

## SRS Basic (Version 1.00)



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This text is intended to be used as a basis for creating Standard RPG System (SRS) games. For how it may be used, please refer to the “Standard RPG System Usage Contract.”

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# Introduction

## Glossary

Here you will find some basic information necessary to understand the rules of [Game Title Goes Here], and a glossary of terms

### ■ Rules Information

#### ● Division

Any time the rules call for dividing a number, always round down.

#### ● Dice Notation

In [Game Title Goes Here], how well a character's actions turn out is determined by random numbered generated using six-sided dice. There are two ways in which these dice are rolled:

**nD6:** Here the “n” is the number of dice being rolled, the “D” is short for die, and the 6 is the number of sides each die has. These are rolled all at once, and added together. For example, if you roll 2D6 you'll get a result from 2 to 12.

**D66:** Pick up two dice, assigning one as the tens digit and one as the ones digit, and roll them. This gives you one of 36 possible results, numbered 11 to 66. You need to decide which die is which digit before hand, and have some way to tell them apart.

#### ● ROC

ROC is an abbreviation for “Roll Or Choose,” and indicates where you are presented with a chart with which you can either roll dice to determine a result or choose yourself. If you choose to roll, you can still opt to re-roll or choose; regardless, you must settle on one result from the table.

Some tables have a result labeled “0” and will not come up with a dice roll; these are meant to only come into play if you voluntarily choose them.

#### ● Rules Notation

Throughout the text of [Game Name Goes Here], special terms for the game are noted with special punctuation as shown below.

- Attributes/Combat Value are in brackets [ ] (e.g. [Base Body])
- Damage types are in greater than/less than signs (e.g. <Fire>)
- Mathematical formulas and special terms are in brackets (e.g. [Experience Points], [Level + 1]).

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- In SRS, this symbol ※※ is used to denote caution.

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## ■ Glossary of Terms

### ● GM (Game Master)

The Game Master is the player who hosts the game, adjudicating the rules and taking on the role of the world and everything in it except for the Player Characters (see below).

### ● NPC (Non-Player Character)

A character within the game controlled by the GM rather than one of the players.

### ● PC (Player Character)

A character controlled by one of the players. Normally each player has a single character.

### ● Class

Class indicates a character's area of expertise, abilities, race, etc.

### ● Attack

This refers to when a character uses weapons or skills to attempt to damage an opponent. There are several different ways to go about this, depending on the weapons and methods used.

### ● Scenario

A scenario (often called "adventure" or "module" in English) is a blueprint for playing through the game that is prepared in advance.

### ● Session

A session refers to one instance of playing a game and stopping. A game can potentially be played for one session or carried on for several.

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[Game Name Goes Here] means you should insert the title of the game, if desired.

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### ● Skills

Skills are magic and other special abilities possessed by characters. Think of them as being similar to the special moves in fighting games and the magic spells and special abilities found in console RPGs.

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### ● Designer

The creator of an (SRS) game.

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● **Attributes**

Attributes are numerical values that indicate each character's physical strength, intelligence, etc. (A typical game has 6 of these).

● **Player**

The players are those participating in the game. Each player has one Player Character (PC) that they use to participate in the game.

● **Level**

Level is a number indicating a character's overall power level, the higher the better.

# Character Section

## Character Creation

### What is a Character?

In order to play [Game Name Goes Here], you will need to create a player character (PC). First, let's define the various types of characters. Characters are the PCs, NPCs, and the enemies that appear to impede the heroes' progress during the game.

### ■ Types of Characters

In [Game Name Goes Here], characters are divided into two types: PCs and NPCs.

#### ● Player Character (PC)

This is a character controlled by one of the players. "Player Character" is abbreviated to "PC."

#### ● Non-Player Character (NPC)

This is a character controlled by the GM.

### ■ Character Terms

Characters are defined by their Classes, Attributes, Combat Value, plus personal data.

#### ● Classes

A Class represents the character's magical powers, combat skills, or other special abilities.

#### ● Attributes, Combat Value

Attributes represent the character's physical and mental abilities in the form of a numerical value. Combat Value is another figure derived from a character's attributes, and used extensively in battle.

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Game designers should select attributes that suit his or her design goals. Combat Value can be removed if desired.

We recommend you keep the following in mind when selecting attributes:

- There should be 6 attributes total.
- The attribute ranks contributed by a class should be between 2 and 6.
- A class should contribute a total of 24 attribute points.

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## How to Create a Character

There are two methods for creating characters: Construction and Quickstart. The GM will direct the players as to which method to use.

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In SRS, Construction is the base character creation method. Quickstart simply uses sample characters created according to the Construction rules. However, as a designer you may opt to only implement one of these methods.

Whether you choose Construction or Quickstart, we recommend including Personal Data into the process. Even when using Quickstart character creation, this can allow the players to customize their characters more to their liking. Still, you may omit it if you wish.

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### ■ Construction

For Construction, the player selects the characters, classes, skills, and so forth. To use it effectively, you need to have a good sense of how you want the character to look, what kind of abilities you want him to have, and an understanding of the rules of the game and the nature of the world.

Needless to say, because it requires referencing various parts of the book, Construction is more time consuming.

### ■ Quickstart

For Quickstart character creation, you simply select one of the sample characters provided, and flesh out the personal data. The main advantage of using Quickstart is that creating a character doesn't involve looking things up in the book, and thus it can save a great deal of time.

### ■ Personal Data

Personal data refers to the character's gender, age, appearance, background, etc. This is a way to flesh out the character, and thus an important part of character creation.

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### ■ About the Character Sheet

A character sheet is a form used to record the character data, especially during character creation.

Designers should create character sheets that fit the needs of their own designs. While a character sheet isn't absolutely necessary per se, be aware that lacking one will reduce a game's playability. We strongly recommend having one, but if you insist, be sure to indicate such in your rulebook.

## ■ Designing Personal Data

Designers should create personal data appropriate to their particular games. Also, as noted above you may opt to omit personal data entirely.

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## Construction

Compared to Quickstart, Construction gives you considerably more freedom when creating your character.

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## ■ Using a Record Sheet

The record sheets used during the game can also be useful for character creation. You'll want to have a copy of the character sheet and record sheet for each player.

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## ● Record Sheets

A record sheet is a type of form used to record things during the game. Where a character sheet is used to record a character, a record sheet is used to store and manage data that comes up during a game session.

Designers may opt to combine the character and record sheets, and of course they can be separate as well.

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## Selecting Classes

Classes are an important character trait that represents a character's abilities, race, etc., and determine his base attributes and such. Each character gets a total of three levels from any classes desired. These levels can be spread among three different classes, all of them can be put into a single class, or anything between.

## ■ Level

Level is a number representing how far a character has advanced in the abilities of a particular class.

## ■ Selecting Classes

Classes can be selected in any of the three following ways:

### ◆ Single Class

Put all three levels into a single class.

### ◆ Dual Class

Put 1 level into one class, and 2 levels into another.

### ◆ Triple Class

Put one level each into three different classes.

## ● Recording Classes

Once you've decided on your classes, record them in the appropriate box on the character sheet, along with their respective levels. Put down 3 as your Quester Level.

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The class data found in SRS uses levels. Players use the Experience Points gained by their characters to raise those characters' levels and become stronger.

Individual designers can opt to have characters start with more than 3 levels. In that case, note how starting levels are to be raised in the construction rules.

We strongly recommend that you do not give starting characters less than 3 levels, however. If you absolutely insist, be sure to note this in your character creation rules.

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## Determining Attributes (能力値の決定)

Attributes are a numerical measure of a character's basic mental and physical abilities.

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Individual designers should decide on a set of attributes appropriate to their particular games. It is impossible to use SRS without doing so. As always, if you absolutely must remove them from the game, be sure to note this in your rules.

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## ■ Base Attributes (能力基本値)

These are a measure of a character's overall ability level.

1. Find the base attribute value from each class. If a character has multiple levels in a class, add it that many times.
2. Add one point to the base attribute of your choice.

## ■ Ability Bonuses (能力ボーナス)

For action resolution rolls, instead of the Base Attribute you'll use the Ability Bonus calculated from it. Unless noted otherwise, in the text a reference to [●● (attribute)] refers to the Ability Bonus.

Calculate Ability Bonuses by dividing each attribute by 3 (round down).

## ■ Recording Attributes

Record the Base Attributes and Ability Bonuses on the space provided on the character sheet.

## ■ Determine Combat Values (戦闘値の決定)

Combat Values are mainly used during combat rounds.

## ■ Calculate Bases

First, calculate each base Combat Value.

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Designers may add multiple new attributes, and combine and divide them to produce various Combat Values.

Attributes can also be used directly as Combat Values if desired.

We strongly advise against omitting Combat Values, however. If you insist on doing so, please note this in the text of your rules.

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## ■ Class Modifiers

Each Combat Value is further modified by your character's classes and levels. Each class notes the modifiers it applies in a table; check the class description to find these.

## Skills

### ■ Acquiring Skills

Skills represent a character's particular special abilities, magic, skills, equipment, etc. Characters receive several skills during character creation. Record each skill on your character sheet in the appropriate space, along with the basic information and the page in the rulebook on which it appears.

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Designers can and should create skills for their games. We strongly advise against omitting skills. If you insist on doing so, please note this in the text of your rules.

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## Acquiring Items

### ■ Ready Items and Equipped Items (所持品と装備品)

In [Name of Game Goes Here], the weapons, armor, and so forth used by characters are divided into Ready Items and Equipped Items. Ready Items are any items available to the character to use (and this includes Equipped Items). Equipped Items are the weapons, armor, accessories, etc. recorded on the character sheet.

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Designers can and should devise items – ready and equipped – appropriate to their particular games.

Although we advise against it, you may remove items from your game. If you choose to remove items, Ready Items, or Equipped Items from your games, please note this in the text of your rules.

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### ■ Determine Movement (移動距離の決定)

This is a measure of how far a character can move in a given amount of time.

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Designers can determine how Movement works for their individual games.

We strongly advise against omitting it from your games. If you insist on doing so, please note this in the text of your rules.

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### ■ Finish Construction

That concludes the Construction rules; next proceed to Personal Data.

## Quickstart

### Sample Characters

Quickstart character creation is for when you want to get into playing [Game Name Goes Here] quickly and easily. We've provided several sample characters for this purpose; when using this method, selecting one of these takes care of the bulk of character creation.

### ■ Quickstart Procedure

Quickstart character creation uses the procedure outline below. Players should follow the instructions of the GM with regard to character creation.

#### ● Select a Sample Character

First, select one of the sample characters to use for the game, from among those the GM has decided are appropriate to the scenario. You should consult with the GM and the other players about your choice.

### ● **Record Character Data**

Copy the relevant character data from the sample character onto your character sheet.

## **Personal Data**

Whether with Quickstart or Construction, once you've recorded your character's classes, skills, equipment, etc. it's time to determine personal data.

Personal data includes a PC's origins, past history, personal goals, and the people he or she knows. Gender, age, and name should also be included.

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Designers can alter personal data to fit their particular games if desired.

You may also wish to omit personal data from your game. If you do so, please note this in the text of your rules.

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## **Class Data**

Class data contains the following items. These are explained below.

### ◆ **Name of Class**

What the class is called. Record this in the Class/Level box on the character sheet.

### ◆ **Class Description**

This is an explanation of the class; refer to it when choosing classes.

### ◆ **Construction Data**

The data necessary for creating a character using the Construction method.

### ◆ **Advancement**

This indicates the bonuses to the character's Combat Values based on the class level.

### ◆ **Skill Acquisition**

This explains how characters of the class gain skills.

### ◆ **Skills**

This is the data for the skills associated with the class.

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## ■ Class Data Example

### ● Normal

This class covers the normal people have no particular special abilities or skills. In the modern world they're the average people you see everywhere.

### ● Advancement

Level	1	2	3
Accuracy	+0	+0	+0
Attack	+0	+0	+0
Endurance	+0	+0	+0
Evasion	+0	+0	+0
Magic	+0	+0	+0
Magic Resistance	+0	+0	+0
Move	+0	+0	+0
Will	+0	+0	+0

### ● Construction Data

#### ◆ Base Attribute Scores

Body: 2  
Intelligence: 2  
Reflexes: 2  
Will: 2  
Perception: 2  
Luck: 2

\*Excerpted from the Alshard GAIA RPG main rulebook.

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## ■ Construction

The following data is used only for character creation.

#### ◆ Base Attribute Scores

For each class selected, record the base attribute scores.

## ■ Advancement Table

This chart indicates what bonuses are applied to Combat Values as the character rises in levels in a given class. Levels are arranged on the horizontal axis, and Combat Values on the vertical axis. These aren't bonuses that are added at each level, but rather indicate

the character's total class bonus to that Combat Value. As such, when the class level increases, erase the old bonus and record the new one.

### ■ **Skill Acquisition**

Here you'll find what skills the character can obtain at first level and for each subsequent level.

#### ● **Starting Skills**

This explains what skills the character starts with at level 1.

#### ● **Level Up**

This explains what skills the character can gain at each subsequent level.

# Rule Section

## Action Resolution Rules

The Action Resolution rules are used to determine whether a character's actions go the way they'd like during the game. When the text refers to "rolling for" something, these rules are used. An important part of the GM's job is to decide whether characters' actions require using the Action Resolution rules.

### ■ Action Resolution Process

Once it's decided that Action Resolution is necessary, proceed according to the chart to the left. Here we explain the specialized terminology used for Action Resolution.

