

Fantasy

Q U I C K P L A Y R P G



REQUIREMENTS

- Four six-sided dice, preferably one of them a different **color**. You can play with fewer, or even one, (but it's more time consuming).
- Pencils & paper.
- Friends.

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Etc.: Unless you enjoy it, don't bother keeping track of arrows, torches, food, and other expendables.

Thieves +4, Fighters +6.

Levels: (optional): Whenever they have achieved a major goal or hit a major milestone, the Characters may go up a level. When this happens, their maximum HPs go up as follows: Wizards +3, Thieves +4, Fighters +6.

Death: A player reduced to 0 HP is unconscious. If unattended by a friend, they will die.

Healing: an 8 hour rest in a safe place heals all HP.

Combat: Combat happens in turns. GM decides who goes first, second, and on. All attacks require a check. A successful attack does damage according to the weapon or spell used. Damage is subtracted from the Character or Monster's HP. Enemies attack with 2d6 checks and do 1d6 damage, unless otherwise noted.

Armor: reduces damage from all hits: light reduce damage by 1, heavy by 3.

Name: _____

Class: _____

HP	HP
max	current

Armor: _____

Weapons:

Items:

Spells:

Spells

Level 1

- Arrow:** Magic arrow, 1 per level, 1d6 dmg. each.
- Cure Light Wounds:** Heals target for 1d6 damage.
- Feather Fall:** Target floats to the ground.
- Light:** Target object casts soft light.
- Pull:** Visible object pulled toward caster.
- Push:** Visible object is pushed away from caster.
- Throw Voice:** Up to 20m away.
- Wisp:** Caster becomes living smoke.

Level 2

- Calm:** Target is relieved of fear.
- Darkness:** 20m around targeted point.
- Detect Magic:** Magical items and effects emit a glow.
- Flame:** From hands. 3 targets take 1d6 damage.



Magic

Magic users may cast any spell they've already learned any time they like. But magic is dangerous. When a wizard casts a spell, they must make a successful check with 3d6. Advantage if they prepare for one turn. If they fail, they take HP damage equal to the level of the spell. Learning new spells generally costs around 100 gp per level of the spell.

Bestiary



Unless noted, all monster attacks are normal 2d6 checks and do 1d6 damage.

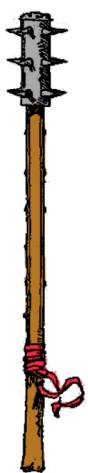
Abbreviations
HP: How many Health Points
A: Armor.

Reduce attack damage to this monster by the given number.

D: Difficult to hit. Attacker has disadvantage.
E: Easy to hit. Attacker has advantage.
DD: Danger Die effect on successful attack.

- Cyclops** HP: 70 E • Clubs & boulders for 2d6 damage.
- Demon** HP: 40 A: 1 • Big. Spells: Fireball, Beast form
- Dragon** HP: 100 E A: 2 • claw/bite: 1d6 dmg. Fire: 2d6 dmg. Spell: Cure Serious Wounds
- Fishfolk** HP: 7 • Very religious. Amphibious. Fish head
- Giant Ant** HP: 20 E • DD 5 or 6, target is grabbed.
- Giant Frog** HP: 9 E • DD 6: victim pulled into mouth with tongue and held.
- Giant Snake** HP: 15 • DD 6: victim swallowed. 1d6 damage per turn inside.
- Giant Spider** HP: 13 • 2m tall. DD 4-6: victim poisoned, 1d6 dmg for 1d6 turns.
- Gnoll** HP: 11 • Hyena-folk. Night-vision.
- Goblin** HP: 4 • Small, quick, Night-vision
- Griffon** HP: 30 • Griffons can fly.
- Humanoid** HP: 6 • Dwarf, Elf, Halfling, or other.
- Kobold** HP: 3 D • Little, fast, scaly, horned. 1d6-2 dmg.
- Little Animal** HP: 1-1: Rat, pigeon, lizard, 1 HP dmg.
- Lizard People** HP: 11 • Can stay underwater 10 minutes. Chameleon skin.
- Minotaur** HP: 35 • Axe. May charge for 2d6 damage.
- Mummy** HP: 20 • Takes 1/2 damage from blades, x2 damage from fire.
- Ogre** HP: 30 • Night-vision. Eats people. 2d6 damage.
- Ooze** HP: 55 • Drop onto unsuspecting. No damage from blades. Night-vision.
- Orc** HP: 8 • Pig-like. Mean.
- Bandit** HP: 6 • Typical huddle.
- Big Animal** HP: 8 • Boar, hyena, bull, cougar, et alia.
- Big Cat** HP: 15 • Lion, tiger, etc.
- Boss** HP: 30 • Wizard, Fighter, or Thief. All skills apply.
- Bug People** HP: 2 A: 1 • Armor exoskeleton. Queen has HP: 20.
- Centaur** HP: 20 • Centaurs use swords and bows.

