ONE-NIGHT-STORY

CONCEPT:

One-night-Story (ONS) is a Tabletop Roleplaying Game designed to be prepared and played in a single evening. Its content is made to help both the Game Master and the player to build the characters and the story together and improvise the greatest / silliest adventures of all times.

MATERIAL

To play ONS just like every other RPG, you will need some dices, pencils, and erasers. If you want to play in the best circumstances, you should print the cards PDF in multiple occurrences.

If you cannot print these, you will have to copy the documents as good as you can with pen and paper. Don't overdo yourself, the main goal is just to have fun tonight with the less amount of preparation needed!

Here is a list of the different kind of cards you will need:

- Character sheet cards
- Names
- Character traits
- Plot traits

Here are the dice you will need to play:

(1 type of dice per player is recommended for optimal play)

DIFFICULTY DICE SYSTEM
- At least **1D4**
- At least **1D6**
- At least **1D8**
- At least **1D10**
- At least **1D12**
- At least **1D20**

RULES:

Game modes:
You will have to choose which kind of game you want to play with your group

FREE MODE:
It's the default mode if you want a game based on fun & chaos. No setting is set, and every proposition is valid no matter how incoherent they might be between each other.

Every card is filled randomly & then shuffled before distribution, get ready for nonsense.

SETTING MODE:
If you want a somewhat coherent game, you should choose a setting. It could be a vague one like "Sci-Fi" or "Med-Fan" but also an existing one each player is familiar with like "Star Wars" or "Harry Potter".

The rule is simple: every card filled must respect the rules of the chosen setting. Then, it's up to you to choose if you want to shuffle everything or if you want to hand pick traits to assemble characters & plots. It depends on the degree of coherence you want the game to hold.

If you're using pre-filled cards, you should only choose ones that fits into the setting.

DIFFICULTY DICE SYSTEM:
Each character has three stats:

- Physical
  - Any action that requires strength, dexterity, or constitution: lifting, throwing, punching, running…
- Mental
  - Any action about wisdom or intelligence: intuition, studying, investigating, supernatural powers…
- Social
  - Any action about charisma: talking, persuading, empathizing…

When you need to test an ability, roll the type of dice the GM tells you to roll (the higher faces the dice has, the harder the test). If your stat is lower or equal than your roll, you succeeded. If not, you failed.

BUILDING A GAME

When you chose your game mode, every member of the group will have to participate in order to build tonight's game.

If you printed the cards given with the Handbook, you should pick them up for the next steps, if you didn't, you'll have to improvise with pen and paper to get the same result. Refer to the corresponding PDF.

You can either start by creating character for your game if you want them to determine how the game will go or the plot & locations if you would rather have them follow the kind of adventure you'll be playing.

Characters

For each player around the table you will have to have one character. You might also want to add a few others if you need some important NPCs. When you chose how many characters you need, start building them.

TRAITS

A character is built with the following traits:

- A name
- An ideal
- A main action
- At least one physical aspect
- At least one mental aspect
- At least one gift

Choose how many you want per character and pick the corresponding number of cards, then give them to your players to fill. To help them fill the correct content, give them a copy of this PDF or a printed version of it with the following table below. You can also use some pre-filled cards if your players lack inspiration.

Character cards filling sheet		
Card	Description	Examples
Character name	The character will be called by that name the whole game. It can be a surname, first name, last name…	The boogey-woman; John-Smith; Mom
Ideal	What drives the character on through life	Cure depression; Become wealthy; Explore lands
Physical aspect	Some physical particularity of the character	A wooden leg; Nose cut; 3 arms
Mental aspect	Some metal particularity of the character	Mute; Loves to eat; Dumb as f**k; unable to crack laughs
Main action	The first thing the character thinks about when he needs to defend himself	Throwing cheese; Slapping people; Biting the legs; Crying for help
Gift	What the character is gifted about (Could be realistic or supernatural regarding the game context)	Summon lightning, Math genius, Perfect pitch singer, can fly

When every card is filled, regarding the game mode you chose and the amount of coherence you want to have in your game: shuffle the cards and

- Either deal randomly each trait to each player
- Or hand pick them to build coherent characters that you give them

No matter what you chose, they will be happy to know a bit of their work is in every character around the table.

STATS

Now the core of your characters is established, we are going to determine their statistics. Each character only has 3 attributes:

- Physical
- Mental
- Social

For each stat: Roll 1D6 (you can reroll each dice once) then choose one of the following bonuses to add. When you chose one bonus, you cannot use it anymore.

- +1
- +2
- +3

DESCRIPTION

To deepen the character's build if you want more precision, you can roll some character description aspects or decide them by yourself. The table below will help you choose.

Character description					
Element		Details	Element		Details
Hair length			*Hair color*		
Very long	1	Roll 1D6 to determine hair length	Black	1	Roll 1D6 to determine hair color
Long	2		Brown	2	
Mi long	3		Red	3	
Short	4		Blonde	4	
Balding	5		White	5	
Bald	6		Dyed	6	
Age			*Eye color*		
61–70	1	Roll 1D6 for the range then roll 1D10 for the exact age	Black	1	Roll 1D6 to determine eye color
51–60	2		Brown	2	
41–50	3		Green	3	
31–40	4		Grey	4	
21–30	5		Albino (red)	5	
11–20	6		Colored lens	6	
Weight			*Skin tone*		
91–100	1	Roll 1D6 for the range then roll 1D10 if for the exact weight	African	1	Roll 1D6 to determine skin tone
81–90	2		Asian	2	
71–80	3		Caucasien	3	
61–70	4		Nordic	4	
51–60	5		Mixed	5	
41–50	6		Alien	6	
Size			*Genre*		
1m91–2m00	1	Roll 1D6 for the range then roll 1D10 if for the exact size	Female	1	Roll 1D6 to determine gender
1m81–1m90	2		Male	2	
1m71–1m80	3		Female	3	
1m61–1m70	4		Male	4	
1m51–1m60	5		Fluid	5	
1m41–1m50	6		Alien	6	

PLOT

- Location
- Triumph
- Disaster
- Threat