#### ◆ Difficulty Level

Difficulty Level is a number used to indicate how hard a given action is. Sometimes the rules will automatically decide a Difficulty Level, but other times the task of setting Difficulty Levels falls to the GM.

If the result exceeds the Difficulty Level, the action is successful. Thus the GM can opt not to reveal the Difficulty Level of an action, only informing the players whether their characters' actions are successful.

#### Difficulty Level Chart

Difficulty	Image
6-8	Simple
9-11	Average
12-15	Difficult
16+	Extremely Difficult

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In the interests of compatibility with other SRS games, designers should leave this Difficulty Level chart the same if possible. Naturally, you may still change it if you wish, but if you do so please note this change in the game's text.

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#### ◆ Action Value

An Action Value is the character's Attribute bonus or Combat Value being used for a given action. The GM can assign which character trait will be used, or leave it in the player's hands. The player should inform the GM of any skills or equipment the character might have that will modify the Action Value.

#### ◆ Dice Roll

The player rolls 2D6 for each action. If it's high enough it can score a Critical, while if it's low enough it can result in a Fumble.

◆ **Critical**

When the player rolls a 12 on the dice (before anything else is added), the action is a critical and thus an Automatic Success, and it is not necessary to proceed any further in the Action Resolution process.

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Designers can decide what number constitutes a critical for their games.

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◆ **Fumble**

When the player rolls a 2 on the dice (before anything else is added), the action is a fumble and thus an Automatic Failure, and it is not necessary to proceed any further in the Action Resolution process.

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Designers can decide what number constitutes a fumble for their games.

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◆ **Result Value**

Once the dice are rolled, if the result is neither a Critical nor a Fumble, add the total of the roll to the Action Value; this is the Result Value, which is used to determine how well the particular action went.

Result Value = Action Value + Dice Roll + Modifiers

◆ **Determining Success or Failure**

Compare the Result Value to the Difficulty Level. If the Result Value is equal to or greater than the Difficulty Level, the action succeeds. If it's less than the Difficulty Level, it fails.

Result Value  $\geq$  Difficulty Level = Success!

Result Value < Difficulty Level = Failure

◆ **Completing Action Resolution**

Once that's done, the Action Resolution process is complete. The GM should then take the result and interpret it in the context of the game. A Critical or Fumble should take the form of an even more severe success or failure.

◆ **Applying Modifiers**

Depending on the situation at hand, the GM can apply modifiers to the Action Value, Difficulty Level, or Result Value. Modifiers should range from -3 to +3. Going beyond this range makes the modifier have a greater influence than a single die's average value of 3.5.

## Opposed Actions

An Opposed Action is one where two characters are directly opposing each other.

### ■ Action and Reaction

In an Opposed Action the character taking an active role is said to be on the Action Side, while the character attempting to resist is on the Reaction Side. If it's unclear who is acting as the Action Side or Reaction Side, treat whoever declared their action first as the Action Side.

In an Opposed Action the Action Side goes first, and then the Reaction Side follows. Action Value and modifiers are determined by the GM just like with standard Action Resolution, and both players calculate their respective Result Values like usual.

### ● Unable to Act

Sometimes the Reaction Side is unable to actually react for some reason. In this case, simply calculate the Reaction Side's Result Value based solely on modifiers from applicable skills and equipment.

### ■ Victory

Find the higher of the two sides' Result Values to determine who wins the Opposed Action. If the Action Side wins, that character's action is successful, and in the case of an attack, it hits. If the Reaction Side wins, the Action Side's intended action is prevented, and in the case of an attack, the character is able to defend.

### ● Reaction Priority

If both sides Result Values are equal the Reaction Side wins. This is called the "Reaction Priority Rule."

### ● Criticals

If the Action Side manages to roll a Critical, that character will succeed automatically unless the Reaction Side also rolls a Critical. If both sides score Criticals, the Reaction Priority Rule comes into play, and the Reaction Side wins.

### ● Fumbles

If the Action Side rolls a Fumble, there is no need for the Reaction Side to roll. If the Reaction Side rolls a Fumble, the Action Side wins.

## Playing The Game

### The Flow of a Game Session

In [Game Name Goes Here], one session of the game consists of pre-play (preparing for the game), main play (sitting down to play), and after-play (dealing with character advancement and such before the game concludes). Main play is further divided into the opening, idle, climax, and ending phases. Each phase can consist of any number of

scenes; a scene is a division of time in the game, showing the events experienced by the PCs in a given location. Playing this game essentially involves progressing through a series of scenes.