- 20 gp Standard Clothing • Bear Trap • Padlock • Small Bell • Holy Water • Block & Tackle • Lantern • Book (Blank) • Sheep • Goat • Good Dog • Pig
- 50 gp Fake Jewels • Perfume • Tent (1 person) • Winter Clothing • Cart (small) • Mirror (small)
- 100 gp Lens • Lockpicks • Tent (3 Person) • Rowboat • Wagon • Cow • Donkey • Work Horse
- 200 gp Musical Instrument • Hourglass • Carriage
- 300 gp Spyglass • Fancy Clothing • Fishing Boat • Riding Horse • Hawk
- 5,000 gp 1 Masted Ship
- LODGING per night**
- 1 gp Bed
- 2 gp meal: hot bath, stable & fodder
- 3 gp Private room
- HENCHMEN per day**
- 1 gp Laborer
- 5 gp Archer, basic soldier
- 10 gp mason, blacksmith
- 25 gp doctor, skilled fighter, thief, or wizard
- 1 gold piece (gp)
- Candle (4 hours) • Torch (1 hour) • Black Grease.
- Bottle/Vial • Chalk (10 pieces) • Glue (bottle) • Quill and Ink • Sack • Soap • Spike (wood) • Blank parchment • Live Chicken
- 5 gp Lamp oil (4 hours) • Air Bladder • Bucket • Chisel • Glass Marbles (bag) • Large Sponge • Metal File • Nails (12) • Oilskin Bag • Pole (10ft) • Spike (iron) • Spiked boots • Twine (300 ft) • Waterskin • Whistle
- Cheap clothing • Tinderbox • Bedroll • Bellows • Calltrops (bag) • Chain (10 ft) • Cookpots • Crowbar • Drill • Face Paint/Makeup • Fishing Rod/Tackle • Grappling Hook • Hammer • Horn • Incense (packet) • Iron Tongs • Ladder (10 ft) • Manacles • Net • Oilskin Trousers • Pick • Rope (50ft) • Saw • Shovel



2. ITEMS & PRICES

PCs can carry 12 items. Besides Class Starting Kit, all PCs begin with: a backpack, bedroll, 3 days rations, 3 torches, flint & steel, and 10gp

TOOLS, GEAR, ANIMALS & CLOTHING



RULES

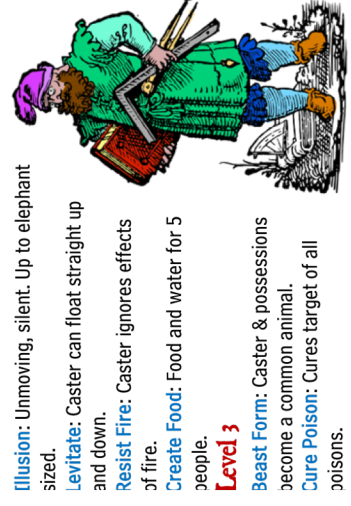
CHECKS: A check roll is made when you need to know if an action or attack succeeds or fails. All checks are 2d6. 5 or 6 rolled on any die means success. For smaller kids, 4s, 5s, and 6s are successes. Any mundane check that seems to be class-related may be made at advantage. Especially difficult checks may be made at disadvantage.

- Advantage on roll: 3d6
- Disadvantage on roll: 1d6

Opposed Checks: All parties roll. Most successes on dice wins. Ties may break from action or resume opposition.

Danger Die: Sometime the GM may ask you to roll an extra die, hopefully of a different color. The results of the Danger Die may be used to determine the quality of the success or failure, or trigger an effect in play.

Weapons: light do 1d6 damage, heavy do 1d6 + 2 damage



Illusion: Unmoving, silent. Up to elephant sized.

Levitate: Caster can float straight up and down.

Resist Fire: Caster ignores effects of fire.

Create Food: Food and water for 5 people.

Level 3

Beast Form: Caster & possessions become a common animal.

Cure Poison: Cures target of all poisons.

Dispel Magic: Ends effect of 1 spell.

Fear: 1 nearby target per level must pass a check or flee.

