

My Basic Roleplaying Resources

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Dedication

This is dedicated to all those who have gone before me, and all those who remain after I am no longer here.

Copyleft

Well, copyleft is probably not quite the right thing for this, but we'll call it that for now.

This document is created by Jigme Datse Yli-Rasku, for personal use, with some intention that it be something to be distributable.

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If you distribute it, you would include the "By" portion as to who this which may change from what is currently here (there will be a section for that).

If you wish to modify that, you can do so, sharing with the same license.

This isn't *currently*, correctly listed, but it has the basic information as it stands.

Acknowledgements

A number of people should be acknowledged, first off the creators of the Basic Roleplaying Universal Game Engine, Jason Durall and Steve Perrin.

I would like to thank Wizards of the Coast, for showing clearly that *Dungeons & Dragons*, is perhaps not the system I would like to play in, before I had made any commitment to it.

I would like to thank all the people who play, and create independent games.

One specific person I would like to thank is Avery Alder who created, *The Quiet Year*, which was the first game I ever ran with other people.

I also would like to thank all of those who have played games with me, even just at the setting up stages.

About Basic Roleplaying

This system was created in 1980, out of *RuneQuest*, and has been changed over the years from that initial 16 page booklet, to now as of 2023, a about 250 page book.

Initially it covered the basics of one game system, but has included additions from other systems which Chaosium has been involved with.

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Part I

Basic Roleplaying Background

Chapter 1

How we Found Basic Roleplaying

At the time that there was the Open Gaming License (OGL) issues with the *Dungeons & Dragons*, system reference document (SRD), where it looked like Wizards of the Coast (WotC), were changing things to make the license anything but open, I decided I wanted to see if I could make a *Humans & Hovels*, or whatever we were going to end up calling it in the end.

I spent some time in World Anvil setting some stuff up, but ended up pretty much giving up on that specific thing, but part of my trying to create that, resulted in my looking and finding the *Basic Roleplaying* SRD, which was what we were going to try to see what we could do with that.

After having looked at it, and really deciding that it was something that would be interesting to work with, along with some other games that fall more or less within the system, we ended up getting an updated version.

At the time of writing this, we checked out Chaosium's itch.io offerings as we'd spotted a new *Call of Cthulhu*, free handouts pack, and spotted the (which we'd seen before) *Basic Roleplaying*, free character sheets pack.

This basically brings us to wanting to use that free character sheets pack to offer people who may want to play with us, the ability to create characters.

Chapter 2

What it is

Chapter 3

What we started wanting from it

Chapter 4

**Where we're currently
going with it**

Part II

Setting up a campaign

Chapter 5

Game Master

Chapter 6

Players

Chapter 7

Characters

Chapter 8

Campaign

Appendix A

No idea what we're
putting here

Bibliography

Other Titles