Simple RPG V2

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Introduction

Simple RPG was created to solve a problem found in every edition of Dungeons and Dragons. Character generation and leveling up takes a long time. So long in fact, that most groups ask you to do it at home or spend an entire session on it. Both approaches have problems and are not an ideal solution if you just want to sit down and slay some dragons. One requires player characters to be created in isolation leading to parties that don't cooperate, and the other means you won't actually play the game during your first session. Simple's goal is to get you into the game quickly, while still having rules that can be used to settle disputes.

Simple was originally conceived, while my now wife was working as a nanny during the summer for a family of 3 boys age 8-13. She mentioned offhand one day that she was going to play Dungeons and Dragons this weekend, the boys were curious. They had heard of this thing from TV shows but never seen it and didn't really know what it was about. She thought on it and asked me to find her an RPG she could quickly teach them to play. At first we thought of a bunch of rules light systems that would be easy to grasp, but were frequently frustrated. It seemed often times these systems had a mindset more towards "We don't need to write rules" instead of "Lets write fast easy rules". We sat down and began to work.

We spent the weekend working on some target numbers, resolution mechanics, and theories and by Monday V1 of simple was ready to play. It had a lot of gaps, 3 races, and huge amounts of unclear rules, but it was clear that we were on the right track. Every Monday, I would have a new edition of the rules ready to go and each week it would be better defined, and more fleshed out.

The intent behind simple is to serve as a gradual transition RPG into your more rules heavy RPGs that you as players might be more familiar with, and I think it does that job well. It gets the players used to the different dice, miniatures, and the general trappings of RPGs without being overly detailed and verbose. As such, we will skip the traditional "What is an RPG" sections, and "What are dice" sections with the assumption that at least one member of the group is familiar enough and can explain it to the rest.

This RPG was created with 2-3 people contributing at any time, and as such you will see features lacking that many "big budget" RPGs include. We don't have art, or fancy type face. We probably have some typos, but I think we caught most of them. We definitely have balance issues but have smoothed out as many as we could. We ask that you forgive us as you find them and take it as an opportunity to make your home games better than ours.

Character Generation

Character Generation in Simple is simple. This is by design. Choose stats, pick a race, class and theme, then a Talent or spell. Lastly, choose an armor, a weapon or two and optionally a shield. Then you are done.

Stats

Stats are rated from 0-6. A 0 is the lowest and represents the average person. A 6 is the highest and represents the best of superhuman achievement. (Players can have stats higher than this through leveling up or through racial modifiers)

The five Statistics are
Strength- Governs how strong you are. Effects melee attacks and damage.
Agility- How fast you are and your ability to dodge.
Fortitude- Governs how many hits you can take.
Smarts- How much do you know?
Wisdom- How strong is your mind?

Strength is used for the following things: Melee attack bonus and melee damage bonus.
Agility is used for Physical Defense which defends against normal attacks.
Fortitude is used for determining hit points.
Smarts are used for some spells, skills, and the amount of skills you get.
Wisdom is used to determine your Mental Defense which defends against magic and for some spells.

The players sort their preference for stats in order and assign the following ability scores to each. 0, 1, 3, 4, 6.

> **Variant methods:** Roll 1d6 5 times, arrange as you wish. OR a simple arrange 14 (or some other number of) points among the stats as you wish. A note about variant methods, they produce different stats (duh) so it is usually vital for inter-party balance that all players use the same stat generation method.

At every level beyond first, the player may choose to increase one stat by a single point. The bonuses are retroactive. Stats can go above 6 if the player wishes at this time.

Anytime a number is referenced as Ability Score/2 round down.

Races

The following is a generic description of the races intended to give a rough idea about them. Most Dungeon Masters will change this for their own personal campaigns, and players should ask the DM to describe their chosen race in the setting being used before selection. <u>Dungeon Masters are encouraged to alter the descriptions in this section to fit their own game including removing or adding races</u> so all players should ask for information before choosing a race.

Human- Humans are the most plentiful race of the world. Humans excel in every area.

+1 to Any 2 different stats.

+1 to All skills

At first level gain a bonus Talent or spell known. (This ability means that martial characters can choose a spell and vice versa. Spellcasters can choose a spell from any school)

Speed: 6 Squares.

Halfling- Halflings resemble shorter more rotund humans. They tend to be of carefree attitudes. They have no city of their own but are found living as welcome guests in almost every city known.

+2 to Agility

+3 to Acrobatics skill

Force one enemy per encounter to reroll any 1 attack roll. Take the lower of the two.

Speed: 5 squares

Elf – Elves are a wise and long-lived race. They tend to treat nature with more reverence than the other races. Elves resemble slightly taller humans with pointed ears.

+2 to Wisdom

+3 to Spot

Once per encounter, you can reroll any attack roll you make.

Speed 6 Squares.

Dwarf – Dwarves keep to the mountains they call home. They live inside and on top of the mountains in their strongholds. They are almost as long lived as elves, but whereas the elves seek out the other races to learn from them, dwarves shun visitors and distrust strangers. Dwarves are fiercely loyal to those they do know though, and an alliance is not easily broken. Dwarves resemble short stocky humans. They are usually bigger in all dimensions than Halflings.

+2 to Fortitude

+3 to Traps Skill

Your passive traps and spot are at 15 + modifier. Not 10.

Speed 5 Squares

Minotaur – Minotaur are a noble and proud race. While physically imposing if they wish to be, most Minotaur are relatively peaceful in their day to day lives. They are typically fur covered and have large horns similar to a cow or bull.

+2 to Strength

+3 to Healing

When using the heal skill to restore hit points, you divide your result by 3, not 4.

Speed 6 Squares.

Goblin – Sneaky, backstabbing, thieves. That is how most goblins are perceived, and this stereotype is not unjustly earned. No bigger than a Halfling at the largest, and green and lumpy to boot goblins are rarely regarded as pretty. Goblins are incredibly numerous, but fortunately for most people, they are too busy backstabbing one another to be a real threat.

+2 to Agility

+3 to Sneak

You can choose to roll your defenses instead of normal. When attacked, instead of adding 10 to your defenses, roll 1d20 and use the result instead. A roll of a 1 on your defense roll is considered a critical hit for the attacker, while a roll of 20 is considered an automatic

dodge (or an automatic miss for the attacker). If both attacker and defender roll a 20, or a 1, consider the attack a normal hit.

Speed: 5 Squares.

Orc – Orcs are to Goblins as Minotaur are to Halflings. Orcs are big, mean and nasty. They rarely hesitate to throw their size around and are much more direct when it comes to taking what they want. They are often at war with the other civilized races.

+2 to Strength

+3 to Athletics

Once per encounter, when you would take damage, you can choose to ignore an amount of damage up to your Fortitude score.

Speed: 6 Squares

Duskling – Somewhere back in this person's line someone made a dark pact. As a result, future generations were born cursed. There is a minor stigma that comes with being born a Duskling, but for the most part life goes on unhindered. A Duskling usually resembles its natural race, with thick rough red skin, bony horns and a tail of some form, although alternatives are not uncommon.

+2 to Smarts

+3 to Persuade

As a free action, you can turn invisible for up 3 rounds a day. These rounds can be consecutive or divided as you choose.

Speed: 6 Squares

Golem- A golem is a sentient clockwork being, crafted by an unknown mage, for an unknown purpose. Most golems themselves have forgotten their purpose and have simply decided to make do with their lives. Some may still dimly remember their creator and phrases of their original purpose. A golem does not die from old age and suffers no ill effects from aging.

+2 to Fortitude

+3 to Traps

Module Composition- You can alter your gears and subsystems to optimize yourself for one thing. You can gain a +2 bonus to any one skill, +1 to any one stat, the ability to ignore 1 from all damage, or a +1 to your move speed. Changing this is a 5-minute procedure.

Speed: 6 Squares

Entlings- Entlings are the guardians of the forest. Entlings resemble smaller trees, with the main difference being that they have limbs as any other humanoid race and are able to move about. They are the longest lived of any of the races outside golems.

+2 to Wisdom

+3 to Nature

You can assume a tree form. While in this form you appear as a normal tree and are unable to move. Any passer-by automatically assumes you are a tree. Upon close inspection, you make a persuasion check opposed by their Mental Defense. If you succeed, they believe you to be a tree. You gain a +5 bonus to this check.

Speed: 6 Squares

Dark Elf- It is unclear why, but there has never been an elven Duskling. What is born is called a "Dark Elf" and instead of demonic Talents, they resemble an elf with onyx skin, and bleach white hair. Usually shunned from the elven villages where they are born most

Dark Elves grow up mean. It is not uncommon to find Dark Elves banned from most of the non-elven villages, simply due to the frequency with which trouble follows them.

+2 Smarts

+3 to Magic

When you deal damage, you can take an amount of damage up to your Fortitude score. If you do, you deal that much additional damage. If the attack deals damage to multiple foes, you must divide this extra damage.

Speed: 6 Squares

Themes

For your second choice, you pick a Theme. A Theme grants minor abilities 5 times over the course of a career. These minor abilities lend themselves towards specific classes over others but are not necessarily locked to a class. These themes govern Talents gained at levels 1,3,5,7, and 9 regardless of any multi-classing done. A theme never grants proficiency in anything unless it specifically says it does. (If the game goes past level 10, a theme no longer grants any benefits)

Theme

Two Handed Weapons
- You can add your full Strength score to damage when attacking with a two handed weapon.
- You can carry a small object in your off hand while attacking with a two-handed weapon. (Torch, Vial, Scroll, Ect)
- You gain the ability to charge. You can take a -2 penalty to Physical Defense and move an additional 2 squares during your move action. This penalty lasts until the start of your next turn. (This can be done as many times a turn as you have available move actions)
- You can reroll 1's when rolling damage with a two-handed weapon.
- You critically hit on an attack roll of 19 or 20 when attacking with a two-handed weapon.

Sword and Shield
- You gain a +2 bonus to Physical Defense when using a shield.
- You instead gain a +4 Bonus to Physical Defense when using a shield.
- When wielding a shield and attacked for half damage on a miss. You take no damage on a miss.
- Adjacent Allies gain a +2 bonus to Physical Defense.
- When an attack hits an adjacent ally, you can choose to instead take all of the damage. You must choose before damage is rolled.

Small Weapons
- When attacking with a weapon in one hand and nothing in the other, you gain a +1 to hit.
- When attacking with a weapon in one hand and nothing in the other, you gain a +1 to Physical Defense until the beginning of your next turn.
- When attacking with a weapon in one hand and nothing in the other, you can add your Agility score to damage.
- You can reroll 1's on damage rolls, when using a one-handed weapon, and holding nothing in the other.
- You critically hit on an attack roll of 19 or 20 when attacking with a one handed weapon

and holding nothing in the other.

Thrown Weapons
- All weapons you throw automatically return to you at the end of your turn.
- Weapons with the thrown property gain +2 to both their ranges.
- You can throw any one-handed weapon, if a range is not given use 2/4 squares. These weapons do not gain the thrown property.
- You can add your agility modifier to damage rolls with weapons with the thrown property.
- Weapons you throw gain the thrown property.

Ranged Weapons
- You can make ammunition out of anything. While this game does not track ammo, you are never considered without. Making arrows from sticks and bones is your specialty.
- For all bows and crossbows, you use, add +2 to both their given ranges
- You do not suffer a penalty for attacking at your maximum range.
- You can fire with greater accuracy. You can take a penalty to damage equal to your Wisdom score and add this number to your attack roll.
- When someone has cover, you reduce that amount by ½.

Two Weapon Fighting
- You can make an attack with your secondary weapon as a move action if your attack with your primary hand hits.
- You can make an attack with your secondary weapon as a free action if your primary attack hits.
- If you hit a target with both weapons you deal an extra 1 damage per level on the second weapons damage.
- You gain a +2 bonus to both defenses if wielding two weapons.
- If you attack with your second weapon, you get a +4 bonus to the attack roll.

Boosting Magic
- When you cast a spell on an ally, add +1 to all numerical effects.
- When you cast a spell on an ally, you gain a +2 to all Defenses.
- When you cast a spell on an ally, you can then teleport 4 squares.
- When you boost an ally, they ignore the next 5 points of damage they would take this encounter.
- When you cast a spell on an ally, you gain the effects of the spell as well.

Polymorph Magic
- When you hit an enemy with a spell, they also gain a -2 penalty to their move speed until the end of their next turn.
- When you miss an enemy with a polymorph spell, you instead deal damage equal to your ½ Smarts score.
- When you miss with a polymorph spell, your target takes a -1 to attack rolls until the start of your turn.
- When you miss with a polymorph spell your target takes a -1 to both defenses until the start of your turn.

‒ When you target an enemy with a polymorph, you can choose 2 targets. Roll separately for each.

Blasting Magic
‒ You can charge a blast spell. For each additional standard action spent casting a blast spell, you can add 3d8 to the damage it deals.
‒ You can choose the origin square for a ranged spell to be any square within your Smarts score of squares, within sight.
‒ When you roll a 1 for a spells damage die, you can reroll it.
‒ You can add your smarts score to the damage for all spells.
‒ You can critically hit on spells on a roll of 19-20.

Healing Magic
‒ Whenever you heal an ally, they regain additional hit points equal to your Wisdom score.
‒ You can cast healing spells that normally require touch, at a range of 3 squares.
‒ When you heal an ally, they can make a saving throw against any one condition affecting them.
‒ If you roll the maximum amount healed with a spell, you can roll that die again. Add these numbers to the amount healed. EX 2d8+Wisdom. Rolls 8,8, +4. Then rolls 1, 4 for a total of 25.
‒ If you roll 1 for the amount healed with a spell, you can reroll that die.

Class
Your second choice is a class. This grants the majority of your Talents and abilities gained every level. It also determines proficiencies and hit points. Each class is 10 levels long, if a character finishes all 10 levels, they can either work with their DM to find an appropriate continuation of their character, calling it a "prestige class", or they can multi-class beginning a new class. Regardless, a new theme is not chosen.

Martial Classes
A character gains a free Talent every time they take a level in a martial class.

