

## SimpleSys

*(Requires a copy of the Basic/Core Rules. But you'll barely refer to them once you're into the swing of things, honest!)*

*SimpleSys* is a BLYSS variant for gamers with few desires in life. Perfect for when you need a game – any game – in a hurry, *SimpleSys* makes no pretenses, brooks no complications, and challenges noone.

*SimpleSys* has no Attributes, Derived Attributes or Traits. Instead all characters have SimpleStats (otherwise known as the Six Somethings of *SimpleSys*), as follows:

**Stabbing** measures a character's ability with stabbing implements or, more broadly, close combat.

**Shooting** measures a character's ability with boomsticks or, more broadly, ranged combat (and throwing!).

**Sneaking** measures a character's ability to silently step and slither serpentine on sound-dampening soles or, more broadly, do all sorts of Black Ops things.

**Speaking** measures a character's ability to say the right things or, more broadly, act appropriately in social situations.

**Sporting** measures a character's ability in competitive sports or, more broadly, any kind of athletic endeavour, competitive or not.

**Surviving** measures a character's ability to stay alive. Nothing broad about it.

If you really must have more Stats, then have it as you wish. But these six should see you through thick and thin, fire and water!

Of course, *SimpleSys* wouldn't be simple if you had to allocate CP. Screw 'em! Instead, the SM (SimpleMaster) should just give you a number of SimplePoints (SP) to allocate between them on a 1 SP per rank basis. We recommend **18** SP.

Once you've allocated those points, you've got a complete character (with the exception of such complex things as name, gender, personality, etc.) and are ready to roll!

So how does it work? Simple! This is a BLYSS variant, so all those SimpleStats have a rank equal to the number of SP you assigned to each. The BLYSS Ability Scale tells you what dice to roll. The Die Rolling section of the Rules and Mechanics tells the SM what Test Difficulties to assign and how rolling the dice works. For an even simpler game, the SM can ignore the rules about Screw-Ups and Golden Rolls.

You should also ignore the combat rules - Combat in *SimpleSys* works as follows:

A character's **Defence** (This is NOT a SimpleStat, this is a variable that only applies in combat or when encountering traps and so on!) is equal to their score in **Sporting**. In certain situations where they may gain a benefit, the SM

may allow the player to add half of their **Stabbing** (armed combat, for example) or **Sneaking** (when under cover, for example) scores rounded down to their **Defence**.

*For example. Mr S. Imple has **Sporting** 3, and **Stabbing** 2. He has somehow got himself into a knife fight with Miss C. Omplex. His **Defence** for this particular encounter is equal to 4 (**Sporting** 3 + **Stabbing** divided by 2 [1])*

The attacker's **Attack** (Another variable, honest. You can't write these down 'cause they change!) uses either their **Stabbing** or **Shooting** score, though the SM may also allow modifiers from other SimpleStats as appropriate

When assigning modifiers remember - *always* divide the modifying stat by 2 and round down. This is perhaps the most complex rule in SimpleSys, but it's really not that difficult and this designer *believes in you*. It'll be okay. If it makes it easier you can make a note of what each SimpleStat divided by 2 and rounded down *is* before play.

The attacker rolls the dice granted by the total rank of their **Attack**.  
The defender rolls the dice granted by the total rank of their **Defence**.

If the defender wins, they successfully dodge/parry/whatever. If the attacker wins, the defender temporarily loses 1 point of their **Surviving** score.

It is up to the SM to decide as and when lost points in **Surviving** return. At the SM's option, lost **Surviving** points can also be applied as a negative modifier to some or all the character's future rolls.

Other things can cause a character to lose **Surviving** points than just combat – lack of food, water, or air, for instance.

Whatever the cause of **Surviving** loss, the effect is always the same in SimpleSys.

Once you're down to **Surviving** rank 0 *you're dead, sonny-jim*.

And that's all there is to it!

Ain't it simple?

---

*-Simply Scribed Productions*

[This document is released under a Creative Commons License](#)