

## 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. The setting for this version is Star Wars.

## Understanding a Hero

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

- **Brawn:** How strong, tough, agile, or rugged a hero is. Used for any physical task.
- **Smarts:** How intelligent, wise, cunning, or charming a hero is. Used for any speaking or thinking task.
- **Force:** How powerful or in tune a hero is with the Force. Used for any Force powers.

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 name of the hero.
- **Player Name:** The real world name of the player.
- **Basic Equipment:** Simple or rudimentary equipment like blasters, comlinks, binoculars, medpacs, restraining bolts, etc.
- **Special Equipment:** Superior equipment like lightsabers, cybernetics, jet packs, laminate armor, 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 character name and write it under the Hero Name field.
4. Of Brawn, Smarts, and Force 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 '0' 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, enemies to fight, and rewards to be given. The heroes normally have an overall goal to complete (like destroy the Death Star, safely escort a diplomat, save a spaceport from invasion, etc.) but can have other tasks along the way.

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

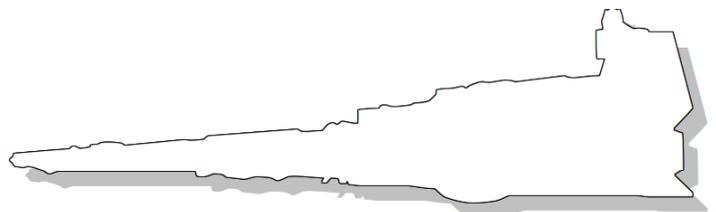
**Turns:** If the adventure needs structure (such as a fighting encounter or chase scene) simple Turns are used. Whoever wants to act first, or whoever the Villain chooses, gets the first Turn. Play proceeds clockwise (to the left) around the table until the encounter is resolved. After each hero acts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

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

- Shoot a blaster at an enemy
- Heal or motivate an ally
- Dive across a rooftop
- Call for a pet to help
- Use the Force to lift or throw
- Argue with a spaceport guard
- Sneak past a Stormtrooper
- 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 shooting a blaster when your *Best* statistic is Brawn might make the attempt *Easy*.

Maybe a hero with a normal Smarts statistic wants to fly through an asteroid field, but they also have upgraded their spaceship with a Special Equipment of "Afterburners", so the attempt becomes *Easy*.

Perhaps a Stormtrooper wants to grab a hero to throw them, but the hero is hiding in a tangled jungle, which could make the difficulty *Hard*.

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

**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.

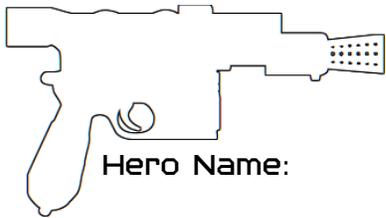
**Heroic Moment:** Once per game session each hero can use a *Heroic Moment* for an action. This means regardless of the difficulty they roll a D20 (80% chance of success). This special rule is best saved for really tough encounters.

**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:



Picture:

Player Name:

Success

5+

Hard



Normal



Easy



Heroic



Brawn



Smarts



Force



Speed



Stamina:

Total:

Basic Equipment

Special Equipment

Basic Equipment	Special Equipment



Backstory:

