

Dead Simple Fantasy RPG Rules, 5th Edition

0.0 Introduction

Welcome to Dead Simple, a set of generic heroic fantasy roleplaying rules.

I believe that roleplaying is more important than rules-playing.

This is why I have condensed these rules into just a few pages.

The cardinal rule is: if there isn't a rule for it then make it up as you go along. Have fun!

1.0 Adventurer Creation

1.1 Attributes

New Adventurers have twelve points to divide between the five attributes below. Each attribute must be given between one & four points. This will be modified by the adventurer's race.

Strength [STR] Dexterity [DEX] Agility [AGI]
Intellect [INT] Spirit [SPT]

1.2 Skills

Skill Level = Aptitude + Training + any Professional Modifier.

Skill	Aptitude*	Examples
Craft	DEX	Make, Repair, Invent
Defence	AGI	Avoid attacks
Fighting	[STR + INT]/2	Kill, Maim
Knowledge	INT	Lore, Magic
Manhandle	STR	Lift, Push, Drag
Mobility	[STR + AGI]/2	Climb, Leap, Run, Swim
Perception	[INT + SPT]/2	Spot, Hear, Smell
Persuasion	SPT	Charm, Con, Haggle, Preach
Shooting	[DEX + INT]/2	Throwing, Firing
Stealth	[DEX + SPT]/2	Sneak, Hide, Stalk
Toughness	[STR + SPT]/2	Grit, Courage

* Round down any fractions

1.3 Training

New Adventurers are Competent in one skill, Trained in two skills & Familiar with three others of their choice. The remainder are Untrained.

Training level	Bonus	Training level	Bonus
Untrained	-1	Competent	+2
Familiar	+0	Experienced	+3
Trained	+1	Mastered	+5

1.4 Race [choose one]

Human: Big, ugly & everywhere.

SPT+1, can be any Profession.

Elf: Pointy-eared, slender & mysterious.

INT+1, can only be a Fighter, Wizard or Ranger

Dwarf: Short, greedy & tough.

STR+1, can only be a Fighter, Thief or Priest.

Gnome: Short, crafty and charming.

DEX+1. Can only be a Priest, Thief or a Wizard

Half-Orc: Large, aggressive and often stupid.

STR+2. Can only be a Barbarian or a Fighter.

Hobbit: Little, larcenous & lucky.

AGI+1. Can only be a Barbarian or Thief.

1.5 Profession [choose one]

Barbarian: A complete maniac from the savage tribes of the far north who lives to kill monsters.

Toughness +2, Hard-man, Survival, only Light Armour & Shield.

Fighter: Well-armed & armoured the Fighter is often the leader of a party of Adventurers. His job is to defend his friends & kill monsters.

Fighting +2, Double Trouble, any Armour & Shield.

Priest: A powerful ally against the Undead & the only Adventurer who can heal wounds.

Persuasion +2 Holy Light, Healing, only Light or Medium Armour & Shield.

Ranger: Those brave adventurers who scout the wilderness in order to protect civilisation from the enemies beyond.

Shooting +2, Mobility +2, Survival, Light Armour & Shield.

Thief: This is the burglar of the party. He stops his friends getting killed by traps, and can open locked or barred doors and windows..

Craft +2 Stealth +2, Burglary, only Light Armour.

Wizard: The master of magic, he starts with three spells of his choice in his spell book (See Wizard Spells).

Knowledge +2, Spells, no Armour or Shield allowed.

1.6 Professional Abilities

Double Trouble; Can attack twice in a turn, if he has not moved, against any adjacent enemy.

Hard-man: Ignores the first wound in any encounter.

Burglary; Can use his Craft skill to attempt to pick locks, or to find & disarm traps.

Holy Light; If a Priest stands still & holds up his holy symbol this light prevents Undead approaching closer than 10'.

Healing; A Priest's touch makes a KO'd figure just seriously wounded, a seriously wounded one just wounded, or a wounded one whole.

Survival; Can use Perception skill to track animals or enemies, and find food, shelter & water in the wilderness.

1.7 Improving Adventurers

After an adventure the Adventurers are often given Destiny points by the GM. They begin with three Destiny points each.

These can be spent to get a reroll of a die, or saved up and used to improve skills and attributes through training.

Adventurers can also spend their hard-won Ducats (silver coins) to buy training instead.

The cost in Destiny points or Ducats is shown in the table below.

Training takes one full day per five destiny points or 250 ducats spent. While training, an adventurer can't go adventuring.

Destiny	Ducats	Improvement
20	1000	Improve an Attribute by one
10	250	Improve a Skill by one training level
10	500	Learn a new Magic Spell (Wizard only)

1.8 Basic Kit

All new Adventurers begin with a set of suitable clothes, a hooded cloak and a free Adventurer's backpack (see 4.2).

In addition a new Adventurer will have other equipment based upon both their profession and their race:

Barbarian	Light Armour, Battle Axe (heavy), Furs.
Fighter	Light Armour, Light Shield, Sword/Axe (medium).
Priest	Light Armour, Mace (medium), Holy Symbol.
Ranger	Light Armour, Light Shield, Spear (medium).
Thief	Dagger (light), Burglary Tools.
Wizard	Staff (medium), Pointy Hat, Spellbook.
Human	3 Hunting Spears (medium, range 30').
Elf	Longbow (medium, range 100'), 12 Arrows.
Dwarf	A Crossbow (heavy, range 75') & 16 Bolts.
Gnome	A hand crossbow (light, range 30') & 12 bolts.
Half-Orc	3 Throwing Axes (light, Range 20')
Hobbit	A Sling (light, range 50') & 20 bullets.

New Adventurers also get 25 ducats to spend in the marketplace.

1.9 Wizard Spells

A new wizard can choose three of the spells below to put in their Spellbook. They may later buy new spells to add to it (see 1.7).

Befriend: One person likes you for 5 minutes. He will help & defend you, but not do anything suicidal. He will remember afterwards what you did. If you attack him it breaks the spell.

Berserk: Touch a friend to give them +2 to Fighting, but they cannot cast spells or use other skills. Lasts 2 turns.

Blind: One chosen enemy is blinded for 3 turns. Range 30'

Blunt: One chosen enemy's weapon is at -2 on Fighting or Shooting checks for 3 turns. Range 30'.

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Countermagic: This disrupts a spell targeted at the Wizard & nullifies it. This is the only spell that can be cast as an immediate reaction and not on the Wizard's turn. It can only be cast once per turn.

Cover of Night: The target gets a +1 bonus on all Stealth checks for 5 turns.

Daze: Enemy cannot attack for 3 turns. He can still move & defend himself. Range 30'.

Demoralize: One chosen enemy will retreat from the Wizard for 2 turns. If attacked it will stop and defend itself. Range 30'.

Detect Enemy: Gives the location of the nearest creature who intends to harm the caster within 60'. Instant.

Detect Magic: Gives the location of the nearest magical item/creature or active spell within 60'. Instant.

Detect Silver or Gold: Gives the location of the nearest silver or gold, not on the caster, within 60'. Instant.

Dodge: Increase the Wizard's Defence skill by +3 for 3 turns.

Enchant Weapon: Touch a Weapon to give it +2 to Fighting/Shooting skill for 3 turns. Weapon can only have one such enchantment.

Extinguish: This spell puts out a single, non-magical fire of no more than 6' in any dimension. Instant. Range 30'.

Fire Bolt: A magical shooting attack that ignores target's armour, but not their defence. It may also be used to set inflammable objects alight. Instant. Range 30'.

Float: Touch person to let them float up or down 30' per turn. Lasts 1d6 turns (GM rolls this die in secret).

Hasten: Touch a friend or cast on self to increase their speed by +2 for 5 turns.

Identify: Reveals any magical properties of an object, enchantment or creature. Instant.

Ignite: This sets fire to a single flammable object that is touched by the Wizard. Instant.

Invisibility: Wizard cannot be seen for 3 turns unless he attacks an enemy or casts a spell. He can still be heard.

Light: Touch an object to make it to illuminate a 20' diameter area for 10 turns.

Lock & Bar: Touch holds a door shut against anything except an *Open Says I* spell. Lasts for 3 turns.

Mist: Surrounds caster with a 10' radius, 10' high mist. This lasts for 3 turns and moves with the caster. You cannot see anyone in the mist and visibility inside it is just 5'.

Open Says I: Touch opens a locked door or lid. Instant.

Silence: Cast on an object. Everything within 10' of the object is in a zone of utter silence for 3 turns.

Summon Imp: This small demonic creature shall serve the caster for an hour during which time it will scout, spy and carry small loads. It can fly and turn invisible. It can talk the common tongue. This can only be cast once per day.

Teleport: Wizard disappears & reappears at any point he can see within 60'. Instant.

Terrify: Enemy must pass a Toughness skill check to attack wizard. Lasts 3 turns.

Twelve words: Sends a short message of up to twelve words to up to six other people they know within a mile. Instant.

2.0 Adventurers' Companions

Every adventurer may start out with a companion. This is a person who assists them on adventures. They are not as tough or skilled as the adventurer they follow, but they will grow as the adventurer does.