## **Pre-Play**

“Pre-Play” refers to the GM’s preparations for the game, as well as the practical matter of gathering the participants together to play the game, and any discussion needed to prepare for playing the game.

### **■ GM Preparation**

The Game Master (GM) needs to get a certain amount of preparation done before the game session begins, and being prepared is key to having a good game session. Also, it’s good to put oneself in the right frame of mind for running the game. You will want to be ready to enjoy playing [Game Name Goes Here], and ready to help the players enjoy it as well. There’s a world of difference between playing the game “just because” and playing it with this goal in mind. This game is for having fun with friends; it’s *absolutely not* a game for hating, humiliating, or hurting people.

#### **● Read the Rulebook**

Be sure to thoroughly read through the rulebook. As the GM you need to at least be able to quickly look up rules if the need arises.

#### **● Prepare a Scenario**

You’ll need to prepare a scenario for the game.

#### **● Prepare Materials**

You’ll need to prepare the necessary tools – pencils, sheets, dice, etc. – for playing the game.

### **■ Game Day Preparation**

The last few bits of preparation usually have to be done on the day you’ll be playing the game, with the participants gathered together, just before you get into the Main Play.

#### **● Create PCs**

As the GM, you’ll need to guide the players through the process of creating characters. Once the characters are made, look over the character sheets and make sure there are no mistakes.

#### **● Determine Seating**

Take a moment to make sure how the participants are seated around the table is suitable for playing the game. In particular, the GM needs to be seated centrally to the players.

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Designers are welcome to change the section on seating to suit their games if need be.

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### ● Introductions

Each player should introduce his or her character. You will, after all, want to know a little about your adventuring companions.

### Main Play

Main Play is when you start in on the scenario and begin playing the game in earnest. As noted before, main play is divided into four Phases, which are in turn divided into as many Scenes as necessary.

Let's begin with Scenes.

### ● Scenes

In [Game Name Goes Here], gameplay is broken up into a series of scenes. Put simply, scenes in the game work much like in a movie or TV show. As the game progresses, the action moves from place to place, connecting together to form a story. Naturally, the GM will often need to create new scenes not planned in the original scenario, and players can ask the GM to set up scenes as well. What scenes are put into the game is ultimately decided by the GM.

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Designers are free to set up the rules relating to scenes for their games as they wish. You can treat the entire game session as a single scene if you wish, but we advise against removing scenes from the rules. If you remove the scene rules, please note this in the text of the game.

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### ● Entering and Exiting Scenes

A scene is in some ways like a stage; characters must enter a scene in order to participate. The “actors” (PCs) can't take any actions unless they're on the stage. Conversely, with the GM's permission characters can leave the scene at any time. Part of the GM's job is deciding who appears in a given scene. Naturally, characters can enter and leave a scene after it has started, though this too is left up to the GM's discretion.

### ● Progressing Through Scenes

The game advances through scenes in the following manner:

#### ◆ Determine Scene Players

The GM decides who the major characters participating in a given scene are. These characters are called the “Scene Players.” The GM designates the Scene Players, and they automatically appear in the scene.

◆ **Begin the Scene**

First, the GM declares that the scene has begun, briefly introducing the location and objectives. It’s not necessary to explain the setup in great detail; just provide enough to get the Scene Players started.

◆ **Determine Supporting Characters (同行者の指定)**

Other PCs besides the Scene Players that also show up in a scene are called Supporting Characters. Players who want their characters to enter a scene as Supporting Characters need the permission of one of the Scene Players. in the case of an NPC Scene Player, the GM can grant permission on their behalf.

◆ **PCs Wishing to Appear (PCの登場希望)**

Player Characters who wish to appear in a scene can do so with the GM’s permission.

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Designers are free to set different conditions for having PCs enter scenes. For example, there could be a certain roll required, an in-game cost, etc.

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◆ **Directing the Scene**

The GM should direct the scene only as much as is absolutely necessary.

◆ **Ending the Scene**

The GM can declare a scene finished at any time. Once the scene is over, take care of any behind-the-scenes stuff that needs to be done. From there, proceed to the next scene in the scenario, and start selecting Scene Players.

● **Master Scenes**

Master Scenes are those without any Scene Players. In a Master Scene the GM can opt to not allow any PCs to appear, or he or she can decide which characters appear.

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Designers may create rules relating to what happens when a scene ends if desired. For example, PCs who didn’t participate in a scene might regain HP or other resources.

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## ■ Opening Phase

In the Opening Phase the group commences playing the game.

