

The Future King

A solitaire RPG sandbox

By Gottardo Zancani

GAME OVERVIEW

This game has been designed to allow players to create their own World and explore it: game sessions will then make the player's World larger and more detailed, creating new areas to explore and new challenges to face.

This game has three main components:

- World Building. This section covers the rules to create the World
- World Exploration. This section covers the rules to explore the World
- Exploration Engine. This section provides one set of core rules to explore the World

GAME COMPONENTS

- The game rules (this document)
- World Atlas
- Missions Booklet
- Enemies Sheet
- Equipment Sheet
- NPC Sheet

WORLD MAP AND WORLD ATLAS

The Map is the hearth of the game: you'll spend a lot of time creating and expanding your Map and then moving your Character on it. Multiple maps will be probably required to describe a large World, but the underlying structure is always the same.

The Map is composed of **LOCATIONS**, represented by circles, connected via **LINKS**, represented by lines. A Location represents any interesting place in the world, from a single corridor on a dungeon to a large city or an entire kingdom.

Locations have always a **TYPE**: the Type represents the general structure of the location. Examples: VILLAGE, HOUSE. When a new Location is created the player should also assign a **NAME** to it, especially for the main locations like villages.

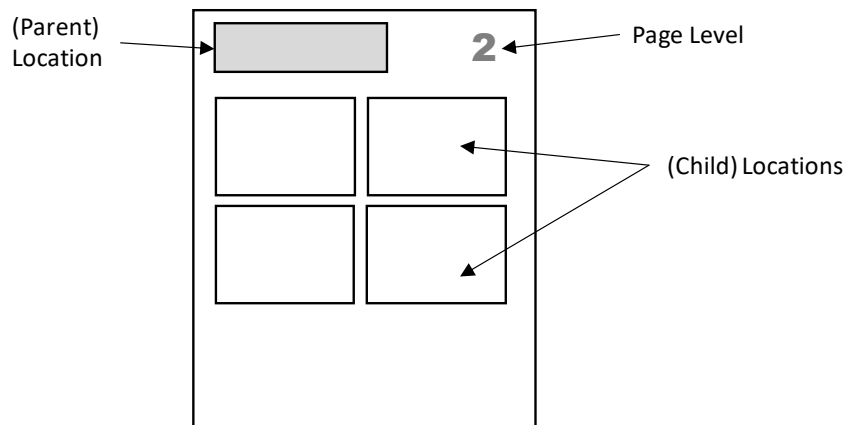
Each Location has also an associated **COST**, normally expressed in terms of BUILD POINTS (BP); in order to create a new Location on the Map you will have to pay the corresponding Cost. Some Locations can also require a number of Mission Points (MP): see the Mission rules for more details.

Locations have a **LEVEL** associated to them: the Level represents the relative complexity of the Location and their hierarchical relation. Level 1 locations are the most common ones and represent places like Houses and Dungeon Rooms; Level 2 will represent groups of Level 1 locations (example: a Village), Level 3 will represent groups of Level 2 locations (ex. a Region) and so on.

Locations can include additional information (NPC you can meet here, Obstacles and Events): see the Locations paragraph for more details.

The available locations are described on the **WORLD ATLAS**: each Page on the Atlas share the same structure.

- In the Header of the page you can find the Parent Location.
- Under the Parent Location you can find the list of the Child Locations



Each Page of the Atlas inherits the Level from the Parent Location: the Page Level (in the upper right corner of a Page) is a quick mechanism to sort the Atlas pages.

LINKS represents possible movement paths from a Location to the nearby locations: Links can then represent physical paths like a corridor or a road, or simply represent the physical proximity of two locations.

WORLD BUILDING

World Building rules cover the creation of the World, how to create new places to explore, new challenges for your player.

BUILD POINTS

The Player will be able to create his own world using some simple rules and spending his budget of BUILD POINTS (BP). BP represent the “currency” for adding new Locations to the World.

The two most common methods to obtain BP are;

- Start a new Missions: each Mission normally provide a small budget of BP
- Explore “dangerous” Locations: overcoming obstacles and defeating enemies in the World Exploration Phase normally provides extra BP

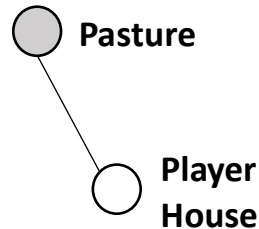
ADDING LOCATIONS TO THE MAP

In order to add a location to the map you need to:

- Spend the required Build Points (BP).
- Link the new Location to one Location already present on the Map:
 - A Location can always be connected to a Location of the same Level (ex. Level 1 with Level 1) if they share the same Parent, OR
 - A Location can be directly connected to its parent
- A Node can have a maximum of 4 connected Nodes.