When creating a companion they have only nine points to divide between the five attributes. They are trained in two skills and familiar with two others of their choice.

They can be of any race, but are usually the same race as their adventurer. They can be of any profession. Adventurers often choose companions whose skills and profession complement their own.

A new companion gets the equipment listed for his race and profession, and an adventurer's backpack, but no money. The adventurer is responsible for providing extra or new equipment.

As they adventure a companion automatically receives destiny points equal to half that received by their adventurer. The GM may award them their own destiny points if they act intelligently or bravely.

A companion will do pretty much as his adventurer directs, but will not do anything obviously suicidal. Treating a companion cruelly or with contempt will cause them to leave the adventurer at the first safe opportunity to do so.

A companion that is well-treated and rewarded by his adventurer shall be loyal unto death. If they should die the manner in which they were treated in life and the circumstances of their death will affect how easy it is to find a new companion.

If an adventurer dies it is not unusual for the player to promote his companion to the position of adventurer. From this point on the former companion gets full destiny points for his actions and can take on their own companion. He may also inherit the dead adventurer's equipment.

3.0 Rules of Play

3.1 Skill Check

Score 15 or more on 1D20 modified by the relevant Skill Level, by equipment and the situation.

An unmodified roll of 20 is an automatic success and a roll of 1 is an automatic failure.

3.2 Action Turns

When things get interesting the game is played in *Turns* of about ten seconds in length. Each turn follows the sequence below:

A. Movement

Adventurers and companions can choose to move before or after their enemies. They can move up to 3 + Mobility in squares, -1 if in Medium Armour, -2 if in Heavy/Very Heavy. Squares are 5' across. You cannot move through a solid object over waist high or another figure (unless they let you).

You can climb over or up an object but this is at half speed. Swimming & Stealthy movement is also at half speed.

You can run at double your normal movement rate, but then cannot do anything else that turn.

B. Use Magic

A Wizard can cast one spell from his Spellbook in a turn. The same spells can be cast again on subsequent turns but each requires a successful Knowledge check.

The Wizard cannot cast a spell if he is in a square next to an enemy - even diagonally.

An enemy will resist a spell cast upon him so deduct the enemy's SPT from the Wizard's skill check.

To cast a spell on an enemy you must be able to see him.

A Priest can use either Holy Light or Healing once in a turn.

Potions: Any creature can drink a potion if they have one.

C. Bloody Combat

Adventurers & monsters can only attack once each in a turn, except Fighters who have Double Trouble. The Adventurers and companions always attack first.

You can only engage another figure in close combat in an adjacent square (including diagonally).

You can shoot at any creature that is in line of sight & range, even if they are fighting. You are at -2 if target is partially obscured by terrain, poor visibility (i.e. fog/mist/smoke) or another figure.

The attacker makes a Fighting or Shooting skill check modified by their weapon; none +0, light +1, medium +2 and heavy +3.

They must score **15 + opponent's defence skill + armour value.**

Light Armour's value is 1, Medium 2, Heavy 3, Very Heavy 4.

A Light Shield adds +1 on top of armour and a Heavy Shield +2.

If there is more than one attacker attacking a single opponent in close combat each one gets +1 to their Skill Level. Thieves get +3 in this situation if they can first succeed at a Stealth skill check.

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If the hit a figure must make Toughness Skill Check. If he fails he becomes Wounded and all his skill rolls are at a -2 penalty.

If wounded a second time he becomes Seriously Wounded and all his skill rolls are at a -4 penalty.

If wounded a third time he is knocked out (KO'd).

A KO'd figure can be easily killed or captured.

D. Use other Skills

Anything not listed above can now be done.

3.3 Saving Throws

Sometimes a character faces danger that is not a combat attack. For example stepping in quicksand, being under a rock or roof fall, falling off a log, touching poisonous plant, trying not to breath bad air or gas, running through a burning building and so on.

In such circumstances, and because they are heroes, the GM may allow the player to make a suitable skill check for their adventurer. Typically if you're trying to avoid a physical calamity you could dodge this might be a Mobility skill check. If it's something that might damage you anyway a Toughness skill check might be more in order.

The GM will apply such modifiers as they see fit.

4.0 The Marketplace

4.1 The Horse Trader

A reliable steed can be the difference between life & death out in the wilderness.