Warrior
The warrior uses their skills with weapons and armor to overcome foes. They may use all armors and weapons in combat. They gain their Fortitude score + 6 hit points per level. Strength and Fortitude are important to a warrior.
Level 1
‒ You gain a +1 bonus to attack rolls with a specific weapon group.
Level 2
‒ Enemies adjacent to you cannot shift.
Level 3
‒ Gain an additional Tier I Talent.
Level 4
‒ You gain a +1 bonus to attack rolls with a specific weapon group.
Level 5
‒ Enemies adjacent to you move at ½ their normal speed.

Level 6
−   Increase your reach by 1 square.
Level 7
−   Gain an additional Tier I Talent.
Level 8
−   You gain a +1 bonus to attack rolls with a specific weapon group.
Level 9
−   Adjacent enemies take a penalty to attack your allies equal to your Wisdom score.
Level 10
−   You gain a second standard action per turn.

Rogue
     The rogue uses their skills and maneuverability to fight their foes. They may use Light armor, shields, and one-handed weapons in combat. They get their Fortitude score + 4 hit points per level. Agility and Strength are most important to a rogue, but rogues find all stats helpful.
Level 1
−   You gain a +1 to your move speed.
Level 2
−   You gain +1 damage per square you move before attacking. (Limited to one attack, if you make multiple attacks, divide the damage between attacks as you wish, but this must be done before determining whether those attacks hit)
Level 3
−   You gain a Luck Pool of +1 bonuses each morning equal to your Wisdom + Smarts scores. You may apply these bonuses to any skill checks made during the day, divided as you wish. You can add the bonuses before or after the roll, and before or after the result is known. You can apply them all to one roll or divide them up over a few. You can even apply these +1 bonuses as a -1 to enemies' rolls.
Level 4
−   You gain a +1 to your move speed.
Level 5
−   You gain a bonus to your Defenses against attacks of opportunity equal to your Smarts score.
Level 6
−   You can apply your Luck Pool rolls to attack rolls, as well as skill checks. They share the same pool.
Level 7
−   Roll with it – Once per round, when hit, you can instead shift 1 square away from the attacker and take ½ damage from the attack.
Level 8
−   You gain a +1 to your move speed.
Level 9
−   You can apply your luck pool rolls to any roll you wish. They still share a pool. (damage or saving throws for instance can now be added to)
Level 10
−   You don't provoke attacks of opportunity from movement.

Woodsman

The woodsman uses his skills learned from a life in the wilderness to combat his foes. They may use light armor, one handed weapons, bows, and crossbows in combat. They get their Fortitude score + 5 hit points per level. Agility and Fortitude are important for the Woodsman. Woodsman can be desert-man, tundra-man, caveman, or whatever other region you like. Woodsman is just the most common. It can also be a Woodswoman, but that name is unwieldy to use often.

Level 1
- You gain a bonus to your skill checks when in a natural environment equal to your Fortitude score. (Not cities, but any natural environment applies regardless of whether you are a woodsman or tundra-man, etc.)

Level 2
- You gain any Tier I spell.

Level 3
- You can use the Persuade skill on animals as though they can understand you.
- You can make a Nature check to cover your tracks. It is opposed by the nature skill of whoever is following you. You take a -2 for each additional person whose tracks are being hidden.

Level 4
- Unshakable Confidence- Once per day, you can treat any d20 roll you make as a natural 20 OR any d20 roll someone else makes as a natural 1.

Level 5
- You gain an animal companion. This animal functions just as a monster of your level. The two of you can talk amongst each other, and the animal is especially loyal to you. Commanding it to perform an action, requires the same action that it requires you to spend to perform that action.(Attacking takes your attack action, etc.) If given no commands, it simply dodges attacks to the best of its ability and attempts to stand near you. The animal cannot be bigger than large but can be as small as you would like.

Level 6
- You gain any Tier I spell.

Level 7
- When you use the Persuade skill on animals, you gain a +5 bonus.
- You can cover the tracks of a group of up to 5 with no penalty.

Level 8
- Unshakable Confidence- Twice per day.

Level 9
- You gain any Tier I spell.

Level 10
- You can turn into an animal. You gain flight if the animal has it, water breathing if the animal can do it. You can do what the animal does. You keep the same stats, but you do damage based on a monster of your level, with unarmed attacks. This can last a number of hours equal to your Fortitude score and can be divided as you choose among multiple uses. You appear as a normal animal of your type and can pass for one without detailed observation. If someone is suspicious, make a Persuasion check against their Mental defense. You get a +5 bonus. If you succeed, they believe you to be the animal you claim. (Provided you attempt to act normally for the animal). While shifted, all your possessions

shift into you, and unless the animal can pick them up and manipulate items found, you cannot. Changing form like this requires 5 minutes of concentration.

Spellcasting Classes

Spellcasting classes gain a spell at every level. The specific classes will tell you which types of spells you have access to.

Priest

The priest uses their magical skill to keep their friends fighting each day. They may use all one-handed weapons and crossbows in combat. They may use all armors but not shields. They get their Fortitude score + 5 hit points per level. Wisdom and Strength are important to a priest. Priests of good deities battle demons, devils and undead, while priests of evil deities find the classes abilities useful when commanding unruly demons, devils and undead. Unfortunately for Priests, they are limited to learning healing, boost, and polymorph spells.

Level 1
- Healers Boon – When you heal an ally, whether through spell or skill, who is at or below 5 hit points, they are immediately brought to 5, and then healing from your spells or skills are applied.

Level 2
- Sense Deception – When someone attempts to deceive you, whether through spell or skill, you gain a +4 bonus to your Mental Defense.

Level 3
- When a demon, devil or undead creature attempts to move adjacent to you, you can prevent it. Make a Wisdom vs Mental attack, and if you hit, the creature's movement stops one square away from you.

Level 4
- Healer's Boon- When you heal an ally, whether through spell or skill, who is at or below 10 hit points, they are immediately brought to 10, and then healing from your spells or skills are applied.

Level 5
- You can bring the spirit of the recently dead back to their bodies for a short amount of time (no more than an hour). They are as willing to talk as they normally would be. The spirit cannot move or command the body to use any abilities, but they can answer questions.

Level 6
- When attacking a demon, devil or undead monster with a melee attack, you can use Wisdom in place of Strength in all instances for the attack. Most usually, attack roll and damage rolls.

Level 7
- Stunning Clarity - If someone fails to deceive you, they lose their next possible move action.

Level 8
- Healer's Boon- When you heal an ally, whether through spell or skill, who is at or below 15 hit points, they are immediately brought to 15, and then healing from your spells or skills are applied.

Level 9

- Once per day, you can attempt to banish a demon, devil or undead spirit (rendering corporeal undead inanimate, and incorporeal undead are dissipated for the duration unable to form). Make a Wisdom vs Mental attack. If you are successful, you banish the creature to where it came from rendering it unable to return to the material plane for a week's time.

Level 10
- You can store small amounts of your allies' life essence within yourself. When an ally dies, you can bring them back to life by placing this essence into the corpse. Your ally must be willing to let you store their essence within you. The process of storing essence takes a full uninterrupted week of meditation. Once restored, an ally is at full hit points. To return an ally to life simply requires a standard action spent touching the corpse. If an ally's life essence is bonded to a priest, that ally cannot pass on to the next life. After being brought back, the ally must then rebind with the priest if they would like to do this again.

