



# Fantasy!

## EZ RPG

Character Creation: list a name, height and weight, some character background and pick skills.

Name:	Height:	Weight:
Character Background:		

### "SKILLS" (Pick 10)

- ACROBATICS
- APPRAISE
- BLUFF
- IMPROVISE TRAP
- SLEIGHT OF HAND
- DECEPTION
- DIPLOMACY
- DISABLE DEVICE
- DISGUISE
- DUNGEONEERING
- ENGINEERING
- ESCAPE ARTIST
- GEOGRAPHY
- HANDLE ANIMAL
- HEAL -1 HIT TAKES 3 TURNS
- HERBALISM
- HISTORY
- INSIGHT
- INTIMIDATION

- INVESTIGATION
- BLACKSMITHING
- LEATHERWORKING
- LINGUISTICS
- NATURE, SURVIVAL
- PERCEPTION
- PERFORMANCE
- PERSUASION
- RELIGION
- RIDE ANIMAL
- FLETCHING
- FORAGING
- STEALTH
- HUNTING
- SWIMMING
- CLIMBING
- USE MAGICAL DEVICE



- 1HANDED WEAPON
- 2HANDED WEAPON
- LONG/SHORT BOW
- CROSSBOW
- THROWN
- BLOWGUN

### SPELLCASTING << COUNTS AS 2 SKILLS

- \*SPELLBLAST 1 (SMALL BOMB)
- \*SPELLBLAST 2 (MEDIUM BOMB, 1 REQ'D)
- \*FARSIGHT (UP TO 1MILE, 1 TURN)
- \*CONJURE FOOD (10 MEALS)
- \*LEVITATE (1 TURN, 5 FEET HIGH)
- \*ILLUSION (1 TURN, AFFECTS 3 TARGETS)
- \*TELEPORT SELF (50FT.)
- \*INVISIBILITY (3 TURNS)
- \*FOG (5TURNS, 10FT RADIUS)

(Profession skills can be current careers or past ones) (spells cost 1 skill each after taking spellcasting)

### EQUIPMENT

- QUILL & INK
- PARCHMENT
- ROPE, 50FEET, 3LB
- SHOVEL, 3LB
- TORCH, 1LB
- SMALL OIL LAMP ½ LB
- OIL FLASK ½ LB
- CANDLE ¼ LB
- FLINT & STEEL, 1LB
- RATIONS, 1 WEEK, 5LB
- MESS KIT, 1LB
- WATER SKIN, 1 DAY, 1LB
- BACKPACK, 3LB
- BELT POUCH
- SACK, 1LB
- BED ROLL, 3LB

- HAMMOCK, 2LB
- BLANKET, 1LB
- TENT, ONE MAN, 5LB
- HORSE
- SADDLE
- SADDLE BAGS
- THIEVES TOOL KIT, 1LB
- CARTOGRAPHER KIT, 1LB
- STRING AND TACKLE, 2LB
- SPYGLASS, 2LB
- TANKARD, 1LB
- TINDERBOX
- WHETSTONE, 1LB

- HEALING POTION (2 max) #\_\_\_\_\_
- HEALING HERBS (2 max) #\_\_\_\_\_
- BLOWGUN
- SWORD - SHORT - 1H - 2H
- DAGGER
- AXE - 1H - 2H
- MACE - 1H - 2H
- WHIP
- BOW - SHORT - LONG



### SKILL CHECK

Average (skilled and unskilled) is the base roll. Doubles always succeeds. Skills chosen will cover a broad range of related knowledge to that skill. GM's should allow for a very loose interpretation of what each skill includes as far as character skill checks.

### STAT CHECK

Some actions are a matter of reflex or instinct. Use this chart for checks requiring strength, agility, intelligence, etc. Average is the base roll. Doubles always succeeds. For combat rules, see the combat table on the back side.

SKILL/STAT CHECK ROLL # OR LESS ON 1D100	SKILLED	UNSKILLED	STAT CHECK
VERY EASY	90	40	90
EASY	80	30	80
AVERAGE-MODERATE	70	20	70
HARD	60	10	50
VERY HARD	50	5	25
NEAR IMPOSSIBLE	40	3	10

### CONTEST OF SKILL

Competitors roll D100

- +45 to result if skilled, or;
- -45 to result if unskilled
- Doubles roll again and add result.
- Highest result wins the contest.

