

Pedagogical Toolbox

Gameplay tools

Game mechanics: Roleplaying statistics

Explanation of the mechanics

This game mechanic generally involves each player having a specific role, a character in the game, either themselves or a fictional identity, who has certain skills, abilities or attributes which can evolve and improve throughout the adventure based on their successful actions or failures.

Such systems are often used in roleplaying games, with each player defining their role and statistics at the beginning of the game. Some systems are complex and involve long-term sessions with character sheets, campaigns, and other mechanics, but simplified statistics may be used for shorter adventures focused on educational content, either with cards or dice determining the tasks or questions.

For example, the players' basic skills could be Strength, Intelligence and Charisma, starting off with a stat of 5 points each. The first actions, questions, or tasks they must perform would require 5 points for one of these skills. An achieved task, correct answer or solved riddle would make the player earn a certain number of points for the concerned skill, allowing them to move on to the next steps, one of which would require more than 5 points in that skill for the action to be performed.

If the player doesn't answer correctly, they lose points in the concerned skill and if they partially achieve the task or answer half of the question, they may earn fewer points. If they reach a step with not enough points in the required skill, they have to skip their turn or perform another, more complex task to earn the necessary points and keep progressing.

The game ends when a player reaches a defined number of points in each attribute or has successfully performed a certain number of tasks thanks to their acquired points and skills.

Example

Starting stats

Strength	5
Intelligence	5
Charisma	5

Step 1: Requires 5 points of Strength

Success: +2 in Strength

Partly successful: +1 in Strength

Failure: -1 in Strength

Step 2: Requires 5 points in Intelligence

Success: +3 in Intelligence

Partly successful: +1 in Intelligence

Failure: -1 in Intelligence

Step 3: Requires 7 points in Strength

If not enough points: player skips next turn or performs a more complex task

If enough:

Success: +2 in Strength

Partly successful: +1 in Strength

Failure: -1 in Strength

Step 4: Requires 5 points in Charisma

Success: +2 in Charisma

Partly successful: +1 in Charisma

Failure: -1 in Charisma

Etc....

Each step should preferably be related to the required skill and its implications.

Here are examples related to possible attributes you may use:

- **Strength:** physical tasks, manipulating or moving objects in real life or within the game, facing an enemy in battle, questions related to the topic of the human body, physics, or sports
- **Constitution:** longer tasks requiring endurance across multiple steps or turns, questions related to physical health, recovering from an enemy attack or previous failure

- **Dexterity:** tasks involving agility, balance, coordination, quickness, and reflexes, whether in real life or within the game
- **Intelligence:** riddles or puzzles to solve, theoretical questions, information to find, memorise or analyse, hints and clues to perceive and decipher, logical skills, critical thinking, creative tasks
- **Charisma:** convincing or dissuading an ally or enemy, arguing or defending a stance in a debate or trial, earning a character's trust, displaying emotional strength, collaboration and solidarity between players

Other attributes exist depending on the type of game, such as Personality, Appearance, Health, Stamina, Willpower, Communication, Perception, Insight, Instinct, Manipulation, Magical, and much more.

Successfully completing a step may also earn the player points for another skill involved in the task itself. For example, a step requiring Strength points but also involving logical thinking or analysis skills, such as lost objects or strategic battle, could make them earn Strength points and Intelligence points as well, thus allowing for quicker progress in fewer steps to acquire the necessary amount of skill points to win the game.