GENERIC FANTASY

v0.1

Generic Fantasy (working title) is a tabletop roleplaying game for one facilitator and at least one other player. Players act as adventurers and heroes exploring a dangerous and magical world. The facilitator plays that world.

This game was written with the following principles in mind:

- **Rullings over rules**
- **Fiction over mechanics**

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Creating a Character

You are an adventurer in a world full of magic and danger.

You have a **name**, **style**, **motivation**, **flaw**, and **traits**. You also have **attributes**, a **class** or **background**, **feats**, **skills**, and **equipment**. You improve with **experience points**.

Character Description

Roll, choose, or write your own name, style, motivation, flaw, and traits.

d12	Name	d12	Style
1	Karif	1	charming
2	Jane	2	rugged
3	Ingram	3	loyal
4	Eloise	4	defiant
5	Ajit	5	elegant
6	Carlita	6	brave
7	Friedrich	7	fancy
8	Ikeda	8	inquisitive
9	Yun	9	jolly
10	Suyin	10	mysterious
11	Anton	11	thoughtful
12	Desideria	12	wild

d6	Motivation
1	seeks wealth to pay off their family's debts
2	strives for perfection in function and form
3	wants to visit every city at least once
4	seeks revenge for the death of their brother
5	must complete their holy pilgrimage before returning home
6	carries a secret they must share with the high lord before it's too late

d6	Flaw
1	can't resist stealing everything that's not nailed down
2	will never trust again after what happened last time
3	can't forgive themselves for the mistakes of their past
4	is addicted to a powerful drug
5	is on the run because of a crime they didn't commit
6	can't stand being alone even for a second

d20	Trait
1	messy hair
2	windburnt skin
3	darting eyes
4	flowing hair
5	tattered clothes
6	bloodshot eyes
7	pockmarked skin
8	bald head
9	many piercings
10	bulbous nose
11	sinister grin
12	sharp nose
13	fine clothes
14	gravely voice
15	kind eyes
16	missing teeth
17	tattoos all over
18	warm smile
19	diminutavely short
20	excedingly tall

Example character: *Jane is a charming young woman with messy hair, windburnt skin, and darting eyes. She seeks wealth to pay off her family's debts. She will never trust again after what happened last time.*

Attributes

You have three attributes:

- **Body (BOD):** Constitution, grit, reflexes, strength
- **Intellect (INT):** Aim, cunning, intelligence, perception
- **Willpower (WIL):** Force of will, leadership, magical potential, persuasion

Roll on the following table for each attribute and assign dice. Alternatively, assign a d6 to each attribute, or assign an array of d4, d6, and d8. An attribute's value ranges from d4 to d12.

d8	Attribute Die
1-2	d4
3-6	d6
7-8	d8

You have a point pool (or PP) for each attribute consisting of as many points as the attribute's die.

Example character: *Jane rolls and gets a d6 in BOD, a d8 in INT, and a d4 in WIL. She has a PP of 6 in BOD, 8 in INT, and 4 in WIL.*

Classes

There are six classes, each specializing in one or more attributes.

Choose one of the six classes. You must have at least a d8 in the class's main attribute(s). Gain one of your class's feats.

If none of your attributes are high enough, skip this section and gain a background instead.

Example character: *Jane takes the thief class since she rolled a d8 for her INT. From her class, she chooses* sneak attack.

Fighter

As a fighter, your main attribute is BOD.

Fighter Feats

- **Berserk:** When you hit and deal harm, you may make additional tests to deal harm until you fail
- **Precise Strike:** When you hit and deal harm, you may turn strong hits into double harm
- **Protect:** You may take the BOD harm that someone nearby would have taken instead of them

Thief

As a thief, your main attribute is INT.

Thief Feats

- **Expertise:** You may spend 2 INT in order to reroll skill dice
- **Jack of all Trades:** You may spend 2 INT to roll a d4 with any skill
- **Sneak Attack:** When you hit and deal harm to someone engaged with someone else or who is unaware of your presence, you may deal double harm

Sage

As a sage, your main attribute is WIL.