Mage

The Mage fights using magic to make his foes suffer. They may use daggers and that is all during combat. They get their Fortitude + 4 hit points at each level. Smarts and Fortitude are important to a Mage. Mages can learn spells of any school.

Level 1
- Gain an additional tier I spell.

Level 2
- Gain an additional tier II spell that you meet the prerequisites for.

Level 3
- Familiar- You gain an arcane familiar, whether it be an undead servitor, a mechanical golem, a miniature dragon, or a special cat is up to you. This familiar functions as a monster 2 levels below you and can be no bigger than small size. You can communicate with it, although it speaks a language no one but you can understand. If the creature is killed or destroyed, you are also rendered unconscious and at 0 HP. You can conceal the creature on your person, and while concealed it cannot attack or perform any action, but it also cannot be attacked or harmed. Commanding the familiar to take an action requires the same action it would require you to perform the action, but the familiar immediately acts. The familiar acts during your turn. If you go unconscious, the DM determines what happens to your familiar and any actions it takes. If given no commands, and not hidden, it simply dodges attacks to the best of its ability and attempts to stand near you

Level 4
- Gain an additional tier I spell.

Level 5
   Gain an additional tier II spell that you meet the prerequisites for.

Level 6
- Your familiar can cast the same spells as you if you request it.

Level 7
- Gain an additional tier I spell.

Level 8
- Your familiar gains a Tier I spell. (this is recommended to be a spell you do not know)

Level 9
- Gain an additional tier I spell.

Level 10

–   Immortality. If either you or your familiar is alive, the other is alive. You and your familiar have bonded. If you die, your spirit does not go to the afterlife, but instead goes to your familiar. The bonding process requires one full week. If you die, you control your familiar as though it were your PC. Your familiar can spend one week's uninterrupted time performing a ritual that will return you to life, usually in a new body that is (usually) identical to the original. The same is true if your familiar dies. A portion of its life is within you, and you can perform the same ritual to return it to life. In order for this to occur, you cannot bond a portion of your life to a priest or any other entity.

Blooded

The Blooded uses their magical bloodline (Whether it be fey, arcane, or even divine) to fuel their special abilities. They can use one handed weapons, crossbows and light armor in combat. They get their Fortitude + 5 hit points at each level. Wisdom and Agility are important to the Blooded. The blooded can cast spells of any school.

Level 1
–   Pick one polymorph or boost spell you know to be a signature spell. You can cast that spell without attacks of opportunity.

Level 2
–   You can add +1 to your Physical Defense for each of your levels in this class limited by your Wisdom score.

Level 3
–   You can cast a signature spell without an action once a day.

Level 4
–   You gain another signature spell.

Level 5
–   Elemental immunity. Choose an elemental type, Fire, Cold, Acid, and Lightning. You ignore up to your Wisdom score of damage from every attack of that type.

Level 6
–   You gain an additional mode of transportation chosen from below

> **Swim** – You gain a swim speed equal to your land speed and do not need to make swim checks. Additionally, you can breathe underwater.
> **Tree walk** – You can jump between trees as though they were doors. You must know and be familiar with the location of the tree you wish to emerge from. This takes a full round action to do.
> **Burrow** – You gain a burrow speed equal to ½ your ground speed. You do not leave a tunnel behind you. Your burrowing can be digging, phasing through rock, melding into stone and back out, however you want.
> **Flame Jump** – You can jump between flames as though they were doors. You must know and be familiar with the location of the flame you wish to emerge from. This takes a full round action to do. You can also simply enter a flame and wait to exit. If the flame is extinguished, you emerge automatically, but unconscious.

Level 7
–   You can cast a signature spell without an action twice a day.

Level 8
–   You gain another signature spell.

Level 9

- Choose an additional mode of transportation as listed above.
- When traveling in your mode of transportation gained at level 6, you can bring a single willing ally.

Level 10
- You can become insubstantial. Whether ghostly, made of flames, made of shadow, or whatever is up to you. All attacks against your Physical defense must be rolled twice. You choose which die roll the attacker uses.

Multiclassing

At each new level you can choose a new class instead of advancing in your current one. If you do this, you gain hit points from your new class and class Talents from your new class as well. You may choose one armor or specific weapon (such as halberd or whip) your new class is proficient with to gain proficiency in, and gain all of its level-based abilities for that level. You must start a new class at level 1 and begin upwards as though it were your first level in that class. Multiclassing does not affect about your Theme, which is based on total levels in all classes.

Skills

At first level choose a number of skills equal to your smarts score. You get a + 5 bonus to rolls with these skills. For all other skills make a 1d20 roll adding the designated stat. Some races get special bonuses to skills, make sure to note these as well.

Athletics – Strength – A variety of physical stunts from climbing and jumping to swimming.
Acrobatics – Agility – A variety of acrobatic stunts from keeping your balance to back flips.
Healing – Wisdom – Heal your teammates during a battle. You heal them a number of hit points equal to your result divided by 4. (Round down). This can be done once per teammate per battle.
Magic – Smarts – Identify Magic stuff and spells.
Nature – Smarts – Identify specific plants and animals. Find your way in the woods. Hunt, etc.
Persuade – Wisdom – Convince someone of something true or untrue. Typically, this is done like an attack roll vs Mental defense.
Spot – Wisdom – Notice something hidden.
Sneak – Agility – Hide from something spotting.
Traps – Agility – Disable traps, break mechanical devices, build traps or devices. Unlock locked things.

Offline Skills

The spot and traps skills both have an offline mode. This is, essentially your character looking around at all times. The passive skill is 10+ the ability modifier for the skill. This number is given to the Dungeon Master, who will then let the players know about traps that they see, or other things they might spot.

Difficulty

Skills are rolled against a Target Number, or TN. This is a number determined by the DM, but generally tasks that anyone can reasonably do are TN 10, things that require training are 15. Things that are once in a lifetime for the average person are 20 and 25 is beyond the average person. 30 is generally the highest a TN should be set to.

Auto 1, 10 and 20.

At any time with a skill, you can choose to automatically roll a 1. This means you believe you are so capable of success you do not need to roll. Simply pretend you had rolled a 1 and add your modifiers.

If you are not stressed with a task, but would like to do it quickly, you can attempt an auto-10 at DMs discretion. This is like taking a 1, but you take a 10 instead. This should be for things like swimming laps.

If you have at least 5 minutes to try a task, and there is no consequence for failure, you can try to auto-20 at the DMs discretion. Auto-20 works like taking a 1 and a 10.

Talents

A martial character gains access to a new Talent every level. Talents are divided into 5 tiers. Tier I, II, III, IV, and finally V. Each tier Talent requires the one before it before it can be taken. Tier II talents also require a minimum 3 martial class levels. Tier III talents require 5, Tier IV take 7 and Tier V take 10.

Trip I
> You spend your move action to activate this power. Pick a target. If your next melee attack this turn hits your target, that target is prone until their turn. You can only pick a target within melee reach, if your target leaves melee reach at any time, you need to spend a new move action to reactivate this power.