## ■ Middle Phase

In the Middle Phase the scenario's main conflict takes center stage, and the story moves forward. The PCs encounter each other, and various events and enemies, working their way towards the climax. The Middle Phase can be strongly affected by the contents of the scenario.

## ■ Climax Phase

In the Climax Phase everything comes to a head and something has to happen to resolve the situation. In a console RPG this would be when the boss battle happens, though of course for our purposes it doesn't have to take the form of a battle.

## ■ Ending Phase

The Ending Phase is the session's epilogue. What form it takes depends on what happened to lead up to it in the game session.

## After Play

Once the Ending Phase is completed and the GM declares the game has concluded, the day's story draws to a close. From there, it's time to move on to After Play. In After Play the GM awards Experience Points, and any necessary cleanup is dealt with before the game session fully concludes.

## ■ Awarding Experience Points

The GM awards Experience Points to the players.

## ■ Cleanup

Once the Experience Points are assigned, it's time to clean up the space used for playing the game. After all, you want whoever's place it is to welcome you back next time. If you're playing in a public place, be sure to respect that place's rules.

## Character Advancement

Players can spend the Experience Points they've earned to improve their characters. These are awarded to the players rather than the characters, and if a player has more than one PC he or she can use those Experience Points on any of them.

Experience Points are lost once they're spent. If you wish to improve your character, you should ask the GM's permission, and note the new Experience Point total in the box on your Record Sheet and/or Session Sheet.

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Designers are free to determine how Experience Points may be acquired and spent.

You can even opt to omit advancement entirely, though we strongly advise against it. If you do decide to omit character advancement from the rules, please make a note of it in the text of your game.

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END

## **SRS Declaration of Intent and Privileges**

The Standard RPG System (SRS) is offered free of charge by Far East Entertainment Research Co., Ltd. And Junichi Inoue.

The goal of SRS is to provide a convenient and useful common standard for creating tabletop role-playing games.

Making use of SRS means participating in this service.

# Standard RPG System Terms of Use (Ver. 1.00)

## Using SRS

### ■ Objectives

The objective of the “Standard RPG System” (SRS) is to create a commonly used game system for the game genre known in Japan as “table-talk roleplaying games.”

### ● What is a TRPG?

A TRPG is an RPG played with other human beings. We state it this way because these games can be played online via message boards and chat services as well as through face-to-face conversation, creating a need for a certain amount of ambiguity in the definition.

### ● The Significance of SRS (SRSの意義)

Creating TRPGs requires a great deal of creativity, and that is an adequate goal in itself.

However, designing TRPGs also requires a considerable investment of time and effort, and this time and effort can at times be expended on things the designer doesn't find particularly interesting or important. Not every would-be designer is intensely particular about how dice are to be rolled, for example. On the other hand, there are no doubt many who are mainly concerned with bringing their own worlds to fruition in the form of a TRPG, but would rather use an existing set of rules.

This is why Far East Amusement Research (F.E.A.R.) offers the Standard RPG System (SRS), which uses the system from Alshard Gaia, published by Enterbrain in August of 2006. It is our hope that we have provided a game system that is easy to use and easy to design for, and can be used by all. We hope you will participate in the experiment that is the SRS.

### ■ Copyright, Publishing Rights

The SRS rules are considered to be copyrighted material belonging to Far East Amusement Research (F.E.A.R.) and Junichi Inoue. Enterbrain retains the rights to publish using these rules.

### ■ Types of Usage

Uses of SRS are divided into commercial and personal.

Commercial use of SRS requires obtaining permission from F.E.A.R. or Enterbrain. The following cases are considered commercial:

1. For publications with an ISBN or JAN code.

2. For publications sold via the web for a fee.
3. Other publications which F.E.A.R. and Enterbrain judge to be commercial.

If you're unsure about whether your intended purpose is personal or commercial, please contact us via telephone, postal mail, or e-mail via the contact information provided below. As we will likely need to review your material and respond to you, please make sure we are provided with your name and contact information. Specifically, please provide your name, associated company (or other organization), a contact address, and a phone number. Please make your questions as clear and specific as possible.

The personal information of those who contact us will be protected as per Far East Amusement Research's privacy policy.

◆ **SRS Contact Information**

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有限会社ファーイースト・アミューズメント・リサーチ

SRS 連絡係・行

◆ **SRS Contact Email**

info\_srs@fear.co.jp

● **Commercial Use**

Each commercial use of SRS will be reviewed individually and a price set for usage. Please contact us via the postal or e-mail addresses provided below. Also, please properly identify yourself so we can evaluate your project. Specifically, we require your real name, the name of company or other organization if any, and a physical address and phone number where we can reach you. Please don't forget your contact information.