Sage Feats

- **Counterspell:** You may force a WIL contest to prevent someone from casting a spell
- **Spellcasting:** You may cast spells and you gain one spell--whenever taking the "gain feat" option from the XP table, you may gain another spell instead
- **Spellshield:** You may take harm to WIL instead of BOD or INT

Battle Mage

As a battle mage, your main attributes are BOD and WIL.

You may gain warrior and sage feats.

Arcane Trickster

As an arcane trickster, your main attributes are INT and WIL.

You may gain thief and mage feats.

Warrior Poet

As a warrior poet, your main attributes are BOD and INT.

You may gain fighter and thief feats.

Spellcasting

Each spell costs WIL. If a spell is aimed at an unwilling target, they may force a contest to half the effects. A spell's effects double by doubling the points spent.

Spell	Cost
darkness	1
detect magic	1
feather fall	1
fireball (2 BOD harm x 3 adjacent targets)	3
heal (2 BOD healing)	1
illusion (1 sense)	1
invisibility	2
levitate	2
light	1
magic missile (2 BOD harm)	1
mending	1
misty step	2
read mind	2
spiritual weapon (2 WIL harm)	2
stupefy (2 INT harm)	2

Backgrounds

If you don't have a class, you instead gain a background. Roll, choose, or write your own background and gain an associated skill at d4.

d10	Background	Skill
1	farmer	athletics
2	blacksmith	defense
3	priest	discernment
4	scholar	lore
5	soldier	melee
6	bard	performance
7	politician	persuasion
8	hunter	ranged
9	cutpurse	skullduggery
10	tracker	survival

Skills

There are ten skills. Roll on the skill die table and then the skill table three times, assigning each skill die to the rolled skill. Alternatively, assign a d6 to three skills, or assign an array of d4, d6, and d8. Once gained, a skill's value ranges from d4 to d12.

d8	Skill Die
1-2	d4
3-6	d6
7-8	d8

d10	Skill
1	athletics
2	defense
3	discernment
4	lore
5	melee
6	performance
7	persuasion
8	ranged
9	skullduggery
10	survival

Example character: *Jane rolled and put her d4 in skullduggery, d6 in ranged, and d8 in discernment.*

Equipment

You have 4+BOD equipment slots. Gain an equipment package or spend 100 coin on the tables below.

Unless otherwise noted, items use one slot and harm is dealt to BOD.

Armor grants armor points (or AP). Instead of taking harm to your BOD, you may choose to take it to your AP. Once out of AP, the armor is broken and must be repaired before granting this benefit again.

Class	Equipment Package
Fighter	light armor (2 AP, 2 slots), shield (1 AP), longsword (2 harm), 5 coin
Thief	light armor (2 AP, 2 slots), dagger (1 harm), shortbow (1 harm), arrows (20), lockpicks, 10 coin
Sage	staff (1 harm), lantern, lantern oil (4 hours), chalk, 80 coin
Battle Mage	light armor (2 AP, 2 slots), shield (1 AP), mace (2 harm), 5 coin
Arcane Trickster	light armor (2 AP, 2 slots), longbow (2 harm), arrows (20 uses), 5 coin
Warrior Poet	shield (1 AP), greatsword (3 harm, 2 slots), bedroll, 30 coin

Service	Cost
good meal	2
pint of ale	1
repair armor (1 AP)	15
warm bed	3

Armor	Cost
shield (1 AP)	20
light (2 AP, 2 slots)	50
medium (3 AP, 3 slots)	100
heavy (4 AP, 4 slots)	200

Equipment	Cost
bedroll	4
calrops (1 harm)	7
chalk	1
crowbar	8
flint and steel	4
grappling hook	12
lantern	7
lantern oil (4 hours)	5
lockpicks	5
rope (50 feet)	6
tent	12
torch	2
travel rations (5 days)	10
waterskin (5 days)	5

Weapon	Cost
arrows (20 uses)	10
battle axe (3 harm, 2 slots)	35
bolts (10 uses)	15
club (1 harm)	10
crossbow (3 harm, 2 slots)	40
dagger (1 harm)	10
flail (3 harm, 2 slots)	35
greatsword (3 harm, 2 slots)	45
handaxe (1 harm)	15
longbow (2 harm)	25
longsword (2 harm)	30
mace (2 harm)	25
shortsword (1 harm)	20
shortbow (1 harm)	15
staff (1 harm)	5
warhammer (2 harm)	30

Example character: *Jane takes the thief's equipment package, gaining light armor, a dagger, a shortbow with arrows, lockpicks, and 10 coin.*

Character Advancement

You gain experience points (or XP) whenever you allow your style, motivation, or flaw to put you in a tight spot.

