



Fantasy

Premise

You have been chosen to go on a Quest, on behalf of King Aberforth III. You were assigned the Commander Charles of the King's royal guard as leader to the Caravan of other adventurers.

In the past two weeks, your caravan has been bombarded by ill-fortune: bandits, bears, a particularly magical rodent, and a bad case of dysentery. You are the only members of your caravan left standing!

Commander Charles, though still alive, has not regained consciousness since the last battle. Now, you are on your own.

Players

- 1 Make up a **sweet heroic name** like Valor Bravado!
- 2 Choose a Characteristic : **Charming, Sexy, Stoic, Wise, Hot-Headed, Heroic** or choose your own
- 3 Choose a Profession : **Mage, Soldier, Assassin, Scholar, Paladin**, or Choose your own
- 4 Select one of the Special Abilities: **Alchemy, Magic, Religion, Lore, Medicine**, or make up your own!
- 5 Choose a Character Goal : **Rescue Damsels, Make a Name for Yourself, Kill Monsters, Find Rare Artifacts, Save a Town** or make up your own!
- 6 Grab a Sticky Note and set it up as shown right, filling in your information! Be sure to write your Special ability in the *Special box!
- 7 You have **1d6, 1d8, 1d10** and **1d10**. Place one of these dice on one ability. The lower the value the better the ability.

Name Characteristic, Profession Goal	
Fitness	Savvy
Allure	*Special

Rolling

When asked by the GM to roll an ability, you roll the die that is on top of that square. Below are some things each Ability can do!

- Fitness** - Strength, Finesse, Acrobatics, Endurance
- Savvy** - Intelligence, History, Puzzles, Memory
- Allure** - Charisma, Charm, Lie
- Special** - Your super special Ability

Your GM can grant you advantage based on your Characteristic, Profession, your current situation or if you have help. Each of these advantages allow you to roll 1 dice size smaller than the Ability's dice size to a minimum of 1d4.

If your action goes against your Characteristic or Profession, or if it is an unfavorable situation, the GM can have you roll with Disadvantage. Each of these disadvantages force you to roll 1 dice size larger than the Ability's dice size to a maximum of 1d12.

Advantages and Disadvantages both cancel each other out. So if you have a 1d8 in Savvy, with two advantages and 1 disadvantage, you would roll 1d6 (Because 1 advantage and 1 disadvantage cancel each other out.)

The lower the number on the Die that you rolled, the better the result:

- 1 Critical Success! The GM also gives you some extra benefit.
- 2 Success! Good Job!
- 3 Marginal Success! You get the job done, but at a cost

Max Rolling the highest number on the dice are considered a Critical Failure! Bad things usually happen.

All other numbers are considered a regular failure, so nothing happens (well, nothing good at least).

Helping If you want to help someone with their roll, announce that you want to help them before they roll. The game master will tell you which Ability to roll. If you succeed on the roll, you grant the other player an Advantage, however if you roll max you grant them Disadvantage. Only one person can help per action.

Game Master

Start playing to create the story. As a game master, you call for a player to roll any time that there is a chance of a player failing. Successes can be just as fun as failures, there's no need to change the numbers on the dice.

If they are initiating an action, have them describe their actions, then roll for the appropriate Ability roll. You determine any Advantages or Disadvantages for any roll.

Players can also react to other characters, or situations. Show signs that something is going to happen, and allow the players to change what is going to happen by taking additional outcomes. Feel free to ask them what they do when something starts happening.

Our intrepid Heroes start...	
1. In a Forest	2. In a Dungeon
3. In a Castle	4. In a Town
5. In a Desert	6. On a Ship
... seeking ...	
1. A Magical Item	2. Fortune & Fame
3. An Evil Villain	4. A Dangerous Monster
5. Knowledge	6. Food & Shelter
... when they ...	
1. Overhear	2. Are Attacked By
3. Run Away From	4. Are Captured By
5. Refuse To Help	6. Agree To Help
... a ...	
1. Cult	2. Dragon
3. Group of Monsters	4. Powerful Wizard
5. Squad of King's Guard	6. Group of Spies
... that want to ...	
1. Start a War	2. Create a Weapon
3. Kill the King	4. Steal an Ancient Relic
5. Build an Army	6. Resurrect an Evil Demon

Sticky Note RPG and it's derivatives are by Steve Rechner steve@roll4.net

