

Beholden

You are The Judge

While your word is law, the goal of anyone taking on the role of The Judge is to **ensure everyone is having fun**, keep the game moving, and make gameplay decisions based on what's best for the group.

Step-by-Step Guide

Download or Create an Adventure

- There are introductory adventures available to download on the Beholden website, but this game system is designed to be a basic framework that you can use to run your own campaigns with minimal startup time for new tabletop role-playing game players. Get creative with your world-building and storytelling - Beholden will handle the boring parts for you.

Form the Party!

- Have your players read and complete their one-page character sheet. It's quick & easy!

Read the Adventure Introduction

- This will set the stage for everything that is about to unfold and provide crucial clues for what the players can or should do next.

Use the Probability Tables to Resolve Skill Challenges & Enemy Encounters

- These tables will help you quickly decide whether or not a player's roll succeeds. Instead of ability scores and myriad modifiers to worry about, Beholden keeps it simple and combines rolls into basic categories. When designing your own adventures, keep these in mind.

Enemy Encounters & Skill Mechanics

- Unless the Adventure specifies otherwise, the first thing you should do is have the players roll a d20 to see who goes first, highest to lowest (all ties must reroll and keep the new number). All enemies you control always go last. Keep this turn order for the rest of the encounter.
- Using the Probability Tables, determine the total hit points of each enemy and the minimum d20 roll needed to damage them. Your Adventure may already provide these.
 - When a combat action that causes damage succeeds, have the player roll for the relevant damage and subtract it from the enemy's hit points.
 - When a player or enemy's hit points reach 0 or below, they die. :-)
- When a skill is used or a player action requires The Judge's ruling: determine the Skill Type, reference the Probability Tables, and have the player roll a d20 (adding any Archetype bonuses) to see if they succeed.

Movement

- Inside of combat an enemy or player may move 5 map units (25 feet) per turn. Each turn last for 10 seconds. Use them wisely!

RULES AND PROBABILITIES FOR THE JUDGE

SKILL NAME	COMMON CHALLENGES AND SCENARIOS - USE YOUR BEST JUDGEMENT
Arcana	Ancient history, lore, languages, and magics. You know things
Athletics	Jumping, diving, climbing, swinging, running. You stay in shape
Cunning	Science, technology, engineering, math, patterns, and puzzles. You are smart
First Aid	Healing, recovering from injury, curing of ailments. You keep everyone alive
Grit	Resistance to pain, fatigue, the elements, and magic. You are tough
Perception	Excellent hearing, eyesight, smell, and gut instinct. You always pay attention
Persuasion	Confidently convince others to see things your way. You are a smooth talker
Strength	Move heavy objects and break stuff with brute force. You never skip leg day
Will	Clear mind, unwavering focus, unmatched determination. You don't give up

Probability Tables

SKILL ROLLS	CHALLENGES ARE SUBJECTIVE. APPLY COMMON SENSE AND REALISM
Basic	d20 >= 5 Things a normal person could do with very little effort
Simple	d20 >= 7 Jump a small gap. Climb a sturdy ladder. Break a window
Normal	d20 >= 10 Things a normal person could do with a mild amount of effort
Difficult	d20 >= 12 Swing across a medium gap. Budge open an unlocked door
Very Hard	d20 >= 14 Things a normal person would almost always struggle to do
Extreme	d20 >= 16 Pick a lock / safe. Decipher codes / runes. Traverse a large gap
Improbable	d20 >= 18 Things a normal person would need a lot of luck / talent to do
Legendary	d20 >= 20 Hit a precise target. Cheat death. Save the day and be a hero

ENEMY TYPE	THESE ARE FLEXIBLE. MAY BE INCLUDED IN YOUR ADVENTURE
Tiny Enemy	1d4+4HP 5 to Hit Cat, Bird, Rat, Insect, Fish, Small Dog
Small Enemy	2d6+6HP 7 to Hit Wolf, Hog, Deer, Goblin, Dwarf, Large Dog
Humanoid Enemy	3d8+8HP 10 to Hit Creatures the size of a human (unarmored)
Large Enemy	4d10+10HP 12 to Hit Rhino, Elephant, Giant, Ogre, Small Dragon
Massive Enemy	5d12+12HP 14 to Hit Dinosaur, Whale, Demon, Large Dragon
Special Enemy	?? HP ?? to Hit Up to you. Keep it fun and exciting!
Mini-Boss	10d10+50HP 16 to Hit Pretty tough, but shouldn't kill anyone
The Big Boss	200 HP 18 to Hit Ignore numbers. End things when it's time...

If a player or The Judge **rolls a 20** on a d20 skill challenge or combat action, it automatically succeeds and causes double total damage (if applicable), while **rolling a 1** automatically fails. Skills cannot be rolled again for the same challenge.

If a player or enemy dies, they cannot be brought back to life unless a magical item or a story character powerful enough to revive them is found within the Adventure.

Be sure to have plenty of **snacks & drinks** available before you begin playing. This is vital.

The tabletop role-playing game for people who don't have time for the other one.
Visit TheyLookLikeBats.com/Beholden to download full rules & other game materials.