Add your earned XP to your XP track. At each die number (4, 6, 8, 10, 12, and 20), you may roll that die on the XP table and reduce your XP to the next die down.

Roll	XP Result
1	Gain nothing and lose d8 XP
2-3	Gain nothing and lose d4 XP
4-6	Gain a new class feat or gain a class
7-9	Increase a skill's die or gain a new skill at d4
10-12	Gain a feat from a different class or switch classes
13-19	Increase an attribute's die
20	Choose one and reroll

Example Character:

Jane is a charming thief with messy hair, windburnt skin, and darting eyes. She seeks wealth to pay off her family's debts. She will never trust again after what happened last time.

BOD: d6 -- 6/6 PP (2/2 AP) | ^INT^: d8 -- 8/8 PP | WIL: d4 -- 4/4 PP

Discernment: d8, Ranged: d6, Skullduggery: d4

Sneak Attack: Deal double harm when attacking an enemy who is engaged with someone else or who is unaware of your presence

Equipment (5/10 slots): light armor (2 AP, 2 slots), dagger (1 harm), shortbow (1 harm), arrows (20), lockpicks, 10 coin

XP: 0 (roll on 4, 6, 8, 10, 12, and 20)

Tests

Whenever you attempt to do something that you could reasonably accomplish but the outcome is uncertain, roll a **test**. Collect dice: one from your relevant attribute and one, if any, from a relevant skill. Roll, counting each die's result individually.

Roll	Result
1-3	Miss
4-6	Weak Hit
7-9	Hit
10-12	Strong Hit

The test passes if you roll at least one **hit** of any kind. (Rarely, especially difficult tests might require two or more hits.)

If a die is a **weak hit**, there is also an unforeseen consequence. If a die is a **strong hit**, there is also an unanticipated benefit.

If none of the dice hit, the test fails. You may choose to accept extra trouble in exchange for passing a failed test.

Contests

When you test against someone, you each collect dice as normal and roll. Whoever has the most hits wins. In a tie, strong hits beat hits beat weak hits, higher numbers beat lower, then bigger dice beat smaller.

Help

When someone else makes a test, you may roll a relevant skill die and add your hit to their test.

Modifying Tests

You may use your class's main attribute(s) in a special way: you may spend 2 PP to increase a weak hit to a hit or a hit to a strong hit, 4 PP to turn a miss into a hit, or 6 PP to add an additional hit to your roll.

Combat

Combat involves a series of **rounds** made up of **turns**. A round lasts long enough to make a test and traverse a room--about six seconds.

An initiative contest decides the order of turns in a round. Rounds continue until everyone has either surrendered, fled, or died.

Attacking is a contest. Whoever wins each contest deals their hits as harm.

Harm, Healing, and Death

Each attribute has a point pool (or PP) that is the size of its die. Harm subtracts points and healing increases them.

When a pool is depleted, reduce the attribute's die by one and refill the pool. Each time your attribute is reduced in such a way, gain a wound--a lasting mark or sign of your struggle.

When an attribute is reduced below d4, tests can no longer be made with it and its PP is zero. Roll on the death table.

d4	Death Result
1	Dead
2	Dead in 1d4 rounds unless treated
3	Dead in 1d6 hours unless treated
4	Dead in 1d8 days unless treated

Whenever you take about an hour to rest and eat or drink, you may heal a point pool by succeeding on a test using its attribute. When you rest for the night on a full stomach, the test automatically succeeds. Returning a reduced attribute die to normal requires a week of comfortable rest with adequate food and drink.

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