Trip II
> You can choose a target for the trip power when you end your movement adjacent to a target as a free action.

Trip III
> You no longer need to remain within melee reach of your target for the Trip power to remain active. You still need to strike with a melee attack.

Trip IV
> The target must make a saving throw to stand back up. If they are trained in athletics or acrobatics, they can instead make a TN 20 check. The check or saving throw is a free action.

Trip V
> You do not need to spend a move action to use this power.

Grab I
> Instead of an attack, you can spend your attack action to grab a target. A grabbed target is immobile until they break the grab. The grab lasts until broken, or you choose to end it. A grab is broken by an opposed Athletics check. If a party has a free hand, they gain a +2 bonus to this attempt.

Grab II
> You can grab your foe as a move action.

Grab III
> You gain a +5 bonus to grab attempts and attempts to break from an opponent's grab.

Grab IV

A grabbed opponent must succeed a saving throw to attempt to escape a grab.

Grab V

You can make a grab attempt after successfully hitting an opponent in melee. As a free action.

Push I

When you hit with an attack, you can spend your move action to push the target 1 square into an open square behind them.

Push II

When you push your foe, you can shift immediately into the square they left.

Push III-

You can push your foe into a square occupied by one of your enemies. If so, the enemy you did not attack is then pushed 1 square.

Push IV

When you push a foe, you can push them 2 squares and shift 2 squares.

Push V-

When you push a foe, you can choose to have them roll a saving throw. If it fails, they are prone.

Feint I

If you spend a move action before an attack roll against physical defense you can attempt a feint in combat. Make a persuade skill check vs the targets mental defense. If you succeed, you gain a bonus to the attack roll equal to your agility score/2.

Feint II

If you successfully feint in combat, you can add your agility score/2 to damage as well.

Feint III

You can attempt a feint in combat as a free action before an attack roll instead of a move.

Feint IV

You can forgo the extra damage and accuracy from the feint Talent, and instead choose to disarm or knock something from your foes hand. If you have a free hand, you can grab the object. If you feint in this manner, the target adds their weapons attack bonus to their mental defense.

Feint V

Instead of extra damage or a disarm, you can choose to knock your foe prone before your attack if you succeed on the feint check.

Cover Fire I

When using a ranged weapon, you can lay down cover fire. Choose an opponent within range and fire a barrage of missiles against them as a standard action. Treat this as a normal attack roll without damage. If you hit the target takes a penalty to attack rolls until your next turn equal to your agility score/2.

Cover Fire II

If you miss when attempting to lay down covering fire, you still impose a penalty of -2.

Cover Fire III

You can lay cover fire against one creature, and all creatures adjacent to it. Make an attack roll vs. each foe.

Cover Fire IV

When you lay cover fire you still deal some damage. You deal ½ your normal damage dice, and do not add any modifiers to the damage. To foes you hit.

Cover Fire V

When you lay cover fire you deal full damage to foes you hit.

Dodge I

This ability only functions in light armor. You may add 1 to your physical defense per point of your smarts score provided you are adjacent to a foe. This is limited by your level.

Dodge II

You gain a +2 to your Physical Defense if you are not adjacent to an ally.

Dodge III

You gain a +2 to your Mental Defense.

Dodge IV

Your foes gain no benefit from Flanking.

Dodge V

If attacked by a Talent or Spell vs physical defense that deals half damage on a miss. You instead take no damage.

Shield Slam I

As a move action, you may make an additional attack against an adjacent foe with your shield. This attack is at a +2 to hit 1d6 damage. This adds strength to attack but not damage.

Shield Slam II

You may attack with your shield at a +3 bonus to hit, dealing 1d8 damage.

Shield Slam III

Your shield attack hits all adjacent foes. Roll an attack for each target.

Shield Slam IV

Instead of hitting all adjacent foes you can use your shield to hit one foe and deal no damage. Instead if the foe is hit by your shield and normal attack, they take a -2 penalty to all attacks until the end of your next turn.

Shield Slam V

You may add your strength to the damage dealt by your shield attack.

Multi-arrow I

You can shoot a ranged attack at multiple foes. If you hit with your standard action attack, as a move action, take a second ranged attack against any target within range.

Multi-arrow II

If you hit with both attacks from your Standard and Move action attacks take a third attack at any target within range.

Multi-arrow III

Attacks after your first in a round gain a +1 to hit for each previous attack that   round.

Multi-arrow IV

If you score a critical hit with an attack, immediately make a second attack against that same foe as a free action.

Multi-arrow V

If you hit with the third attack granted from Multi-arrow, you can make an additional attack against any foe within range as a free action.

Vexing Flanker I –

You gain the +2 benefit from flanking to your defenses as well as attack roll.

Vexing Flanker II

You can be considered flanking if you and another ally are adjacent to a foe.

Vexing Flanker III

You gain a +4 benefit from flanking (to attack and defenses)

Vexing Flanker IV

You are treated as flanking a target if they were just hit by an attack from one of your allies. (including ranged attacks)

Vexing Flanker V

A foe you are flanking cannot shift.

Heavy Armor Mastery I

You gain the ability to ignore your 2 points of damage from every attack while wearing heavy armor.

Heavy Armor Mastery II

If you are forced to move, you can move 1 square less to a minimum of 0 squares while wearing heavy armor.

Heavy Armor Mastery III

You gain an additional 2 HP per martial level.

Heavy Armor Mastery IV

You gain an additional +4 to Physical Defense.

Heavy Armor Mastery V

You gain a saving throw to resist being knocked prone from any reason. If the effect already grants a saving throw, you roll 2 and take the better.

Hold Your Ground I -

You can choose to spend your move action to gain a +4 bonus to both defenses   until the start of your next turn.

Hold Your Ground II

You gain a +1 to both defenses for each foe adjacent to you.

Hold Your Ground III

You can spend your move action to heal yourself 2hp/level.

Hold Your Ground IV

You can spend a move action to taunt a nearby foe into coming to engage you. Make an athletics check vs. their mental defense. If this succeeds, they must end their turn adjacent to you if possible.

Hold Your Ground V

> You can exchange your move action for a second standard action.

Tumbler I -

> You can shift 2 squares instead of 1.

Tumbler II

> When you shift, you gain a +2 bonus to Physical defense.

Tumbler III

> Foe each foe that misses you, you gain a cumulative +1 bonus to the defense attacked until the beginning of your next turn.

Tumbler IV

> You can shift through enemy squares provided you do not end your turn in them.

Tumbler V

> You can shift up to your full move speed.

Spells

A spellcasting character gains access to a new spell every level. Spells are divided into 5 tiers. Tier I, II, III, IV, and finally V. Each tier spell requires the one before it, before it can be taken. All spells require a standard action to cast, unless otherwise specified. Each tier Spell requires the one before it before it can be taken. Tier II Spells also require a minimum 3 Spellcasting class levels. Tier III spells require 5, Tier IV take 7 and Tier V take 10.

Blasting

Fire Blast I

> You shoot a burst of Flames at an opponent. This is a Smarts vs Mental Defense attack. It has a range of 10 squares. It deals 2d8 + Smarts/2 damage. This spell does half damage on a miss.

