CLASS OR SKILL of the Character, the one with 2 Abilities is SECONDARY and finally the last Family with 1 Ability is MINOR.
The Abilities and Families will be distributed as shown below, with an example:
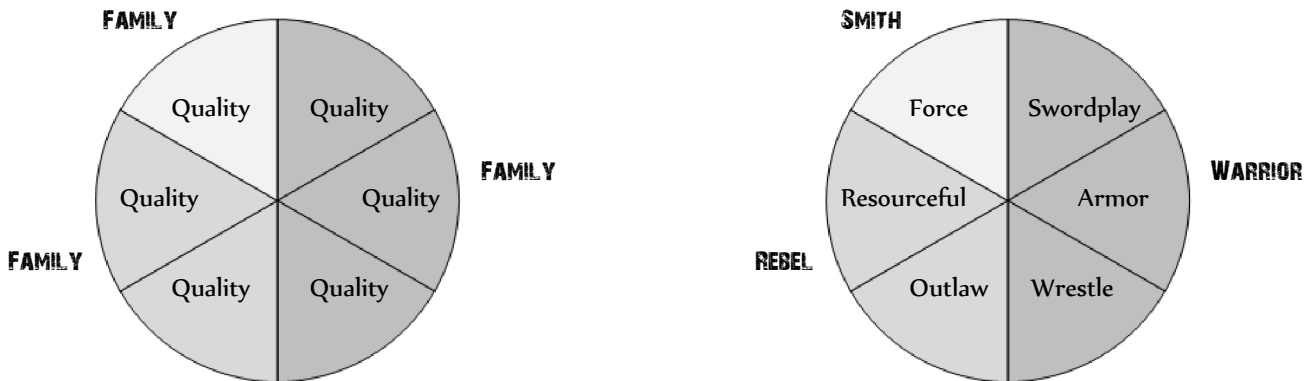
Then a second circle is defined, with TRAITS: these will present the Character attitudes, soft skills, motivations.
Note that the Family name can be even THE SAME as the Ability, Quality or Trait that is contained. Both have a mechanical application in the game, so make sure to specify here exactly what you believe better suits your Character and makes him special.
Traits should be distributed in the same way as the Abilities. An example:
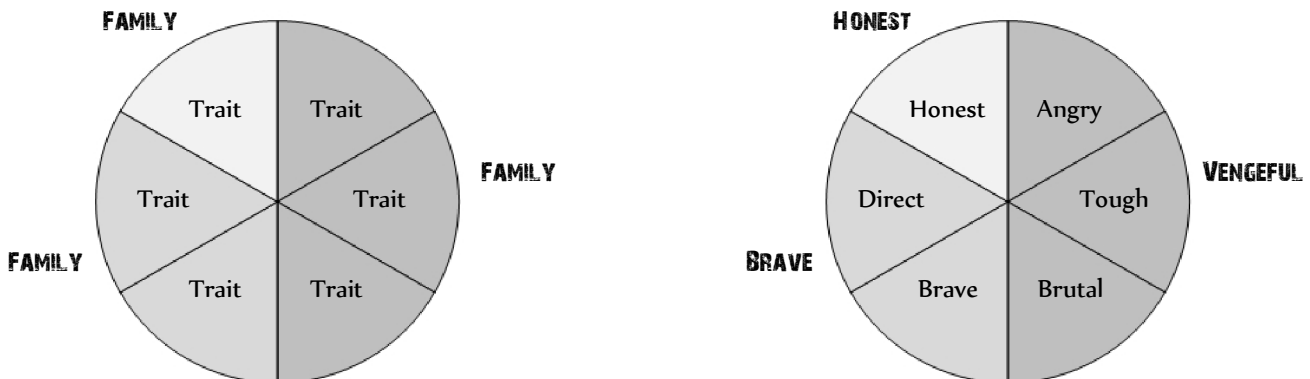
When a Character performs a task, which can result in a **PLOT TWIST**, or that puts to the test his skills or abilities, an **ACTION** must be performed.

To perform the Action, the Master should first of all define the **QUALITIES** of the **OBSTACLE**. Depending on the difficulty of the task, the Obstacle can have from 0 to 3 Qualities. The Character will also put into play his **RELEVANT ABILITIES**, describing how they apply. If the Character has **NO ABILITIES** in play, but a Family applies, then the Character can still consider as if one applied. Still, only one Family can apply to an Action, while multiple Abilities, from different groups, can add up, so it's preferred to use Abilities. The side with the **HIGHEST** number of qualities in play, is in **ADVANTAGE**.
The exact value of this Advantage is the result of the **SUBTRACTION** of the number of one's qualities from the other's.
If the Character has **SPECIAL TOOLS** that can aid him in the Action, they are added to the Abilities, to increase the score and hopefully reach a status of Advantage.