INITIAL MAP

At the beginning of the game the Map is composed by two Locations: a Pasture (L2) and the Player House (L1), connected to the Pasture. This represent the small area where you begin your adventure.



LOCATIONS

Locations are the key component of the game: you will spend most of your time creating new Locations (in the World Building Phase) or exploring them (in the Exploration Phase).

Each Location has a set of standard attributes:

- **TYPE:** the generic name of a location (es. “Village”). If the Type of the Location is preceded by an asterisk, only one of such Locations can be placed under the same parent.
- **LEVEL:** the Level represents the relative complexity of the Location and it hierarchical relation with the other locations on the Map.
- **COST:** this is normally expressed in terms of Build Points. Some Locations can also require some Mission Points (see the Mission rules for more details). Finally, some Locations can only be unlocked (acquired) by completing a special task (like completing a Mission): those Location have a “Special” label as Cost attribute.

In addition, Locations can also include additional info:

- **NPCs** that can be associated to the Locations
- **ACTIONS** that can be performed in the Location
- **OBSTACLES** present in the location

NPC

NPCs are the second key component of the World (after the Locations). NPC normally allows the player to gain Mission Points, while some NPC can provide some special options to the Player (for example selling unique items).

NPCs represents characters living in the player’s World. NPC are always associated to a single Location and each Location defines the list of possible NPCs that can be placed here. Creating a new NPC always costs one BP (unless specified otherwise).

Some locations include NPCs that can be freely placed on the Map on a die roll; roll one D6: if the result is equal or equal to the value associated to the NPC then the Player can interact with this NPC. This attempt is only possible once per Mission: regardless the result, do not save this NPC on the Map.

Each NPC has one or more Actions that the PC can perform when it's moved to the NPC's location: the PC can only interact once with each NPC during a single Mission. Peeking at the NPCs table, you can see that most of the NPCs require some sort of verbal interaction (e.g. Gossip) and provide Mission Points when this interaction is successful.

ALLIES

Allies are NPCs that can provide some special help to the Player during a Mission.

You can place an Ally on the Map only if the current Mission specifically provides BP for this purpose (in other words, you cannot use the Mission Budgeted to place an Ally on the Map).

In addition to the standard BP (as for any other NPC), Allies have an additional cost provided between parenthesis after the name. This additional cost can be expressed in BP, MP or a mix of both.

If a potential Ally is already present on the Map, you still need to spend the BPs required to recruit them: you can halve (rounding down) one of the additional cost figures.

Ally benefits are described in the ALLY Sheet.

STORY POINTS

Every time you give a Location or NPC

- a unique name or
- a unique trait (max one trait per Location/NPC)

you gain one Story Point (SP). Story Point can be used as follow:

- You can buy one BP with 5 SP (max 2BP per Mission)
- You can reroll one die with 5 SP

Design note: adding a name to a place (like "The Black Hammer Inn" instead of "a Tavern") make your World much richer, especially in the long term when you'll re-open the Map you've created. The same apply toNPCs: instead of "A Innkeeper", you could have "Gladrion, a fat men with a few red hair remaining". The Story Points have been introduced to push the players in giving more detail to the World they are creating, and compensating them for this effort.

WORLD BUILDING STRATEGIES AND TIPS

Selecting a new Location

At the very beginning of the game only consider pages of World Atlas with a Level equal to "2s"; parent locations in those pages have the [START] label as a reminder.

Nothing prevents to select any one Location in the World Atlas, but normally you develop the areas specified by the current Mission

Example: in the first Tutorial You need to reach the Innkeeper to talk with him. Since the Innkeeper must be placed on a Tavern you'll need to create a Tavern for the Innkeeper, and then a place where to locate the Tavern...

WORLD EXPLORATION

World Explorations rules describes how you will interact with the World you've just created. Those rules are system agnostic and can be used with the suggested ruleset (the Exploration Engine) or any d20-compatible RPG system.

MISSIONS

Missions have been designed to provide a “goal” for your gaming sessions; in addition, Missions are the main mechanism to gain Build Points so you'll need to complete one (or more) Missions to create a larger World.

If this is your first game you should start with the three Tutorial Missions, then you can proceed selecting any Mission you like (considering the Difficulty of the Mission, see below).

Each Mission is represented as follows:

- **Mission Name.** If the name begins with an Asterisk you can repeat the Mission multiple times, otherwise you can only play the Mission once.
- **Mission Difficulty** (a number in the top right corner)
- An initial **Budget**: this is the amount of BP you can spend during the Mission (in addition to any BP you've left)
- An **Objective**: this represents the goal of the Mission.
- The **Reward**: if you successfully complete the Mission you will gain the associated Reward. Reward can include Experience Points, Build Points, unique items: some Rewards will also unlock special Locations that cannot be simply “bought”.
- One or more Areas. Those are the Pages of the World Atlas you will probably use the most to complete the Mission.