### MOVEMENT

For the sake of simplicity, characters can run 20 MPH or 30 feet per second. Characters can carry 75lbs on their person.

**Game masters** will make common sense judgment calls on anything not covered by these rules, such as weapon ranges and falling damage. GM's feel free to modify anything herein to suit your own game.

**Characters who die** or become incapacitated will be replaced by rolling a new character and proceeding with the game. New characters must have different professions than the one that died.

**Fear** - Characters who are feared due to effects run at maximum speed directly away from the source for one turn. Make a stat check to resist being feared. Effects source (or GM otherwise) determines how hard roll will be.

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### RACIAL SKILLS (in addition to 10 skill points)

- DWARVES** DUNGEONEERING, BLACKSMITHING
- ELVES** USE MAGICAL DEVICE, PERCEPTION
- HALFLING** STEALTH, FORAGING
- HUMAN** LEATHERWORKING, ENGINEERING

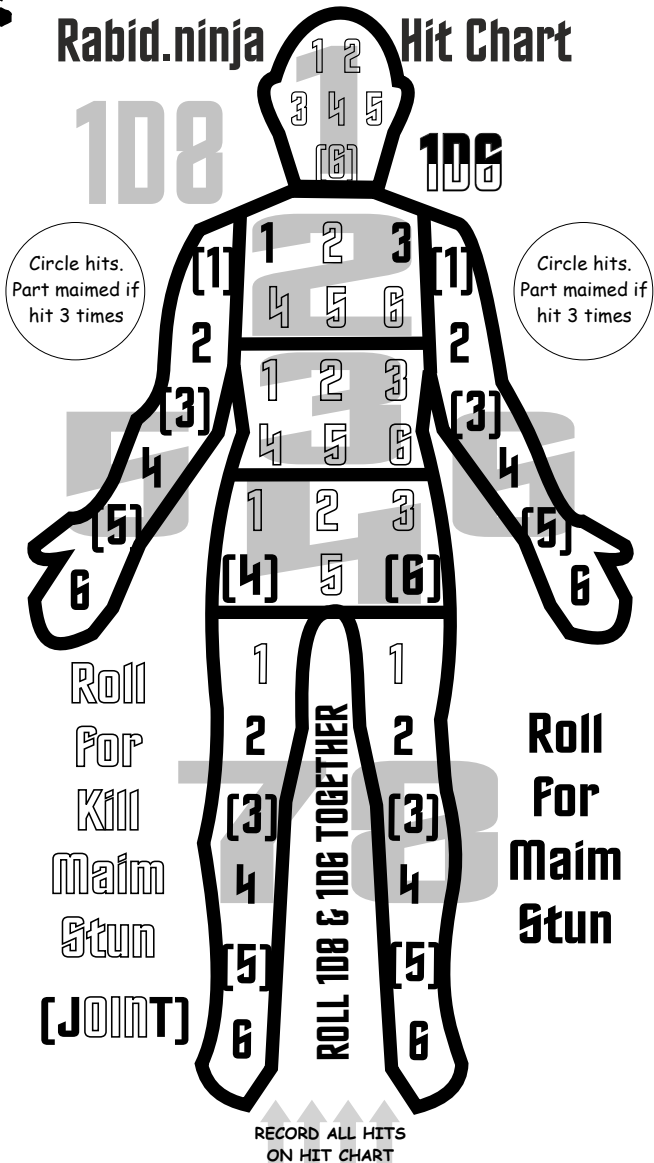


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## COMBAT TABLE

<p><b>ATTACK CHECK</b> Through all the swinging and flailing, the one attack per game turn is automatically successful. No roll to hit is required. Some bombs cause multiple hits. Roll to deflect each separately. (OPTIONAL attack "to hit" roll: use the Skill Check chart on front side)</p> <p><b>DEFENDER:</b> Roll D12 for Attack Deflection (armor, dodge, distraction, beg for mercy, etc). If failed then: <b>ATTACKER:</b> Roll these three dice together, D8 and D6 (hit location, not optional) D20 (stun/maim/kill). <b>Combat example:</b> - NPC declared as attacker (no roll required). - Defender rolls D12 to deflect. If succeeds, stop here. If roll fails proceed to next step. - Gm (or attacker) rolls D8+D6+D20 for hit location, wound effect and results are applied. - Player records area/location hit regardless of wound effect or not.</p>
<p><b>WOUND EFFECTS</b> <b>Stun</b> - Player is stunned for one entire turn. Prone, cannot attack or deflect attacks. <b>Maim</b> - Breaks, tears, lacerations, etc. Causes 3 hits to affected body part. Body part affected is at -80% for all actions. Maimed Arms cannot attack. One maimed leg reduces movement to 2 MPH. Maimed results in body areas 1 and 2 (D8) result in immediate incapacitation. Maimed results are also stunned for one turn. <b>Kill</b> - exactly what it says. Some body hit locations only allow maim / stun wound effects. Ignore kill results where that is the case.</p>
<p><b>Physical Damage:</b> Any body area (D8 - left arm, right arm, left leg, right leg, head/neck, upper torso, mid torso, lower torso) that is hit 3 times in any of the 6 locations within that area results in a maim result for that area. See Maim under Wound Effects above. Record all undeflected hits on Hit Chart by drawing a circle around the number hit. A character who takes 15 hits total is incapacitated regardless of severity or location.</p>
