

StaMTaR 1stR

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Standard Method for Tasks Resolution in Role-Playing Games 1st Revision



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0. AIM

This work is a very simple method for the task resolution during RPG sessions. It is a tool for game designers and developers, so it does not contain any definition, not even the “task resolution” or “RPG” ones. Because it is released under CC-BY, it can be easily included in games, also commercial products.

In other words, anyone can build its own RPG using the rules described here. Even better, having a lot of different games based on StaMTaR (“stamtardised” games) could be a very useful thing both for players and authors, IMHO. A standardised process could lead to a scenario in which a lot of products (both free and commercial) exist, products fully mutually compatible.

In the cruel modern world in which standards are often defined by marketing rules such an attempt could seem foolish. But I want to try.

Note about the first revision: it is necessary because of playtest feedback. It expands the table of section 1. and add an appendix for magic management. See below for acknowledgements.

1. METHOD

StaMTaR wants to be independent by game-specific accessories, so it uses only six-sided dice. Every time the outcome of an attempted task must be chance-determined, the interested player rolls three dice and add together the three results. The obtained sum is compared with the values of the following table:

DICE RESULT	OUTCOME
3	Automatic failure
Greater than or equal to 6	Success, if the action was trivial
Greater than or equal to 8	Success, if the action was very simple
Greater than or equal to 9	Success, if the action was simple
Greater than or equal to 10	Success, if the action was normal
Greater than or equal to 11	Success, if the action was tough
Greater than or equal to 12	Success, if the action was difficult
Greater than or equal to 13	Success, if the action was very difficult
Greater than or equal to 14	Success, if the action was heroic
Greater than or equal to 16	Success, if the action was legendary
18	Automatic success

2. USAGE

The described method can be easily used as complete rule set for role-playing. It is sufficient a good description of the attempted task, a consequent assessment of its difficulty (made by GM in traditional RPGs, by the entire group or some other players in modern ones) and a single dice roll.

Impossible? Maybe not. The key concept is “difficulty assessment”. Hitting an enemy is a tough action for a recruit, but a simple one for a veteran. An accurate difficulty assessment based on situation analysis and character background can easily emulate level advancement (i.e. a normal action could become a very simple action after some sessions of experience gaining).

Task resolution can also be used for emulating other sub-systems. For example hit points/health levels etc., can be substituted by the following question “how hard is the hit to survive”? If surviving the hit is simple, a player need only to roll a 9 or greater score on dice. If heroic (for example a dragon flame breath) so a 14 (or more) is needed.

Difficulty assessment is the key. But after some sessions, it will be a simple task (sic!) to accomplish. For quick reference, the probability percentages associated to the difficulties are the following (they are based on the numbers shown in section 1. Table): trivial 95%, very simple 84%, simple 74%, normal 62%, tough 50%, difficult 37%, very difficult 26%, heroic 16%, legendary 5% (automatic failure/success less than 0,5%). In other words, a player have a 74% probability of accomplishing a simple action (because the probability of having a score greater or equal to 9 on a three-dice roll is 74%).

Obviously StaMTaR can be used only for task resolution, if desired. Other sub-systems can be built differently. But this is mainly a design decision.

3. CONTACTS and FINAL NOTES

Thank you very much for your attention. If you want to talk about StaMTaR, build a game on it or simply drop a line to the author, feel free to send an e-mail to davidequatrini@gmail.com

APPENDIX A: MAGIC

In the following an aid for assessing difficulties in magic use is provided. The difficulty should be assessed on the basis of one of the following parameters: target distance, target size or target importance in story. Obviously each parameter is more important than the others in different situations: target distance is relevant for telepathy, for example, where target size is significant for telekinesis and importance in story is crucial for damaging spells.

A case by case parameter choice for difficulty assessment in magic usage is recommended.

TARGET DISTANCE	TARGET SIZE (the greatest among length, height and depth rounded up)	TARGET IMPORTANCE IN STORY	DIFFICULTY
Zero (contact, touch)	Maximum 10 centimetres	Inflicting a small quantity of damage to a weak enemy with a single bolt of energy.	6
One metre	Smaller than one meter	Inflicting average damage to a weak enemy with a single bolt of energy.	8
Ten metres	One metre	Destroying a weak enemy with a single bolt of energy.	9
100 metres	Two metres	Inflicting a small quantity of damage to an average enemy with a single bolt of energy.	10
1000 metres	Four metres	Inflicting average damage to an average enemy with a single bolt of energy.	11
10 kilometres	Eight metres	Destroying an average enemy with a single bolt of energy.	12
100 kilometres	16 metres	Inflicting a small quantity of	13

		damage to the adventure main villain with a single bolt of energy.	
1000 kilometres	32 metres	Inflicting average damage to the adventure main villain with a single bolt of energy.	14
Everywhere in the same continent	64 metres	Destroying the adventure main villain with a single bolt of energy.	16

Please note that the recommended magic system in StaMTaR is based on the concept that magic resources are not inexhaustible. In particular, a mechanism that reduces the magic capability of characters after each spellcasting should be implemented.

ACKNOWLEDGMENTS

Thanks to Todd Grotenhuis for his useful questions.

Thanks to Gabriel Rega for the StaMTaR post on his blog <http://rpglivre.blogspot.it>

Thanks to <http://fossilbank.wikidot.com/> for its StaMTaR entry.

Finally, thanks to Keeton Harrington and www.1km1kt.net for hosting StaMTaR.