As an example: the sample Character presented above (the warrior) wants to climb a wall. The Master defines the wall as Tall (1 Quality). If he wanted the Action to be more difficult, he could have defined the wall as Tall and Slippery (2 Qualities).
The Character puts into play Force and Outlaw: he's strong enough to climb easily and being an Outlaw, he's used to this sort of actions. He claims also Brave applies, but the Master discards this last one, so two Abilities are in play. If the Character had a rope to aid him in climbing, he would have received one additional point.
As a result, the Character is in Advantage, of 1 (two minus one). If the wall would have been Tall and Slippery, the Action would have been performed without any side in Advantage.

To perform the Action, Master and Player will secretly choose an Action Token:
D _ DEFEND, or a conservative approach; **A _ ATTACK**, or a direct approach; **M _ MOVE**, or an alternative approach
DEFEND BEATS ATTACK, **ATTACK BEATS MOVE**, **MOVE BEATS DEFEND**. In other words: a defensive approach will stop a direct attack; a direct attack will overpower a move; a move will overthrow a defense.
If both sides choose the same Action Token, it's a tie.

Master and Player play their Action Token: the outcome will present the Action's **PARTIAL DEVELOPMENT**, with a prevalence of one side or the other. For example a wall victory against the Character should present a partial slip, or a rock falling from the wall that might alert a guard. The Action Token (conservative, direct, alternative) will also guide the Master in reading the outcome.
While confronting, if a side has an Advantage, he can **PLAY HIS ADVANTAGE** either to: turn a tie into a win, turn a loss into a tie. More Advantages allow to overturn more rounds, thus giving an edge to the side in advantage.
To complete the Action, Master and Player will keep playing until a side reaches the score of **3 VICTORIES**, winning the action.

Depending on the score, the Master will describe the **FINAL OUTCOME**.
Assuming the Character point of view against the obstacle: 3-0 is an exceptional success, 3-1 is a clear success, 3-2 is barely a success. The same way, losing 0-3 is a severe failure, 1-3 is a clear failure, 2-3 is a mild failure.
When it comes to defining the final outcome:
 ❖ **3_0 OR 0_3** obtains a **SEVERE OR EXCEPTIONAL RESULT**, beyond the initial scope (either the Player accomplishes more than expected, or the Master can inflict an even more severe complication or damage)
 ❖ **3_1 OR 1_3** presents the **EXPECTED OUTCOME** (the Player reaches his target, or clearly fails and the Master can present normal consequences for that)
 ❖ **3_2 OR 2_3** will introduce **COMPLICATION OR MITIGATION** (the Player reaches his target but with complications, or fails but with mitigation to the consequences inflicted by the Master)

THE CHALLENGES

If **TWO CHARACTERS** challenge each other, or if the Character challenges an **ACTIVE OPPONENT**, the mechanics are the same as for an inanimate object, but rather than Abilities vs. Qualities, both sides will play their own Abilities.
The side with the **HIGHEST** number of Abilities and tools is **IN ADVANTAGE**, and can **PLAY HIS ADVANTAGES** during the Challenge to turn a tie into a win, or turn a loss into a tie.
The Player reaching **3 VICTORIES** wins the challenge, and the outcome again is in proportion to the victories: 3-0, 3-1, or 3-2 give a progressively smaller margin of victory in the challenge.

Combat is executed in a similar way than Actions, although it's divided in ROUNDS and it does not necessarily end at 3 victories.
To begin, determine which are the ABILITIES and perhaps the TRAITS that apply to the combat, for the Character in play and for the adversary.

For example, our warrior from the previous pages applies: Swordplay, Armor, Force. He cannot apply Wrestle that is used only for unarmed combat. He can add, though, also Angry, Tough and Brutal. The Master decides that Brave does not apply here, since in this example the warrior will be fighting a regular guard, not some scary monster. The Character total is therefore 6, so far.
The guard, designed by the Master as a regular folk, has in play: Pike, Shield, Lawful.
The Character therefore is in clear advantage for now, six to three.

Then the calculation continues to include WEAPONS, ARMORS and POSSIBLE ADVANTAGES like a better position, surprise factor and so on. Keep the calculation simple: compare weapon to weapon, armor to armor, then give ONE point for the better weapon, ONE for the better armor and ONE for additional advantages.
In other words, both combatants will add up Abilities, Traits, weapon, armor, other values, and the side with the HIGHEST value is in ADVANTAGE.

In our example, the two fight sword against pike, both wear regular armors, and there are no other advantages. The Master rules therefore that it's a complete tie, so no additional points are awarded.
At the end, then, the Character is in Advantage of 3 point.

The fight begins, Player and Master both will secretly choose an Action Token:
D = DEFEND, or a defensive stance; A = ATTACK, or aiming to inflict direct damage; M = MOVE, or trying to circumvent a defense
DEFEND BEATS ATTACK, ATTACK BEATS MOVE, MOVE BEATS DEFEND. In other words: a defense will stop a direct attack; an attack will overpower a move; a move will circumvent a defense.
If both sides choose the same Action Token, it's a tie.
While confronting, if a side has an Advantage, he can PLAY HIS ADVANTAGE either to: turn a tie into a win, turn a loss into a tie. This basically means being able to change the Action Token and obtain a different result. Also, in combat an Advantage can be played in a won round, to DEAL 1 ADDITIONAL DAMAGE.
Also, in combat a combatant can play an Advantage in response to an Advantage played by the adversary. In this case, the Advantages CANCEL each other out. Each combatant can play 1 Advantage per round and NOT MORE.