Lightning: From hands. 2d6 damage.

Paralyze: Target is paralyzed.

Water Breathing: Caster can breathe underwater.

Level 4

Bramble: 50m of brambles shoot up at target spot.

Cure Disease: All disease removed from target.

Cure Serious Wounds: Restores 3d6 HP to target.

Invisibility: Caster, until they attack or they dispel effect.

Muddyfy: Block of stone is turned to mud.

Level 5

Charm: Target treats caster like a friend.

Fireball: Targets in 3m area take 3d6 damage.

Shrink: Touched creature is shrunk to mouse size.

Wall of Iron: Iron wall appears at spot. 20m x 10m.

Ward: Choose what cannot come within 10m of targeted spot: the living, the dead, projectiles, metal.

Level 6

Cloak: Up to 1 creature per level is invisible until they move or spell is dispelled.

Polymorph: Target is transformed into an object.

Sleep: 1 creature per level falls into a light sleep.

Teleport: Caster teleports to a spot they can see.

Level 7

Animate Dead: 1 skeleton per level of the caster rises from the ground to serve them.

Level 8

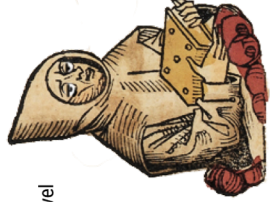
Manse: Provisioned cottage appears for 24 hours.

Level 10

Earthquake: 100m around the caster. A big one.

Raise Corpse: Dead target rises to serve caster. HP equal to those when alive.

Wholeness: Complete healing of target: HP, disease, poison, sanity.



small hut	dp 100
small house	dp 200
medium house	dp 500
fancy house with courtyard	dp 1500
stone tower	dp 5000
stronghold	dp 10000
palace, castle	dp 100000

WEAPONS & ARMOR standard

Light Weapons: Dagger, Cudgel, Staff, Short Sword, Mace, Short Bow, Hand Axe, Spear, Staff, Sling	dp 10
Heavy Weapons: Longsword, Battle-axe, Long Bow, Crossbow, War Hammer	dp 20
Light Armor: Leather, Chain Mail	dp 00T
Heavy Armor: Plate Mail	dp 50S



BUILDINGS

Character Creation

SPECIES

If you'd like to choose a species (human, elf, dwarf, halfling, etc.), you may. There are no special skills for species, the differences are cultural.



1. Choose a Class



FIGHTER

- Begin with 15 HP
- Special Skill: 2 attacks per turn
- Rolls attacks at advantage (3 dice)
- Special Skill: When attacking an enemy with HPs currently equal to or fewer than the fighter's own HP, on a successful sword or axe attack, if the danger die shows 6, the enemy is decapitated.
- May use heavy or light armor & weapons
- Extra starting kit: Choice of weapon, Choice of armor.

Notes:

Pierodactyl HP: 7 • Can pick people up

Sasquatch HP: 25 • Bigfoot. May throw rocks

Skeleton HP: 7 • Blades & bullets do 1/2 damage.

Soldier HP: 6 • Trained and armed

Swarm HP: 20 D • Rats, bugs, fish, or the like. 1d6 -2 damage (min. 1).

T-Rex HP: 70 E • Really hungry. DD 6; target is lifted

Townsperson HP: 3 • A normal Jane or Joe

Troll HP: 42 • Hunts people. Hightened smell & night-vision. Regenerate 3 HP per turn except fire damage.

Vampire HP: 70 • All vampire stuff applies. Can hypnotize target on successful check. Regenerates 3 HP per turn. Spells: Wisp, Beast Form

Werewolf HP: 35 • Regenerates 3HP per turn. Hit with DD 6; target is infected with lycanthropy.

Wrath HP: 35 • Only harmed by magic or silver weapons. Hit & DD 6; target is weakened (disadvantage on all rolls) for 24 hours.

Zombie HP: 1 • D Must be hit in the brain.



THIEF

- Begin with 11 HP
- Special skills, roll 3d6 check for success:
 - Sneak, hide, climb walls, pick pocket, open locks, read language, find traps, disarm traps, disguise, search
- May use light weapons & armor
- Extra starting kit: Rope, lock picks, choice of light weapon, choice of light armor



WIZARD

- Begin with 8 HP
- Special Skill: May learn and use spells
- Choose 4 spells to begin.
- FAMILIAR: cat, crow, owl, rat, dog, or another small animal. May mentally communicate with it.
- Starting kit: staff, robes, familiar, spell book