Fire Blast II

> Your fire blast hits one foe, and each creature adjacent to them. Roll a separate attack for each creature adjacent.

Fire Blast III

> Your fire blast hits one foe, and each adjacent enemy.

Fire Blast IV

> You can shoot your fire blast up to 20 squares.

Fire Blast V

> Your fire blast hits every foe in a 3 square radius.

Cold Blast I

> You shoot a burst of cold at an opponent. This is a Smarts vs. Mental Defense attack. It has a range of 10 squares. It deals 2d8 + Smarts/2 damage. This spell does half damage on a miss.

Cold Blast II

> Your Cold Blast spell hits every creature in a blast 3. Roll attacks for each target.

Cold Blast III

> Your Cold Blast only targets opponents.

Cold Blast IV

Your Cold Blast slows opponents hit by it by 2 squares of movement. Save Ends.

Cold Blast V

Your Cold Blast is a blast 5.

Lightning Bolt I

You shoot a burst of lightning at an opponent. This is a Smarts vs Mental Defense attack. It has a range of 10 squares. It deals 2d8 + Smarts/2 damage. This spell does half damage on a miss.

Lightning Bolt II

Your lightning bolts target every creature in a 10 square line. Roll attacks vs each target.

Lightning Bolt III

Your lightning bolts only target enemies.

Lightning Bolt IV

Your lightning bolt spell gains +4 to hit.

Lightning Bolt V

Shoots in 2 lines of 10 from you.

Gust of Wind I

You shoot a blast of air at an opponent. This is a Smarts vs. Mental Defense attack. It has a range of 10 squares. It deals 2d8 + Smarts/2 damage.

Gust of Wind II

Your blast of air knocks your target prone.

Gust of Wind III

Your gust of wind throws foes hit 3 squares back.

Gust of Wind IV

The gust of wind spell has a range of 30 squares.

Gust of Wind V

Your Gust of Wind spell hits all enemies adjacent to the target.

Acid Spray I

You shoot a burst of acid at an opponent. This is a Smarts vs. Mental Defense attack. It has a range of 10 squares. It deals 2d8 + Smarts/2 damage. This spell does half damage on a miss.

Acid Spray II

Your acid spray spell deals 1d8 ongoing damage. Save Ends

Acid Spray III

Your acid spray lowers the targets defense by a cumulative -1. A single save ends all of these conditions.

Acid Spray IV

Your acid spray immobilizes the target. A single save ends all of these conditions.

Acid Spray V

Your acid spray blinds the target, giving a cumulative -1 to attack. A single save ends all of these conditions.

Healing

Healing Touch I -
    You heal a target touched 2d8 + Wisdom score HP. This costs a move and attack action
    to cast.
Healing Touch II
    You heal a target touched 4d8 + Wisdom score HP.
Healing Touch III
    You can heal 2 targets at once, provided they are within range of you.

Strengthen Ally I
    A target touched deals an extra 1d8 damage for each attack this fight.
Strengthen Ally II
    The target also gains an extra +1 to hit.
Strengthen Ally III
    This spell targets each of your allies within line of sight.

Fortify Armor I
    A target touched ignores 2 damage from every attack for the rest of the encounter.
Fortify Armor II
    A target touched ignores 4 damage from every attack for the rest of the encounter.
Fortify Armor III
    A target touched ignores 6 damage from every attack for the rest of the encounter.

Speed Burst I
    For the rest of the encounter the target touched gains a +1 bonus to speed.
Speed Burst II –
    Targets of this spell can shift 2 squares as a move action instead of 1.
Speed Burs III
    Targets of this spell gain a +4 bonus to speed.

Sensory Enhancement I
    You can see in darkness as well as light. For the duration of the encounter.
Sensory Enhancement II
    You can see invisible creatures.
Sensory Enhancement III
    You can see through walls up to 1ft thick.

Boost
Cloak of Darkness I
    You go invisible for each round that you spend a standard action focused on this spell.
Cloak of Darkness II
    You are invisible for each round spent using a move action to focus.
Cloak of Darkness III
    You can cloak up to 3 creatures along with yourself.
Cloak of Darkness IV
    You can remain cloaked for an entire encounter provided you do not attack. If you attack,
    you reappear as soon as the attack ends unless you spend your move actions to remain

invisible.

Transpose Self I
    You teleport yourself 4 squares. This spell is a move action.
Transpose Self II
    You can teleport over great distances. 1 Mile per point of smarts score. To go this distance, you must spend 5 minutes casting this spell.
Transpose Self III
    You can bring along up to 4 willing creatures when you teleport provided, they are adjacent to you.

Flight I
    You can hover off the ground at a small height. You move at your move speed.   This spell is a move action to cast and lasts for the duration of an   encounter. Any movement functions as normal and requires the normal move action to use.
Flight II
    You can fly to greater heights. While not distracted and outside of combat, you can fly as high as needed.
Flight III
    You can fly up to 10 squares high during combat or while otherwise distracted.
Flight IV
    You can link hands with others and grant them the ability to fly as well.

Fire Shield I
    As a standard action you summon a shield of flames around you. Any creature that hits you with a melee attack takes 1d4 damage. This lasts until the end of the encounter.
Fire Shield II
    Any creature that attacks you with a melee attack takes 1d4 damage.
Fire Shield III
    You can put a fire shield around an adjacent ally as a standard action.

Circle of Protection I
    You radiate an aura of protection in a 2 square radius. All allies within the aura heal 1 hit point per round. Emanating this aura requires a move action each turn.
Circle of Protection II
    Your allies within the circle now heal your Wisdom score/2 hit points per round.

Polymorph
Weaken I
    Make a mental attack against one foe within 10 squares. That foe deals half damage on all attacks until the end of their turn. Smarts vs Mental.
Weaken II
    The foe also takes a -2 penalty to attack rolls.
Weaken III
    The foe takes a -2 penalty to both defenses.

Scare I

Make a smarts vs mental defense attack vs one target. The target spends its next move action moving away directly from you.

Scare II

The target takes a -5 penalty to attack you. Save ends.

Scare III

The target spends its next 2 move actions moving away from you.

Scare IV

The target continues spending move actions fleeing until it makes a saving throw.

Clairvoyance I

You can see places that you are not. Make a Smarts vs Mental attack against one creature that you can think of. If the attack succeeds you know their location.

Clairvoyance II

You can see a specific place, regardless of who is there. If a spellcaster is present at the location, you must make a Smarts vs Mental attack against them. You must have been to this location.

Clairvoyance III

You can see an object that you have had contact with no matter where it is. If a spellcaster is in possession of the object, you must make a Smarts vs Mental attack against them.

Light I

 You illuminate the area around you. This lasts until the end of the encounter.

Light II

You can cast light on an object. If you do, it lasts 1 hour per point of smarts.

Light III

You can cast light on an object that is up to 10 squares away from you.

Charm I

Make a Wisdom vs Mental attack. The target accepts the next command you give them as the best course of action. Cannot be used in combat and cannot be used for anything extremely out of character for the target. The target must be able to see and hear you, and you must be able to see and hear it.

Charm II

Your charm spell can be used in combat.

