

OVERVIEW

Party of Light is a simple narrative RPG meant to teach children the basic concepts of dice rolling, character actions, and adventure. Instead of tight restrictions on what each hero can do the game is designed to translate a child's imagination into concrete odds of success. Components can vary with what is available, but a board with squares, hero figures, and some dice is a good start.

The game can be played with 1 Villain and 1 or more hero players. Playtime will vary depending on the adventure.

UNDERSTANDING A HERO

Everyone in *Party of Light* has three core statistics:

- **Might:** How strong, tough, agile, or rugged a hero is. Used for any physical task.
- **Mind:** How smart, wise, cunning, or charming a hero is. Used for any speaking or thinking task.
- **Magic:** How powerful or in tune a hero is with magic and spellcasting. Used for any magical task.

As well as two defined statistics:

- **Speed:** The number of squares a hero can move. Starts at **3**.
 - The starting value should vary based on the general size of the board being used. A good indication is Speed being 1/10 the total length or width of the board.
- **Stamina:** The amount of physical or mental fortitude a hero has before they are defeated. Starts at **8**.
 - Stamina can be tracked either on the Hero sheet or with tokens beside the figure on the board.

And some descriptive information:

- **Hero Name:** The fantasy name of the hero.
- **Player Name:** The real world name of the player.
- **Basic Equipment:** Simple or rudimentary equipment like bags, rope, horse mounts, tents, food, basic weapons, etc.
- **Special Equipment:** Superior or magical equipment like amulets, cloaks, unique weapons, etc.
- **Backstory:** Details of how the hero began adventuring.



MAKING A HERO

Each player will fill in a Hero sheet (attached to these rules) to define how their hero will act, what strengths and weaknesses they have, and what kind of equipment and backstory they have. Follow the steps below to make a hero.

1. If available choose a hero figure/marker and a D4, D6, D8, D12, and D20 dice.
2. Write the owner of the hero under the Player Name field.
3. Choose a fantastical character name and write it under the Hero Name field.
4. Of Might, Mind, and Magic choose what the hero is *Best* and *Worst* at. Mark the *Best* statistic with a checkmark, the *Worst* with an 'X', and the remaining field with a 'O' or '-' or leave blank.
5. Write the Speed (3) and Stamina (8) of the hero.
6. Choose one bonus from the following:
 - 1 piece of Special Equipment
 - +1 Speed (a fast hero)
 - +2 Stamina (a durable hero)
7. Choose some Basic Equipment as needed.
8. Write some description of the hero and their history under the Backstory field.
9. Draw a picture of the hero in the Picture Box field.

HAVING AN ADVENTURE

The Villain is the game master and knows the rules best. They create the adventure, encounters, monsters to fight, and rewards to be given. The heroes normally have an overall quest to complete (like destroy an evil crystal, save a town from disease, rescue a noble person, etc.) but can have other tasks and goals along the way.

The Villain describes the adventure, sets up a game board with the hero markers, and starts the game.

Turns: If the adventure needs structure (such as a fighting encounter or chase scene) simple Turns are used. Whoever wants to act first, or whoever the Villain chooses, gets the first Turn. Play proceeds clockwise (to the left) around the table until the encounter is resolved. After each hero acts the Villain will act once.

Each Turn a player can Move and Act, in either order.



Move: Move any direction on the board up to the total Speed of the hero or monster.

Act: The player describes what they want to do, such as:

- Swing a sword at a monster
- Heal or motivate an ally
- Dive across a rooftop
- Call for a pet to help
- Conjure a frozen ice storm
- Argue with a guard
- Sneak past a monster
- etc.

The list of options is basically endless and limited only by the imagination of the players, and what the Villain deems reasonable.

Deciding Difficulty: Based on the action, the Villain decides whether the attempt is *Easy*, *Normal*, or *Hard*. This corresponds to a 66% chance of success, 50%, and 33%.

Some factors in deciding the difficulty are the statistics, equipment, number of desired effects, and situation.

For example how good/bad the player is at the related statistic, such as swinging a sword when your *Best* statistic is Might might make the attempt *Easy*.

Maybe a hero wants to shoot a fireball with a normal Magic statistic, but they also have a Special Equipment of a "Spellbook of Fire", so the attempt becomes *Easy*.

Perhaps a monster wants to grab a hero to throw them, but the hero is hiding in some thorny bushes, which could make the difficulty *Hard*.

If the Villain is in doubt be lenient to the heroes and tougher on the monsters.

Rolling for Success: Once the difficulty of the attempt has been established the player needs to roll a certain dice to succeed.

Which dice to use depends on the difficulty:

- Easy: D12
- Normal: D8
- Hard: D6

A result of 5 or higher is always a success.

Heroic Moment: Once per game session each hero can use a *Heroic Moment* for an action. This means regardless of the difficulty they roll a D20 (80% chance of success). This special rule is best saved for really tough encounters.

Stamina: If an action reduces an opponent's Stamina, roll a D4 as a *Damage Dice* and use the result as the amount.

If Stamina is ever 0 or below the player is defeated and gives up.

If all the heroes are defeated they lose their quest.





PARTY OF LIGHT

HERO NAME:

PLAYER NAME:

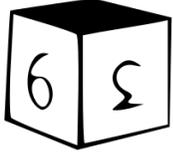


PICTURE:

SUCCESS

5+

HARD



NORMAL



EASY



HEROIC



MIGHT



MIND



MAGIC



DAMAGE:



STAMINA:



TOTAL
STAMINA:

SPEED:



BASIC EQUIPMENT

SPECIAL EQUIPMENT

BASIC EQUIPMENT	SPECIAL EQUIPMENT

BACKSTORY:

