Sample file

By Kelsey Ward

All contents of this book (images, textures, and text) were created by Kelsey Ward

Sample file

©Kelsey Ward 2021

Special thanks to:

My Mama and my Pap,a,

Blaine Greer

and

Kaspar Holznagel

For thier continued support and imput while developing the game.

I could not have done this without you.

Sample file

Table of Contents

Chapter 1: Introduction 6
- Basic Terms 7
- Main Invention 9
- Invention Roll 10
- Skill Roll 11
- Contested Roll 14

Chapter 2: Classes and Skills 18
- Main Invention in classes 18
- Tool of the Trade 18
- Classes 18
- Worker 19
- Warrior 29
- Wizard 38

Chapter 3: Races 48
- Bethadh 50
- Centaur 52
- Drogoma 54
- Elves 56
- Fairies 58
- Goblin 60
- Golems 62
- Hommunculus 64
- Human 66
- Improd 68
- Rashagon 70
- Sentient Pets 72
- Tealaí 74
- Tremblin 76
- Ushaga 78

Sample file

Chapter 4: Combat and Roleplaying 80
Combat 80
Roleplaying 81
Game Masters 82

Chapter 5: Leveling 84
Milestones 84
Combat vs Roleplaying Milestones 85
Player Leveling 86
Main Invention Leveling 87
Hit Points 89

Chapter 6: A Playable Town 90
City Wards 91
Shops 103
Playing in Colenholm 125

Thank You 126

Appendixes 130-133
Appendix A: Build Skills 130-131
Appendix B: Main Invention Leveling 132
Appendix C: Hit Points 133

Sample file

CHAPTER 1: INTRODUCTION

Hello and welcome to Builders' Guild! Builders' Guild is a free-form Tabletop Roleplaying Game (ttrpg) focused on invention and adventure. This is the core rule book that outlines the game mechanics, class creation, skills, and character options. Here you will find a general guide to get your game started, but you the players are the ones that bring the game to life. If this is your first tabletop roleplaying game or if you are a seasoned veteran, welcome! Builders' guild, like other ttrpgs, is a collaborate role playing game. Each member of your group plays an important part in the adventures you share. Like other ttrpgs's, Builders' Guild can be played with 2+ people, as long as you have someone to build and play in a world you create. Within Builders' Guild, it is encouraged that players tap into their imaginations to create fantastical new inventions to help them on their adventures through their games.

This game is designed to be used in any time period, any level of technology, really any world the play group wants to play in. The artwork and examples of play in this book are geared towards a high fantasy steampunk era, but that is just one type of game that can be played. If your group wants a futuristic sci-fi you can. If they want to play an old western, you can. This core rule book can be used for any type of game you and your play group want to make! As such, any discussions of the costs of items or upgrades will be addressed as currency. This currency can be currency coins, credits, drops of blood, tears of the innocent, paper, or what ever type of currency fits the world your group is playing in.

Builders' Guild is based on the idea of Players creating objects, spells, fighting moves, and more to make their way in the shared world you and your group creates. Players are encouraged to invent and design what they can imagine. From bakers making healing muffins to wizards crafting lightning bolts to fighters designing the perfect jump kick, Builders' Guild allows you to make it. What you make is called an "Invention". This invention can be anything your character makes and will get better each time you use it successfully but can also break and cause damage if it used unsuccessfully. This freedom of creation is meant as a way for players to become fully immersed in their roleplaying. Each game that is played in Builders' Guild will be different for each group, So make sure that you talk with your GM and other players to make sure that the character you create fits the world your group wants to play in. Depending on what kind of game your group wants to play, some inventions might not work, so be sure to discuss with your GM and group what kind of character you want to make before starting the game.

Sample file

Basic Terms

These are terms and acronyms that will be used throughout the book. If you have played a ttrpg before, some of these terms will be familiar to you. However, some are unique to Builders' Guild.

TTRPG- Table-Top Roleplaying Game. In essence, a ttrpg is a collaborative story telling game, where players create characters and must roll dice to make things happen in the story they are playing in.

GM- Game Master. The game master is the single player in charge of creating the world everyone plays in. They create cities and continents, scenarios that the players have to use their characters to solve, and more. The GM is the narrator of the story that the group is playing their characters in. GMs set the scene for the players to play the game. Ultimately the GM has the last word on actions or rolls or events. A good GM creates a fun and engaging environment, different groups will be interested in different types of games, so if you are taking the role of GM make sure to talk to your players about they want to play. Be open to feedback from your players and make adjustments to how you narrate the game and what you create for them. GMs also roleplay as NPCs and take part in conversations with the Player Characters.

PC- Player Character. Player characters are the members of the group that are engaging with the story the GM sets up. Players create PC's that interact with the world created for the game. They create backstories and personalities and goals that all will be used when role playing in the game. PC's should be respectful of each other and the GM. Allowing other players to act out their characters' choices and allowing the GM to make the final say in decisions about roles and actions.

NPC- Non-Playable Character. An NPC is typically a character made and played by the GM. NPC's are characters that exist in the world that players can interact with. They have their own lives, goals, families, backstories, etc. NPCs can help or hurt the party and can be any type of creature or even animals.

D12- A D12 is a 12 sided dice. In Builders' Guild, the D12 is main dice to make actions happen. The higher the roll, the higher the chance of success.

#D#- Any time you see a D with a number on either side (i.e. 1D4, 1D6) this refers to the type of dice you will be rolling. A 1D8, would be one eight sided die, for example. 2D6 would be two six sided die.

Gambit Roll- This is the first roll in combat or competitive settings. Each player and any other NPC involved must make a roll on the D12. This sets up the turn order, highest number going first, lowest number going last.

Sample file

Invention Roll- Inventions rolls are made once per in game day or once per combat. This roll determines whether the invention works. Depending on the number rolled, the invention will have different results.

Invention Skill Points- When you succeed with a high enough invention roll, you can gain 1-2 invention skill points. Once you have five invention skills points, your main invention levels up.

Invention Skill Failure- When you fail an invention roll, you now have a mark against your invention. After five failures, you lose all your Invention Skill points.

Damage roll-After the invention roll is made, if in combat, the player will roll to see how much damage their invention has caused. This roll can also be made if the Invention roll was too low and will cause damage around them.

Advantage- Rolling with advantage means that you roll twice and take the better roll.

Disadvantage- Rolling with disadvantage means you roll twice and take the worse roll.

Class- Your character Class is a general term for what your character specializes in. In Builders Guild there are three main classes you can choose from: Worker, Warrior, and Wizard.

Sub Class- Your Sub Class is the specific profession your character is. The sub class can be anything you want but you must choose a main class for your character.

Tool of the Trade- a tool from any sub-class that the PC can use in combat.

Skills- Skills refer to what your character knows how to do. There are three main skills Brain, Brawn, and Build.

Sub Skills- Your sub skills fall under the main skills but are specified for your character. For example, if you are playing a Carpenter, one of your sub skills could be wood carving or chair building.

Skill points- Skill points are something you gain at every level, that can be put into your known skills. These skill points are a numerical value that you can add to your roll, depending on what you are trying to accomplish.

Level- Your level indicates how skilled your character or how powerful your invention has become. As you play more, your level and powers will increase.

Nat 1- Natural 1. When you roll your D12, and it comes up as a one. This is the worst possible roll and is considered an absolute failure. When you roll a Nat 1, you cannot add any of skill points to the roll.

Sample file

Nat 12- A Natural 12. When you roll your D12, and it comes up as a 12. This is the best possible roll and is considered an absolute success.

Invention failure- If you roll 5 or below, your invention fails. If you are using magic or a physical attack, a failure will cause damage

Invention Success- If you roll a 6 or above, your invention succeeds.

Damage Roll- If you are in a combat scenario or if your invention creates damage, the damage roll determines how much HP you take away.

Main invention-The main invention is what your character is focused on the most/uses the most.

Main Invention

Each player will have a Main Invention that their character uses on top of other skills and skill points (skills and skill points discussed in chapter 2). The main invention is their strongest creation, what their character is focused on making. A golem maker would have a main golem, a martial artist may have a special punch they use, a baker may have a special meat bun recipe that imbues allies with health, etc. The main invention should be what their character loves the most or uses the most. At level one each player can have three inventions depending on the class they choose, including the main invention. The main invention will be the only invention affected by the invention roll; the other inventions will level up with the character. If your invention roll is successful, you can get bonuses to other rolls or in game benefits depending on what you are using your invention to do.

Builder's Guild uses a D12 system, meaning that you will use a 12-sided die to roll. Depending on what you roll, that will affect what you are trying to accomplish in game. Each major action you take will require a roll to determine if you are successful. Builders' Guild uses a success/failure system, meaning that there are set numbers for if you succeed or not. When you roll, you will add any bonuses you have from your skills/skill points to your roll. Except when you roll a Nat 1.

Sample file