MISSION POINTS

Missions often require some investigation in order to find the clues, following the tracks or spotting hidden objects. The progression of a Mission in this case is determined by the Mission Points (MP) accumulated by the PC.

MP can be obtained with two main methods:

- Interacting with the NPCs
- Performing some specific actions in some locations (like executing a TRACK check near a Small River on a Forest);

Every attempt of gaining a MP can be performed once per Mission: if you've exhausted all the current options (Locations and NPCs) it's then time to expand your World.

ACTIONS (LOCATION)

Locations will often include a list of Actions that the PC can execute while in this place. Each Action can be executed only once per Mission.

Actions are normally described as CHECKs in the format #NAME(DRM), where NAME is the Skill to be used in the Check and DRM the modifier to apply. The select Engine will define how to perform this check (normally rolling one or more die and adding the DRM): the Action

description will always include the Effect if the Check is successful, while some Actions can also include an Effect if the Check is failed.

Actions with a simple name (ex. HUNTING) without the “#” character represent Activities that can be performed in the Location (see below).

If the Location contains an Obstacle (see below) you must first attempt to overcome the Obstacle: only after this check, regardless the result, you can select one of the available Actions.

After executing one of the available Actions, proceed to the Event Check (see below).

ACTIONS (NPC)

NPCs normally have one associated Action that can be executed, once per Mission, when the PC meet them; see the NPC Index for the details about the available Actions.

Actions are normally described as CHECKS with the same format and rules of the Actions associated to a Location.

OBSTACLES (LOCATION)

Obstacles are mandatory Actions that must be executed when a PC is moved on a specific Location. As for the standard Actions, each Obstacle is verified only once per Mission.

EVENT CHECKS (LOCATION)

Events represent random occurrences that you must check every time you enter a specific Location.

If a Location includes an Event, after dealing with the Location Obstacles (if any), and the possible Actions, you must roll one d6 and check the Event section to see if an Event is triggered.

Design Notes: Obstacles are faced once per Mission when you enter a Location, Events are rolled every time you enter a Location.

MOVEMENT

You PC will always be placed on a specific Location on the Map: during the World Exploration phase you can move it to any linked Location (checking for Obstacles and Events).

TIME

(Optional rule). Movement between Location has the following cost depending on the Level of the current Location:

Level 1: 15 min

Level 2: 2 hours

Level 3: 1d3 days

ACTIVITIES

Activities represent secondary objectives of your Character while exploring the World. A Location can include in the Action list one or more Activities, referred with their simple name (ex. HUNTING)

Activities share a similar structure with the Mission: each Activity has an Objective and provides a Reward when the Objective is reached. While Missions can only be executed once, Activities can be repeated.

See the Activities Sheet for the list of the available Activities and the special rules that apply to them.

D20 CORE ENGINE

The Exploration Engine contains a very simple set rules based on a system compatible with most of the d20 fantasy RPGs. Players are encouraged of adding any rule they like to enrich their games using their preferred RPG systems.

PLAYER CHARACTER

ABILITIES

Your Player character has the following Abilities:

AGILITY
STRENGTH
CONSTITUTION
INTELLIGENCE
POWER
CHARISMA

SCORE	MODIFIER
1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18+	+4

Roll 4d6 for each of the ability scores. Drop the low die in each roll. Put the scores into any order to best fit the character you want to play.

The ability score (the number rolled) determines the appropriate ability modifier (which modifies checks).

You start with a number of **Hit Points (HP)** equal to 8 + your CON modifier.

SKILLS

While the character's abilities represent their natural talents, skills represent their training, study and experience at performing specific tasks.

Each skill is associated to an ability. You add the modifier for this ability to checks when using that skill.

Proficiency measures the level of competence on a skill; there are four levels of proficiency:

Untrained(-1)
Trained (+2)
Expert(+4)
Master(+6)

The available Skills are:

Athletics (STR)	Gossip(CHA)	Survival(INT)	Interrogate(POW)
Hunt(DEX)	Track(INT)	Stealth(DEX)	Search(INT)

When you create a new Character, mark two Skills as Trained: all the other ones are Untrained.

CHECKS

Skill Checks are described as #SKILL_NAME(CHECK_MODIFIER)

A Skill Check is resolved as follows:

$$1d20 + \text{ABILITY MODIFIER} + \text{SKILL PROFICIENCY} > 11 + \text{CHECK_MODIFIER}$$

Attribute checks are described as #ATTRIBUTE_NAME(CHECK_MODIFIER). In this case the Check is resolved as follows:

$$1d20 + \text{ABILITY MODIFIER} > 11 + \text{CHECK_MODIFIER}$$

EQUIPMENT AND WEALTH

Your character starts the game with one Axe.

Each Item in the game has an associated Quality: Common, Uncommon, Rare, Very Rare, Exotic, Legendary.