<p><b>Potions</b> will remove 1 recorded 'hit' and take one full turn to use. If hits are reduced to 2 or less, part is no longer maimed. <b>Healing Herbs</b> will remove 3 recorded hits and take 2 full turns to use. These potions and herbs should be very hard to come by and should be limited to no more than 2 of each per character per game session.</p>
<p><b>Monsters, Beasts &amp; Animals: Deflecting:</b> GM's simply pick one of the armor columns on the ATTACK DEFLECTION TABLE that best represents the toughness of the monster the group is fighting. Dragons might be Young/Cloth, Adult/Leather, Mature/scale, Ancient/Plate. Goblins and Orcs can use Leather. <b>Attacking:</b> Pick the attack type from the "weapon type" chart. <b>Huge monsters:</b> for huge monsters simply give them an extra "large" attack. The Defender will roll against each to deflect.</p>



ATTACK IS SUCCESSFUL >>>	>>>> ATTACK DEFLECTION TABLE >>>>						IF DEFLECTION ROLL SUCCEEDS STOP HERE ATTACK FAILED	>>>> WOUND EFFECT TABLE		
	ROLL D12, DEFLECT ATTACK ON:							ROLL D20, WOUND EFFECT ON:		
WEAPON TYPE	BARE	CLOTH	LEATHER	CHAIN	SCALE	PLATE	IF DEFLECTION ROLL FAILS, ATTACK SUCCEEDS, ATTACKER ROLLS D8/D6/D20 FOR HIT LOCATION AND WOUND EFFECT >>>> RECORD ALL HITS NOT DEFLECTED ON HIT CHART	STUN	MAIM+STUN	KILL / Incapacitate
Small blade (dagger)	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less		3 or less	2 or less	1 or less
Medium blade (1H sword/ax)	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less		6 or less	5 or less	3 or less
Large blade (2H sword/axe)	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less		8 or less	6 or less	4 or less
Small gun (22 magnum,380)	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less		5 or less	3 or less	2 or less
Medium gun (357, 9mm)	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less		7 or less	5 or less	3 or less
Large gun (12 gauge, 30.06)	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less		9 or less	7 or less	5 or less
Small bomb (1 hit)	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less		8 or less	6 or less	4 or less
Medium bomb (2 hits)	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less		10 or less	7 or less	5 or less
Large bomb (3 hits)	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less		12 or less	9 or less	6 or less
Small Archaic missile	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less		5 or less	4 or less	3 or less
Med. Archaic Missile	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less		6 or less	5 or less	4 or less
Large Archaic Missile	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less		7 or less	6 or less	5 or less
Small fist/tooth/claw	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less		3 or less	2 or less	1 or less
Medium fist/tooth/claw	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less		4 or less	3 or less	2 or less
Large fist/tooth/claw	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	5 or less	3 or less	2 or less	
Small club	5 or less	6 or less	7 or less	8 or less	9 or less	10 or less	4 or less	3 or less	2 or less	
Medium club	4 or less	5 or less	6 or less	7 or less	8 or less	9 or less	5 or less	3 or less	2 or less	
Large club	3 or less	4 or less	5 or less	6 or less	7 or less	8 or less	6 or less	4 or less	3 or less	