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● **Personal Use**

Personal use is regulated as follows:

◆ **Usage Expenses**

Personal use of SRS is free, and does not require contacting the rights-holders.

◆ **Rights to Created Rules/Data**

The rights to rules and data created for SRS belong to their creators. Any reasonably responsible and appropriate content is acceptable.

◆ **SRS Logo Usage**

When using the SRS, you may also use the SRS logo. This conveys to those who use it the appeal of a work based on a common base system. Use of this logo on the web or on a publication is a declaration of intent.

■ **Scope of Usage**

● **SRS Basic**

If you are using SRS for personal purposes, you may use the “SRS Basic” rules. You can use the contents of SRS Basic directly or indirectly.

● **Using SRS Basic Directly**

You may use the text of SRS Basic in your own rules, for the purpose of creating your own game, and declare as much publicly.

In other words, you can take the SRS Basic text, add new rules, insert your own title where it says [Game Title Goes Here], remove the comment portions, and create your own game.

◆ **Modifying SRS Basic**

As part of agreeing to the SRS contract, please try to avoid modifying any portion of SRS Basic outside of the Comments. If you absolutely must include rules that alter the SRS Basic rules, please include the unaltered rules and a detailed explanation of the changes. The comment sections we have provided note the areas of particular concern, but please try to avoid altering other parts of the rules as well.

We are asking this of you because we wish each implementation to include the same basic rules. There is no way to know just how many people will come to use SRS, but we would like them to be able to freely use any implementation of the rules. This will hopefully keep new rules easy to understand.

◆ **Changing the Order of SRS**

You are welcome to change the order in which the text of SRS appears. This is intended to give the presentation of the rules more flexibility, to better meet each game designer’s vision.

For example, as presented in the SRS Basic rules, Quickstart character creation comes before construction.



SRSの目的は、標準化したRPGの制作およびプレイ環境を共有し、より便利で快適なTRPG環境を作り上げ発展させることです。

SRSを利用するにあたり、SRS目的に同意しこのサービスに参加します。

## ■ SRS Basic Version Used

SRS Basic (Ver. #.##)

---To Here

## ■ Responses to Inquiries

As a general rule, we do not intend to respond directly to every question asked via letters or e-mail. Rather, we plan to use updates to the SRS FAQ to communicate with many people at once.

However, should we decide that an individual reply is in fact necessary we will make every effort to do so. Inquiries about particular commercial applications naturally will probably elicit an individual response.

Please take the above into account should you wish to make an inquiry.

## ■ Updates to the Terms of Use

We may update the terms of use for SRS Basic without prior notice. It is the responsibility of SRS users to check the terms of use and ensure that their works are compliant.

## Frequently Asked Questions (FAQ)

Here you will find answers to questions that might come up with regard to using SRS.

Q. Is SRS intended to pressure creators of similar works?

A. No, not at all. SRS is intended to be a service openly available to those who wish to use it. We do not wish to pressure people to participate. SRS users are allowed a high degree of individual freedom, in fact.

Q. Won't SRS cause RPGs to become overly homogenous?

A. We don't believe so. Even Far East Amusement Research still plans to publish games that don't use SRS. It's not as though creators of other RPGs will stop what they're doing either. Please think of SRS as a convenient tool for those who do wish to use it.

Q. You're not planning to start charging people for using SRS after the fact, are you?

For applications that fall within our guidelines for individual use there is no charge. Even if we were to decide to charge, this wouldn't affect individual users. If SRS is to

have any real value it will be as a commonly used ruleset with a large body of commonly available data, and we have no intention of taking actions that would destroy that value.

Q. Can I use rules from *Alshard GAIA* in my rules for publication or on the web?

A. Please do not consider this an option.

Q. Can I use skills from *Alshard GAIA* and change their names?

A. We cannot allow that. Naturally we don't mind using quotations that fall within the scope of the law, but please don't go any further than that. As a rule, we cannot allow anything that would effectively reduce the value of a legitimately purchased rulebook or supplement. SRS needs to be able to support the people who use it. We believe that allowing for works that reduce the value to purchasers of legitimate works runs counter to this principle.

The same is true of SRS-based materials produced by individuals. However, such individuals may be willing to give permission to use their works; please obtain permission directly in such cases.

Q. So, it would be a problem if my character creation rules said "Please follow the rules in *Alshard GAIA*"?

A. Writing "Please follow the rules in *Alshard GAIA*" is not in itself a problem. The purpose of SRS is, after all, to take some of the work out of designing a game.