Mount	Cost
Donkey; <i>small & slow pack animal. Very obedient & will even go underground.</i>	25
Mule, Pack; <i>the most reliable & hardy pack animal available. Can be ridden. Might go underground.</i>	50
Pony, Mountain; <i>small, but tough riding animal. Has limited carrying capacity. Might go underground.</i>	75
Courseer; <i>a swift riding horse, much favoured by wealthy travellers. Will not go underground.</i>	250
Destrier; <i>a trained war horse, capable of wearing barding and fighting in combat. Underground? Are you mad?</i>	500

Any steed will also need equipment:

Riding Equipment	Cost
Saddle	25
Cavalry Saddle	50
Pack Saddle	15
Bit & Bridle	1
Saddle Blanket	3
Saddlebags	10
Quilted Barding (light armour)*	100
Brigandine Barding (medium)*	300
Caparison (decorated horse coat)	30

* Barding is armour for horses.

4.2 The Adventurer's Backpack

If bought new this costs 25 ducats & includes the following:

A Backpack, Bedroll, Cord (hemp - 50'), Fish-hooks & line, Flint & Steel, Knife, Lamp oil (1 pint flask), Lantern, Small Sack, Three Sea Shells and a Water-flask (4 pints).

4.3 The Armourer

The Armourer is a master craftsman and one of the few traders who does not haggle. You might be able to get a better price if you can find a Merchant handling second-hand goods.

Weapon	Cost
Club or Cudgel [light]	Free
Dagger [light]	5
Sword or Scimitar [medium]	50
Axe, Mace or Warhammer [medium]	20
Spear or Long Spear (2H) [medium/heavy]	15/30
Quarterstaff [medium]	Free

Hunting Spear [medium, range 30']	20
Maul/Military Flail (2H) [heavy]	50
Great Sword (2H) [heavy]	200
Great Axe (2H) [heavy]	175
Sling [light, range 50']	Free
Hand Crossbow / 20 bolts [light, range 30']	25/5
Throwing daggers/darts [light, 30']	3
Bow / 12 Arrows [medium, range 75']	30/5
Crossbow / 10 Quarrels [heavy, range 75']	150/5
Longbow [heavy, range 100']	

Free weapons can be made by the Adventurer's themselves.

Armour	Rating	Cost
Padded/Leather Tunic & Hood	Light: 1	30
Ring/Scale Mail Tunic & Pot Helmet	Medium: 2	200
Breast Plate, Leather Greaves & Vambraces and an Open Helm	Heavy: 3	300
Full Helm, Breast Plate, Greaves and Vambraces.	Very Heavy: 4	850
Wooden or Wicker Shield	Light: +1	10
Steel Shield	Heavy: +2	50

4.4 The Chandler

These are general merchants who sell a range of useful tools and equipment for travellers and adventurers.

General Equipment	Cost	General Equipment	Cost
Backpack	5	Mirror	25
Bedroll	5	Nails (per five dozen)	1
Belt pouch	1	Oilcloth (10' square)	3
Blanket	2	Oilstone	2
Burglar's Toolkit	25	Parchment (6 sheets)	3
Candles (per dozen)	1	Pick	4
Chisel (masonry)	2	Rations (dried - 1 wk)	7
Cord (hemp - per 10')	1	Rations (fresh - 1 wk)	3
Crowbar	3	Rope (Hemp - per 10')	2
Fish-hooks & line	1	Scroll case	2
Flint & Steel	1	Spade	4
Grapnel	5	Spikes (Iron per 6)	1
Hammer (masonry)	2	Tent (2 man)	10
Hammer (sledge)	4	Torch, Pitch	1
Knapsack	3	Trivet	2
Ladder 10'	5	Water-flask (2 pints)	3
Lamp oil (1 pint flask)	1	Wineskin (1 gallon)	5
Lantern	10	Writing set	10

There is plenty more equipment that can be found or made for the adventurers and their companions in the towns and cities. If there is something you want which is not here talk to your GM.

4.5 The Apothecary

These skilled chemists brew a few valuable potions and oils that many adventurers desire. These are provided in small, sealed vials that should last a year before going off.

Potions & Oils	Cost
Aqua Vitae (cures all the wounds on one person)	200
Balefire (burns through anything)	50
Cure-all (cures any one poison or disease)	100
Goldeneye (see in dark for 1 hour)	25
Mermaid's Tears (breathe under water for 1 hour)	50
Purgative (cures an ingested toxins)	25
Wound Salve (cures a wound)	25
Wyvern Venom (deadly poison that can coat a blade)	100

4.6 Encumbrance

There are no weights for the equipment above. This is because:

- this is heroic fantasy, and
- the GM will apply common sense to your load-out and modify your abilities accordingly.

So if you stand up and the GM says you collapse in a heap you may well have overdone it.