GILLYSYSTEM
a lifelike and statistically sound single-page RPG

A lightweight system designed for story-centric roleplaying. There is no universe or background story, only game dynamics. It is more serious than Risus but easier to play than Storytelling, and draws from both of these systems. The rules provide a general framework but you are encouraged to tinker with them. The system is based on the idea that narration, not rules, should take center stage in the game. Unlike other games, all characters are created equal: your enemies are as strong as you.

Dice
— You will need a set of D&D dice, a couple of extra d20 will make things easier.

Character Creation
— Choose 7 traits that will define your character.
— They can be anything (job, hobby, life event), but try and choose traits that you are likely to use often in-game
— Attribute 14 **skill points (S)** among your skills (min=1, max=4). You can choose to forfeit points if you wish.
— These points determine how much experience/training you have in each skill.
— For each skill, throw **1d4-1**. These are your **aptitude points (A)** and determine how much of a natural ability you have at that skill.
— **(S)** make you more consistently average and less likely both to fail miserably or perform brilliantly.
— Think of **(A)** as your **luck**, it will make you more consistently better than the average person.
— Like in life, this system enables scenarii where you have chosen to invest a great amount of training in a discipline for which you have no affinity whatsoever.
— Exchange character sheets with the player next to you and pick 1 strength and 1 weakness for them.

Game mechanics
— The main throw is $T = \frac{Sd20}{S} + A$
— Throws are always rounded up, but if T>20, T:=20
— If any die among the $Sd20$ is 20 then T is a critical success, idem for a critical failure if a 1 is thrown.
— If you have no trait relevant to the action at hand, roll 1d20. Opposing throws are boosted by 1d20 as well.
— T is thrown against a fixed difficulty for tasks, and against an opposing T'(S', A') when competing against another player.
— A difficulty of 8 or below is easy, 10-11 is standard, 15 is very hard.
— This throw will confer **average human ability** to the players.
— If you would like **superhuman ability** or if you share the optimistic belief that **training can compensate lack of predisposition**, use $T = max_S(d20) + A$ instead.

Character Evolution
— Character evolution rules are designed realistically, so as to only allow for very slow improvement in characteristics. Like every other rule, you can modify them to suit your needs.
— At the end of an episode, or whenever the DM sees fit, every player throw 1d8.
— This is the number of the skill they will upgrade (e.g. if the 3rd skill on their sheet is "Armed Robbery" and they roll 3, this skill gains points)
— If they roll 8, they choose the skill to upgrade
— Roll d=1d4. If d is odd, they gain one S point in the skill selected above. If d is even, nothing happens.

Health
— Every human, player or foe, has **20 health** (other species can have more, or less). This is an absolute maximum, and does not change or accept bonuses.
— Wounds sustained in combat decrease your health:
    — 15-19: the character has sustained superficial wounds
    — 10-14: The character is injured. They lose one point in all of their skills.
    — 5-9: The character is severely injured. They lose all S and A points and roll a single d20 for every throw. Seek medical help.
    — 1-4: Life-threatening condition. The character cannot attack or defend anymore and may lose consciousness.
— You can recover naturally from superficial wounds after a fight. More severe injuries take time to heal and usually need medical attention. Recovery is made at the DM's discretion.

Combat
— Adversaries roll against each other, the loser takes a hit and the winner rolls for damage
— The roll depends on the weapon and is chosen at the DM's discretion. A few examples:
    — pen or pencil : 1d4
    — kitchen knife or crowbar : 1d6
    — Hunting knife, machete: 1d8
    — Spear: 2d8
    — Chainsaw: 1d10 or 1d12
    — Gun, mid range: 1d20
    — Shotgun, close range: death
— Body armour confers damage reduction
— In case of a critical hit, the winner may choose to move up to the next die, but they have to accept the outcome. (e.g. a pencil stab: 1d4=4, move up to 1d6=1, the damage is 1, not 4).

Weaknesses and Strengths
— Each player has assigned strength and weaknesses
— In general, there will be situations where a player or NPC will be at a clear advantage (outrunning someone in the neighbourhood you grew up in) or disadvantage (e.g. wearing a straitjacket in combat) when faced with a task or foe.
— Independently of the S and A points involved, the player can argue for a Strength throw if they justify it. The DM can call for a Weakness throw, both types of throws are ultimately at the discretion of the DM. This is performed before the main throw and goes as follows:
— **Strength throw – roll d=1d4**
    — d even : A=A+d for the skill of your choice
    — d odd : roll main twice and take the maximum
— **Weakness throw – roll d=1d4**
    — d=1 : lose **both A and S**, roll 1d20
    — d=2 : lose A
    — d=3 : lose S
    — d=4 : lose nothing, roll as usual