Q. Would it be alright if I used part of the *Alshard GAIA* skill data?

A. We're terribly sorry, but while you can use it as a reference as much as you like, please avoid doing this as much as possible. Please just include references and page numbers if you wish to draw in elements from the game.

Q. Is it against the rules to create skills or items with the same names as in *Alshard GAIA*? (Like Concentration or Hand-to-Hand).

A. In the case of general skills, this isn't a problem. After all, it would make designing games needlessly difficult if you couldn't use words like "Concentration" and "Hand-to-Hand."

Q. What should I do if I wind up creating a skill with the same name *and* data as one in *Alshard GAIA*?

A. If you catch this before publication, please change it to the form of a reference. However, as the number of SRS-based games rises in the future it may become far more

difficult to investigate all of them. Should that become a problem, we will deal with such situations on a case-by-case basis.

With a commonly used system, and a common sense of game balance, there's no way we could insist that every game strive to avoid having similar content. As such, we think that in most cases it won't actually become a problem. However, it's hard to imagine a class with the same stats and skills as one of those from *Alshard GAIA* appearing by pure coincidence.

In any case, the occasional incidence of similar game material appearing independently should not become a problem. However, instances where it appears that the established standards of use have been deviated from will be dealt with on a case-by-case basis.

Q. But what if I create something with the same name as in *Alshard GAIA* but different stats?

A. That isn't a problem.

Q. In the *Alshard* games there's a rule that says that you can't take a Skill more than once to get the effect multiple times. What should I do if there's multiple Skills with the same name?

A. The rule about not being able to take and stack a skill multiple times is part of the *Alshard* games, but it is not a part of SRS. Individual SRS games should handle this situation as the designer sees fit.

Q. Can I use *Alshard GAIA*'s rules for Divine Protection, Quests, etc.?

A. Using ideas from *Alshard GAIA* not included in SRS Basic is not in itself a problem. Things like having something that affects Questers' data as strongly as Divine Protection, or a rule that involves explicitly stating goals to PCs like a Quest didn't originate in *Alshard GAIA*. As long as you are coming up with your own ideas to create your own rules, you can think of them as being completely separate. However, if a rulebook appears to have directly copied from *Alshard GAIA*, there is a copyright issue at hand, not an SRS issue.

In short, it's not a problem if, in the course of creating an original game using SRS, you come up with ideas of your own that resemble something from the *Alshard GAIA* rulebook. Problems arise if someone is clearly directly copying from the (copyrighted) text of *Alshard GAIA*, and SRS does not change or mitigate the situation.

Q. Why do you need my contact information just to inquire about whether my project is considered personal or commercial?

A. There are two reasons. First, our replies to such inquiries will differ depending on the person's situation, and second, it's a show of responsibility.

Here's an example of what we mean when we say that replies differ depending on the person's situation:

You've taken a novel you particularly like and want to use SRS to turn it into an RPG. If you're the author of said novel, we'd say "No problem," or at least "You'd need to get the publisher's permission." However if you're not the author, we'd probably tell you to get the author's permission first.

The second reason is that it's a way of eliciting a show of responsibility and hopefully reducing trouble in the future. For example, some third party might take rules that you've created and send them into F.E.A.R. to ask permission to use them without ever asking you. If you learned of this after the fact, we could be caught in the middle as you compete to be the one with permission from our company. If we know your identity, we'll hopefully see fewer such situations, and be better equipped to deal with them when they do arise.

For the above reasons, we require inquiries to include your identity and contact information. We may still respond to e-mails or letters that, for example, don't include a name, but please be aware of our policies before contacting us.

New:2007/02/27-----

Q. Are original RPGs submitted to F.E.A.R. using the Standard RPG System considered to be personal or commercial use?

A. Either is possible. If a submission is intended to be used for commercial purposes it will be treated as such, while if it is not intended for commercial purposes it can be considered personal use. In effect, the person submitting it is the one who decides whether it's a commercial or personal project. Naturally, a project originally aimed at non-commercial use can later become commercial, but both sides must come to agreement about this.

Q. Is putting SRS works on my website considered commercial or personal use?

A. Either is possible. While the same basic principles apply, websites fall into something of a gray area. Basically, if you're *directly* receiving money for your work it's considered commercial, and if you're not it's considered personal use. However, it's still possible for there to be cases where a legal opinion would call a given use commercial. Cases falling into this gray area will be dealt with on a case-by-case basis.

Q. Are diagrams explaining the rules included in SRS?

A. In using SRS you may use the material included in SRS Basic. However, we will be introducing SRS Plug-Ins. These provide system elements that can also be used within the SRS terms of use. For more details, see the SRS Plug-In explanation web page.