

Dodeca: a simple d12 based TRPG system

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Chapter 1

Characteristics

Characteristics in *Dodeca* are the numbers that make up the ground truth of a character. These are the core of the game's representation of a character, and take the form of a set of numbers. These numbers provide limitations to a characters, but can also prove to be valuable sources of inspiration.

1.1 Characteristic Rolls

All characteristics in *Dodeca* are based off of a d4+d6 roll. This gives a range from 2-10 and an average value of around 6. The characteristics are as follows:

- Physical Stats (**PHYS**)
 - Strength (**STR**)
 - Dexterity (**DEX**)
 - Stamina (**STA**)
- Mental Stats (**MENT**)
 - Intellect (**INT**)
 - Education (**EDU**)
 - Willpower (**POW**)
- Body Stats (**BODY**)
 - Constitution (**CON**)
 - Size (**SIZ**)
 - Appearance (**APP**)

Characteristics are preferably rolled down the sheet, completely randomly.

1.2 Physical

Physical characteristics are reflective of a character's abilities as they relate to moving around and interacting kinetically with the world. Strength (**STR**) is a measure of a character's overall burliness and ability to handle heavy loads. Dexterity (**DEX**) determines how nimble, flexible, and coordinated a character is. Stamina (**STA**) represents a character's endurance levels - how far they can run, how long they can fight, etc.

1.3 Mental

Mental characteristics are a measure of a character's mental abilities and intellectual capacities. Education (**EDU**) is a measure of a character's "book learning," including rote facts and general knowledge. Intellect (**INT**) is a character's quickness and mental agility, reflecting the ability to make mental leaps and reason abstractly. Willpower (**POW**) is a character's mental strength, representing a character's ability to stay on task and focus, as well as do so for a long time.

1.4 Body

1.5 Point Pools

There are three point pools derived from the three characteristic categories. These are **Hit Points**, **Physical Points**, and **Mental Points**.

1.5.1 Hit Points

Hit Points (**HP**) give a measure of how damaged a character is. Losing hit points reflects injury, illness and overall unwellness. A character has a number of HP equal to **CON + SIZ**.

1.5.2 Physical Points

Physical Points (**FP**) are a spendable pool of points that can be used to perform special physical actions specific to a character - particularly strenuous fights, endurance challenges, and the like. They also represent the endurance of a character - when the pool of AP is expended, the character is fatigued and unable to engage in strenuous activity. A character has a number of HP equal to **CON + STA**.

1.5.3 Focus Points

Mental Points (**MP**), similarly to FP, are a spendable pool of points related to mental endurance. They are consumed when engaging in intense concentration and difficult mental activity - studying, design, or in supernatural games, magic or other extreme mental exercises. A character has a number of HP equal to **CON + POW**.

Chapter 2

Skills

Skills are representative of abilities a character has that are a product of training, upbringing, or familiarity. Unlike in many systems, skills are not defined. Skills should be developed by the player, in collaboration with the GM.

checks. The party with the greater degree of success - the larger margin between their roll and the relevant skill - is the victor. In the case of ties, the GM and players should work together to determine an interesting outcome.

2.1 Skill Points

Skills are divided into three rough groups - mental, physical, and body. Points to spend on these skills come from the sums of the MENT, PHYS, and BODY characteristics. MENT and PHYS can be spent on their respective skill groups, while BODY skills can be spent on either group of skills. Players can put up to 11 points in a skill, but a player may not have more than one skill per group with 11 points.

2.2 Usage of Skills

Skills are the main way that the player interacts with the world - the main resolution mechanic in Dodeca is the d12 roll. The player will try to do something, the player will roll a d12, and the GM will compare the result with the relevant character skill. The goal is to roll **under** the skill or stat in order to succeed.

2.2.1 Opposed Rolls

In some situations (combat, contests, etc) multiple characters may be acting against each other. In these situations, the different parties roll their

Chapter 3

Abilities

Characters can have special abilities - think of these as moves, or special features in a game like D&D. These can be paid for out of BODY points, and the cost is determined by the GM. Examples might be something like Darkvision or telekinesis - abilities that are beyond what other characters could naturally do.