Charm III

You can affect up to your Wisdom modifier in targets with a single casting of this spell.

Sleep I

You put the target to sleep. Make a Smarts attack vs mental defense against an adjacent enemy touched. If successful, the target falls asleep immediately. The target is awoken if touched or if they take any damage.

Sleep II

You can use this spell at a range of 10 squares.

Sleep III
> The target is asleep until a saving throw is made.

Weather Control I
> With a five-minute ritual, you can change the weather to your liking. You can increase or decrease wind, cause or stop rain and snow. This has no in combat effect.

Weather Control II
> You can cause lightning to strike a foe. Make a range 10 Wisdom attack vs Mental Defense. If successful, you deal 6D6 damage. If you miss, you deal 3d6. You do not have

Playing the Game

Items

When not proficient with a weapon, you do not gain its + to hit. A specific weapon would be Handaxe. A weapon group would be an Axe.

One-Handed Weapons

Axe- Thrown 3/6 (range/max range)
- Handaxe +3 to hit 1d6 Damage.
- Boarding Axe +2 to hit 1d6 Damage. (gains +5 bonus damage when breaking objects)

Club -
- Mace +2 to hit 1d8 damage
- Club +2 to hit 1d6 damage (can be crafted from anything, aka improvised weapon)
- Sap- +2 to hit 1d6 Damage (can be easily concealed, +5 to stealth checks to hide)
- Unarmed- +0 to hit 1d6 damage.

Dagger – Thrown 5/10
- Palm Dagger +4 to hit. 1 damage. (does not roll damage, and so cannot reroll damage) (can be easily concealed, +10 to stealth checks to hide)
- Dagger +3 to hit. 1D4Damage.

Sword -
- Short Sword +3 to hit. 1D6 Damage.
- Longsword +2 to hit. 1D8 Damage.

Flail
- Flail +2 to hit 1d6 Damage. +1 to Physical Defense
- Chains +2 to hit 1d4 Damage. +1 to Physical Defense (Improvised chain weapons)
- Whip +2 to hit 1d4 Damage. +1 to Physical Defense. (This weapon can be used to attack creatures one square away)

Weapons with the thrown property can be thrown up to their first number of squares. To throw any additional up until the second number, the attacker takes a -2 penalty to their roll.

Two-Handed Weapons

Axe -
- Halberd- +1 to hit 2d6 Damage. (This weapon can be used to attack creatures one square away)

- Greataxe- +1 to hit 2d8 Damage.

Sword -
- Claymore +2 to hit 2d6 Damage.
- Falchion +3 to hit 2d4 Damage.

Club -
- Maul- +0 to hit 2d10 Damage (cannot be used if not proficient)
- Greatclub- +1 to hit 2d8 Damage

Spear – Thrown 5/10
- Trident- +2 to hit 2d4 damage.
- Traditional- +1 to hit 2d6 damage.

Ranged Weapons (Two-Handed)

Bow - +2 to hit 2d8 Damage. (Do not add strength or agility to this damage) Range 15 squares.

Crossbow - +1 to hit. 2d12 Damage. (Do not add strength or agility to this damage) Range 8 squares.

Armor

Light – Provides a +3 Bonus to Physical Defense.

Heavy – Provides a +9 Bonus to Physical Defense.

Shield – Provides a + 2 Bonus to Physical Defense but limits the user to a single one-handed weapon.

Magic Items

Magic Items exist in this game, as in many others. The difference in this game, is that the DM is required to custom create magic items based on their particular party. In one game a sword that immediately kills undead upon contact would be appropriate, and in another it could be incredibly overpowered.

Magic items should usually have a rider effect, or some unique ability not otherwise available to the players more so than a simple +1 to hit or damage. An example of a good magic item would be a sword that turns all damage dealt into fire damage, or a ring that allows the wearer to go invisible for a minute each day. A sword that grants +2 to hit would not be appropriate. By their very nature magic items should be important and "break the game". This is OK and encouraged.

Wealth

Wealth in Simple RPG is abstracted. So abstracted that we don't track it at all for starting characters. After this, it is entirely up to the DM how they would like to track it. For simple, to make things easier on its audience of newer players, we chose not to at all. Characters don't play as accountants; they play as barbarians and knights. If their character has a lot of money, he can have a lot of money. If not, he can be poor. Even the most expensive bow or armor is not particularly expensive for the average adventurer in more traditional RPGs, and as we do not have magical items for sale, we have found it not worth tracking. If your players enjoy this sort of thing, feel free to make prices and track things.

Non-Combat Items

Without wealth, we are left with two options. 1 – Make a sprawling list of every random thing we could think of and put a description for it or 2 – Not include anything. We went with option 2. We don't have the time to write descriptions for "Hats" and "Buckets" or "10ft poles". Those items can surely exist in your game, and their function is obvious. "Put on head" "Hold liquid" and "Poke stuff far away".

Encounters

Social

Any encounter that is not a combat encounter is considered a social encounter. By default, social encounters are considered to last 5 minutes for the purposes of recharging abilities and powers, but they can last more or less at the DMs discretion.

Social encounters are usually composed of skill checks, spells, talents, or simply the players roleplaying situations.

> **Note**: Simple has no solid rules for social combat situations like bartering, diplomacy, or politics outside of the persuade skill. This is by design. One of the main goals of Simple is to serve as an introduction to RPGs. We would much rather ask our new players to act things out and encourage them to come up with solutions and debate tactics on their own. If you would like to include some, you are more than welcome to introduce your own, but it's not recommended for newer groups.

> Yes, this limits people who are not charismatic in real life, and want to play someone charismatic, but we are faced with two choices. 1 – Add a very robust social system that would bog gameplay down when used but accurately allows this to happen mechanically, or 2 – Ask that DMs be aware of the fact that sometimes a shy, unconfident player will want to play the brash Han Solo. We chose the second, and ask the DMs running Simple to be flexible, encouraging, and helpful to these players.

Combat

Combat has a tendency to be the most common type of encounter in Simple and in most RPGs. Combat also tends to have the most rules, and in this Simple is not an exception.

Rounds, Turns and Actions

Combat consists of multiple rounds. During each round, each player has a turn. During their turn they take up to two actions.

To determine who has the first turn every round, you should roll an Initiative check. This is an Agility check, and the player (or enemy) with the highest check goes first. The second goes second and so on. If there is a tie, you should have a tiebreaker mechanic. It doesn't really matter what it is.

> **Recommendation**: We recommend one of the following. 1- Whoever's agility is highest. 2 – Whoever rolled the highest number or 3 – Rolling again.

Each turn consists of 2 phases: the Move Phase, and the Standard Action Phase. These phases can be done in either order. During the Move Phase players can move up to their number of squares in any direction. Movement cannot go through an opponent's square but may pass through an ally. During the Standard Action Phase the player can attack, cast a spell, use a skill or opt to move again.

A surprise round occurs when one party initiates combat while the other party is unaware. Generally, this is at the DMs discretion, but it means there is a single round of combat, during which some parties cannot participate.

Movement and distance are measured in squares. It is generally recommended you play the game on some form of graph paper, but it isn't mandatory.

