



Diceless Landshut Role-Playing Rules v2

A Free Kriegsspiel Revolution game by Norbert G. Matausch
October 2020. Heavily inspired by the Masters of the Universe rpg.

CHARACTER CREATION

Describe your hero in plain language. Write down what's important to YOU as a player. To give you some inspiration: *Archetype*. That's a broad character cliché like „thief“ or „barbarian“ or „daredevil space pilot“, or similar things. *Gimmick*. That's the one ability your character has that makes them special. If your character was a toy figure, what would you advertise prominently on the box? „Can jump onto skyscrapers!“, „Way of the Exploding Fist!“, „The Master of Escape!“, „Cold-blooded swordfighter from the Frozen North!“...often, a character's looks or demeanor hint at the Gimmick. *Skill*: another special ability, this time one that's not obvious or immediately visible. Maybe your character is a martial arts master, or she is really strong? *Equipment*. Does your character have any *Vehicle* or *Creature* to ride on or he has control over? *Homebase*. Where does she live?

CONFLICT RESOLUTION

If in conflict with another character or a situation, compare the ability the character is using to that of the opposing side. *The better side wins*. Usually one win is all it takes. Referee, if you're not sure about the scope of an ability, ask the player to clarify („You're very strong, you say, right? How strong? Could you lift a 50-liter beer keg?“)

For more intense conflicts, compare the gap between the abilities.

No difference: Tie. The situation does not change.

One side is slightly better: minor success; a graze or light injury, disadvantage.

One side is clearly better: solid success; injury, treatment required, also any momentary advantage is gone.

One side is much better: major success; incapacitated, heavily injured, can't continue the conflict.

One side is outclassing the other: outrageous success. Kill (or genre-appropriate variant thereof).

KEEP IN MIND

Tell amazing stories. Keep the players on the edge of their seats *because they care*. Use in-world facts and judge the outcome of all actions. Be fair. Love the player characters, but respect the genre conventions.



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