Depending on which was the WINNING MOVE, the combat Round outcome is the following:
  ❖ DEFEND beats Attack, so the Attack is blocked, no damage is dealt, and the Defender GAINS 1 ADVANTAGE
  ❖ ATTACK beats Move, so the Attacker DEALS 1 DAMAGE
  ❖ MOVE beats Defend, so the Attacker can decide if to DEAL 1 DAMAGE OR GAIN 1 ADVANTAGE

When a combatant is outnumbered, all his adversaries gain 1 additional Advantage for each additional adversary (2 vs. 1: both get 1 Advantage; 3 vs. 1: all three get 2 Advantages).

When using a RANGED WEAPON, calculate as usual the Abilities (such as Bow, Aim, Dexterity, Precision), compare weapon to armor (i.e. short bow equals a leather armor, bow equals a chainmail, longbow or crossbow equals a plate armor), then the target if aware of the attack, can add Abilities like Agility, Speed, Reflexes, to try to avoid the shot.
If the SHOOTER wins the round, the shot hit the target. If the TARGET wins the round, the shot missed (of course, the target cannot deal damage back, even if winning with an Attack move).

THE DAMAGE

Regular Characters have the equivalent of 10 LIFE POINTS. Subtract one when receiving a Damage. Each Ability, Quality or Trait that has a clear connotation towards resistance, will grant one additional Life Point at the beginning of the adventure.
Seek the help of a healer or a physician or a wizard in case your Character is injured.
Regular Adversaries should have 5 LIFE POINTS, although stronger ones can have more, and pose a more difficult challenge.
When reaching 0 LIFE POINTS the combatant is defeated, either dead, or injured, incapacitated. Often weak opponents will flee the combat even before being completely defeated or killed.

To Play And To Evolve

So now you've got **PLAYERS** around the table and the **MASTER** running the Adventure and everybody's having fun. How does this continue? How do you keep playing? What is **GOOD_PLAY** and how is this **REWARDED**?

Players have **SIMPLE** Characters therefore the game rather than a strict simulation, should be played more with a **STORY_TELLING** approach, and with focus on the **INTERPRETATION**, and the combat should grant moments of good fun thanks to the **STRATEGIC** approach that it requires.

Evolution of the Characters works as follows: each time a Player **USES AN ABILITY OR A TRAIT**, he is fulfilling his Character role in the game. Therefore, **REGARDLESS** of victory or defeat, for each Action, Challenge or Combat, he gets **TO MARK** a **CHOSEN** Ability or Trait. Note that for each Action, Challenge or Combat, the Player can mark **ONLY ONE** Ability or Trait. If more than one was used, the Player can decide which one to mark.

The target is to mark a **FULL CIRCLE** of Abilities or Traits. When all 6 Abilities have been marked (the Abilities Circle is complete) or all 6 Traits have been marked (the Traits Circle is complete), the Player receives **A BONUS**. All the marks on the circle are then removed. This bonus allows the Player to choose an Ability or a Trait, and mark it so that at every use it will grant **2 ADVANTAGES** instead of one.
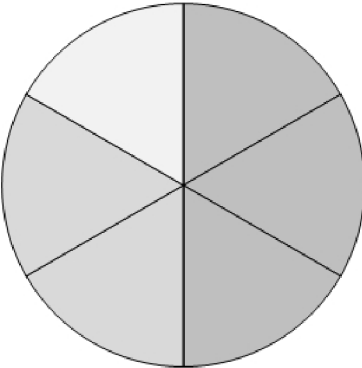
The bonus works from Abilities to Traits, and from Traits to Abilities. So if the Player completed the Abilities Circle, he can add the bonus **TO A TRAIT** (and **ONLY** to a Trait, **NOT** to an Ability). Vice versa, if the Player completed the Traits Circle, he can add the bonus **TO AN ABILITY**.
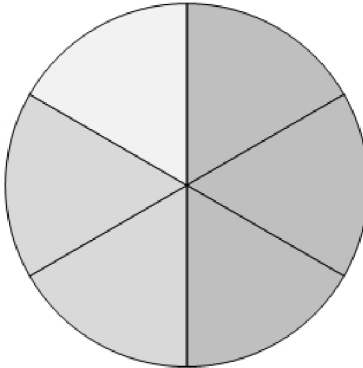
Character Sheet

Description

Background

Abilities, Circle	Traits, Circle

Equipment, Notes, and other Stuff

A Note

This document is just a preview, a work in progress.
Please feel free to write me with your suggestions, comments, notes: davide.pignedoli@gmail.com

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