Deadrock Endeavor Role Playing System

DERPS
Revision 1.0 (as of July 2017)

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Introduction

What is DERPS?

DERPS (Deadrock Endeavor Role Playing System) was designed to accommodate an online graphic forum adventure. The titular game was *Deadrock*, and it was using base graphics from a previous game series called *Endeavor*. A graphic forum adventure is basically an audience controlled choose your own adventure, hybridized with a tabletop roleplaying game, presented as a webcomic. Earlier adventures being designed on that forum at the time were very loose format as the authors of those stories would mostly decide actions and execute them per their will. The need for a more structured RPG system was evident as player actions were unmonitored and unfiltered sans what the author decided they liked personally; there was no way of checking for success and failure. Thus I took it upon myself when creating my adventure, *Deadrock*, to create a system that was simple enough a group of people on a forum with hardly any background in tabletop gaming could easily pick it up and play along. This is that system, fully realized for a tabletop game.

Why should you play with DERPS?

There are plenty of great roleplaying games out there, and I'm not going to make any claims that mine is somehow superior. The thing that inspired this was more the want of something simple. Terribly simple, in fact. I've played my fair share of DnD before, and while I highly enjoy it, there have been more times I can count where a dispute would arise over complicated stat buffs or checks, dice rolls (d20, d10, d6?), or some other deep game complication that needed citation from a handbook to resolve. I wanted to be able to play an interactive RPG with my friends, some of whom I knew had never touched a 20 sided in their life, and still allow them to have a good time participating in the story. I also wanted to craft something that was uniquely my own borrowing concepts and elements from some of my favorite RPGS, both tabletop and digital, utilizing only the strongest ideas for one all encompassing game. So, these are my efforts put on paper. DERPS is intentionally short, intentionally layman, and intentionally simple- while still attempting to provide a sophisticated system of checks and balances that makes it a compelling game as well as a compelling story. It's design is meant to be open-source inspired and free-to-play. You can customize,

create, and alter any aspect of the game at will and never expect to pay for it. This is meant to be fun, after all, the name of the game is DERPS. If you haven't already laughed once at the name then maybe this game isn't for you.