> **House Rule**: If you want to play without it, simply convert 1 square into 1 inch and use a ruler. If you want to play without visual representation at all, 1 square is 1 meter or 5ft.
> **Advice**: We have found the visual representation really helps with a younger or more inexperienced crowd and strongly recommend it.

Fighting

The general formulas for resolving an attack can be found below.

The two defenses are Physical Defense and Mental Defense. All attacks will be made against these things.

Physical Defense
Light Armor = 10 + Agility + Light Armor + Shield + Other Modifiers
Heavy Armor = 10 + Heavy Armor + Shield + Other Modifiers.

Mental Defense
10 + Wisdom + Other Modifiers

To attack an opponent
An attack roll is 1d20 + Weapon's Value + Strength Score.

To Attack an opponent with ranged weapons
These weapons use Agility to attack. 1D20 + Weapon's Value + Agility Score

Damage is calculated by (the strength score of the attacker/2) + The Weapons Damage Die. On an attack roll of a natural 20, you don't roll die, and simply deal maximum damage. Ranged weapons do not add strength to damage.

Damage is dealt to hit points, which all characters have derived from their class. When this number reaches 0 the character is unconscious until the end of the fight. After every fight, each character is restored to full hit points pending DM's discretion.

> **Note**: This may be alarming to older more experienced DMs. Full HP After each fight? Absurd! In play testing we found this encourages newer players to take bigger risks, and to keep adventuring longer. There is no 5-minute work day, or really any work day. You stop for the night when it makes sense for the night. No longer are our players having 2

fights (lasting 50 and 120 seconds each) before deciding to call it a day. These adventurers can clear whole caves. In addition, bookkeeping is cut down tremendously. If you are adamantly against this idea, consider the following **House Rule**. Characters regain HP at the end of a day, after 8 hours of rest. (Or you could even say 1HP per level per 8 hours of rest if you wanted to be very old school). Needless to say, these are not recommended for Simple games.

Attacks of Opportunity
Characters can make attacks of opportunity whenever the opportunity presents itself. Some abilities mention when these free attacks trigger, but there are also some generic conditions that could trigger them. Specifically, casting a spell or shooting a bow/crossbow in melee combat provokes an attack from all adjacent opponents. Attacks of Opportunity happen and are resolved before the triggering effect is resolved.

Moving out of an adjacent square to an enemy provokes an attack from the enemy. Alternatively, the character can "Shift" 1 square instead of their full move speed and ignore the attack. This attack is an attack of opportunity.

Combat Conditions
Prone is a condition in combat that means the character is laying on the ground. This imposes a -2 penalty to both defenses and requires a move action on their turn to stand.

Immobile is a condition that means unable to move. While immobile, you cannot move, but can take move actions.

Flanking applies when two allies are on opposite sides of an enemy. When flanking, they gain +2 to hit.

Saving Throws
A saving throw is a single d20 roll made at the end of a targets turn. A result of 10 or higher succeeds. Less fails. Any effect that requires a save to end uses a saving throw.

Spell Ranges
Blast – A blast is a cone like effect centering on the caster and affecting 1 square away from him. For each additional square long the blast is, it is an additional square wide. Meaning it is 1 square wide 1 square away, but 4 wide when it is 4 squares away.

Line – A line is a straight line of squares in a row.

Radius – A radius is all creatures within the number of squares equal to the distance indicated.

Unless otherwise mentioned, targets of spell must be within sight.

Running the Game
We aren't going to fill this document with hundreds of monsters from legend that you won't use

anyway. Instead we will give you the guidelines needed to build your own, along with a few very common monsters added in.

Monsters don't use the same stats as the players. I won't give a long bad argument about how they don't exist when you don't fight them, or any of that. Instead, it's because these monsters are designed to scale to make math fit. Not designed to represent a living breathing world. It is our belief that new or inexperienced players will not know or be able to tell. If your players are experienced enough to complain about this feature, it might be time to graduate to a more robust RPG.

Monster Stats
6 HP / Level
4+1 to hit /Level
16 +1/Level Physical Defense
13 + 1/Level Mental Defense
+4 Damage/Level (convert to die once you have a total damage number 2d8 roughly averages to 8 for example.)

Humanoid enemies should use the weapons described in the items chapter.

Enemies that have a good or poor value in a statistic should have it increased or decreased by 2. (Hit points and damage should be increased/decreased by 2 per level) For instance a knight gets +2 physical defense and +2HP/Level. An Ogre might get -2 mental defense but +2 damage/level. Mages should consider swapping physical and mental defense.

"Boss Monsters" should pick from the list of common powers below and have at least one.
Common powers –
- Fire breath- Level d6 damage to a burst area, ½ on a miss.
- Tail Swipe- Free attack when flanked.
- Mind Control- -2 to attack but vs mental. Cause PC to attack another PC. No damage.
- Flight – can fly
- Mind Blast - -2 Attack, but vs mental in a blast 3. Deals damage.
- Any specific spell

Black Knight – Level 3
HP – 18
+7 to hit, claymore 2d6 damage
22 Physical Defense
17 Mental Defense

Goblin Sneak – Level 1
4 HP
+5 to hit, dagger1d4 damage
17 Physical Defense
14 Mental Defense
*If flanking an opponent, it gains +1d6 damage

Goblin Archer – Level 1
4 HP
+5 to hit, bow 2d8 damage
15 Physical Defense
14 Mental Defense

Black Mage – Level 5
20 HP
+9 to hit, dagger 1d4 damage
18 Physical Defense
23 Mental Defense
Fire Blast III – Range 10, target one enemy, and each adjacent enemy with an attack at +7. If it misses half damage. Deals 2d8+6.
Scare I – Ranged 10, target one enemy. +7 vs mental. If successful, they spend their next move action to move as far away from you as possible.

Dragon – Level 10
80 HP
+14 to hit, bite 2d20+10, 2 attacks a round.
26 Physical Defense
23 Mental Defense
Fire Breath – 10d6 damage burst 6. +12 vs physical. Half damage on a miss
Flight – 10 squares
Tail Sweep – When flanked make a free attack at +12 for 1d10+5.

Simple RPG Character Sheet

Player Name:
Character Name:
Class: Theme:
Race: Age: Gender: Height: Weight:

Stats
Strength:
Agility:
Fortitude:
Smarts:
Wisdom:

Defenses
Physical:
Mental:
Offline Spot:
Offline Traps:
Speed:

HP
Total:
Current:
Armor:
Shield:

Skills
Athletics (Strength)	-
Acrobatics (Agility)	-
Healing (Wisdom)	-
Magic (Smarts)	-
Nature (Smarts)	-
Persuade (Wisdom)	-
Spot (Wisdom)	-
Sneak (Agility)	-
Traps (Agility)	-

Attacks
Weapon 1 _____
Attack +_____ Damage _____

Weapon 2 _____
Attack +_____ Damage _____

Weapon 3 _____
Attack +_____ Damage _____

Talents/Spells
1_____
2_____
3_____
4_____
5_____
6_____
7_____
8_____

9_____
10_____
11_____
12_____
13_____
14_____
15_____
16_____

Class Features
1_____
2_____
3_____
4_____
5_____
6_____

7_____
8_____
9_____
10_____
11_____
12_____