The PC start with **Wealth** = Common.

The PC can freely buy any item of a Quality equal or lower to its Wealth; items with an higher Quality cannot be acquired.

To buy a piece of equipment the PC must be on a Location (or an NPC) that provides access to this type of equipment.

ARMOR CLASS (AC)

The Armor Class (AC) is calculated as follows:

$$10 + \text{Armor Bonus} + \text{Shield Bonus} + \text{DEX modifier}$$

Update your AC on the basis of the selected equipment.

ENEMIES

Enemies are described in the Enemy Table; each Enemy has an associated number of HPs, an AC, an Attack Modifier and a Damage value.

COMBAT

Combat is initiated when your PC meet an Enemy and is organized in Combat Turns.

COMBAT TURN

Each Combat Turn has two Phases:

- Player and Allies Phase
- Enemy Phase

Exception: in case of an Enemy Ambush, the Player and Allies Phase is skipped on the first Combat Turn.

Player and Allies Phase

Each Player and Ally can execute an Attack Roll as follows:

$$1d20 + \text{STR modifier} \geq \text{AC of the Enemy}$$

A natural result of 1 is always a Failure while a result of 20 is a Critical Hit (double the damage inflicted)

If the Attack Roll is successful, the PC or Ally inflicts a number of HP of damage on the basis of the equipped weapon.

Enemy Phase

Each Enemy will execute an Attack Roll against the PC or one Ally (your choice) as follows:

$$1d20 + \text{Attack Modifier} \geq \text{AC of the target}$$

If the Attack Roll is successful, the Enemy will inflict the number of HPs of damage specified on the Enemy table.

REST

Your PC can recover a number of HP equal to its CON modifier after a rest of at least 6 hours. You can only Rest once per Day: halve the number of HP recovered if you are not resting in your Home or on a location providing the REST option.

DISEASES

Diseases represent severe health afflictions that cannot be removed with a simple rest. Each Disease has a specific effect, normally reducing the Character Attributes; this effect will last until

- The Player visits an Healer and pay for a cure
- The Player uses a Cure Disease potion

TREASURE

Treasure allows the PC to move to the next wealth level. During the World Exploration you will obtain some TREASURE(Wealth Level) rewards. If no Wealth Level is specified, the TREASURE has the same Wealth level of the Player Character.

Each TREASURE of your current Wealth level is worth one Treasure Point (TP), while a treasure of an upper Level is worth 2 TP (Treasures of lower levels are discarded).

Once the player has gathered the number of Treasure Points equal to value required (see the table here below), he can attempt to move to the next level. Roll one die, if the result is greater or equal to DR associated to the next level the PC improves his wealth, otherwise he must discard half of the Treasure Points.

Wealth	Pts	DR
Uncommon	6	3+
Rare	12	4+
Very Rare	18	5+
Exotic	24	5+
Legendary	32	6

CHALLENGE RATING



The Challenge Level (CR) is a generic measure of the difficulty of an encounter. Each Mission and Location has one associated CR (if no CR is specified, a CR=1 is implicitly defined).

EXPERIENCE AND LEVEL

Each Character starts with zero Experience Points (XP) and a Level=1; the Level represents a measure of the capability of the PC to face a challenge and uses the same progression of the Challenge Rating. As a guideline, a PC should attempt to face challenges with a CR equal to its level +/- 1. Keep track of the XP accumulated during the game. Once you've gained enough XP you can spend them to move to the next level (see the following table for the details)

Level	XP	Special Advancements
2	10	New Feat
3	15	+1 Attack Bonus. New Feat
4	20	New Feat
5	25	+1 Attack Bonus. New Feat
6	30	New Feat

Once you reach a new level you can increase the HP of your character of 5+CON modifier points; in addition, depending on the new level, you can also benefit of one of the following special advancements:

- +1 Attack Bonus. Your Melee Attack roll gains a +1 Bonus (cumulative)
- New Feat: select one of the available Feats in the Feats Table.

XP can also be spent to improve your skills as follows

Next Level	XP
Trained	5
Expert	15
Master	25

Note: you can use your XP both to reach the next level and improving your skills but you can spend each XP only once for each utilization.

ADVANCED RULES

CRITICAL DAMAGE

Each weapon has a "Critical" attribute that specifies the multiplier of the damage when a Critical hit is scored (x2,x3,x4). Some weapons have can score a Critical hit on a score of 19 or 20: this information is also included in the Critical column of the weapon description.

CREDITS

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Additional (free!) components for this game
will be published on the Studium CMLXV site

<http://zak965.it/studium/>

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A NOTE ABOUT THE LANGUAGE

English is not my native language, so
typos and grammar errors are expected
in the rules and in the game components.

If you notice such an error, please send a
note to my email zak965@libero.it.

Thanks in advance!